

EXCALIBUR



SABER (901)



CRUSADER (903)



SQUIRE (117)

USER MANUAL

ENGLISH

User Manual

Thank you for purchasing your Excalibur computer game. With proper care it should provide years of reliable entertainment and challenge.

Notes on Special Care

- Avoid rough handling such as bumping and dropping
- Avoid moisture and extreme temperatures. Keep away from windows, and direct sources of heat or cold, such heating, air vents or direct sunlight.
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.
- When changing batteries turn unit off, and replace every battery.
- When using the AC adapter, plug the cord into your computer before plugging the other end into the wall socket.

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Power Supply

Batteries

- **Do not mix old and new batteries**
- **Do not mix alkaline and standard (carbon zinc) or rechargeable (nickel cadmium) batteries**

Weak batteries may cause

- 1) faded or dim messages on the LCD display
- 2) improper moves or otherwise undependable responses

When batteries appear weak, insert new batteries immediately.

To insert new batteries

- 1) Remove the battery compartment on the bottom of the unit
- 2) Insert batteries as shown in the diagram inside the battery compartment.

	Model	Batteries
Saber	901	4 "AAA"
Crusader	903	4 "AAA"
Squire	117	3 "AAA"

We strongly recommend using an Excalibur Electronics adapter 6V 100MA, provided by your local dealer, or from Excalibur customer service. Use of an improper adapter voids the product warranty and may result in serious damage to your unit.

Basic (Chess) Operation

- 1) Place the unit on a flat surface. Set up the chess pieces according to chess rules (see the enclosed USCF Let's Play Chess pamphlet), and press ON and NEW GAME. The display should read PLAY. If not, see Troubleshooting section.
- 2) Lightly press bottom edge of pawn on the FROM square E2; then press again on the TO square E4.
- 3) Note the computer's response in the display and move the computer's piece accordingly. (Example: Press bottom edge of pawn on the FROM square E7 and then on the TO square E5, or as indicated.)
- 4) Continue to move by pressing the bottom edge of pieces on the FROM and TO squares for white, and as indicated in the display for the computer's moves (black pieces).

Key Functions

NEW GAME

- 1) Begins a new game.
- 2) Clears the computer's memory.

ON/CLEAR

- 1) Turns on the power.
- 2) Clears an incorrect FROM entry.
- 3) Exits from VERIFY mode

OFF/SAVE

Stops play. Press when it is your turn to move. The computer retains your game in memory unless power is interrupted, or NEW GAME is pressed.

MODE


Teach mode allows you to learn the rules of movement for each pieces
To enter teach mode, press NEW GAME and MODE
Then select one of the following modes:

- | | |
|--------------------------------------|-------------------------|
| 1) Mode 1: King and pawns | Press Pawn symbol key |
| 2) Mode 2: Kings, Knights, and pawns | Press Knight symbol key |
| 3) Mode 3: Kings, Bishops, and pawns | Press Bishop symbol key |
| 4) Mode 4: Kings, Rooks, and pawns | Press Rook symbol key |
| 5) Mode 5: Kings, Queens, and pawns | Press Queen symbol key |



This system allows you to learn the rules of movement for each peices.
Remove the unused pieces from the board. Make your first move. The object, as in regular chess, is to checkmate the opposing king.

SET UP

To change a piece's color, remove it, add it, or move it to another square

- 1) Press SET UP and the display will show the position of the white king (or press SET UP and Piece Symbol  for other pieces).
- 2) Press the piece to change the piece to black.
- 3) Press the piece again to remove the piece.
- 4) Press any legal square to place the piece elsewhere on the board.
- 5) Repeat above steps 2 and 3 as desired.
- 6) Press CLEAR to exit at anytime.

Display Identifier:

-  = white pieces
 = black pieces

VERIFY

- 1) When it is your move, press VERIFY to check the position of the white queen. Press VERIFY again to check the position of the black queen. To exit press CLEAR.
- 2) Press VERIFY and the piece symbol ♔ to verify the position of the other pieces on the board.
To exit press CLEAR.

LEVEL

The higher the time control (for the computer to think), the higher the strength. Combined with the 5 training mode levels, there are a total of 433 level setting combinations. The default is set to level 6 (=6 seconds average response time). Level 1=1 second; Level 72=124 Seconds; Level 73 = infinite search

- 1) Press LEVEL to display the current level.
- 2) Press LEVEL again to increase the level by one.
- 3) Press the MODE key to increase the level by ten.
Press CLEAR to exit.

On infinite level, the computer will search until it finds mate, until its search memory is exhausted, or until the MOVE key is pressed. Use this level for problem solving mode.

TAKE BACK

- 1) Press TAKE BACK only when it is your turn to move.
- 2) Press the squares for the computer's move in reverse order, as indicated in the display.
- 3) Press the squares for your move in reverse order, as indicated in the display.
- 4) Replace all captured pieces.

MOVE

- 1) Press MOVE while waiting for the computer's response to force the computer's next move.
- 2) Press MOVE when it is your turn to move to switch sides with the computer. (The computer will move for you.)

- 3) Press NEW GAME and MOVE to play black pieces from the bottom of the board.

MULTI-MOVE

- 1) To start with White on bottom, computer's move - press MULTI-MOVE, play your choice for white, then black. Then press MULTI-MOVE and then MOVE, and computer will continue to play for white.
- 2) To monitor two humans playing, press MULTI-MOVE. A colon (:) will appear in the display, and a beep will notify of any illegal moves.
- 3) To enter moves for both sides, press MULTI-MOVE. Press again to resume normal play (human vs. computer)

HINT

When it is your move, press HINT for move suggestions (not available on some levels or during openings and certain positions). You may accept and make the move, or press CLEAR to enter a different move.

Special Moves and Situations

Castle

To enter the castling maneuver, move the King first (enter the moves by pressing the squares). Then move the Rook. There is no need to press the squares for the Rook. The computer automatically assumes you will move its Rook during this procedure

Pawn Promotion

The computer automatically promotes a pawn to a queen. If you choose another piece, use the SETUP feature.

En Passant

When a pawn is captured En Passant, the captured pawn should simply be removed from the board (there is no need to press the square). See USCF rules for explanation.

Starting positions

- 1) To start with white on bottom, human's move - press NEW GAME
- 2) To start with black on bottom, human's move - press NEW GAME and MOVE.
- 3) To start with White on bottom, computer's move - press MULTI-MOVE, play your choice for white, then black. Then press MULTI-MOVE and then MOVE, and computer will continue to play for white.

Illegal Moves

If you make an illegal move, the beep tone will be lower and the display will not register your move. To clear the display, press on the incorrect squares in reverse order. Then perform a legal move. Or press clear and make a new move.

Problem Solving

- 1) Clear the board by pressing NEW GAME, SET UP, and MODE.
- 2) Place pieces on the board by pressing Piece Symbol key and the square to be occupied once for white, twice for black.
- 3) After setting up pieces, tell the computer whose move it is by pressing the BLACK/WHITE key. The display will read SIDE. Press repeatedly until the color indicator box of choice appears in the display.
- 4) Press ON/CLEAR
- 5) Press LEVEL. Set to level 73, the problem solving level.
- 6) Press ON/CLEAR.

Note: We recommend using the VERIFY function after setting up problem solving, to check the position of all the pieces.

Troubleshooting

Action/Display	Remedy
Error message	Press ON/CLEAR
No display	<ol style="list-style-type: none">1) check if adapter/mains is plugged in; or if batteries are installed correctly or are weak2) check if adapter/mains specifications match those on the label under the base of the unit3) put safety pin (or other sharp thin pen, etc.) into the ACL (reset) hole under the unit

Improper response

- 1) VERIFY function to determine if a mistake was made in moving the pieces
- 2) check that the TO square is pressed for your move
- 3) check that the move is legal (examples: you can not move and remain in check; You may not castle through check. Was En Passant performed correctly, etc.)

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