

# **ChessGenius Exclusive**

## **M820**

**User manual**  
**for version 2018, C23**

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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, e.g. 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 locations of the chess pieces. Simply place the pieces on their squares. The computer unit can also be used as a chess clock. It must be connected to the chessboard for you to use it. Please see section 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. Cancels a command or returns to the menu.
GREEN, top	Same as GREEN, bottom. Confirms a command.

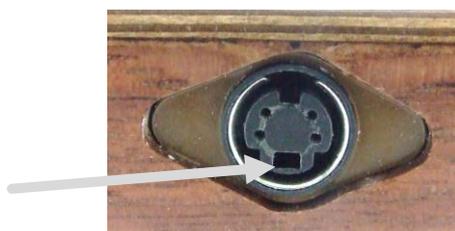
*Note:* The RED and GREEN buttons have various uses depending on the situation. The 'inverted' wording (i.e. text on a dark background) in the bottom line of the display indicates their current functions: RED in the left corner, GREEN in the right corner. If nothing is indicated, the respective buttons are not currently enabled.

On/Off	Switches the device on or off.
NEW	Starts a new game.
BACKLIGHT	Adjusts the display's backlighting.
Clockwise arrow	Retracts moves.
Anticlockwise arrow	Replays moves.
RED, bottom	Same as the top RED button.
GREEN, bottom	Same as GREEN, top.
LEFT arrow	Returns to the previous screen. Moves the cursor left.
RIGHT arrow	Proceeds to the next screen. Moves the cursor right.
UP arrow	Switches directly between the 'Large clock' and 'Game score' screens. Moves the cursor up.
DOWN arrow	Switches directly between the 'Large clock' and 'Game score' screens. Moves the cursor down.

## 2.3 Connecting the cables

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. The cable with identical connectors at both ends is for connecting the computer unit to the chessboard. Please handle it carefully – note that each connector must be the right way up when you insert it into its socket. The connector has four narrow pins and one wider pin. Turn the connector so that the wider pin is at the bottom, to enable it to fit precisely into the openings in the socket. The wider opening in the socket is indicated by the arrow in the illustration below:



3. Insert the connector into the chessboard (the socket 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 section 2.4.

## 2.4 Selecting the language

The chess computer's display can show its screen text in any of the following 7 languages:

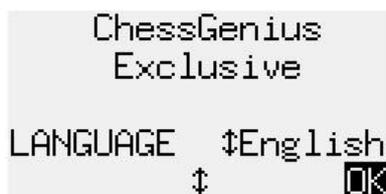
Language	Shown on display
English	English
German	Deutsch
French	Français
Dutch	Nederlds
Italian	Italiano
Spanish	Español
Russian	Русский

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 'English'
- a flashing arrow symbol



```
ChessGenius
Exclusive
LANGUAGE $English
↓ OK
```

To select the English language:

- Confirm with GREEN.

To choose another language:

1. Press the down arrow button ↓ as many times as needed to display the desired language.
2. Confirm with GREEN.

You can change the language later via the "Options". See section 5.11.13.

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

## 2.5 Adjusting the backlight

The LCD display has a backlight that you can adjust by pressing the BACKLIGHT button as many times 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. Place the chess pieces on their starting squares. Either Black or White can play from your end.
2. Press NEW.
3. Press GREEN.
4. If any pieces are not correctly placed on their squares, the red LEDs at the corners of those squares will shine or 'blink'. Once the position is corrected, the lights go out. See also 3.4
5. You can now begin a game against the computer. Level 'Normal 0' is preset. If you want to select a different level, please see 5.4.

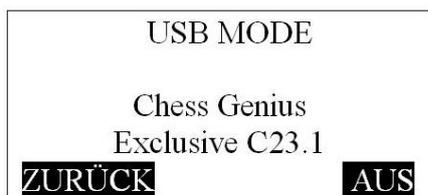
If you want the computer to play white, press GREEN twice (see also 5.2).

(Note: When you begin a new game with the other colour, it is not necessary to rotate the board. See also 5.11.3. The 'Option' to rotate the board is available in case you wish to change colours *during* a game.)

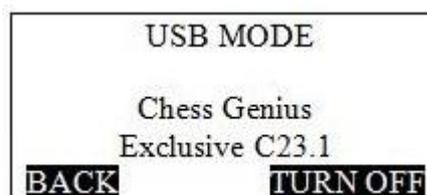
## 2.7 Switching on and off

If the computer is running and you press the On/Off button, the following display (featuring the program version number) appears:

German:



English:



If the ChessGenius clock unit is connected to a PC or laptop via a USB cable, you can now perform the operations described in section 6.

If instead you press GREEN, the device switches off.

Or if you press RED, it reverts to the previous situation.

**If switched off in the correct manner (as above), the computer will still retain the current game in its memory**, even if you afterwards disconnect the power. When the power is reconnected, the computer automatically switches on. To switch on when the power has *not* been disconnected, press the ON/Off button.

After switching on, you can carry on from exactly where you left off.

## 3 Playing against the computer

### 3.1 Your move

#### 3.1.1 Ordinary moves

Make your move just as you would on an ordinary chessboard.

Normally the computer waits for about 0.3 seconds before registering your piece on its new square. (If you wish, this interval may be altered as in section 5.11.12.) This means that you can carry the move out either by picking the piece up or by quickly sliding it. *If you slide the piece, it must not linger for too long (more than 0.3 seconds) on an intermediate square, or your move will be misinterpreted.*

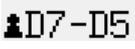
To carry out a capture, either your own or the computer's piece may be picked up first.

#### 3.1.2 Special moves

- Castling: First move the king, then the rook.
- *En passant* capture: First move your own pawn, then remove the captured pawn.
- Pawn promotion: Move the pawn to the promotion square, or simply remove it from the board. Place the queen (or other piece) on the promotion square.

### 3.2 The computer's move

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

Example: 

At the same time, the red LEDs on the chessboard 'blink' to indicate the 'from' and 'to' squares alternately.

After you move the computer's piece, it may be necessary to complete a 'special' move. The LEDs indicate the square or squares where a piece must be placed or removed.

Notice that your own clock time (see section 4.2) remains 'frozen' until you have carried the computer's move out. This means that the playing conditions (especially for 'blitz' games) are fair – you do not have to move your opponent's piece in your own thinking time.

If the computer gives check, its move is accompanied by a series of 'beeps'.

### 3.3 Symbols displayed during the game

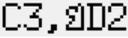
The following symbols appear in the bottom line as appropriate:

- A rotating hourglass:  The computer is thinking about its move.
-  : You are to move with White.
-  : You are to move with Black.

### 3.4 Errors

If you try to make an illegal move, the computer reacts with a sour buzz. Replace your piece and start your move again.

You cannot start your move if the position on the board is incorrect. The square, or two of the squares, where something is wrong will be indicated at the bottom left of the display.

Example:  The square c3 should be vacant. There should be a white knight on d2.

At the same, time, the LEDs at the corners of the squares will shine or 'blink'.

- A light shining steadily indicates a fault on *one* adjacent square. The square is either vacant when it should be occupied, or else occupied by the wrong piece type.
- A light 'blinking' – once, twice or four times per second – indicates a fault on *two*, *three* or *four* adjacent squares respectively.

If you are unsure how to correct the position, the VERIFY function shows where everything should be placed. See section 5.13.

### 3.5 Retracting and replaying moves

#### 3.5.1 Retracting moves

If you want to take back the last move played, press the clockwise arrow button (the one below On/Off). The LEDs on the board direct you to move the piece back, and there is a corresponding prompt in the bottom line of the screen.

Example:  (return the white bishop from h4 to g5).

#### 3.5.2 Retracting a sequence of moves

The procedure described above may be repeated to take back another move or a longer sequence. In a long sequence, it is not obligatory to take back each individual move on the board. For example, to retract the last seven moves played, you can simply press the clockwise arrow button seven times, and then proceed to reconstruct the position. If you need help with this, use the VERIFY function. See section 5.13.

### 3.5.3 Continuing the game

At any time, you can resume play from the current position on the board; carry out a move in the normal way, or give the MOVE command (see 5.2) to make the computer play next. You will then be playing for the opposite colour.

### 3.5.4 Replaying moves

You can use the anticlockwise arrow button (the one below the backlight button) to replay a move or sequence of moves that you have retracted. Again, you may follow the lights and the prompt to execute each move individually; or you may step through a whole sequence and reconstruct the position at the end of it.

## 3.6 Result of the game

The computer announces the end of the game with a sequence of ‘beeps’. The result is shown in the bottom line of the display:

- Mate: Checkmate
- Stale: Stalemate
- Draw x3: Draw by threefold repetition
- Draw50m: Draw by 50–move rule
- DrawMat: Draw due to insufficient material (neither side can checkmate the opponent)
- TooLong: The game cannot be continued, as it would exceed the available memory space (maximum: approximately 220 moves for each side).

## 3.7 Saving or deleting games

### 3.7.1 Switching off and resuming later

When you switch the device off, it still remembers the current game. After switching on again, you can resume from where you left off.

### 3.7.2 Deleting all data

If you wish to delete all previous data:

1. Disconnect the device from the power supply.
2. Hold down a RED button and reconnect the power.
3. Keep the RED button held down until the start screen appears (as in 0)

## 3.8 Returning to a game

Provided you have not yet made the first move in a new game, the most recent game remains saved. If you wish, you can replay its moves as explained in section 3.5.

## 3.9 Starting a new game

You can start a new game at any time, except in the middle of some special operations described in section 5.

To begin the new game, press the NEW button.  
The computer asks, 'New game?'.  
Press GREEN to answer *yes*.  
Instead, a press on RED would cancel the command and leave the position unaltered.

## 4 The info screens

### 4.1 Switching between info screens

The computer offers six different screens or 'pages' on which information is displayed: 'Large clock', 'Game score', 'Analysis', 'Permanent brain', 'ECO data' and 'Small clock'.  
You can switch between the screens by using the left arrow ⇐ and right arrow ⇒ buttons.

From any 'Info' screen, you may press a GREEN button to access the menu of special functions. See section 5.

### 4.2 Info screen: Large clock

This display shows the current clock times for White and Black.  
On a 'Normal', 'Fun' or 'Easy' level (as well as the 'Find mate' level), the time displayed is the time taken so far. On a 'Blitz', 'Tournament' or 'User' level, the clock 'counts down' and shows the amount of time remaining until the next time control. (See section 5.4 for descriptions of the levels and how to select them.)

### 4.3 Info screen: Game score

This screen shows the most recent moves, for example:

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
```

You may press the up arrow ↑ or down arrow ↓ buttons to switch directly between the 'Large clock' and 'Game score' screens.

### 4.4 Info screen: Analysis

This screen provides you with insights into the computer's thought process.  
For example, the top three lines may show:

```

11 h2h3 28/37
0.39 01:08 Qd1a4
  ♖g7f6  ♘c1h6  ♗a7a6

```

The current 'search depth' is indicated by the figure at the top left: the computer is currently looking 11 'ply' ahead. (One 'ply' is a single move by White or Black.)

In this example, there are 37 legal moves in the position. The one being considered is h2-h3, the 28th move that the computer has analysed to the current depth.

The best move the computer has so far found is Qd1-a4. It considers that after this move, the best continuation for both sides is: Bg7-f6; Bc1-h6 a7-a6 (the sequence may be continued in the fourth line).

The number 0.39 is the computer's evaluation of the position. It believes it has a slight advantage, worth 0.39 of a pawn. Further examples of what may appear in this place on the screen are:

- 1.89            The computer has a disadvantage nearly equivalent to two pawns.
- Book            The position is in the program's 'book' of standard chess openings (see section 5.11.8).
- Mate 7           The computer can force checkmate in 7 more moves.
- Mate 4          The opponent can force checkmate in 4 more moves.

In the middle of the second line, the computer records the amount of time it took to reach its current conclusions about the best move, the continuation and the evaluation. Note the use of the colon and semicolon:

```

02:26            2 minutes 26 seconds
01;08            1 hour 8 minutes

```

#### 4.5 Info screen: Permanent brain

When the 'Permanent Brain' is active (see 5.11.5), the computer continues to think about the position when it is your turn - it analyses the consequences of what it considers your best move.

The info it displays is similar in format to the 'Analysis' screen; for example, the top three lines may show:

```

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 play 23.b2-b3, which it is preparing to answer with 23...Nb6-d5. Then the anticipated continuation is 24.Ne5-f3 Nd5-c3 25.Rd1-d2 Qb4-

a3... etc.

The computer considers it has an advantage worth 0.56 of a pawn.

#### 4.6 Info screen: 'ECO' data

In this screen, the top two lines indicate the opening of the current game; you will see the name together with the 'code' assigned to the variation in the *Encyclopedia of Chess Openings* (ECO). Lines 3 and 4 give information on the number of positions per second evaluated by the computer (this display is updated at varying intervals). For example:

German:  
C97 Spanisch:  
Tschigorin-System  
13149869 in 02:23  
91957 Pos/Sek  
21. ♘ MENU

English:  
C97 Ruy Lopez:  
Chigorin Defence  
13149869 in 02:23  
91957 pos/sec  
21. ♘ MENU

The game began with the Chigorin Defence to the Ruy Lopez. The specific variation is classified in *ECO* as C97. Over a recent period of 2 minutes 23 seconds' thinking time, ChessGenius evaluated 13,149,869 positions, i.e. an average of 91,957 positions per second.

#### 4.7 Info screen: Small clock

This screen shows various items of information relating to time.

For example, on a 'Blitz', 'Tournament' or 'User' level (see 5.4 for explanations), the display may show:

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

It is Black to move. White spent 1 minute 38 seconds on the last move, and a total of 27 minutes 34 seconds on all moves played so far.

There are 10 moves until the next time control, and White has 32 minutes 26 seconds left in which to play them.

The third and fourth lines of the screen give the corresponding information for Black.

On 'Normal', 'Fun', 'Easy' and 'Find mate' levels (where the system of timing is different), the second and fourth lines are blank.

## 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 section 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 VERFY
INFO  ↕⇌ ENTER
```

One character on the display is 'blinking'. This is the *cursor*. By using the arrow buttons (⇐⇒⇑⇓), you can move the cursor around.

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

If you press RED, this returns you from the menu to the 'Info' screen. Play can then be resumed.

*Note:* When operating the special functions, remember that the uses of the RED and GREEN buttons are always indicated by the 'inverted' wording at the left and right of the bottom line.

Also notice the signs in the *middle* of the line. Here, the ↕⇌ signs tell you that the 'direction' buttons are currently enabled for performing menu operations.

### 5.2 Menu: MOVE

If you select this item when it is your turn to move, the computer will compute and play the next move itself, and you can then take over the other colour.

If you want ChessGenius to play White, select MOVE to begin the game.

If you select MOVE when it is the computer's turn, it will cut short its calculations and play immediately.

### 5.3 Menu: HINT

Select HINT if you want the computer to suggest a move for you. The move is shown on the display and demonstrated by the LEDs (blinking to show the 'from' and 'to' squares alternately).

Press RED. The move 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 of playing strength

### 5.4.1 Overview of the playing levels

The computer's levels of play fall into seven categories:

'Normal', 'Blitz', 'Fun', 'Easy', 'Tourn' (= 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 \* preceding the level category 'blinks'.

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

To choose a 'Normal', 'Blitz', 'Fun', 'Easy' or 'Tournament' level:

- Press the up arrow ↑ or down arrow ↓ as many times as necessary to display the desired category.
- Press the left arrow ⇐ or right arrow ⇒ as many times as necessary to display the required level within the category (e.g. Normal 2 or Normal 5). Press GREEN to confirm. The † sign is replaced by \*.
- Press RED to return to the menu.

To specify a 'User' level:

- Press the up arrow ↑ or down arrow ↓ as many times as needed until †User is shown. Specify the various parameters as described in the 'User' section (see 5.4.8).

To choose the 'Find mate' level:

- The 'Find mate' category comprises one level only. To select it, simply display it (pressing ↑ or ↓ as many times as needed) and press GREEN, then return to the menu by pressing RED.

### 5.4.3 Normal levels (0-9)

On these levels, the computer takes a certain average amount of time per move. (The average is measured over a 20-move sequence.) On Normal level 0, the play is almost instantaneous. On Normal level 9, the average per move is 2 minutes.

### 5.4.4 Blitz levels (0-8)

These levels simulate a game of 'bullet', 'blitz' or 'rapid' chess: the computer and the user have to play all their moves within a specific amount of time. The allotted time ranges from 2 minutes on Blitz level 0, to 1 hour on Blitz level 8.

If a player exceeds the time limit, the 'clock' screens show the following:



However, the game may be continued even after the player has 'lost on time'.

### 5.4.5 Fun levels (0-8)

On these levels, the computer deliberately plays some moves it considers inferior.

From 'Fun 0' to 'Fun 8', the seriousness of the errors decreases.

On the 'Fun' levels, the "Permanent Brain" is never active even if it has been switched 'on'. See section 5.11.5.

#### 5.4.6 Easy levels (0-8)

This is another category in which the computer plays at reduced strength, to give practice to inexperienced opponents. On these levels, the computer cuts short its calculations after examining a certain number of positions (100 on the lowest of the 'Easy' levels; 40,000 on the highest).

Like the 'Fun' levels, the 'Easy' levels don't use the 'Permanent Brain' even when it is 'on'. See section 5.11.5.

#### 5.4.7 Tournament levels (0-5)

The tournament levels offer various 'Fischer', 'sudden death' or 'classical' time controls. Just as in games on the 'Blitz' levels, play may continue even if one player loses by overstepping the time limit.

'Fischer' timings:

- |               |   |
|---------------|---|
| Tournament 0: | At the start of the game, each player is given 5 minutes' thinking time. After each move played, the clock time is incremented by 3 seconds. If the clock counts down to zero, 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' finish:

- |               |  |
|---------------|--|
| Tournament 3: | Each player must make the first 30 moves within 1 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.                             |

'Classical' time control:

- |               |  |
|---------------|--|
| Tournament 5: | Each player must make 40 moves in the first two hours, and 20 moves per hour thereafter. |
|---------------|--|

#### 5.4.8 User level

In this category, you can specify your own customized time control.

For example:

You want to give the players 1 hour and 30 minutes for their first 42 moves and 15 minutes for every 7 moves thereafter, with an increment of 15 seconds per move.

After you have selected the 'User' category 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 'blinking' \* acts as a cursor. By repeatedly pressing  $\Rightarrow$  or  $\Leftarrow$ , you can bring the cursor to each of the parameters in turn.

- Bring the cursor to the left-hand parameter in the second row. This is the number of moves for the first time control.
- Press GREEN. The \* is replaced by  $\dagger$ . You can now change the parameter by using the direction buttons. Left arrow  $\Leftarrow$  or right arrow  $\Rightarrow$  increases/reduces the number by one. Up arrow  $\Uparrow$  or down arrow  $\Downarrow$  increases/reduces the number by ten. The maximum value for this parameter is 'All' (this comes after 50).
- Once you have reached 42 (in this example), press GREEN to confirm. The  $\dagger$  reverts to \*.
- Move the cursor to the second parameter in the second row. This is the period (in h:mm:ss) for the first time control.
- Press GREEN. The \* is replaced by  $\dagger$ . You can now change the parameter by using the direction buttons. Left arrow  $\Leftarrow$  or right arrow  $\Rightarrow$  increases/reduces the number in steps of one minute. Up arrow  $\Uparrow$  or down arrow  $\Downarrow$  increases/reduces the number in steps of ten minutes.
- Once you have reached 1:30:00 (in this example), press GREEN to confirm. The  $\dagger$  is replaced by \*.
- The parameters in the third row are the moves and the period for the second and subsequent time controls. Change these parameters to 7 and 15 (in this example), in the same way as you adjusted the parameters in the second row.
- Move the cursor to the fourth row. This is the increment (in mm:ss). Press GREEN.
- Left arrow  $\Leftarrow$  or right arrow  $\Rightarrow$  increases/reduces the increment by one second. Up arrow  $\Uparrow$  or down arrow  $\Downarrow$  increases/reduces the increment by ten seconds.
- Once you have reached 00:15 (in this example), press GREEN to confirm.

You have now finished setting your 'User' level. The display 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

On this level, the computer searches for the quickest way to force checkmate from the current position. It will not make a move until a forced mate is found.

#### 5.5 Menu: NEXTB (next best move)

If you select this item, the computer will discard its last move and compute and play the one it rates as second best. The display and the lights will guide you in retracting the old move and carrying out the new one.

If you like, the operation may be repeated to produce the third and fourth best moves ... etc.

#### 5.6 Menu: START of the game score

START has the effect of 'taking back' all the moves at once (see 3.5). Using the arrow button ⇨, you may replay them one by one, to review the entire game.

#### 5.7 Menu: END of the game score

If moves have been taken back, this command has the opposite effect to the START command – it returns directly to the current game position. The LEDs on the chessboard and the VERIFY function (see 5.13) can guide you in replacing the pieces correctly.

#### 5.8 Menu: ANALY (analysis mode)

If this item is selected, the computer will not make any moves of its own but will merely analyse the current position. You can play moves for both White and Black, and inspect the information on the 'Analysis' screen (see 4.4).

To show that ChessGenius is in Analysis mode, the  symbol is displayed expanding and contracting. The computer exits from this mode if you re-select the ANALY item or give the MOVE command.

#### 5.9 Menu: 2PLAY (game between two human players)

In 'Two Player' mode, ChessGenius performs no analysis. This allows you to use its special chessboard for a game between two humans. The computer merely checks the legality of the moves, records the score of the game, and performs the functions of a chess clock.

A pair of 'faces' in the bottom line of the screen () shows that ChessGenius is in '2Play' mode. It exits from this mode if you re-select the 2PLAY item or give the MOVE command.

## 5.10 Menu: AUTO (computer playing both sides)

The AUTO command instructs the computer to play against itself. At the start of the game especially, the play may be very fast; before you can carry out a move for White, the lights and the LCD may indicate Black's reply and then the next few moves for both sides.... Once the pace slackens, you can use the 'Verify' function (see 5.13) to arrange the pieces in the current position.

The computer exits from 'auto' mode if you re-select the AUTO item, give the MOVE command, or start a new game.

## 5.11 Menu: OPTS (advanced options)

### 5.11.1 Overview of the advanced options

The 'options' are a group of 11 parameters that you may want to alter from time to time. To inspect them, select OPTS from the menu. This displays the first four options 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
```

One line of the screen incorporates the cursor in the form of a 'blinking' \* sign. By repeatedly pressing ↑ or ↓, you can move the cursor up and down and view all eleven options in rotation. The other seven are: STYLE, BOOK, SOUND, CONTRAST, SLIDING, CPU SPEED and LANGUAGE.

### 5.11.2 Changing an option

The first four options (INVERT BOARD, CABLE ON RIGHT, PERMANENT BRAIN and TUTOR) are features that can simply be switched *on* or *off*. The sign ✓ means the option is currently active; X means it is inactive. To switch between the two:

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

The other seven options are parameters with various 'settings'. For example, the SOUND option gives you four choices for setting the volume of the sound signals: 'Loud', 'Medium', 'Quiet' and 'Off'.

To alter any of these seven parameters, 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.
- Once the desired setting is displayed, press GREEN to confirm. The ↓ sign then reverts to \* (the cursor).

After finishing your alterations to the Options, press a RED button to return to the menu.

### 5.11.3 OPTS: INVERT BOARD

If White is playing 'up the board', the first line on the Options screen shows:

German:  
BRETT DREHEN

English:  
INVERT BOARD

If instead you want Black to play 'up', change the X to a ✓ (see section 5.11.2) and rearrange the pieces accordingly. The VERIFY function (see 5.13) can help you with this.

However, this operation is unnecessary at the start of a game. The computer automatically detects whether the white or black pieces have been arranged at your end, i.e. whether the board is 'inverted' or not.

### 5.11.4 OPTS: CABLE RIGHT

Normally the computer assumes that as you look at the chessboard, the cable between the board and the computer unit is at the right-hand side. If you want to rotate the board physically so that the cable is plugged in on your left, you can switch this option from ✓ to X (see 5.11.2).

Then 'INVERT BOARD X' (see 5.11.3) will still mean that White is playing away from your end.

### 5.11.5 OPTS: PERMANENT BRAIN

If the computer's 'Permanent Brain' is switched 'on' (see 5.11.2), it continues calculating when it is your turn to move (see also 4.5). One way to lower the computer's playing strength and give yourself an easier game is to switch this function 'off' ( X ).

*Note:* On the 'fun' and 'easy' levels (see 5.4), the computer operates without its 'permanent brain' even if this option is selected. In that case, if you switch to a level category *other* than Fun or Easy, it will revert to thinking in its opponent's time.

### 5.11.6 OPTS: TUTOR

Switch the Tutor function 'on' (see 5.11.2) if you want the computer to point out your errors.

If this function is 'on' (✓) and the computer thinks you have made a weak move, the display shows a warning. For 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 thinks your move gives it an advantage worth 3.78 pawns. (Compare the Analysis screen: 4.4.)

The moves on the display are the continuation envisaged in reply, starting with Qg5-e3.

You may now press RED and take your move back (see 3.5), or press GREEN if you want your move to stand.

### 5.11.7 OPTS: STYLE

Proceeding as in section 5.11.2 you can choose between three styles of play:

- Risky           The computer places value on aggression and is averse to a drawn result
- Normal         The strongest style, avoiding undue risk or caution
- Solid           The computer plays more defensively

### 5.11.8 OPTS: BOOK

ChessGenius can utilize various ‘books’ (or ‘libraries’) of standard chess openings. The BOOK option offers eleven settings (from which you can choose as in section 5.11.2).

Two of the books embrace a comprehensive range of openings:

- Champion     ‘Master’ book by M.Uniacke, containing over 300,000 positions
- Classic        ‘Classic London Book’ with 57,000 positions

There are also seven specialized books, each dealing with a specific area of chess opening theory:

- Open games   (beginning 1. e4 e5)
- Spanish       (or Ruy Lopez)
- Semi-open    (1. e4 without 1... e5)
- Sicilian
- Q. Gambit
- Indian
- Gambits

If a specialized book is chosen, the computer will play a move from this book if there is one available in the position. If not, it will (if possible) play a move from the ‘Champion’ book.

The remaining settings are:

- User           The book, if any, that you have installed via a USB connection – see section 6.3.2.
- Off            If this is chosen, ChessGenius plays without an openings book.

*Note:* Because the opening books for ChessGenius Exclusive must maintain a certain format, please register your device, so that we can keep you informed about any changes to these specifications.

### 5.11.9 OPTS: SOUNDS

There are four possible volume settings for the sound signals:

- Loud
- Medium
- Quiet
- Off (mute)

To specify the volume, proceed as in section 5.11.2.

#### 5.11.10 OPTS: CONTRAST

You have a choice of ten different LCD contrast settings.  
The contrast can be adjusted as in section 5.11.2.

#### 5.11.11 OPTS: CPU SPEED

Reducing the computer's speed of calculation is another way to make it an easier opponent.  
The CPU SPEED option offers 6 settings, ranging from 50 to 300 MHz, which may be selected as in section 5.11.2.

#### 5.11.12 OPTS: SLIDING

As explained in section 3.1.1, you may adjust the computer's reaction time, i.e. the interval before it registers your piece on its new square. If the interval is longer, you may slide the piece across the board a little more slowly.

The SLIDING option offers 3 settings which may be selected as in section 5.11.2:

Fast	Virtually instantaneous reaction
Medium	Reaction time: approximately 0.3 seconds
Slow	Reaction time: approximately 0.6 seconds

If the 'fast' setting is chosen, a move across more than one square should be made by picking the piece up, not sliding it.

#### 5.11.13 OPTS: LANGUAGE

You have a choice of seven different languages for the screen messages. See 2.4.  
To specify the language, proceed as in section 5.11.2.

### 5.12 Menu: SETUP (setting up a position)

To construct a special position on the computer's chessboard, select SETUP from the menu.  
You will then see the 'Setup' screen, which (if White is to move) looks like this:

German:

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

English

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

Now simply place the pieces on the desired squares, and if the screen is showing the right colour to move, you can press GREEN to confirm the new position. (Instead, a press on RED would return to the situation before you selected SETUP.)

You can now play from this position; make a move, or give the MOVE command to make ChessGenius do so (see 5.2).

However, before confirming the position, you may want to inspect or alter some of its properties. To do this, press the up arrow button ↑ to display a list of parameters. Further

presses on ↑ (or on ↓) will display more parameters and move the cursor (a 'blinking' \*) to each one in turn.

To change the colour to move:

- Bring the cursor to the WHITE TO MOVE line.
- Press GREEN to switch between ✓ (White) and X (Black).

To specify the move number:

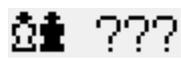
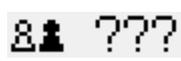
- Bring the cursor to the MOVE NUMBER line, and press GREEN. (The \* is replaced by †.)
- Left arrow ⇐ or right arrow ⇒ increases/decreases the number in steps of one. Up arrow ↑ or down arrow ↓ increases/decreases the number in steps of ten.
- When ready, press GREEN to confirm. (The 'blinking' \* reappears.)

To specify whether (for example) Black has the right to castle queen's side:

- Bring the cursor to the line with '■ 0-0-0'.
- Press GREEN to switch between ✓ (yes) and X (no).

When you have made the desired changes, press RED to return to the 'Setup' screen.

*Note (1):* You cannot confirm the new position if a king is missing or if a pawn is on the first or eighth rank. To point to the fault, the bottom line of the screen will display:

 or 

Similarly, the position cannot be confirmed if the side to move is giving check. The fault is indicated by:

 or 

*Note (2):* The first move from the position you have constructed cannot be a capture *en passant*. To create a position where such a move is possible, set up the immediately preceding position, and then carry out the move that allows the capture.

### 5.13 Menu: VERIFY (verifying the position)

VERIFY displays half the chessboard in diagrammatic form, with the pieces in the correct current positions. To switch between the two halves of the board, press the up arrow ↑ or down arrow ↓.

This function can help you adjust the pieces on the chessboard in case of confusion. To return to the menu, press RED.

## 6 USB mode – Communicating with a PC

### 6.1 Connecting to the PC

If you wish to use the functions described below, please register with MILLENNIUM 2000 (see <http://www.millennium2000.de/registration/chessgenius>) so that we can inform you of changes and/or software upgrades relating to your ChessGenius Exclusive computer.

To connect the computer unit to a PC or laptop, you will need an A to B USB cable (not included into delivery). This is the type that is used (e.g.) for printers. Plug the cable into the centre socket at the rear of the computer unit and into a suitable port on your PC/laptop. You can then:

- Install an updated chess program in ChessGenius Exclusive.
- Install a new openings book (see 5.11.8).
- Import and export games in 'PGN' format.

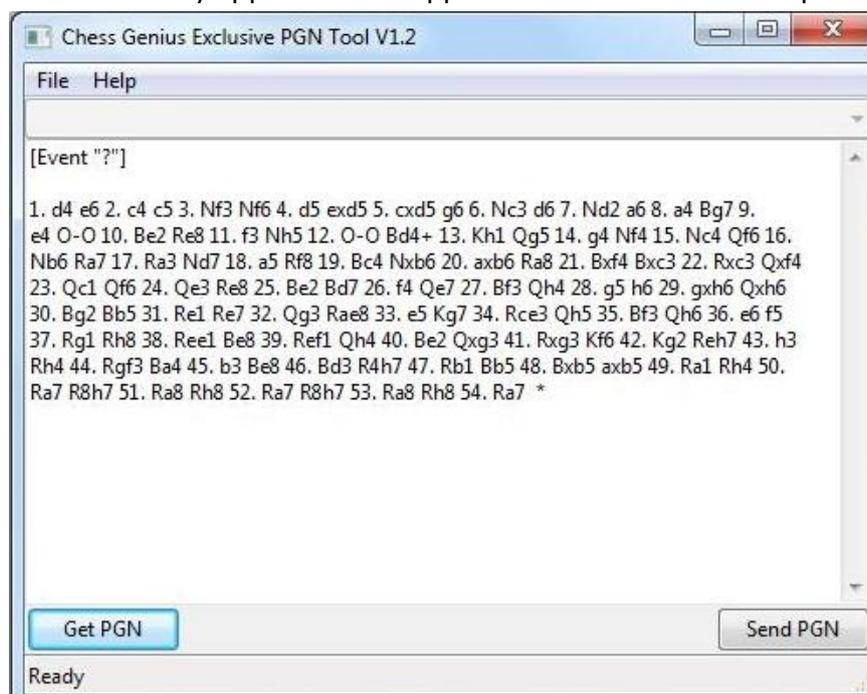
### 6.2 Saving and loading games in PGN (Portable Game Notation) format

These operations are performed with the 'PGN Tool' application that can be obtained from the Millennium website <http://www.millennium2000.de/support>. Download it to your PC or laptop, and also download and run its Installer program. Then:

- Open the PGN Tool.
- Press the On/Off button on the ChessGenius computer unit, to display 'USB MODE'.
- A game can now be saved or loaded.

#### 6.2.1 Saving the current game

Click on 'Get PGN' at the bottom left of the PGN Tool display. The game that ChessGenius currently holds in its memory appears in the application window. For example:



You can now copy and paste the game into a document or text file.

Note the 'Event' header. This or another suitable header must precede the game score if the game is to be incorporated in a composite PDF file – see section 6.2.3.

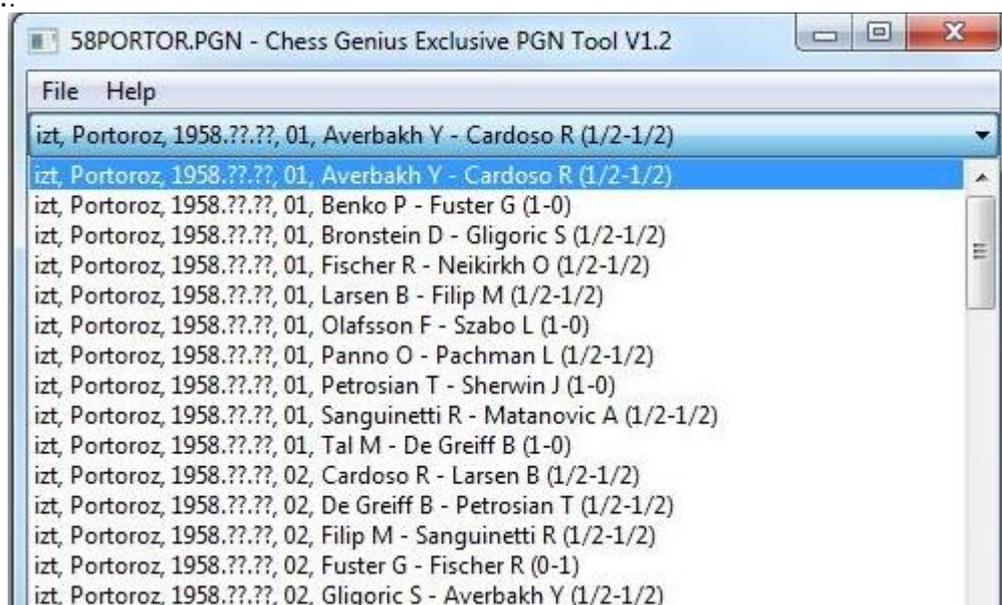
### 6.2.2 Loading a game

You can simply copy a game into the PGN Tool window, and then click on 'Send PGN'. This loads the game into ChessGenius's memory, replacing the data of any other game. When you press a red button to exit from USB mode, ChessGenius will display the final moves of the downloaded game on its 'Game score' screen (see section 4.3). You can step back and forward through the moves as described in section 3.5.

### 6.2.3 Loading a PGN file

A game from a composite file in PGN format can be selected and downloaded as follows:

- Click on 'File' at the top left of the PGN Tool display. Then click on 'Load PGN File'. This displays a box enabling you to navigate to the required file. Highlight the file and click on 'Open'. One of the games in the file appears in the application window.
- Click on ▼ at the top right. This displays a drop-down menu of games in the file, e.g.:



- Select a game, and click on 'Send PGN' to download it to ChessGenius.

### 6.2.4 Creating a PGN file

A file where multiple games can be stored and handled as in section 6.2.3 can be created as follows:

- Open a blank document or text file.
- Save the file in Plain Text (\*.txt) format.
- Change the 'txt' suffix to 'pgn'.

Each game copied into the PGN file must be preceded by one or more 'headers'. A header is enclosed in square brackets and consists of a label followed by a string in double quotation

marks.

The PGN tool requires each game to have at least *one* header with any of these three labels:

- Event
- White
- Black

A template for the 'Event' header is automatically supplied by the PGN Tool when a game is acquired from ChessGenius. The string in quotation marks can be edited in the PGN Tool window, e.g.:

```
[Event "25-minute Rapid game"]
```

Then when the game is stored in the PGN file, the drop-down menu will display the string as an identification for this game:

```
25-minute Rapid game, ??? - ??? ()
```

The fields denoted here by '???' and '()' are available to be filled by data from headers labelled 'White', 'Black' and 'Result'. Other standard headers that can supply data for the drop-down menu are 'Site', 'Date' and 'Round'. For example, you could equip a game with this set of headers:

```
[Event "Rapid chess match"]  
[Site "Hastings, England"]  
[Date "2017.07.16"]  
[Round "2"]  
[White "User"]  
[Black "ChessGenius"]  
[Result "1/2-1/2"]
```

Then the menu would identify the game like this:

```
Rapid chess match, Hastings, England, 2017.07.16, 2, User - ChessGenius (1/2-1/2)
```

*Note:* To ensure correct formatting (with quotation marks in the requisite style), the game data is more conveniently edited in the PGN Tool window than in the PGN file itself.

### 6.2.5 Saving a game from a 'set up' position

If a game acquired from ChessGenius begins from a 'set up' position (see section 5.12), the PGN Tool records that position in 'Forsyth-Edwards notation'. For example:

```
[Event "?"]  
[SetUp "1"]  
[FEN "1k1K4/1p5P/1P6/8/8/8/p7/8 w - - 0 1"]
```

```
1. h8=Q a1=Q 2. Qg8 Qa2 3. Qe8 Qa4 4. Qe5+ Ka8 5. Qh8 Qf4 6. Ke7+ Qb8 7.  
Qa1+ Qa78. Qxa7+ *
```

(If the PGN file is only to be used in conjunction with the PGN Tool, it is unnecessary to preserve the header labelled 'SetUp'. This header may be required if the file is to be read by other applications.)

## 6.3 Further downloads

With the tool 'CGX\_Update', obtainable from the Millennium website <http://www.millennium2000.de/support>, it is possible to load updated versions of the chess program into the ChessGenius computer unit. New openings books may also be loaded (see 5.11.8). To install the CGX Update Tool on your PC or laptop, follow the on-screen instructions.

### 6.3.1 Installing a new version of the chess program

- With the PC/laptop connected to the Internet, open the CGX Update Tool.
- Note that for update C23, the clock unit must be connected to the board, too.
- Press the On/Off button on the ChessGenius computer unit. This displays 'USB MODE'.
- Click on ▼ in the 'Available Firmware' line of the Update Tool. From the drop-down menu, select the desired version of the chess program.
- Click on 'Send-> Clock'. While the program is being installed, the message 'Programming' is shown in the Update Tool display and on the ChessGenius screen. The process is likely to take several minutes.
- Once programming is complete, "Programming Complete" is shown in the Update Tool. You can either click on "Restart" in the Update Tool, or wait several minutes. The clock will now restart.
- Once update and restart is complete, the clock shows the start screen. You can now play.

### 6.3.2 Installing a new openings book

Open the Update Tool, press the On/Off button and click on 'Connect' – just as in section 6.3.1. Then click on ▼ in the 'Available books' line, select the desired book from the drop-down menu, and click on 'Send-> Clock'.

Proceed as in 6.3.1.

## 7 FAQ and troubleshooting

### 7.1 My board does not work as intended

We put a lot of work into the ChessGenius Exclusive, and we do our best to get the best product to you. Sometimes the board does not work as intended, for example, when it gets damaged during transport. This should not happen. Please contact the shop where you purchased the board for help and/or a replacement.

## **7.2 A chess piece does not work as intended**

This should not happen. Please contact the shop where you purchased the board for help and/or a replacement.

## **7.3 I need spare chess pieces**

We included a spare queen for a pawn promotion to a queen. If you want additional other pieces, or a spare set, you can contact the shop where you purchased the board. Most shops sell spare sets.

## **7.4 Can I save games?**

You can save a game on your computer. You need to install the PGN tool on your computer, see 6.2. With the PGN tool installed, you can save a game as PGN file on your computer.

## **7.5 Can I load games onto the ChessGenius Exclusive?**

Games are noted as PGN files. You can load an existing PGN file to the ChessGenius Exclusive, using the PGN tool, see 6.2.

## **7.6 Is there a firmware update?**

We release firmware updates. These updates remove bugs and add additional features. We suggest you use the latest firmware for best playing experience.

You can either check if there is a newer firmware available by using the CGX tool (see 6.3), or you can subscribe to our newsletter here

[http://www.millennium2000.de/registration/chessgenius/index\\_en.html](http://www.millennium2000.de/registration/chessgenius/index_en.html)

If you are subscribed, you will receive an email once there is an update available.

## **7.7 Can I go back to an older firmware?**

Some users want to have the option to play with an older firmware. If we release an update that changes the engine, we put both versions (the old and the new one) on our server.

You can update your ChessGenius Exclusive to the new one... and if you want the older one back, you just need to use the CGX tool again, select the older firmware, and send it to the clock. There can only be one firmware installed on your clock – not two different ones at the same time.

## **7.8 CGX or PGN tool does not recognize the clock**

### **7.8.1 Driver update**

Depending on your computer, you might need to update a driver on your computer. Check for driver updates online.

### **7.8.2 Cable and connection**

Check that you have got the right cable. It must be connected to your computer, as well as to your clock. See setup 2.3.

### **7.8.3 USB mode**

If the clock is not in USB mode, the CGX or PGN tool will not recognize the clock. Press the On/Off button on the ChessGenius computer unit to display 'USB MODE' or see chapter 6.1 for more details.

## **7.9 CGX tool cannot get the latest firmware**

Your computer needs access to the internet to download the firmware. Check if you have internet access. Check also if you might have blocked the CGX tool, for example your firewall might deny access.

## **7.10 I cannot complete the firmware update**

Is the board connected to the clock?

For the 2018 update (version C23), the clock must be connected to your board during download and update. Connect the board and the clock.

## **7.11 How long does the update take? When is the update complete?**

Depending on your internet speed, it might take several minutes until the CGX tool has downloaded the firmware from our server. Please just take some time and wait until the download is complete. Once the CGX tool displays "Programming Complete" in the bottom line, you can click on "Restart" in the CGX tool. If you do not click on "Restart" for several minutes, the clock will restart itself. Once restart is complete, the clock shows the usual start screen.

In total, this may take up to 20 minutes. Get yourself a cup of tea or coffee. It does not help if you press any buttons or click repeatedly on the tool. Really. We can tell from experience.

## **7.12 Feedback and questions**

We are always happy to receive your feedback. And we are curious to receive your questions. Email us at [quality@computerchess.com](mailto:quality@computerchess.com)

## 8 Disposal



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



Within the European Union, the device must be disposed of properly at the end of its service life, according to EC Directive 2012/19/EU. 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.

## 9 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 no longer have your warranty card available, please contact our office in Germany, either by telephone +49 (0) 2773 7441 222 or at [support@computerchess.com](mailto:support@computerchess.com).

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

For any questions or feedback, you can also email us at [quality@computerchess.com](mailto:quality@computerchess.com).

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

## 10 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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With latest update March 2018 for CGX version C23.