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1 Important information

Before using this device, please read the following safety notes and operating instructions completely, and pay careful attention to them. Please store this user manual with the device, so that you can refer to it later if needed. If you later give this device to another user, please also give them this manual.

1.1 Safety instructions

Please note that this product is not a child's toy within the meaning of Directive 2009/48/EC. If you let your children use the device, instruct them accordingly and ensure that the device is used only as intended.

- Keep the packaging bags and film away from babies and small children, as there is a danger of suffocation!
- In order to avoid damage, do not expose the device to heat, eg from radiators or from direct sunlight, and do not expose it to any kind of moisture.
- In order to avoid malfunctions, do not operate the device on or near devices that create magnetic fields or electromagnetic radiation, such as for example televisions, loudspeakers, mobile and cordless telephones, WiFi devices etc.
- Do not open the device under any circumstances. It does not contain any serviceable parts. In the event of malfunction, contact the service address listed.

1.2 Notes on storage and cleaning

- Please note that this device is made from real wood. Handle the wood carefully, always store the device where it is dry and do not expose it to strong sunlight.
- When required, only clean the device's surface with a slightly damp cloth, and ensure that no moisture can penetrate into the device.
- Do not use solvents or other aggressive or abrasive cleaning agents, as these can damage the device's surfaces and lettering.

1.3 Notes on the power supply

Only operate the ChessGenius Exclusive with the supplied AC adaptor.

Input 100–240 V 50/60 Hz, 0.45A max

Output 9V DC 1A

When using the AC adaptor, please observe the following:

- The power socket should be located close to the device and should be easily accessible.
- The device should not be connected to more power sources than recommended.
- The electrical contacts must not be short-circuited.
- Before cleaning the device, ensure you disconnect the adaptor from the mains.

- Regularly check the product and the AC adaptor for damage, and do not use either of them if they are damaged. Never open them up.
- Please observe any safety information printed on the AC adaptor.

1.4 Package contents

The ChessGenius Exclusive package contains the following components:

- 1 chessboard
- 17 white chess pieces (including an additional queen)
- 17 black chess pieces (including an additional queen)
- 1 computer unit (can also be used as a chess clock) with LCD display
- 1 AC adaptor
- 1 cable with two identical connectors, with which to connect the computer unit to the chessboard
- 1 user manual
- 1 warranty card

After unpacking, please check the contents for completeness and any possible signs of damage that could have occurred during transport. In the event of a complaint, please promptly contact the dealer where you obtained the product.

2 First steps

2.1 Device description

The chessboard automatically detects the chess figures. Simply set the figures down onto a square. The computer unit can also be used as a chess clock. The computer unit must be connected to the chessboard for you to use it. Please see chapter 2.3 for information on how to do this.

2.2 The buttons and their functions

Overview of the computer unit's buttons:

RED, top	Same as the bottom RED button. Cancel or return to the menu.
GREEN, top	Same as GREEN, bottom. Confirm.

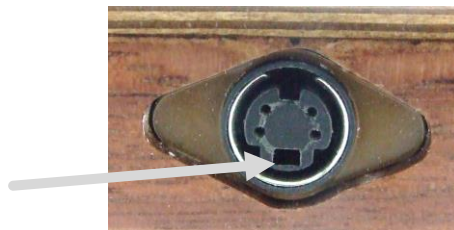
Note: Assignment of the RED and GREEN buttons can change depending on the menu. If the bottom left and right of the display are darker (inverted), the functions that RED and GREEN respectively carry out are available: bottom left for RED, bottom right for GREEN. If, at the bottom left and right, no function is indicated, RED and GREEN are not assigned to this menu.

On/Off	Switches the device on or off.
NEW	Starts a new game.
BACKLIGHT	Adjust the display's backlighting.
Clockwise arrow	Undo moves.
Anticlockwise arrow	Replay moves.
RED, bottom	Same as the top RED button.
GREEN, bottom	Same as GREEN, top.
LEFT arrow	Return to previous screen. Moves cursor left.
RIGHT arrow	Go to the next screen. Moves cursor right.
UP arrow	Switch directly between the 'Large clock' and 'Score' screens. Moves cursor up.
DOWN arrow	Switch directly between the 'Large clock' and 'Score' screens. Moves cursor down.

2.3 Connect cable

The rear of the computer unit features three inputs: left, centre and right.

1. Take the AC adaptor and insert the small connector on the end of the cable into the right-hand socket on the rear of the computer unit.
2. Take the connecting cable. The connectors at the ends are both the same. However, please be aware that the connector can only be inserted into the socket in one position. Proceed carefully. The connector has four narrow pins and one wider pin. Turn the connector so that the wider pin is at the bottom, so that it fits precisely into the openings in the socket. The arrow in the picture below shows the wider opening in the socket.



3. Insert the connector into the chessboard (input on the board's right-hand side) and also into the left socket on the rear of the computer unit.
 4. Connect the AC adaptor to a power socket. A beep is emitted.
- You can now choose the language. See chapter 0.

2.4 Selecting the language

The chess computer's display can show its screens in one of the following 7 languages:

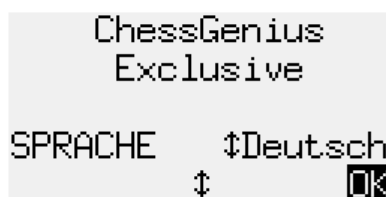
Language	Shown on display
German	Deutsch
English	English
French	Français
Dutch	Nederlds
Italian	Italiano
Spanish	Español
Russian	Русский

Connect the chessboard and computer unit, as described in 2.3.

After the beep has sounded:

The right-hand side of the display shows the following:

- The word 'Deutsch'
- a flashing arrow symbol ↕



To select German:

- Confirm with GREEN.

To choose another language:

1. Press the down arrow button ↓ until the correct language is shown.
2. Confirm with GREEN.

You can change the language later via the options. See 5.11.11.

You can now prepare for a game (see 2.6).

2.5 Adjusting the display's backlight

If you wish to adjust the display's backlight, keep pressing the BACKLIGHT button as often as necessary.

2.6 Preparing for a new game

After you have connected the chessboard and computer unit (see 2.1) and selected the language (see 0), you can prepare for a game.

The display shows the 'Large clock' info screen.

(For more information on the 'Large clock' info screen, see 4.2).

German:



English:



1. Set the figures down in their starting positions. Either black or white can play from your side.
2. Press NEW.
3. Press GREEN.
4. If figures have been set down incorrectly, the LEDs in the corners of the respective squares will be illuminated or flashing. As soon as all the chess figures have been set down correctly, the LEDs go out. See also 3.4.
5. You can now begin a game against the computer. Level '0' is preset. If you would like to select another level, please see 5.4.

If you would like the computer to play white, press GREEN twice (see also 5.2). (Note: When you begin a game, it is not necessary to rotate the board. See also 5.11.3. The board only needs to be rotated via options if you wish to change colours during a game.)

2.7 Switching on and off

To switch on, insert the AC adaptor into the power supply. If it is already plugged in, and you had previously switched the computer off, you can switch it on again via On/Off.

If the computer is running and you press the On/Off button, the display shows:



If you have connected a PC or laptop, you can take advantage of the options described in chapter 6.

If, instead, you press GREEN, the device switches off.

Or if you press RED, you are returned to the menu.

3 Playing against the computer

3.1 Your moves

3.1.1 General moves

Make your moves just as you would with a normal chessboard. Ensure you raise the figures when moving them, and not just slide them across the board. This ensures that the computer can more accurately detect and recognise your moves.

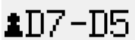
To capture, you can first raise either your own figure or the computer's figure.

3.1.2 Special moves

- Castling: First move the king, then the rook.
- En passant capture: First of all move your own pawn, then remove the captured pawn.
- Pawn promotion: Move the pawn to the target square, or remove it from the board. Set the queen (or another figure) onto the promotion square.

3.2 The computer's moves

The computer displays its move at the bottom left of the display.

Example: 




The red LEDs on the chessboard flash simultaneously, in order to show the start and target squares.

After you have carried out the computer's move on the board, it can be necessary to make a special move. The LEDs indicate the square or squares where a figure must be placed or removed.

If the computer gives check, it emits a series of beeps during the computer's move.

3.3 Symbols in the display during moves

The following symbols can be shown at the bottom left of the display:

- A rotating hourglass:  The computer is thinking about its move.
-  : Your move, white.
-  : Your move, black.

3.4 Invalid moves and positions

If you try to make a move that is invalid, the computer buzzes. Set the figure back down in its previous position and play the move again.

If the position on the board is incorrect, you cannot carry out your move.

The computer provides information about the error via the display and via the LEDs.

Error prompts in the display:

The field or fields that contain errors are shown at the bottom left of the display.

Example: **C3, D2** The square c3 should be free. A white knight should be present on d2.

Error prompts from the LEDs:

The LEDs at the corners of the square or squares flash or are illuminated.

A LED that is on continuously means: An error in *one* adjoining square. Either the square is empty when it should be occupied, or it is occupied by the wrong figure.

A flashing LED (once, twice or four times a second) means: An error in one, three or four adjoining squares.

If you are not sure where the error lies, use the VERIFY function. See chapter 5.13.

3.5 Undoing or replaying moves

3.5.1 Undoing moves

If you wish to take back the most recently played move, press the clockwise arrow button (the button underneath On/Off). The LEDs on the board show you where you must place the figure back. A note is also displayed at the bottom of the screen.

Example: **+B5H4** (move the white bishop from h4 to g5).

3.5.2 Undoing additional moves or a sequence of moves

You can also take back additional moves or a longer sequence of moves.

If you wish to undo a longer sequence, you do not have to replay every single move on the board. For example, if you wish to take back the last seven moves played, press the clockwise arrow button (the button underneath On/Off) seven times. Then restore the desired position. If you need help with this, use the VERIFY function. See chapter 5.13.

3.5.3 Continuing the game

You can continue the game from the current position at any time. If it is your colour's turn to make a move, make your move, or press MOVE to instruct the computer to make a move (see 5.2). The computer then assumes the current colour.

3.5.4 Replaying moves

You can use the anticlockwise arrow button (the button underneath the backlight button) to replay a move or sequence of moves that you retracted. You can either follow the LEDs and carry out each move again, or replay a whole sequence and then set the figures in the appropriate positions.

3.6 End of game and possible game outcomes

The computer announces the end of the game with a series of beeps.

The result is shown on the display:

- Mate: Checkmate
- Stale: Stalemate
- Drawx3: Three times repeat position
- Draw50m: 50 moves rule
- DrawMat: No checkmate situation possible (neither side would be able to achieve checkmate)
- TooLong: The game cannot continue, as the maximum memory would be exceeded (maximum: approximately 220 moves per side).

3.7 Saving or deleting scores

3.7.1 Switching off and playing again later

When you switch the device off, it remembers the current score.

When you switch the device on again, you can carry on again from where you were.

3.7.2 Deleting all data

If you wish to delete all previous data:

1. Disconnect the device from the power supply.
2. Keep RED pressed and reconnect the device to the power supply.
3. Keep RED pressed until the start screen appears (for more information on the start screen, see 0)

3.8 Returning to a game

Provided you have not started a new game, ie have not yet made the first move in a new game, the old game remains saved.

You can replay the most recent game. See chapter 3.5.

3.9 Starting a new game

You can start a new game at any time.

Exception: If certain functions are being carried out. See chapter 5.

To begin a new game, press the NEW button.

The computer asks, 'New game?'

Press GREEN to confirm and to begin a new game.

Alternatively, press RED to cancel and not start a new game.

4 The info screens

4.1 Switching between info screens

The computer offers five different screens: Large clock, score, analysis, permanent brain and small clock.

You can switch between the different screens.

To do so, use the left arrow ⇐ and right arrow ⇒ buttons.

From any info screen, press GREEN to access the menu containing special functions. See chapter 5.

4.2 Info screen: Large clock

This display shows the current times for white and black.

In the normal, fun and easy levels (see chapter 5.4 for descriptions of the levels and how to select them), the current elapsed time is shown.

In the blitz, tournament and user levels, the clock counts backwards, so shows the time remaining until the next countdown begins.

4.3 Info screen: Score

German:

```
7 ♖G1-F3 ♜F8-E7
8 ♘E1-G1 ♚E8-G8
9 ♗D2-D3 ♝A8-B8
10 Spieler
    Ⓞ MENU
```

English:

```
7 ♖G1-F3 ♜F8-E7
8 ♘E1-G1 ♚E8-G8
9 ♗D2-D3 ♝A8-B8
10 You
    Ⓞ MENU
```

This screen shows the most recent moves.

Press the up arrow ↑ or down arrow ↓ buttons to switch directly between the 'Large clock' and 'Score' screens.

4.4 Info screen: Analysis

This screen provides you with insights into the computer's thought process.

An example using the first three rows (the computer may display additional rows):

```
11 ♗H2H3 28/37
    0.39 01:08 ♘D1A4
    ♜G7F6 ♗C1H6 ♚A7A6
```

The current 'search depth' is indicated by the figure at the top left: The computer is currently calculating the next 11 moves. (A move is a single move from white or black.) In this example, there are 37 possible moves for this position. The computer is currently analysing the move pawn h2-h3. This is the 28th move that it has analysed. The best move that the computer has found up to now is queen d1-a4. What's more, it regards the best subsequent move for both sides to be the following move: Bg7-f6; Bc1-h6; a7-a6.

0.39 is the computer's assessment. It believes that it has a slight advantage, namely to the value of 0.39 pawns.

Other examples that could appear in this screen:

- 1.89 The computer is behind by nearly 2 pawns.
- Book The position is contained in the library (see chapter 5.11.7).
- Mate 7 The computer can achieve checkmate in 7 moves.
- Mate 4 The opponent can achieve checkmate in 4 moves.

In the centre of the second row, the computer displays the duration of time it needed to calculate the best rated move.

Note the meaning of the colon and semi-colon:

- 01:08 1 minute, 8 seconds
- 02;26 2 hours, 26 minutes

4.5 Info screen: Permanent brain

When permanent brain is active (see 5.11.5), the computer analyses moves even when it's your turn - it analyses the consequences of the move that it regards as your best.

The information it displays is comparable to that in the analysis screen, that is to say, the first three rows could show the following, for example:

German:

```
Per.Rech.23 ♖B2B3
0.56 ♜B6D5 ♗E5F3
♜D5C3 ♘D1D2 ♜B4A3
```

English:

```
P. Brain 23 ♖B2B3
0.56 ♜B6D5 ♗E5F3
♜D5C3 ♘D1D2 ♜B4A3
```

In this example, the computer expects you to move 23.b2-b3. It will respond with 23.Ktb6-d5. What's more, it also assumes the following moves: 24.Kte5-f3 Ktd5-c3 25.Rd1-d2 Qb4-a3... etc.

The computer considers itself to have an advantage of 0.56 pawns.

4.6 Info screen: Small clock

This screen shows different information relating to time.

For example, in blitz, tournament or user modes (see 5.4 for explanations), the display shows the following:

German:

```
□ 0:27:34 01:38
10 in 0:32:26
■ 0:31:39 00:06
11 in 0:28:21
♁D2-D4  ♁  MENU
```

English:

```
□ 0:27:34 01:38
10 in 0:32:26
■ 0:31:39 00:06
11 in 0:28:21
♁D2-D4  ♁  MENU
```

White has already spent 1 minute, 38 seconds on its current move.

Altogether, 27 minutes, 34 seconds have elapsed (for all moves).

There are 10 moves until the next countdown begins.

White therefore has 32 minutes, 26 seconds left for thinking.

The third and fourth rows show the information for black.

In the normal, fun and easy levels, nothing is shown on the second and fourth rows (because the timing system is different in these cases).

5 Special functions

5.1 Overview of the special functions menu

The special functions menu is accessed by pressing GREEN from one of the info screens (see chapter 0).

The menu comprises 12 functions, which are shown in the first four rows of the display:

German:

```
ZUG  TIPP  STUFE
ALTER START ENDE
ANALY 2SPIE AUTO
FUNKT STELL KONTR
INFO  ♁≠ EINGABE
```

English:

```
MOVE HINT LEVEL
NEXTB START END
ANALY 2PLAY AUTO
OPTS  SETUP VERIFY
INFO  ♁≠ ENTER
```

A character on the display flashes. This is the cursor.

You can move the cursor using the arrow buttons (↔↕↖↗).

In order to select a function, move the cursor to the desired function and press GREEN.

Press RED to leave the menu without selecting a function. You can now continue playing.

In this menu, the bottom left and right of the screen show the current functions of GREEN and RED.

In the centre, ♁≠ denotes that the arrow buttons can currently be used in the menu.

5.2 Menu: MOVE, prompt a move

When it's your move and you select MOVE, the computer plays the next move, and you can assume the other colour.

If you would like the computer to play white, select MOVE to begin the game.

If it is the computer's move and you select MOVE, the computer breaks off its calculations and immediately plays its move.

5.3 Menu: HINT, in order to have a move suggested to you

Select HINT for the computer to suggest a move to you. The move is shown on the display. The LEDs also show you the move. The starting square and target square flash in alternation.

Press RED. The note on the display disappears and the LEDs go out. You can now decide whether to follow the advice or play another move instead.

5.4 Menu: LEVEL, the various play levels

5.4.1 Overview of playing levels

The computer offers seven different levels of play:

Normal, blitz, fun, easy, tournament, user and find mate.

The following section describes how to choose a level. The levels are then described.

5.4.2 Selecting a playing level

When you select LEVEL from the menu, the current level is shown, for example *Normal 0. The * in front of the level flashes.

Press GREEN. The * is replaced by †. You can now change the level.

If required press RED to return to the menu.

To choose the normal, blitz, fun, easy, tournament, user and find mate levels:

- Press the up arrow ↑ or down arrow ↓ until the desired level is shown.
- Press the left arrow ⇐ or right arrow ⇒ until the desired level number (eg Normal 2 or Normal 5) is shown.

Note: For 'find mate', there are no individual level numbers. Simply select 'Find mate'.

- Press GREEN to confirm. The † sign is replaced by *.
- If required press RED to return to the menu.

To choose the user level:

- Press the up arrow ↑ or down arrow ↓ until the desired level ('User') is shown. Make your settings, as described in the 'User' section (see 5.4.8).

5.4.3 Normal level (0-9)

The computer takes a certain average amount of time per move. The average is determined over a sequence of 20 moves. At Normal 0, the computer moves virtually immediately. At Normal 9, the average time per move is 2 minutes.

5.4.4 Blitz level (0-8)

These levels simulate 'Bullet', 'Blitz' or 'Rapid'. The computer and the human player must make all their moves within a certain period of time. At Blitz 0, this time period is two minutes; at Blitz 8, an hour.

If a player exceeds their time limit, the clock displays the following:



The game can then be continued, even if a player has exceeded their reflection time.

5.4.5 Fun level (0-8)

The computer plays moves that it regards as suboptimal.

The severity of the mistakes reduces from Fun 0 to Fun 8.

In 'Fun' levels, the permanent brain is never active, even when it has been activated in the options. See also 5.11.5.

5.4.6 Easy level (0-8)

The computer plays at a reduced skill level, in order to provide less experienced players with practical experience. The computer ceases its calculations after a certain number of positions have been analysed (at Easy 0, maximum 100 positions; at Easy 8, maximum 40,000 positions).

In 'Easy' levels, the permanent brain is never active, even when it has been activated in the options. See also 5.11.5.

5.4.7 Tournament level (0-5)

The tournament levels offer Fischer, sudden death or classic tournament chess.

The game can then be continued, even if a player has exceeded their reflection time.

Fischer:

- | | |
|---------------|--|
| Tournament 0: | At the beginning of the match, each player receives 5 minutes' reflection time. After each move, an additional 3 seconds are added to this reflection time. If the countdown reaches 0, the player has lost. |
| Tournament 1: | 25 minutes at the beginning, then an additional 10 seconds per move. |
| Tournament 2: | 1 hour at the beginning, then an additional 30 seconds per move. |

Sudden death:

- Tournament 3: Each player must make their first 30 moves within an hour, and then receives 30 minutes to complete the game.
- Tournament 4: The first 40 moves within two hours, and then 30 minutes to complete the game.

Classic:

- Tournament 5: Each player must make 40 moves within the first two hours, then 20 moves per hour.

5.4.8 User level

This mode enables you to specify your own timing system.

For example:

You would like the players to receive 1½ hours for their first 42 moves, and then 15 minutes for each additional 7 moves, with an additional increment of 15 seconds per move.

After you have selected the 'User' level via the GREEN button (as described under 'Selecting a playing level' in 5.4.2), the display shows the following:

German:

```
STUFE: *Benutzer
*20 in  *0:00:00
*Alle in *0:00:00
Inkrement *00:00
MENU  ⚡ EINGABE
```

English:

```
LEVEL  *User
*20 in  *0:00:00
*All in  *0:00:00
Increment *00:00
MENU  ⚡ ENTER
```

There are six different parameters. A * can be seen before each parameter.

The flashing * is the cursor. Move the cursor using the arrow buttons.

- Move the cursor to the left-hand parameter in the second row. This is the number of moves for the first countdown.
- Press GREEN. The * is replaced by ⚡. You can now change the parameters using the direction buttons. Left arrow ⇐ or right arrow ⇒ increases/reduces the number by an increment of one. Up arrow ↑ or down arrow ↓ increases/reduces the number by an increment of ten. The largest possible setting is 'ALL'. This is the setting that follows 50.
- Once you have reached 42 (in this example), press GREEN to confirm. ⚡ is replaced by *.
- Move the cursor to the second parameter in the second row. This is the time (in h:mm:ss) for the first countdown.
- Press GREEN. The * is replaced by ⚡. You can now change the parameters using the direction buttons. Left arrow ⇐ or right arrow ⇒ increases/reduces the number by one minute. Up arrow ↑ or down arrow ↓ increases/reduces the number by ten minutes.

- Once you have reached 1:30:00 (in this example), press GREEN to confirm. ⚡ is replaced by *.
- The parameters in the third row are the moves and the time for the second and third countdown(s). Change these parameters to 7 and 15 (in this example), in the same way as you adjusted the other parameters.
- Move the cursor to the fourth row. This is the increment (in mm:ss). Press GREEN.
- Left arrow ⇐ or right arrow ⇒ increases/reduces the increment by one second. Up arrow ↑ or down arrow ↓ increases/reduces the increment by ten seconds.
- Once you have reached 00:15 (in this example), press GREEN to confirm.

You have now set your own user level.

The display now shows the following:

```
German:
STUFE: *Benutzer
*42 in  *1:30:00
*07 in  *0:15:00
  Inkrement *00:15
MENU    ⚡ EINGABE
```

```
English:
LEVEL   *User
*42 in  *1:30:00
*07 in  *0:15:00
  Increment *00:15
MENU    ⚡ ENTER
```

Press RED to return to the menu.

5.4.9 Find mate level

The computer searches for the quickest way to achieve checkmate from the given position. It only moves if it has found a possibility of achieving checkmate.

5.5 Menu: NEXTB, to be shown an alternative move

With NEXTB (= next best), the computer undoes its last move, and instead plays the move that it regarded as being next best. The LEDs and the display show you how to undo the last move and make the new one.

You can choose NEXTB repeatedly in order to perform the third best, fourth best etc moves.

5.6 Menu: START, to undo all moves


START enables you to undo all moves at once (see 3.5). Press the arrow button ⇒ to replay one move after the other, in order to view the whole game as it happened.

5.7 Menu: END, to go back to the current position

If you have revoked moves, selecting END achieves the opposite of START. Select END to return directly to the current state of play. The LEDs on the chessboard and the VERIFY function (see 5.13) assist you in placing the figures.

5.8 Menu: ANALY, to analyse the current position


With ANALY (= analyse), the computer doesn't make any more moves, and instead analyses the current state of play. You can make moves for white and black in turn, and view the analyses on the analysis screen (see 4.4).

 is shown in the display, to show that the computer is in analysis mode. The symbol changes size, becoming alternately larger and smaller.

To leave analysis mode, either select ANALY once more, or give the MOVE instruction.

5.9 Menu: 2PLAY, two player mode

This function enables a game between two human opponents. In two player mode, the computer doesn't perform any analyses. It merely checks whether moves are permitted, records the score and serves as a chess clock.

The display shows two faces , to indicate that the computer is in two player mode. To leave two player mode, either select 2PLAY once more, or give the MOVE instruction.

5.10 Menu: AUTO, the computer plays against itself

In this mode, the computer assumes both roles and plays against itself. Particularly at the start of the game, play can be very fast. Before you carry out a move for white, the LEDs and display can already be showing the response for black, and then the following moves for both sides. As soon as the tempo slows down, you can use the VERIFY function (see 5.13) to set down the figures in the current position.

5.11 Menu: OPTS, the advanced options

5.11.1 Overview of the advanced options

OPTS offers 9 parameters that you can configure.

These are the first four parameters in the list:

German:

```
BRETT DREHEN *✓
KABEL RECHTS ✓
PERM. RECHNEN ✓
LEHRER X
MENU ⇅ ✓X
```

English:

```
INVERT BOARD *✓
CABLE ON RIGHT ✓
PERMANENT BRAIN ✓
TUTOR X
MENU ⇅ ✓X
```

The flashing * shows the position of the cursor. If required, repeatedly press up arrow \uparrow or down arrow \downarrow in order to move the cursor and therefore see the other parameters.

The other parameters are: BOOK, SOUND, CONTRAST, CPU SPEED MHZ and LANGUAGE.

5.11.2 Changing an option

The first four parameters (INVERT BOARD, CABLE ON RIGHT, PERMANENT BRAIN and TUTOR) can only be switched on or off. A ✓ means it is active, and X means it is inactive. To switch between active and inactive:

- Use the arrow buttons to move the cursor to the relevant row.
- Press GREEN.

To change BOOK, SOUND, CONTRAST, CPU SPEED MHZ and LANGUAGE, proceed as follows:

- Use the arrow buttons to move the cursor to the relevant row.
- Press GREEN. The flashing * is replaced by †.
- Press the up arrow ↑ or down arrow ↓ to move between the various settings options.
- Once your desired setting has been made, press GREEN. † is replaced by *.

Then press RED to return to the menu.

5.11.3 OPTS: INVERT BOARD

When, as usual, white plays from bottom to top, the first row shows the following:

German:

BRETT DREHEN X

English:

INVERT BOARD X

If, instead, you want black to play from bottom to top, change the X to a ✓ (see 5.11.2). Set the figures down in their new positions. The VERIFY function (see 5.13) can help you with this.

However, this function is not necessary at the start of a game. The computer automatically detects whether white or black is playing from the front, that is to say, whether the board is inverted or not.

5.11.4 OPTS: CABLE RIGHT

The computer assumes that, as you look at the chessboard, the Millennium logo is facing you and that the cable to the chessboard is at the right-hand side. If you would like to physically rotate the board 180°, so that the cable/chess clock to your left, change the ✓ to an X (see 5.11.2).

In this instance, an X next to INVERT BOARD (see 5.11.3) means that white plays from your side.

5.11.5 OPTS: PERMANENT BRAIN, permanent calculation

If you set permanent brain to 'on', ie ✓ (see 5.11.2), the computer analyses moves even when it's your turn. See also 4.5.

A way of reducing the computer's playing skill is to switch this function off (to X).

In the 'Fun' and 'Easy' levels, the computer doesn't make permanent calculations, even if this option is activated. Only when you switch to a level other than 'Fun' or 'Easy' will the computer switch back to using its permanent brain during your move, therefore playing with increased skill. (See 5.4 for information on the different levels).

5.11.6 OPTS: TUTOR

Use the tutor function if you would like the computer to point out your errors.

If tutor mode is enabled (with ✓, see 5.11.2), and the computer thinks you have made a weak move, the display shows a warning.

Example:

German:

```
L: Schlechter Zug?  
3.78 ♖G5E3 ♘G1H1  
♗E3D3 ♙D1D3 ♚A6D3
```

Zurück

Weiter

English:

```
Tutor: Bad move?  
3.78 ♖G5E3 ♘G1H1  
♗E3D3 ♙D1D3 ♚A6D3
```

TakeBack

Continue

In this example, the computer shows that your move gives it an advantage of 3.78 pawns.

(See also analysis screen 4.4.)

The display shows the following moves that the computer has calculated, starting with Qg5-e3.

Press RED and undo your move (see also 3.5), or press GREEN if you would nevertheless like to carry out your move.

5.11.7 OPTS: BOOK

The computer features opening libraries containing standard openings.

The computer is supplied with two pre-installed libraries. You can also install a third library via USB (see chapter 6). Note: Because the opening library books for the ChessGenius Exclusive must maintain a certain format, please register your device, so that we can keep you informed about any changes to these specifications.

The following options are possible:

- Classic Classic London Book
- Master Master Book
- User If you have installed a third book via USB
- Off The computer plays without an opening library

To configure, see 5.11.2.

5.11.8 OPTS: SOUNDS

The following options are possible:

- Loud
- Medium
- Quiet
- Off (Mute)

To configure, see 5.11.2.

5.11.9 OPTS: CONTRAST

You have a choice of ten different LCD contrast settings.

To configure, see 5.11.2.

5.11.10 OPTS: CPU SPEED MHZ, calculation speed

If you would like to make your game against the computer easier, you can change its calculation speed. You have the choice of six options, from 50 to 300 MHz. To configure, see 5.11.2.

5.11.11 OPTS: LANGUAGE

You have a choice of seven different languages. See also 0. To configure, see 5.11.2.

5.12 Menu: SETUP, in order to set up a particular state of play

If you would like to set up a particular state of play, select SETUP. The display shows the SETUP screen. If it is white's turn to move, this looks as follows:

German:

```
Weiß am Zug
Figuren aufbauen
Optionen: ↑
ABBRUCH ↑ OK
```

English

```
Setup: □ to move
Place chess men
Press ↑ for Optns
CANCEL ↑ OK
```

Set the figures down in their desired positions. When the display shows the correct colour for the next move, press GREEN in order to confirm the new position.

If, on the other hand, you would like to cancel and return to the same situation as you were in before you pressed SETUP: Press RED.

You can now play from this position. Make your move, or instruct the computer to make a move (see 5.2).

Before you confirm the position, you can also analyse or change your properties. To do so, press the up arrow button ↑ to view a list of parameters. If required, press up arrow ↑ again or down arrow ↓, in order to view further parameters. Use the cursor (a flashing *) to select a parameter.

Analyse and change:

To change the colour whose move it is:

Use the cursor to select the parameter SETUP: □ TO MOVE and press GREEN to switch between ✓ for white and X for black.

To specify the move number:

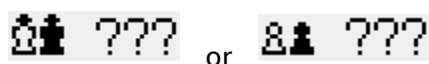
- Use the cursor to select the relevant row and press GREEN. The flashing * is replaced by †.
- Left arrow ⇐ or right arrow ⇒ increases/reduces the number by an increment of one. Up arrow ↑ or down arrow ↓ increases/reduces the number by an increment of ten.
- Press GREEN to confirm.

To specify whether (for example) black has the right to castle queen's side:
Use the cursor to select the row '■ 0-0-0'. Press GREEN to switch between ✓ for yes
and X for no.

When you have made your desired changes, press RED to return to the SETUP screen.

Note: You cannot confirm the new position if a king is missing or if a pawn is in the first or eighth row.

In such instances, the bottom row of the display will alert you with:



Note: The first move in the state of play that you have set up cannot be an en passant capture. In order to set up a state of play in which such a move is possible, set up the immediately preceding position instead, then carry out the move that permits the en passant capture.

5.13 Menu: VERIFY, to display the current position

VERIFY shows you half of the chessboard (= four rows) in graphical form, with the figures in the correct current position. To switch between the two halves of the chessboard, press the up arrow ↑ or down arrow ↓.

This function can help you examine the position of the figures on the chessboard if you are unsure.

Press RED to return to the menu.

6 USB mode – Connect to a PC

If you wish to use the USB functions, please register with MILLENNIUM 2000 (see the enclosed sheet) so that we can inform you about changes and/or software upgrades relating to the ChessGenius Exclusive. On our website, we also provide additional information about the USB functions.

You can connect the computer unit to a PC or laptop.

To do so, you will need an A to B USB cable (not supplied). This is the type that is used for printers, for example.

Connect the USB cable to the centre socket on the rear of the computer unit and to your PC or laptop.

You can:

- Install an updated chess program onto the ChessGenius Exclusive. See our website for more information.
- Store a new opening library (see 5.11.7). See our website for more information.
- Import and export games. See our website for more information.

Website: <http://www.millennium2000.de>

7 Disposal



Dispose of packing materials in an environmentally friendly manner by using the relevant collection containers provided for the purpose.



According to EC Directive 2012/19/EU, the device must be disposed of properly at the end of its service life. Suitable parts of the device will then be recycled, reducing environmental pollution. For more information, please contact your local waste disposal company or your municipal administration.

8 Warranty, servicing and import

Details of warranty conditions, warranty handling and other service information can be found on the warranty card that is included separately with the device.

If you purchased the product in a country other than Germany, Austria or Switzerland, please contact the dealer where you bought the product.

If you no longer have your warranty card available, please contact our office in Germany, either by telephone or via our website support@computerchess.com.

Product development & import by
MILLENNIUM 2000 GmbH
Heisenbergbogen 1 (Dornach)
85609 Aschheim, Germany
www.millennium2000.de

9 Technical specifications

PRODUCT: ChessGenius Exclusive chess computer
Operates with the enclosed AC adaptor

ITEM NO: M820

HARDWARE: ARM Cortex M7
CPU configurable from 50–300 MHz

SOFTWARE: Chess program ChessGenius Copyright © Lang Software Limited (UK)
Opening library (Master Book) Copyright © Applied Computer Concepts Ltd.
(UK)

LIBRARY: Classic London Book (approx 57,000 positions)
New Master Book (approx 300,000 positions)

NOTE: This product is not protected against the effects of electrostatic charges, strong electromagnetic radiation or other electrical interference, as malfunctioning as a result of these conditions is not critical.

Modification of specifications (especially in respect of technical advances) reserved and errors excepted.

This user manual was carefully compiled, and its contents carefully checked for accuracy. If, despite all expectation, these instructions nevertheless contain errors, this shall not constitute grounds for any claims. This user manual, including excerpts thereof, may not be reproduced without prior written permission.

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