Congratulations on your purchase of your Excalibur KingMaster III chess and checker computer! You've acquired both your

KingMaster III at the right.

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)

To spend play in the beginning of the game and make its moves accurate, KingMaster III has an opening-move library

Save your game in memory. Just push the ON button to continue.

Through 15 take about 1 second per level number, so level 10 will average about 10 seconds per move. Levels 16 thorough 72

Press QUEEN symbol key

Object of game: Checkmate

End of game: If a player's king is in check and can't escape or black the check, the king is checkmated and the game ends in

promotion and stalemate.

Your computer is also versed in the movement of kings. To crown a man and make him king, press the from and to square.

The most famous and successful chess teachers in the world take their beginning students from the simple to the complex by

Follow the directions in the chess section of this manual above. Just keep in mind that when the computer displays "1", it's

indicating an ordinary man. When it displays "2" the computer is indicating a king. When you press the SET UP (king) key to

set up only the kings and pawns of both armies in their normal beginning positions, like this:

4.11 Level Key

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).

Verify a second time. As you press VERIFY, the display will continue to show the squares containing regular men, going

second time to check the position of Black's queen. (Notice that the VERIFY key is also marked with the Symbol) To verify

them, this procedure can be very helpful in straightening out a problem in playing out a game.

If you want to verify the position of a piece or pieces on the board, press VERIFY when it is your move.

Verify moves are a special feature of the KingMaster III. After you have moved a piece or pieces, press VERIFY a second time.

The KING is displayed only when the king is attacked. The ROOK, BISHOP, KNIGHT and QUEEN are displayed only when

they are attacked or in check. The display of a piece indicates that it is attacked or in check.

Special Case

Legal. Check that en passant moves were performed correctly., for example, and remember you cannot move and remain in

appropriate piece on these squares, the display shows the captured square followed by "1" or "2". The display clears when

computer makes a capture, its from and to square will first be displayed as usual. After you have pressed down with the

symbol ("JUMP") to remind you to continue the capturing sequence. After completing all the jumps, you will see the display

Multiple captures. If you have begun a multiple capture, after you complete the first jump the display shows the capture

push down on the FROM square, the computer will flash the coordinates of this square along with the capture symbol

to

UNI!