TABUTRONIC PROELIUM

CHESS COMPUTER

Perfect Size Light Up Electronic Chess Board
With Move Auto-Sensing and LED Indicators

TABUTRONIC

INSTRUCTION MANUAL

6+

IMPORTANT INFORMATION

MOVE AUTO SENSING
USE OF INCLUDED CHESS PIECES

Magnets in the bases of chess pieces are essential to the proper operation of the computer, especially for system detection of moves and placement of pieces. For best performance of move auto sensing, use only the included chess pieces.

MOVE PIECES CORRECTLY

To move correctly: Lift the piece until the starting square's LED illuminates, then place it centered on the destination square. Never slide the piece across the board - this triggers false detection of intermediate squares before reaching your intended destination.

RESET SWITCH

Sometimes, computers can act up because of electrostatic discharge, other electrical glitches, or when batteries are put in. If this occurs, take a thin rod and insert it into the RESET hole at the top of the computer. Press down for about one second. This will reset the computer, clear its memory, and get it back to working properly.

NOTE: The reset switch is part of the design so that if the unit malfunctions, you can reset it to normal operation and start a new game.

WARNING

The playing pieces supplied with this games computer may be small enough to be swallowed. Please keep the playing pieces out of the reach of small children.

This product meets EU electromagnetic compatibility standards (Council Directive 89/336/EEC).

PLEASE KEEP THIS MANUAL FOR FUTURE REFERENCE.

NOT SUITABLE FOR CHILDREN UNDER AGE 6 YEARS.

USES OF THE CONTROLS (SUMMARY)

ON/OFF	Switches the computer on or off. When "off", the current game is saved and can be resumed later.
NEW GAME	Start a new standard game, a mini-chess game, or a puzzle, or play famous game.
MOVE	Force the computer move or swap sides with computer, clear board in Setup, Stand your move in teaching mode.
TAKE BACK	Take back moves, decrease number in Level/Puzzles/Famous Games setting, take back your move in teaching mode.
LEVEL	Set computer playing strength. Increase number in Level setting.
SETUP	Setup a special position, e.g., a chess problem.
WHITE/ BLACK	Switch between white and black during setup a special position.
VERIFY	Check where the correct pieces position.
LEGAL	Show you what legal moves the pieces have available.
LIGHT	Adjust the brightness of 64 LED indicator lights**.**
TUTOR	Point out your mistakes or computer's threats.
PUZZLE	Endgame puzzles, win material practice. Increase number in puzzle selecting.
WHY?	Voice explanation for teaching.
FAMOUS	Famous games played by chess masters. Increase number in famous game selecting.
VOLUME	Settings for sound output.
CHESS	Select chess pieces type during setup, promotion. Also use for

PIECES STYLE, SCORE, HINT.

RESET Returns to factory setup after batteries replacement or when computer may freeze.

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PART 1 – USING THE COMPUTER

1.1 GETTING STARTED

1.1.1 Take Out and Store Chess Pieces

Take Out Pieces: Place the computer face down on a flat surface, open the pieces storage compartment door, carefully pull out the entire EVA foam tray (with all 34 pieces still in their slots), close back the door until it clicks into place. Remove the chess pieces individually from the tray.

Store Pieces: Place all chess pieces into their corresponding slots on the EVA foam tray, gently return the tray to the bottom storage compartment, secure the compartment door.

1.1.2 Power Supply

This product can be powered by 4 x AA batteries, or a DC 5V USB Type C input.

To conserve resources, no USB adaptor is included. Use the included USB Type-C cable with a 5V/1A or 5V/2A charger/adaptor. Insert the USB Type-C cable into the product's USB TYPE C port, the indicator near port turns red, the computer now is powered by a DC power supply.

Or you can use batteries to power the computer, to install batteries:

On the computer underside you will find the lid of the battery compartment and a label telling you which type of battery to use. Open the battery compartment door by use of a Phillips head screwdriver. Make sure each battery is inserted the right way round: the "positive" tip (labelled "+") must match up with a "+" sign inside the compartment. When the batteries are all in place, close the door.

Low Battery Alert: If a low battery warning is issued during use, you can continue playing chess for a while, but it is recommended that you replace the old batteries as soon as possible to ensure its normal operation.

1.1.3 Power on and Place Pieces

Turn the computer over so that it is facing up, Press the **ON / OFF** button to power it on, you should hear a "rising sound". The 64 LEDs light up sequentially as the system boots, with the LCD showing "boot". The 32 initial-position chessboard lights illuminate: **Green** for White's squares, **Yellow** for Black's. The display shows "**PLCE**" - Set up all 16 pieces of each color centrally on their designated starting squares, correctly placed pieces trigger their LEDs to extinguish. The white pieces must

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be at the end near the controls.

If first-time use, press **NEW GAME** twice to clear memory residue.

If you mistakenly place a chess piece on an empty square, the **Red** LED on that square will illuminate, indicating the square should remain unoccupied.

Note: Only use included chess pieces for accurate detection.

When all opening pieces are correctly placed, the device beeps and displays "**PLAY**" with a white system (□) in the top left-hand corner, White's turn begins.

Note: If a properly placed square stays lit, the LCD will keep showing PLCE. Slightly reposition the piece centrally, enabling proper system recognition and automatic deactivation of the indicator. When all starting squares light off, the pieces are setup correctly.

The computer is now ready for a game. Its "level" of playing strength will automatically be set to 1 second per move. (**t_01**, For full details on the levels, see section 1.9.)

If you have used this product before, switch on the computer by pressing the **ON/OFF** key, the computer will remember the position which was on the board when you last switched off.

1.2 THE CHESSBOARD

Each square on the board is marked with a letter and a number. An 8-square horizontal row is known as a *rank*, while a vertical column is called a *file*.

The squares at the left edge carry the letter A; every other file has its own letter, from B to H. Each rank has its own number, from 1 to 8. The letter and number on a square are called its *co-ordinates*, and are used by the computer to communicate its moves to you.

1.3 MAKING MOVES WITH AUTO SENSING AND LIGHT UP

We recommend that you start your first game using the white pieces. Here's how to make your moves:

Execute moves naturally as on a physical paper board: Lift your chosen piece, the computer will emit a "beep" sound and show the coordinates of the square, the origin square LED illuminate, all legal destination squares simultaneously light up, place the piece on the desired lit square to complete the move.

Note: Green LED light for White's squares. Yellow LED light for Black's squares.

Correct Move Execution： Lift the piece until the starting square's LED activates, then place it centered on your target square.

Incorrect Move Execution (✕)： Slide the piece along the board, the system may detect intermediate squares (e.g., E3) before reaching your intended destination (e.g., E4).

Example: Sliding the E2 pawn along the board to E4 triggers false E3 detection before reaching E4.

The symbol □ or ■ shows which side is to play. If the symbol "flashes" on and off, this means that the computer is thinking about its move; during this time, none of the controls have any effect, except for the **MOVE** key (*see section 1.8*).

The computer indicates its move via LEDs: both the "from" and "to" squares light up and flash alternately, prompting you to complete the move. The corresponding coordinates are displayed on the screen. e.g.:

Note: When TUTOR function is ON, the computer will announce its move - the piece type and the coordinates by voice also, see section 2.2.

Lift the piece on the "from" square (in this case E7). The coordinates of this square stop "flashing", while those of the "to" square start flashing on and off. Place the piece on this square (in this case E5) as you place the computer's piece there.

Note: Only use included chess pieces for accurate move auto sensing.

1.4 ERRORS

If you lift a piece on its square but then decide not to move it after all, simply place it back on the same square again.

In general, if you press a wrong key, you will hear the error signal (a low buzz). Simply continue by making the correct press (acknowledged by a "beep").

If you try to move a piece without any legal moves, you will hear the error low buzz signal *(When TUTOR function is on, you will hear "**NO LEGAL MOVE**")*, just place the piece back on its original square.

If you try to move a piece to a square where it cannot legally go, you will hear the error low buzz signal *(When TUTOR function is on, you will hear "**ILLEGAL MOVE**")*, just place the piece back on its original square.

You can then start again to make a legal move.

1.5 SPECIAL MOVES

Captures are carried out like ordinary moves. They are indicated by a flashing **:** symbol between the "from" and "to" squares on the LCD.

Capture Procedure:

Option 1: Lift your piece → remove the captured piece → place yours on the vacated square.

Option 2: Lift the target piece → remove it → position your piece on the emptied square.

***En passant* captures**: Move the capturing pawn first, the square of the captured pawn is then lighted up and displayed (flashing), followed by **0**, remove the captured pawn on this square to complete.

Pawn promotion: Move the promoting pawn first, The number **5** (= "queen") appears "flashing" on the display. You then have these choices:

(a) To promote to a queen, press the ♛ key.

(b) If you want to choose a different piece, press ♜ , ♝ or ♞ (to display **4**, **3** or **2**). Re-press the same key to confirm.

When carrying out the computer's promotion move, in most cases, you can only choose a) to promote a queen.

Castling: First move the king. The computer then displays the "from" and "to" squares of the rook, then move the rook.

When TUTOR function is on, the computer will announce the above special moves by voice also.

1.6 CHECK, CHECKMATE, ETC.

Check and the end of the game are displayed as follows:

+	Check
1:0	Checkmate (White wins)
0:1	Checkmate (Black wins)
==	Stalemate (or only the kings left)
50=	Draw by 50-move rule
3=	Draw by threefold repetition (The computer recognizes "simple" repetition, i.e. the same pieces moving back and forth.)

When TUTOR function is on, the end of the game is also announced by spoken messages.

However, after announcing a draw by repetition or 50-move rule, the computer allows you to continue playing.

1.7 NEW GAME

If you want to resign from the current game, you can start a new game at any time except when the computer is thinking about its move. Press the **NEW GAME** key. The display shows:

You now have these options: –

(a) Press **NEW GAME** again to start a game under normal conditions.

(b) Press ♟ if you want a game of "mini-chess", with only the kings and pawns (starting on their normal squares). This gives practice to beginners.

(c) Press ♞ , ♟ , ♜ or ♛ for a version of mini-chess in which the kings and pawns are joined by one other piece type (knights, bishops, rooks or queens).

(d) If you press any key other than those listed above or lift a piece and put it back, this *cancels* the "new game" command.

If you want the computer to play White, press the **MOVE** key to make it start the game.

When TUTOR function is on, you will hear game type announcement also, like:

"NEW GAME, WHITE PLAY PLEASE"
"NEW GAME, PLACE CHESS MEN PLEASE, WHITE PLAY PLEASE"
"WELCOME TO MINI CHESS 1, PLACE CHESS MEN PLEASE"
"WELCOME TO MINI CHESS 1, WHITE PLAY PLEASE"

1.8 INTERRUPTING THE COMPUTER AND CHANGING SIDES

If you press **MOVE** when the computer is thinking, it will immediately make the best move it has found so far.

If you press **MOVE** when it is your move, the computer will swap sides with you and make the next move.

Note that the **MOVE** key is inoperative on level 0 (i.e. when the user is playing for both sides) – see Section 3.3.

1.9 LEVELS OF PLAY

The computer has 32 different levels. When first switched on, it is set to 1 second per move (**t_01**). There are 4 categories in level settings.

12 "Timed Move" levels (**t_01~ t_90**) with an average "thinking" time per move，the computer makes its moves within the specified time. here are the 12 "timed move" levels:

t_01:	1 second per move	t_15:	15 seconds per move
t_02:	2 seconds per move	t_20:	20 seconds per move
t_03:	3 seconds per move	t_30:	30 seconds per move
t_05:	5 seconds per move	t_45:	45 seconds per move
t_08:	8 seconds per move	t_60:	60 seconds per move
t_10:	10 seconds per move	t_90:	90 seconds per move

The computer's default level setting is 1 second per move (t_01).

When TUTOR function is on, the "thinking" time of computer will be a little longer.

10 "Timed Game" levels (**G_02 ~ G_90**) with a total fixed game time control, each player has the prescribed number of minutes in which to complete all his or her moves. the time used so far is shown on the LCD, and counts down towards 0.

when the time clock reaches 0, LCD displays:

-- : --

In any case, you can continue to play the game as usual, you can choose the following levels:

G_02	2 Minutes per game	G_20	20 Minutes per game
G_03	3 Minutes per game	G_25	25 Minutes per game
G_05	5 Minutes per game	G_30	30 Minutes per game
G_10	10 Minutes per game	G_60	60 Minutes per game
G_15	15 Minutes per game	G_90	90 Minutes per game

4 "Tournament" levels (**tou 1 ~ tou 4**), In these levels, the clock counts down, showing the time left in the game, and likewise, in these levels, you can continue the game after the time countdown runs out.

For the first three tournament levels, the so-called "Fischer chess clock" is used:

tou 1: At the beginning of the game, each player receives 5 minutes of playing time. After each move played, 3 seconds' playing time is added to the chess clock.

tou 2: At the beginning of the game, each player receives 25 minutes of playing time. After each move played, 10 seconds' playing time is added to the chess clock.

tou 3: At the beginning of the game, each player receives 60 minutes of playing time. After each move played, 30 seconds' playing time is added to the chess clock.

tou 4: Each player should complete the first 30 moves within 1 hour, He or she then receives an extra 30 minutes for the rest of the game.

5 "Fun" levels for novices (Fun 1 ~ Fun 5), on these Levels (Fun 1 is weakest.) The computer often makes deliberate mistakes.

Level 0 (L 0):

This is a special case, playing both sides or playing with a friend *(see Section 3.3)*.

CHANGING LEVELS

To inspect the current level, press the **LEVEL** key. The LCD display shows the first letter of each category followed by the number. You may now increase the number by re-pressing **LEVEL** or decrease it by pressing **TAKE BACK**. Each press alters the number; if you hold the key down, the number changes more quickly.

When the display shows the level that you want, press any other key (except ON/OFF) . This clears the level from the display, and the game may continue.

1.10 VERIFYING THE POSITION

If you want to check where the pieces should be (e.g. after knocking some of them over), press the **VERIFY** key. The centre of the display shows: **u**. The lights on all squares with pieces will light up. White pieces are indicated by green lights, and black pieces by yellow lights. For squares that were originally empty, if a piece is placed on them, the square will light up in red, just remove pieces on the empty squares. If you now lift piece on any lit square, its contents are displayed using the following code:

1 = Pawn	4 = Rook
2 = Knight	5 = Queen
3 = Bishop	6 = King
0 = vacant square	

Put a correct piece on that square as the code shown on the LCD.

When you lift piece on any square with green or yellow LED lit in verify mode, the LED indicator turns to red, it means you should put the correct code piece back on that square.

The symbol □ or ■ gives the colour of the piece.

When you have verified as many squares as you want, re-press **VERIFY** (or press any other key except ON/OFF) to return to the game.

When TUTOR f unction is on, you will hear pieces type announcement.

1.11 TAKING MOVES BACK

If you think your last move was a mistake, you may take it back; first carry out the computer's reply, then retract the computer's move and your own, as follows:

Press **TAKE BACK**. The LCD displays the last move in reverse, with the "to" square

flashing. Lift the piece on this square; its co-ordinates stop flashing, while those of the "from" square start to flash. Place the piece to its "from" square.

If the move was a capture, the computer will now direct you to replace the captured piece, using the same code as when pieces are "verified" *(see Section 1.10)*. For example:

In this example, a black bishop was captured on F6. Place the black bishop on the square. Similarly, if the move promoted a pawn, the computer reminds you to replace the pawn on the "from" square.

If the move was castling, you are directed to move the king back first, then the rook.

You can take back as many moves as you want.

Note: When moves are taken back, the players' castling rights are restored where appropriate. (However, any data relevant to repetition of moves or the fifty-move rule will be lost.)

1.12 HINT

If you press the **HINT** key (also labelled ♜), the computer suggests a move for you for approximately 6 seconds, if you then re-press **HINT** within 6 seconds, the computer directs you to carry the move out, by "flashing" the "from" and "to" squares.

If you don't want to take the computer's advice, press any other key (except ON/OFF). Then make whatever move you choose.

1.13 VOLUME

Your chess computer has 4 volume settings for its sound output.

To alter the volume of the sound, press the **VOLUME** key. You have a choice of 4 settings; if you press the key repeatedly, the volume switches from medium to high, then mute, then low, then medium again.

When the volume setting is right, continue the game.
When the sound is off, the LCD displays **?** in cases where it would normally give its error buzz or its "illegal move" message. Press any key to clear the **?** then correct the error.

Note: do not use MUTE setting When TUTOR function is on.

1.14 LED LIGHT BRIGHTNESS

To Change the brightness of the LED indicators' light, press **LIGHT** key repeatedly. There are 5 brightness levels available for you to cycle through.

1.15 SWITCHING ON AND OFF

You may switch the computer off in the middle of a game, by pressing the **ON/OFF** key when it is your turn to move. The computer will retain the position in its memory without power consumption. If you don't press any square or key during an interval of 8 minutes 30 seconds, the computer will switch itself off automatically. After switching on again, you can continue the same game.

NOTE: If you just power off the computer, you cannot power on it immediately , please power on it again at least after 10 seconds.

PART 2 – LEARNING FROM THE COMPUTER

2.1 EXPLAINING THE MOVES WITH LED INDICATORS

If you are learning Chess, the computer can show you what legal moves you have available. When it is your turn to move, lift the chess piece you intend to move, the LED indicator on its square will light up, and simultaneously, the LED indicators on all squares that the piece can legally move to will also illuminate. Green lights indicate all possible moves for the white pieces, while yellow lights indicate all possible moves for the black pieces. If the lifted piece has no legal moves at the moment, the LCD will display four consecutive dashes (- - - -). If the tutor function is enabled, the computer will also announce "NO LEGAL MOVE". If you attempt to move a piece to a square it cannot legally occupy, the computer will emit the error low buzz signal (a low-frequency tone) or announce "ILLEGAL MOVE".

2.2 VOICE TEACHING AND WARNING MESSAGES

Certain typical kinds of weak move are frequently made by novices. If you want the computer to point out these mistakes when you make them, press the **TUTOR** key. The computer says, "Tutor on", the voice teaching system is activated, and the "teaching" symbol (◎) flashes on the LCD.
You will now find that after you make a move, the display remains unchanged for a few moments. If the computer decides that you have made a mistake or the computer warn you of its own threats, it asks, "**Are you sure?**" and briefly displays: **SurE**. (After that, the co-ordinates of your move will "flash" on the display.) You now have 3 choices:

(a) Retract your move, by pressing **TAKE BACK** and proceeding as in Section 1.11.

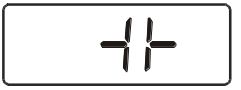
(b) Press **MOVE**, to let your move stand.

(c) Press **WHY?** for explanation.

If you press **WHY?**, the computer will give you a message such as one of the following:

I intend to take that piece	You can checkmate me
That move loses material	The game is a draw
You could win material	I could checkmate you

If your move brings about a draw when you could expect to win, the computer says "The game is a draw", and displays: = = = =. If the message is "You could checkmate me", the display is:



After any of these messages, you have the same 3 choices as before: retract your move (press **TAKE BACK**), let it stand (press **MOVE**), or Re-pressing **WHY?** to ask for more explanation, e.g.:

My pawn on G2 could promote to a queen on G1
Your pawn on G7 could take the rook on H8 and promote to a queen

After any of these messages, you still have the same 3 choices as before: retract your move (press **TAKE BACK**), let it stand (press **MOVE**), or Re-pressing **WHY?** to display an evaluation of the position, e.g.: **1700.**

Re-pressing **WHY?** switches between the last explanation and evaluation score. Finally, you must retract or confirm your move. Consider your next move carefully and carry it out.

To switch off the "teaching" function, press **TUTOR** a second time, the teaching symbol will then disappear.

We recommend that beginners definitely turn on the Tutor Mode - it can swiftly enhance your chess skills and gameplay level by the voice teaching system built-in. For chess enthusiasts with a certain proficiency, we suggest turning off the Tutor Mode to avoid unnecessary voice bothering and enjoy a more immersive chess-playing experience.

When TUTOR function is on, make sure the volume setting is not at MUTE.

2.3 PUZZLES

your computer contains 256 puzzle positions in which you are invited to find the correct move. You can carry out the puzzles on the computer's chessboard, and receive a score for your performance.

To do this, press the **PUZZLE** key. The display shows **P**, followed by the number of a puzzle position.

You can increase the number by re-pressing **PUZZLE** or decrease it with **TAKE BACK**. (If you hold either key down, the number changes more quickly.) When the display shows the number of the puzzle you want to solve, press **NEW GAME**. The flashing ↕ symbol shows that the computer is handling a puzzle position.

Arrange the pieces on the board according to the diagram in the ***"256 PUZZLES - Diagrams and Solutions"***. Carry out the move that you think is correct, pressing the squares in the normal way. If you have found the solution, the computer says so and announces your score, e.g.:

Well done! That move is checkmated! you win 10.
Well done! That is the move! you win 10.
Great! That is the move to checkmate me, you win 10.
Incredible! you win material by that move, you win 10

Then the LCD shows your percentage score for all the exercises you have attempted so far, e.g.:

If your move is wrong, the computer will display **no** and say something like:

Wow! That is not the move to win!
Aha! Are you sure?
Wow! That is not the move, you will lose!

You may then "take back" your move *(see Section 1.11)* and try a different one. Alternatively you can press the **WHY?** key for further explanation, e.g.

That move is not checkmate!
Your move can not lead to checkmate!
That move cannot win material!
That move is not stalemate!

You now have another chance to take your move back and try again. If instead you re-press **WHY?**, the computer will tell you the correct move. You can then retract the wrong move and carry out the correct one.

Scoring: You score 10 points for solving the puzzle at your first try, 6 for the second try and 3 for the third try. If you try more than 3 times, or if the computer shows you the solution, you score 0.

You can inspect your percentage score for the puzzles, to do this, press **SCORE** during your exercise. The next press on a key or square clears the score from the display.

Next Puzzle: If you have solved (e.g.) Puzzle 31, a press on the **PUZZLE** key will display number 32. If you want to solve that puzzle, press **NEW GAME**. If you go to a different puzzle instead (or have just solved Puzzle 256), the scoring starts again from zero.

If you have not carried out the correct move for the last puzzle, the **PUZZLE** key displays the same number as before.

PLAYING ON FROM AN EXERCISE POSITION

Suppose the exercise is "White mates in three moves", and you have played the correct first move of the solution. You may want the computer to reply for the Black side, so that you can bring about the actual checkmating move. Or suppose you have played a *wrong* move, and you want to see how the game could continue.

In either situation, press the "**MOVE**" key. The computer will then make a move on behalf of the opposing side, and you can continue playing, just like in a regular game. However, some commands like "**LEVEL**" and "**HINT**" will not be functional during this exercise play.

2.4 FAMOUS GAMES

Your computer contains 256 famous games played by chess masters, which it can demonstrate move by move. To use this feature, place the pieces on the board in the starting position, press the **FAMOUS** key. The display shows **F**, followed by the number of famous games.

You can increase the number by re-pressing **FAMOUS**, or decrease it with **TAKE BACK**. (If you hold either key down, the number changes more quickly.) When the display shows the number of the famous game you want to learn, press **NEW GAME**. The # and ↕ symbol show together means that the computer is handling a famous game.

The first move of the white is flashing, complete the first move of white, then computer will display the first move of black, complete the move of black, and so on.

You can press the **MOVE** button and place the chess piece directly from the starting square onto the target square, without first pressing on the relevant sensor squares.

You can press the **TAKE BACK** button to take the moves back.

The computer will show the end of the game.

When TUTOR is on, computer will say "famous game" and announce pieces type and coordinates by voice.

Here is a brief list of the famous games played by chess masters:

1. F001-F024, Anderssen Adolf, include his "immortal game" (F001) and "evergreen game" (F002)
2. F025-F051, Paul Morphy
3. F052-F071, Bobby Fisher
4. F072-F082, Garry Kasparov
5. F083-F093, Magnus Carlsen
6. F091-F099, Other Masters
7. F100-F110, Bobby Fisher
8. F111-F143, Boris Spassky
9. F144-F193, Magnus Carlsen
10. F194-F218, Ding Liren
11. F219-F239, Karpov Anatoly
12. F240-F256, Garry Kasparov

PART 3 – ADDITIONAL FEATURES

3.1 STYLES OF PLAY

The computer has 5 styles. Style 1 is the most *passive* (holding pieces back), 5 is the most *aggressive* (advancing them towards your king). Style 3 is "normal".

To inspect the current style, press the **STYLE** key (also labelled ♔). The LCD will show the "style" symbol (i.e. □ and ■ together) and the current style number (see example on right).

If you want to change styles, keep re-pressing the **STYLE** key until the required number appears. Then press a different key, and play can continue.

3.2 EVALUATING THE POSITION

When it is your move, or the computer is displaying its move, you may press the **SCORE** key (also labelled ♕) for an evaluation of the position. For your position evaluation, the LCD will show a number; for computer's score, the LCD will normally

show ↕ together with a number. The number indicates the size of the advantage which the computer thinks it is; 100 units are roughly equal to the value of one pawn. The negative score means disadvantage and positive score means advantage. If instead the display shows **OPEN**, this means that the position is in the computer's library of standard chess openings. After pressing any a key, you can carry out the computer's move.

3.3 PLAYING BOTH SIDES

On **Level 0**, the computer will not play any moves of its own; it will simply let you carry out moves for both sides. So (for example) you can play against a friend, with the computer just acting as a "referee" (making sure the moves are legal, reminding you to complete any "special" moves, announcing the result, etc.). Note that on **Level 0** there are no "hints" or "teaching" messages.

3.4 SETTING UP A POSITION

You may rearrange the pieces to set up a special position (e.g., a chess problem). We recommend you:

1. Active TUTOR function before you enter SET UP Mode，press the **TUTOR** key, make sure The computer says, "Tutor on", and the "teaching" symbol (◎) flashes on the LCD. With the help of the voice assistant, you'll find it easier to understand how to position the pieces and quickly set up your own chess problem.
2. Remove all pieces from the board and start to set up your own chess game on a completely empty chessboard.

After completing the two steps above, you can start setting up your own chess position. Start by pressing the **SET-UP** key. The flashing symbol # appears, to show that the computer is in "set-up mode". to setup your own positions, do the following:

(a) Press **MOVE**. The display shows: **Cb**. Press **MOVE** again to confirm clear board.

When TUTOR function is on, you will hear "board clear"

(b) To insert a piece, press the corresponding "piece type" key (♔ □♕ □♖ □♗ □♘ □♙), then place the piece down on its square. As long as the symbol □ is displayed, all pieces inserted will be white. To switch from □ to ■ (or vice versa), press **WHITE/BLACK**.

The computer uses its standard code (6 = king, 5 = queen, 4 = rook, 3 = bishop, 2 = knight, 1 = pawn, 0 = empty square) to confirm which piece type you have selected or inserted.

Remember, after you setup a piece on a square, please keep the piece on that square. if you lift the piece, it will clear an individual square, and you have to set up piece on this square again.

When TUTOR function is on, you will hear piece type and coordinates by voice.
When the position is ready, press **SET-UP** again. The computer now exits from "set-up" mode (the # symbol disappears). Continue play by making a move or pressing the **MOVE** key. (Note: There can be no castling with a piece that has been inserted on the board in "set-up" mode; the computer will assume that the piece has already moved.)

If the symbol □ is displayed when you exit from "set-up" mode, it will be White's turn to move next. So before exiting, you may need to press **WHITE/BLACK** to switch to the right colour.

ILLEGAL POSITIONS

When you exit from "set-up" mode, the program tests that:

(a) each player has one king;
(b) the player whose turn it is to move is not giving check; and
(c) there are no pawns on the 1st or 8th rank.

If the position does not pass these tests, it is illegal and play cannot proceed. The LCD displays: **????** . You now have these choices:

(a) You can check the locations of the pieces (see Section 1.10). Then proceed to (b) or (c).

(b) You can press **SET-UP** again, to return to "set-up" mode and alter the position to make it legal.

(c) If you want to abandon the position you have been setting up, you can press **NEW GAME** twice to start a new game in the usual way.

3.5 SOLVING CHESS PROBLEMS

The computer can solve chess problems from mate in 1 to mate in 3 moves.

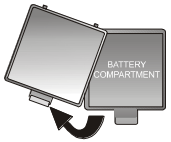
"Set up" the problem position as described in the previous section. Set the computer level to a high level - Select "Timed Move" levels, like 90 seconds per move (**t_90)**. Then press **MOVE**. On discovering the forced mate, the computer will play the first move of the solution. If there is no forced mate, the computer will simply make the best move it can find.

TECHNICAL SPECIFICATION

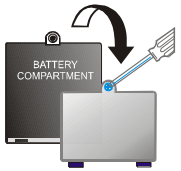
MCU Processor:	32-BIT RISC Processor
Running Frequency:	240 MHZ
Flash Memory:	2M Byte
SRAM:	284 KB
PSRAM:	64M Bit (for powerful chess engine)
Power Supply:	4 x AA Batteries, or USB Type C, DC 5V Input.

This is an electrical/electronic product and MUST not be disposed of in normal waste bins. When you wish to dispose of it please discard it at a collection point for electrical/electronic scrap.

BATTERY INSTALLATION



Design A



Design B

1 Place the game face down on a flat surface and locate the battery compartment on the bottom of the unit.

2 Depending on the model, open the battery compartment door by pressing on the tab with your thumb and lifting up as show in Design A or by use of a Phillips head screwdriver as shown in Design B.

3 When inserting batteries, make sure that the positive tip of each battery matches up with the + sign inside the battery compartment.

4 Close the battery compartment cover.

TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- DO NOT USE RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.

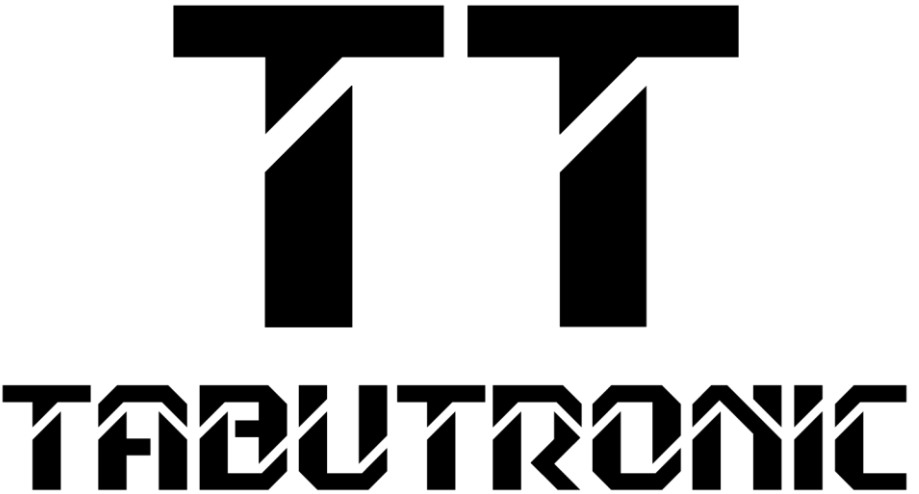
1. BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.

- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.
- DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

PJ-LC2B01-0E

(2025Rev.0)

PROELIUM	ELO TABLE	
Game Level	**ELO**	
Level_Fun_1	1356	
Level_Fun_2	1404	
Level_Fun_3	1452	
Level_Fun_4	1500	
Level_Fun_5	1552	
Level_T01	1760	
Level_T02	1805	
Level_T03	1836	
Level_T05	1922	
Level_T08	1965	
Level_T10	2011	
Level_T15	2029	
Level_T20	2059	
Level_T30	2100	
Level_T45	2141	
Level_T60	2156	
Level_T90	2219	over 2200
Level_G02	2078	
Level_G03	2120	
Level_G05	2152	
Level_G10	2266	over 2200
Level_G15	2247	over 2200
Level_G20	2305	over 2200
Level_G25	2313	over 2200
Level_G30	2320	over 2200
Level_G60	2325	over 2200
Level_G90	2344	over 2200
Level_TOU1	2225	over 2200
Level_TOU2	2311	over 2200
Level_TOU3	2347	over 2200
Level_TOU4	2319	over 2200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