

Congratulations on your purchase of your Excaltibur KingMaster III chess and checker computer! You've acquired both your own personal trainer and a partner who's always ready for a game-and who make or improve as you do!
 The legendary KingMaster brandished a magic sword, Excaltibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.
 Although Excaltibur Electronics can't claim the magical secrets of Merlin, King Arthur's royal court wizard, sometimes our patented technology may make it seem as if we could.
 KingMaster is not another quaint re-innovation of Excaltibur Electronics.
 We make you a wizard.

Table of Contents	Page 4
Chapter 1: Game Layout	Page 4
Chapter 2: Installing Batteries	Page 5
Chapter 3: Play Right Away	Page 5
3.1 Choosing Chess or Checkers	Page 5
3.2 How to Register Your Move	Page 5
3.3 Illegal Moves	Page 5
3.4 Making KingMaster III's Move	Page 5
3.5 Special Chess Moves	Page 5
3.6 Crowning Checker Kings	Page 5
Chapter 4: Key Functions	Page 6
4.1 On/Save Key	Page 6
4.2 On/Clear Key	Page 6
4.3 New Game Key	Page 6
4.4 Takeback Key	Page 6
4.5 Left & Right Arrow Keys	Page 6
4.6 Contrast Key	Page 6
4.7 Set Up Key	Page 6
4.8 Verify Key	Page 6
4.9 Multi-Move Key	Page 6
4.10 Hint Key	Page 6
4.11 Level Key	Page 6
4.12 Move Key	Page 6
4.13 Option Key	Page 6
4.14 Train Key	Page 6
4.15 Black/White Key	Page 6
Chapter 5: Setting Up Special Positions	Page 11
Chapter 6: Chess Training Features	Page 12
Chapter 7: Chess Rules & Tips	Page 14
Chapter 8: Checker Rules & Tips	Page 16
Chapter 9: Troubleshooting	Page 17
Chapter 10: Special Care & Batteries	Page 18
Chapter 11: Limited One-Year Warranty	Page 18



Chapter 1: Game Layout

Chapter 1: Game Layout
 1 Hour
 LCD Display

Chapter 2: Installing Batteries

To insert new batteries, carefully turn KingMaster III so that the display side is face-down. Install three fresh AA batteries, making sure to follow the diagram on each battery slot that the polarity (+ or -) of the battery is correct. Replace the battery compartment panel by fitting the two tabs in to their receptacles and pushing down on the panel lightly.

Chapter 3: Play Right Away

3.1 Choosing Chess or Checkers
 Depending on your choice, set up either the magnetic chess pieces (chess rules and tips are found in Chapter 7) or the magnetic checkers (checker rules are found in Chapter 8). Both sets of pieces are found in the piece-storage compartment located next to the battery compartment.
 After you have installed the batteries, the LCD will show "PLAY CHESS" (If it doesn't, press the ACL button on the back of the unit.) At the left of the display, a white box (□) indicates it's White's move, since the White pieces move first in chess. If you wish instead to play checkers, press the NEW GAME button. The display will show "PLAY CHKRS". At the left of the LCD, a black box (■) indicates that it's Black's move, since Black moves first in checkers.
 Excaltibur's KingMaster gives you the first move.
 3.2 How to Register Your Move
 Your KingMaster III is equipped with a sensory board. Every square on the board is labeled with a unique address, made up of a letter and a number.
 Whether you're playing chess or checkers, making your move is very simple. Think of communicating your move as a two-step process: registering the *from* square and then registering the *to* square of the move you wish to make.
 To make a move, first press ON/CLEAR, followed by the *from* square with the king-symbol (also the SET UP key). The display will confirm the move by flashing "G" and "1" and will change to "E1-1" when you press VERIFY a second time. As you press VERIFY, the display will continue to show the squares containing regular men, going from right to left on the first row, and then left to right on the second row, following this pattern around the board.
 To verify kings are located, press the key with the king-symbol (also the SET UP key). The display will confirm the positions of all kings and show a "-2-" to confirm that each is a king. If there are no kings on the board, pressing the king-symbol key will display "NONE".
 3.3 Illegal Moves
 If you try to make an illegal move, you'll hear the standard beep followed immediately by a deeper tone.
 If you're playing chess, the complete illegal move will appear on the screen. To take it back, simply press first on the *to* square, and a beep will signal if the move was illegal. If the move was a capture, the computer will not display the square or squares of the captured man or men as it usually does. Remember to press down on the men as you remove them. (Refer to Chapter 8, "Checker Rules and Tips" for more information on these special moves.)
 The LCD will display "LOSE" if either side loses.
 Then press the *from* square and the rest of the illegal move will be erased. The illegal move is cancelled, allowing you to make another move.

3.4 Making KingMaster Move

Use the CONTRA key to adjust the display to varying light conditions. Press CONTRAST. "4 CON T" will be displayed. Use the LEFT and RIGHT keys to select contrast settings from "1" (lightest) to "16" (darkest). Press ON/CLEAR once you've made your selection.

3.5 Special Chess Moves

KingMaster knows all the moves in chess. To castle, you must register both the King and rook moves by pressing on the *to* and *from*. Also, you must press ON/CLEAR, followed by the *to* square with the king-symbol (also the SET UP key). The display will confirm the move by flashing "G" and "1" and will change to "E1-1" when you press VERIFY a second time. As you press VERIFY, the display will continue to show the squares containing regular men, going from right to left on the first row, and then left to right on the second row, following this pattern around the board.
 To verify kings are located, press the key with the king-symbol (also the SET UP key). The display will confirm the positions of all kings and show a "-2-" to confirm that each is a king. If there are no kings on the board, pressing the king-symbol key will display "NONE".
 3.6 Crowning Checker Kings
 In checkers, when you set a king, you teach the far side of the board, it is crowned a king and can move both forward and backward. To crown a man and make it a king, check the *from* and *to* square. The *to* square is displayed, accompanied by a "2", reminding you to crown the man. To complete the crowning, simply press down on the *to* square again as you stack the additional piece on top of the man. The one just moved. If the move was a capture, the computer will not display the square or squares of the captured man or men as it usually does. Remember to press down on the men as you remove them. (Refer to Chapter 8, "Checker Rules and Tips" for more information on these special moves.)

Chapter 4: Key Functions

KingMaster III has many special features that can help you learn to play better and better chess and checkers—and to have a lot of fun! KingMaster's buttons give you access to all of these features. Take a few minutes to learn what each one does.
 4.1 On/Save Key
 This key turns the unit off, automatically saving a game in progress. (Press this key when it is *your* move.) Use the ON key to resume the game.
 4.2 On/Clear Key
 Use this key to turn on KingMaster. Also press it to clear an incorrect "*from square*" entry or to exit from other modes such as VERIFY or LEVEL. (See below.)
 4.3 NEW GAME key
 Press this key either to begin a new game or to clear KingMaster's memory.

When not in use, your chess pieces can be safely and neatly stored in the compartment provided on the back of KingMaster III at the right.

4.4 TAKE BACK key

This key lets you take back a move you've decided against. To take back your move, first press TAKEBACK when it is your turn, and then press on the squares of the computer's reply move, in reverse order, as indicated on the LCD. Next push TAKEBACK a second time and press on the squares, again in reverse order, for the move you made which you wish to take back, as shown on the LCD. (Remember to replace any captured piece you might have removed.) The computer is now ready for your next move.

4.5 LEFT & RIGHT keys

The LEFT and RIGHT arrow, or cursor keys are used together with CONTRAST, LEVEL and OPTION keys to changes settings.

4.6 CONTRAST keys

Use the CONTRAST key to adjust the display to varying light conditions. Press CONTRAST. "4 CON T" will be displayed. Use the LEFT and RIGHT keys to select contrast settings from "1" (lightest) to "16" (darkest). Press ON/CLEAR once you've made your selection.

4.7 SET UP Key

Use this key if you'd like to change the color of a piece, remove or add a piece, or move a piece to another square, or set up a special position from a game, book or magazine.
 For Details, See Chapter 3, "Setting Up Special Positions"

4.8 VERIFY key

Some of us have had the misfortune of playing opponents who were very bad sports and tipped the board over "accidentally" when they were sure to lose. This trick would't fare your KingMaster III. It not only remembers the position perfectly, but will let you know how to reset the piece!
 The VERIFY key will confirm the placement of every piece. Besides resetting the pieces after some accident has disturbed them, this procedure checks the *from* square you pressed will be displayed. You can either complete the move by moving the checker to a legal square or press the *from* square to cancel the original move and make another one.
 If you're playing chess, the complete illegal move will appear on the screen. To take it back, simply press first on the *to* square, and a beep will signal if the move was illegal. If the move was a capture, the computer will not display the square or squares of the captured man or men as it usually does. Remember to press down on the men as you remove them. (Refer to Chapter 8, "Checker Rules and Tips" for more information on these special moves.)

4.9 MULTI-MOVE Key

If you want to have the computer monitor two human players, press MULTI-MOVE. An equal sign (=) will appear in the display, and a beep will signal if an illegal move is made. You may now enter moves for both sides (rather than allowing the computer to play). When you wish to resume normal play again with one human laying against the computer, simply press MULTI-MOVE again.

4.10 HINT key

The HINT KEY will provide you a hint and, if you're playing chess, give you KingMaster's evaluation of the game. Hints in Checkers. Press HINT to get a move suggestion. You can play this move or choose another. (It is not necessary to press ON/CLEAR.)
 Hints in Chess. Press HINT and a recommended move will appear on the top line of the display. You may accept and make the move, or make a different one. (It is not necessary to press ON/CLEAR.)
 When you press HINT, the bottom line of the LCD will give KingMaster III's evaluation of your position. The evaluation is a number that corresponds roughly to the number of pawns that KingMaster thinks you are ahead or behind. (Although material may be even, one side can still be winning the game.) For example, a "+1.5" means that you are behind the equivalent of one and a half pawns, while a "0" means that you are ahead about the value of a full rook.

4.11 LEVEL Key

Use this key to set the level of play. The higher the level you select, the better your KingMaster will play, and the longer it will think during its moves.
 Press LEVEL once to display the current level. Press the LEFT OR RIGHT ARROW key to adjust the levels up or down by one. You can press LEVEL again in straight level to 10. The levels start over again after level 73 with Level 1 if you want to choose an easier level! Press ON/CLEAR to exit this mode.
 Levels in Checkers. KingMaster offers 16 levels of checker play. At level 1, KingMaster looks only 1-ply (one-half move) ahead. At level 2, KingMaster III looks ahead 2-ply (one whole move-a move for each opponent) ahead. In levels 3-15, KingMaster is allowed a special level for problem solving. Level 16 is an 8-ply (four whole moves) problem-solving level. When you are tired of waiting for the computer to move, press the MOVE key while the computer is thinking. The computer will stop thinking and play the best move it's found so far.
 Levels in Chess. There are 73 levels to choose from. The first four levels (1,2,3 and 4) are beginner levels and take approximately 12 and 16 seconds per move, respectively. Level 5 is a fixed 1-ply (one-half move) search. Levels 6 through 15 take about 1 second per level number, so level 10 will average about 10 seconds per move. Levels 16 through 72 take about 2 seconds per level number. (So a move on level number. (So a move on level number 72 will take approximately 144 seconds, or just over 2 minutes.)
If no button is pushed for 10 minutes, your KingMaster III will switch off to save your batteries. Don't worry, it will save your game in memory. Just push the ON button to continue.

For best results, always use fresh alkaline batteries. Remove the batteries if the product will not be used for an extended period. If the product does not perform as expected, check for proper battery charge and correct battery installation, or try a fresh set of batteries.

To spend play in the beginning of the game and make its moves accurate, KingMaster III has an opening-move library of 250 moves. When the computer uses one of these moves, its display will read "OPEN"

Level 73 is an infinite level. KingMaster III will take as long to move as you want it to, or until either it finds a mate position in its search or its search memory is exhausted. Level 73 is good for problem solving, or it can be used to lay against. When you are tired of waiting for the computer to move, press the MOVE key while the computer is thinking. The computer will stop thinking and play the best move it's found so far.

4.12 MOVE key

This key has three functions. You may press this key when it is KingMaster III's turn to move and force the computer to move, or make a different one. (It is not necessary to press ON/CLEAR.)
 If it is your turn to move, you may press MOVE to switch sides with the computer. (The computer will then make the next move as White.)
 And if you'd like to play the Black chess pieces (instead of White) from the bottom of the board so that you can conveniently read the display and use the control panel, first press NEW GAME and then MOVE. (Be sure to set up the Black pieces accordingly.)

4.13 OPTION Key

The OPTION key controls the sounds you hear while playing. Press OPTION and then press the LEFT or RIGHT ARROW keys to choose between "ALL SOUND," "SOME SOUND" (eliminates key-press tones but permits all other sounds, such as check, move alert and error tones), and "NONE" (permits only error tones).

4.14 TRAIN Key

KingMaster III offers chess-teaching practice modes that will help you learn the rules of movement and basic tactics for each piece. See Chapter 6, "Chess Training" for details.

4.15 BLACK/WHITE key

To begin a game, you must set the position on the bottom and the computer making the first move, so that the square designations are technically correct. Press NEW GAME and then the BLACK/WHITE key.
 The BLACK/WHITE key is also used to tell the computer whose move it is during problem solving. (See below)

Chapter 5: Setting Up Special Positions

This is a terrific feature that allows you to solve problems that you see in magazines or newspapers, or that you make up yourself. It also allows you to enter game positions you want to play, or that you want KingMaster III to look at, perhaps using the Infinite Search Chess Piece Placement mode. Press SET UP and then the key with the king-symbol (also the SET UP key). You can even change the color of a piece in the middle of a game, remove or add a piece, or move a piece to another square. Obviously, this feature lets you strengthen your side or the computer's, resurrect lost pieces, or even move your King out from imminent checkmate threat.
 You can do this in chess and checkers.
Clearing the board to set up a position. To set up a special option, it is normally easier to start from an empty board. So first, clear the board by pressing NEW GAME, SET UP and OPTION. The display will read "NONE".
Setting up a position in chess. Press the key with the king-symbol (also the SET UP key). The display will confirm the move by flashing "G" and "1" and will change to "E1-1" when you press VERIFY a second time. As you press VERIFY, the display will continue to show the squares containing regular men, going from right to left on the first row, and then left to right on the second row, following this pattern around the board.
Setting up a position in checkers. Press the key with the king-symbol (also the SET UP key). The display will confirm the move by flashing "G" and "1" and will change to "E1-1" when you press VERIFY a second time. As you press VERIFY, the display will continue to show the squares containing regular men, going from right to left on the first row, and then left to right on the second row, following this pattern around the board.
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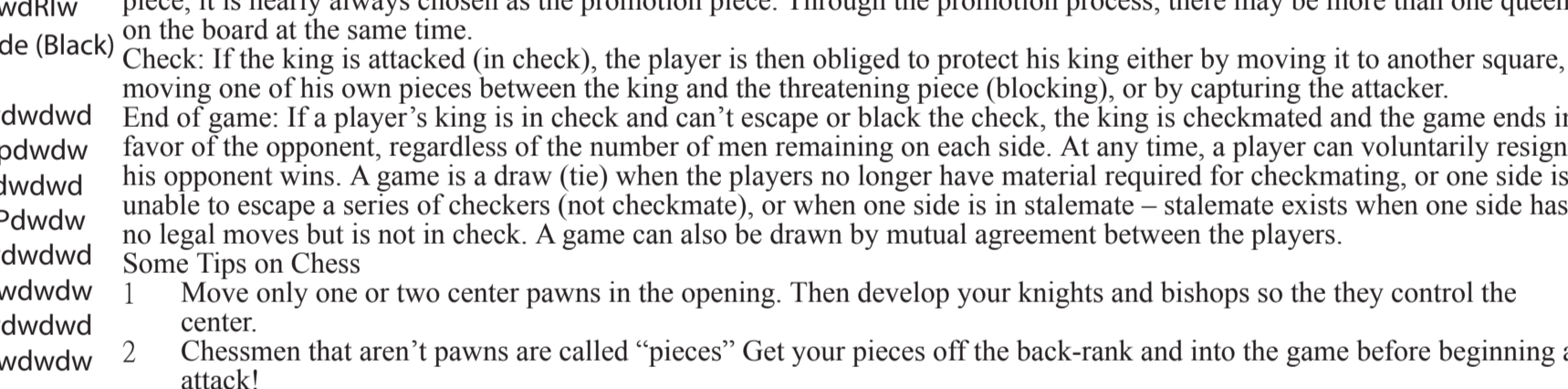
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Chapter 6: Chess Training Features

The most famous and successful chess teachers in the world take their beginning students from the simple to the complex by having them play "mini-games" of chess that concentrate on just one or more types of pieces.
 Even advanced players practice these basics, just as a concert pianist continues to practice the scales to this very day.
 Second nature. Like any great teacher, your KingMaster III will play you these special practice games.
 For example, Special Chess Training offers 16 training modes. Press TRAIN to play with just pawns and Kings on the board. To train in this recommended way:

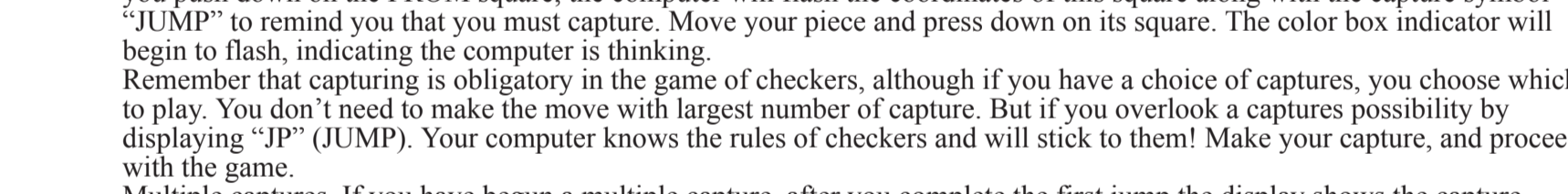
- Set up only the kings and pawns of both armies in their normal starting positions, like this:



- Turn on your KingMaster III, and press NEW GAME.
- Press the TRAIN key. Your display will read "SPCL".
- Press the key under the silhouette of a pawn. (This happens to be the MOVE key as well, but after you've pressed TRAIN, KingMaster III knows to recognize the pawn message.)
- Now practice against your KingMaster III using only pawns and kings.
- All of these training modes can be made even more effective by combining them with other teaching features of KingMaster III.
- Ask for a HINT any time it's your move, and check KingMaster's evaluation of the position.
- Switch sides when you want to practice from the Black side.
- There are five training modes. The pieces used always begin in their normal initial positions.

Training Modes
 Mode 1: King and pawns
 Press the PAWN symbol key
 Mode 2: Kings, knights and pawns
 Press KNIGHT symbol key
 Mode 3: Kings, bishops and pawns
 Press BISHOP symbol key
 Mode 4: Kings, rooks and pawns

Press ROOK symbol key
 Mode 5: Kings, queens and pawns
 Press QUEEN symbol key
 Be sure to remove the pieces not in use in each mode from your board. Then make the first move. Your object is, of course, to checkmate the opposing king.



To enter the training mode, press NEW GAME and then TRAIN. (You will see "SPCL" in the display window.) The select from one of the training modes by pushing one of the five piece keys.

Chapter 7: Chess Rules & Tips

White moves first and so begins with a small advantage. The board is positioned so that each player has a white corner square on his far right ("light on right"). The rooks are placed on the two corner squares to the left and right, and the two knights are placed on the squares next to the rooks. Next to these are placed the two bishops and, in the center, the queen and king. The White queen is always positioned on a light square and the Black queen on a dark square ("queen on her own color"). The eight pawns are placed on the squares in the second row in front of these chess pieces.

Movements of the pawns and pieces. Pawns can move only forward. For the first advance from its initial square on the board, a pawn can move two squares forward. Thereafter, it can move only one square at a time. A player can move in any direction over unoccupied squares, thus being able to move on any open line. Except for the knight, none of the pieces can jump over men of either color or change direction during a move. The knight move is in the shape of an "L", moving two squares up or down, and then one square over. Or it can be one square up or down, and then two over. The king moves in any direction. But it can't move into check (attack by an enemy man).

Special Moves
 Capturing: A piece that normally moves only in a straight line, may capture normally diagonally to the left or right in front of its square. A player doesn't have to capture an opponent's man.
 Casting: This is an important move that whisks your king into safety and gets your rook into action. The move is executed by moving the king two squares toward the rook and then placing the rook on the square passed over by the king. A player can castle only once in a game. Casting is legal if neither the king nor the involved rook has yet moved, if all the squares between the king and rook are vacant, if no enemy piece controls the squares through which the king has to move, and if the king is not in check.
 Capturing en passant: This is a special pawn capture that doesn't happen often but comes in handy to know! This move has a good purpose—to keep the game from being blacked by interlocking pawns. Capturing en passant (French for "in passing") is possible only when one side's pawn has advanced to the fifth rank, and a neighboring enemy pawn then advances two squares at once from its original square. Then on the very next move, the player whose pawn is on the fifth rank can capture the opposing pawn as if it had advanced only one square. If the player does not capture in this way on his very next move, he loses the option.
 Promotion: A pawn can be promoted if it advances all the way to the far side of the board. It is immediately promoted, as part of the same move, into a queen, king, bishop, or knight, whichever its owner chooses. Since a knight is the most powerful piece, it is nearly always chosen as the promotion piece. Then develop your promotion process, there may be more than one queen on the board at the same time.
 Check: If the king is checked (in check), the player is then obliged to protect his king either by moving it to another square, moving one of his own pieces between the king and the threatening piece (blocking), or by capturing the attacker.
 End of game: If a player's king is in check and can't escape or block the check, the king is checkmated and the game ends in his opponent's win. A game is a draw (tie) when the players no longer have material required for checkmating, or one side is unable to escape a series of checkers (not checkmate), or when one side is in stalemate—stalemate exists when one side has no legal moves but is not in check. A game is also drawn by mutual agreement between the players.

- 1 Move only one or two center pawns in the opening. Then develop your knights and bishops so they control the center.
- 2 Castle your king when it's your move. Get your pieces off the back-rank and into the game before beginning an attack!
- 3 Castle your king into safety and rook into play as soon as possible.
- 4 View each of your opponent's moves as a potential threat—look carefully to see if his move attacks one of your men.
- 5 BUBBLEBROOK'S: If you are in a losing position, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the knight and bishop (3), rook (5), queen (9).

Excaltibur Electronics reserves the right to make technical changes without notice in the interest of progress.

Chapter 8: Checker Rules & Tips

The Basics of Checkers. Each player gets 12 checkers. The board must be set up so that a light square is on each player's right. (See the diagram below.)
 Each player starts with all of the dark squares in the first three rows in front of him. In contrast to chess, Black moves first. But like chess, the first player normally moves from the "bottom" of the board—the side that makes it easy for you to read the display panel of your computer. The goal of checkers is to leave your opponent with no legal move—either by taking all of his pieces or by blocking his path. (There's an important distinction between chess and checkers. In chess, stalemate is a draw; in checkers, stalemate is a LOSS for the player who can't move.)
 Each player takes turns moving. Men must be moved forward, diagonally, staying on the dark squares. A piece is captured by jumping over it to an empty square on its other side. Captures are obligatory. When a man reaches the other side of the board, he is promoted to a king, unless, of course, he is captured, and shows either up, used, man on top of him. A king can move, and jump, backward as well as forward. A player can have more than one king. A piece can never jump over its own pieces.
 You must capture if you can! To capture a piece, use the piece you are moving to press down on its from and to squares. After you push down on the FROM square, the computer will flash the coordinates of this square along with the capture symbol "JUMP" to remind you that you must capture. Move your piece and press down on its square. The color box indicator will begin to flash, indicating the computer is thinking.
 Remember that capturing is obligatory in the game of checkers, although if you have a choice of captures, you choose which to play. You don't need to make the move with largest number of capture. But if you overlook a captures possibility by displaying "JUMP" (JUMP). Your computer knows the rules of checkers and will stick to them! Make your capture, and proceed with the game.
 Multiple captures: If you have begun a multiple capture, after you complete the first jump the display shows the capture symbol ("JUMP") to remind you to continue the capturing sequence. After completing all the jumps, you will see the display now shows the square of the first captured piece, along with "1" or "2". Press down with this one on its square and then remove the piece. Remove each captured piece from the board as the computer indicates one by one, requiring to press down on the square as you remove it.
 Your computer must also capture when possible! Your computer knows how to capture your pieces, of course. If your computer makes a capture, its from and to square will first be displayed as usual. After you have pressed down with the appropriate piece on these squares, the display shows the captured square followed by "1" or "2". The display clears when you press down with the captured piece and then remove it.
 If your computer has made a multiple capture, the computer will display the next capturing move as soon as you have completed making its first jump. After you have completed making all the jumps for the capturing piece, the LCD displays the coordinates of the next square to be captured, and shows either up, used, man on top of him. A king can move, and jump, backward as well as forward. A player can have more than one king. A piece can never jump over its own pieces.
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 Your computer must also capture when possible! Your computer knows how to capture your pieces, of course. If your computer makes a capture, its from and to square will first be displayed as usual. After you have pressed down with the appropriate piece on these squares, the display shows the captured square followed by "1" or "2". The display clears when you press down with the captured piece and then remove it.
 If your computer has made a multiple capture, the computer will display the next capturing move as soon as you have completed making its first jump. After you have completed making all the jumps for the capturing piece, the LCD displays the coordinates of the next square to be captured, and shows either up, used, man on top of him. A king can move, and jump, backward as well as forward. A player can have more than one king. A piece can never jump over its own pieces.
 You must capture if you can! To capture a piece, use the piece you are moving to press down on its from and to squares. After you push down on the FROM square, the computer will flash the coordinates of this square along with the capture symbol "JUMP" to remind you that you must capture. Move your piece and press down on its square. The color box indicator will begin to flash, indicating the computer is thinking.
 Remember that capturing is obligatory in the game of checkers, although if you have a choice of captures, you choose which to play. You don't need to make the move with largest number of capture. But if you overlook a captures possibility by displaying "JUMP" (JUMP). Your computer knows the rules of checkers and will stick to them! Make your capture, and proceed with the game.
 Multiple captures: If you have begun a multiple capture, after you complete the first jump the