

**FIDELITY**  
**CHALLENGER**  
**SERIES**

**83**



**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

# PRESTIGE CHALLENGER<sup>®</sup>

The first commercially available microcomputer to make chess history by defeating a candidate master in official tournament play (U.S. Open Tournament, August 1982, St. Paul, MN).

Prestige Challenger epitomizes the most advanced state-of-the-art technology and craftsmanship available anywhere in today's commercial markets of the world. The beautifully designed and quality constructed cabinet tastefully houses a superb playing program and an amazing array of features—many of which have never before been available.

## HARDWARE FEATURES:

- Full size chess board has an automatic response playing surface, consisting of reed switches actuated by magnets in the bases of full size chess pieces.
- Plug-in modular capability—shipped with plug-in Book Opening Module. Future optional middlegame and endgame modules will add to or override the built-in middlegame and endgame modules.
- Built-in Chess Clock.
- Tone and/or voice capability in either English, German, French, or Spanish.
- Uses the 6502C processor with 14 kilobytes of RAM and more than 28K of program memory.

## SOFTWARE FEATURES:

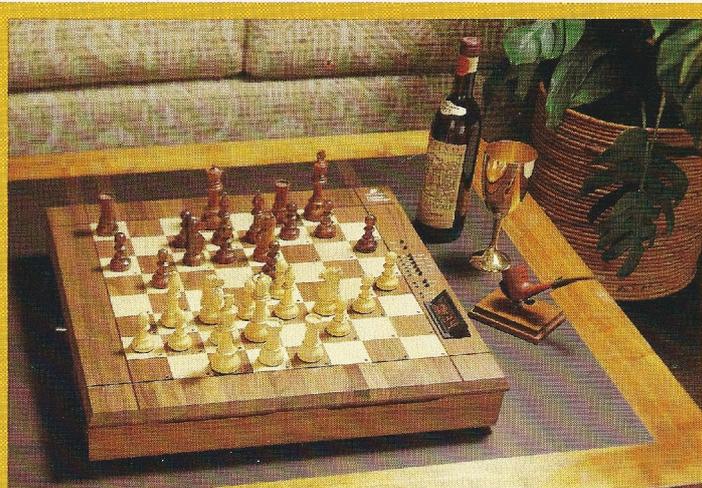
- Fifteen selectable levels: 8 preset time controls (A1 through A8) and

7 additional levels (B1-Infinite level; B2-Count Down Time for blitz games; B3-User Selectable Time Control; B4-Fixed Depth Iterative Search; B5-Fixed Depth Non-Iterative Search; B6-Problem Solving Level; B7-Fixed Time Search).

- While thinking, it can display the move it is considering making, its current depth of search, and the score of the position.
- Can suggest a move for you to make and show what it thinks will be the continuing line of play if you make the suggested move.
- Selectable book openings and Book Practice Mode allow study of its opening book repertoire.
- Take-back feature allows you to take back more than 35 half-moves.
- Solves Mate-in-Seven and announces stalemate, draw by the 50-move rule, and draw by three-fold repetition.
- Thinks on the opponent's time for faster response.
- Promotes Pawns to all legal pieces, and also considers these promotions for both sides while thinking about its move.
- Player Mode lets Challenger referee a game between two human players by checking for illegal moves, keeping track of time and printing moves if a printer is used.
- Single Shot Mode allows Challenger (when it is used as a referee in Player Mode) to suggest a move and then resume refereeing.
- If allowed, it will resign in hopeless positions.
- Stronger Pawn endgame algorithm.
- Dynamic reevaluation of Knight/Bishop value as game progresses.
- Improved algorithm for attacking the enemy King and defending its own.

## SPECIFICATIONS

Hand-crafted walnut housing with inlaid top. 100% solid state. AC adaptor. Solid wood pieces (King almost 4" high). Brightly lit 1/2" LED Display. Optional Printer. Size 21" x 21" x 3 3/4" high.



PC



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

The Elite A/S Challenger combines the elegance of high-quality craftsmanship with the foremost chess programming the World has come to expect from Fidelity Electronics. A masterful blending of European art and American technology has created Fidelity's most remarkable chess playing opponent.

**SOFTWARE FEATURES:**

- Fifteen selectable levels: 8 preset time controls (A1 through A8) and 7 additional levels (B1-Infinite level; B2-Count Down Time for blitz games; B3-User Selectable Time Control; B4-Fixed Depth Interactive Search; B5-Fixed Depth Non-Interactive Search; B6-Problem Solving Level; B7-Fixed Time Search).
- While thinking, it can display the move it is considering making, its current depth of search, and the score of the position.
- Can suggest a move for you to make and show what it thinks will be the continuing line of play if you make the suggested move.
- Selectable book openings and Book Practice Mode allow study of its opening book repertoire.
- Take-back feature allows you to take back more than 35 half-moves.
- Solves Mate-in-Seven and announces stalemate, draw by the 50-move rule, and draw by three-fold repetition.
- Thinks on the opponent's time for faster response.

# ELITE A/S CHALLENGER®

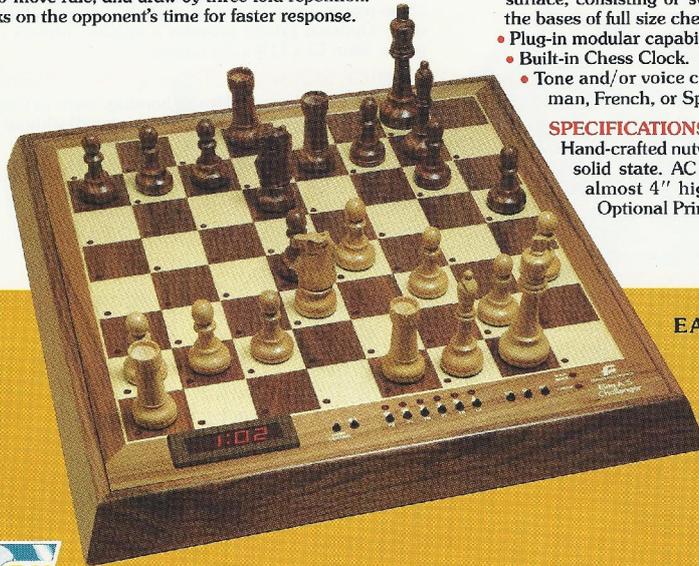
- Promotes Pawns to all legal pieces, and also considers these promotions for both sides while thinking about its move.
- Player Mode lets Challenger® referee a game between two human players by checking for illegal moves, keeping track of time, and printing moves if a printer is used.
- Single Shot Mode allows Challenger® (when it is used as a referee in Player Mode) to suggest a move and then resume refereeing.
- If allowed, it will resign in hopeless positions.
- Stronger Pawn endgame algorithm.
- Dynamic reevaluation of Knight/Bishop value as game progresses.
- Improved algorithm for attacking the enemy King and defending its own.

**HARDWARE FEATURES:**

- Full size chess board has an automatic response playing surface, consisting of switches actuated by magnets in the bases of full size chess pieces.
- Plug-in modular capability.
- Built-in Chess Clock.
- Tone and/or voice capability in either English, German, French, or Spanish.

**SPECIFICATIONS**

Hand-crafted nutwood housing with inlaid top. 100% solid state. AC adaptor. Solid wood pieces (King almost 4" high). Brightly lit ½" LED Display. Optional Printer. Size: 19" x 18" x 1½" high.



EAS



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.  
(First Edition - March 1983)**

# CHAMPION SENSORY CHESS CHALLENGER®

MEET THE WORLD CHAMPION! THE UNDISPUTED WINNER ON TWO CONTINENTS. IT THINKS, "SEES" EVERY MOVE, AND TALKS...

It's the one you've been waiting for! CHAMPION SENSORY CHESS CHALLENGER® contains an even better program than was used to win the First World Microcomputer Chess Championship in London, England, September, 1980, and the First Official North American Microcomputer Chess Championship held in San Jose, California. And what's more, it has many of the outstanding features of Fidelity's Voice Sensory

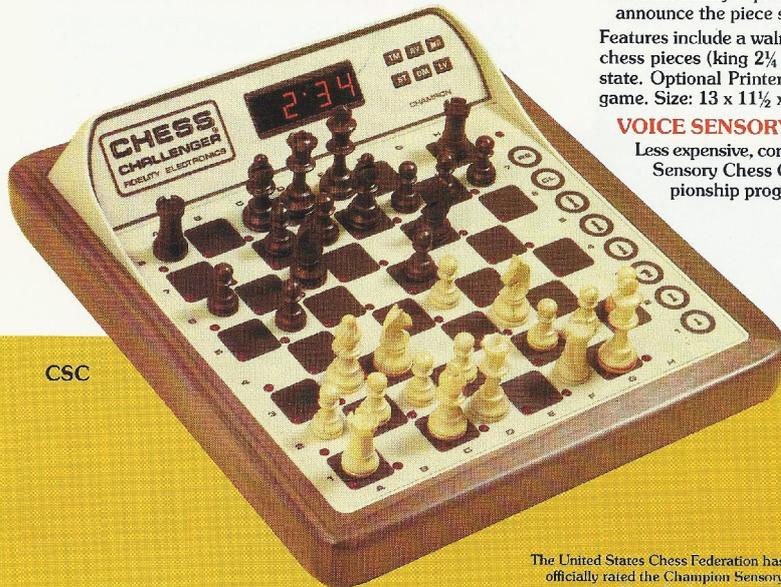
Chess Challenger®—the world's most sophisticated micro-computer chess game—PLUS:

- It thinks on its opponent's time for faster response.
- Any tournament time control can be set by entering the primary and secondary time controls (number of moves in a certain time limit).
- Take back feature reverses up to 19 moves or 39 half-moves in case you decide to change the direction of your game.
- Chess clock tells time remaining for each player, or tells elapsed time of game, automatically reversing for each player.
- Chess clock count down mode allows separate game times to be set for the human and the Computer. The Computer automatically adjusts the speed of play to the time remaining.
- Special mate mode solves mating problems with amazing speed.
- Player Mode allows two humans to play chess on its sensory playing surface. The Computer monitors plays, announcing the moves, rejecting illegal moves, and printing a complete game record for both players when the Fidelity Printer is used.
- Has the ability to promote pawns to all legal pieces, and will announce the piece selected.

Features include a walnut housing, hand-carved magnetized chess pieces (king 2¼ inches tall), AC adaptor, 100% solid-state. Optional Printer provides a graphic printout of each game. Size: 13 x 11½ x 3½ inches.

## VOICE SENSORY CHESS CHALLENGER®

Less expensive, comparable housing. Same as Champion Sensory Chess Challenger® (pictured) without championship program. (Model VSC)



CSC

The United States Chess Federation has officially rated the Champion Sensory Chess Challenger® at 1771



PRINTER—OPTIONAL ACCESSORY FOR USE WITH PRESTIGE CHAMPION, VOICE SENSORY CHESS CHALLENGER® OR ELITE A.S.



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

**"THE FIRST THINKING CHESS GAME THAT SPEAKS TO YOU IN FOUR DIFFERENT LANGUAGES."\***

1. Large Repertoire of chess book openings.
  - 40 book opening variations randomly selected.
  - Special feature allows you to select a book opening of your choice.
  - Approximately 1200 book opening moves.
  - Book openings selectable whether Computer plays black or white.
  - Computer teaches book openings by displaying your next move to be entered.
  - All "book" moves are instant response regardless of level of play.
2. The Chess Teacher.
  - On levels 2, 5, 7, 9, and H, the Computer will display best suggested move for you to enter.
  - Plays against itself with white usually the winner.
  - Teaches end game solutions.
  - Book openings teach opening game.
  - Announces mate-in-two problems for you to solve.
  - Problem mode permits setting up of all chess book positions.
3. Your Friendly Speaking Opponent.
  - Tells you all of its moves.

# VOICE CHESS CHALLENGER<sup>®</sup>

- Repeats all of your moves.
  - Can be used by the blind, as the game will audibly tell you every move and capture, and will repeat board positions on demand.
  - Voice feature allows you to tape record game play.
  - It even suggests your moves.
4. An Advanced Computer.
    - 128,000 to 160,000 bits of Read Only Memory.
    - Has over 8,000 bits of Random Access Memory.
    - At the conclusion of the game, when it loses, the Computer displays the number of moves played.

Features include solid hardwood housing, deluxe playing surface with raised keyboard, ½ inch LED Display, hand-carved chess pieces, attache-type carrying case and AC adaptor. 100% solid-state. Size: 13½ x 8½ x 1½ inches.

\*Available in English, French, German or Spanish.



UVC



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

# SENSORY CHESS CHALLENGER® "9"

CHAMPIONSHIP PLAY FOR THE BEGINNER OR EXPERT WITH FIDELITY'S REMARKABLE SENSORY PLAYING SURFACE...AND THE GREATEST LINE UP OF OUTSTANDING FEATURES EVER!

- Nine different levels of playing difficulty can be selected to match the skills of any player, novice or advanced. Automatically adjusts its thinking time to meet time controls for the various skill levels, from five minutes to games lasting several hours.
- Change levels at any time. Change sides at any time to play offense or defense.
- When asked, will suggest a move for the opponent and during the thinking process, will show move it is considering.
- Position Verification by Computer memory recall.
- Selectable book openings—Opening book of nearly 3,000 positions. Cycle through book choices for the computer or for the player at the touch of a single button. Can see all choices Challenger® considers to be "GOOD" moves.
- Book practice mode—Provides drill on opening lines. Challenger® plays any line in book, not just the "GOOD" lines. When cycling through book choices, shows all the moves not just the "GOOD" moves. Gives a warning if move played is not in book or if the end-of-book is reached.
- Take-Back feature allows you to take back up to 15 half-moves during normal play.
- Expanded Player Mode lets opponent or two opponents play both sides of game while it checks for legal moves on both sides.

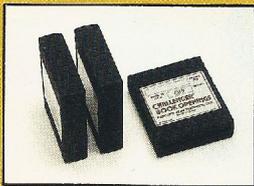
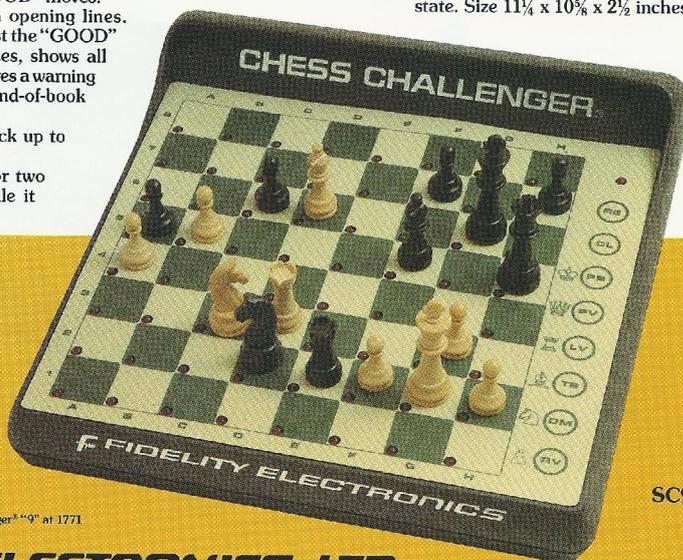
- Expanded Mate and Draw announcement: Announces up to Mate-in-Seven; Announces draws in four separate categories and signals which type applies: Stalemate, 50-move Rule, Opponent's move repeated three times, Challenger®'s move will repeat three times.
- Special Easy Mode weakens all skill levels without changing time controls.

## FAVORITE FEATURES FROM THE CHAMPION SENSORY CHALLENGER®

- Thinks on the opponent's time for faster response and stronger play.
- Promotes pawns to all legal pieces.
- Considers all legal pawn promotions for both sides while thinking about its move.
- Pleasing beep tone sounds with each key pressed and automatically informs you that Challenger®'s move has been made.
- Beep can be turned off or set to only signal Challenger®'s move.

## HARDWARE CHARACTERISTICS

Fidelity's sensory playing surface automatically senses your every move. Handy storage compartment for chess pieces. Features the official tournament color scheme of green and buff. Durable molded housing, magnetic chess pieces (King 2 inches tall), uses four "C" size batteries (not included) or plug-in transformer. Internal clock keeps track of time control (Hardware accurate to  $\pm 5\%$ ). 100% solid-state. Size 11¼ x 10¾ x 2½ inches.



PLUG-IN MODULAR CAPABILITY ADDS TO EXISTING BUILT-IN MAIN PROGRAM



The United States Chess Federation has officially rated the Sensory Chess Challenger® "9" at 1771

**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

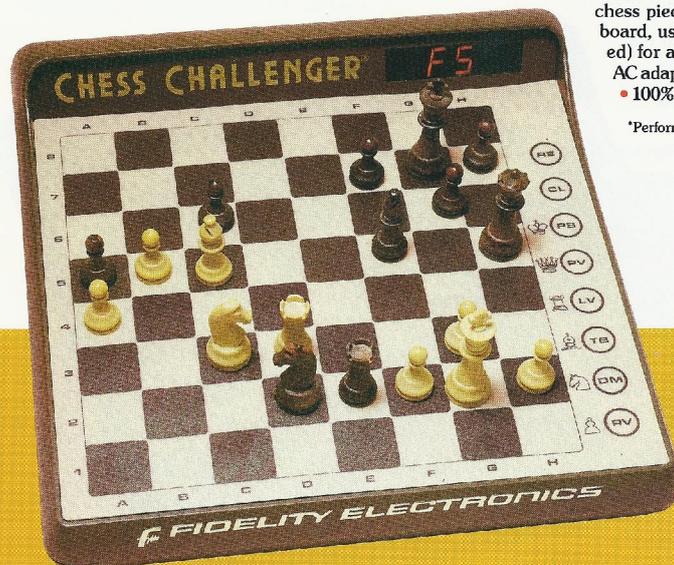
### "IT'S YOU AGAINST THE COMPUTER."

This Fidelity Challenger<sup>®</sup> can help you improve your chess game. Features 6 levels of playing difficulty (beginner to advanced intermediate), as programmed by our premier software designers and engineers.

Battery operated, Sensory "6" is ready to challenge your skills any time, anywhere. Your computer opponent is always ready to play.

Fidelity introduced the computer game "sensory playing surface" to the World in 1980, and Sensory "6" continues this remarkable tradition. With this advanced playing surface, all game moves are automatically sensed and entered into the computer's "brain." Large, half-inch display clearly shows the computer's move, and automatically informs you that a move has been made by a pleasing tone. Sensory "6" plays excellent chess, and includes these additional features:

- LEVELS changeable during game: Change from Level 1 to any level at any time, on any move. Levels include:
  - Fast response for beginners
  - Tournament time levels for advanced players
  - Infinite time level for expert analysis



## SENSORY CHESS CHALLENGER<sup>®</sup> "6"

- OPENING BOOK of over 100 half-moves.
- END GAME algorithm allows even the lowest level to mate with a King and two rooks versus a King.
- SOLVES CHESS PROBLEMS including mate in two moves. Problem Mode lets you set up piece positions to work out problems, and add or subtract a piece during a game.
- SUGGESTS YOUR MOVE when you press the Display Move Key.
- TAKE BACK two half-moves to easily correct blunders.
- PROGRAMMED for playing white or black, En Passant Captures, Castling, and Pawn promotions.
- CHANGE SIDES at any time during a game with a press of a key.
- TONE sounds to signal piece movements.
- FULLY PORTABLE. Handy storage compartment for chess pieces, magnetized pieces and metallic chess board, uses four C-size alkaline batteries (not included) for approximately 22 hours\* of use, or works with AC adaptor (included).
- 100% solid state. Size: 11¼ x 10½ x 2½ inches.

\*Performance of four fully charged C-size alkaline batteries.

SC6



PLUG-IN MODULAR CAPABILITY ADDS TO EXISTING BUILT-IN MAIN PROGRAM



### FIDELITY ELECTRONICS, LTD.

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

# SENSORY CHESS CHALLENGER® "8"

**THE FIRST THINKING CHESS GAME THAT "SEES" EVERY MOVE YOU MAKE!**

SENSORY CHESS CHALLENGER® "sees" every move you make and records it automatically. Match your skill against the Computer's "brain." Improved programming lets you play at any one of eight levels of difficulty. Works on batteries or plugs into any home wall outlet...play any time, anywhere! New sensory playing surface automatically tells the Computer your every move—from and to—and which piece was moved. The squares light up to graphically show you the Computer's next move. No keys to press—you don't have to learn programming procedures—SENSORY CHESS CHALLENGER® lets you devote all your attention to the game.

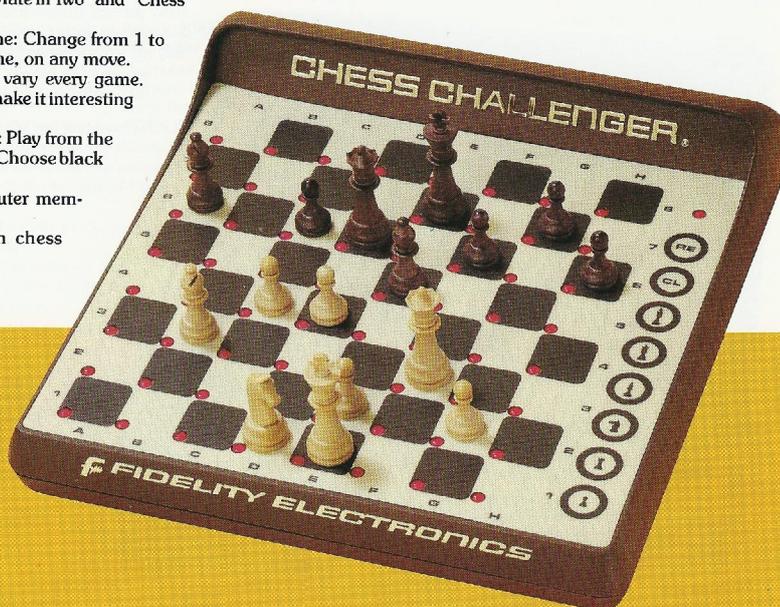
Plus these proven outstanding features:

- Eight levels of play, including "Mate in Two" and "Chess by Mail."
- Levels changeable during game: Change from 1 to any level through 8, at any time, on any move.
- Random computer responses vary every game. Your computer opponent will make it interesting each and every time.
- Selection of offense or defense: Play from the bottom or the top of the board. Choose black or white.
- Position Verification by computer memory recall.
- Plays opening defenses from chess

books, i.e. Sicilian, French, Ruy Lopez, Queen's Gambit Declined.

- Analyzes as many as 3,024,000 board positions. Uses up to 32,000 bits of Read Only Memory.
- Audio Feedback: Single tone each time you press key; double tone when Computer responds.
- Problem Mode: Establish your own chess positions and watch the Computer react.
- Add or subtract pieces during the game: Put back the piece you lost by override, take away the Computer's queen for a more even game.
- Pawn promotion to selected piece: Promote a pawn to a queen automatically, or select a knight or another piece instead.
- Plays against YOU; plays against ITSELF; changes sides in MID-GAME.

Numerous other features include durable molded housing, uses four "C" size batteries (batteries not included) or plug-in transformer, 100% solid state. Size 11¼ x 10½ x 2½ inches.



SCC



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050. Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

### "IT'S YOU AGAINST THE COMPUTER."

CHESS CHALLENGER<sup>®</sup>"7" Invites chess players to learn, improve and match their skills against a Computer's mind. Seven levels of playing difficulty from beginner to expert. An excellent chess game at an ECONOMICAL PRICE.

Look at these outstanding features:

- Seven different levels of playing difficulty, including "Mate in Two" and "Chess by Mail."
- Levels changeable during game: Change from 1 to any level through 7 at any time, on any move.
- Random computer responses vary every game.
- Selection of offense or defense: Play from the bottom of the board or the top of the board. Choose either black or white.
- Position Verification by computer memory recall.
- Plays opening defenses from chess books, i.e. Sicilian, French, Ruy Lopez, Queen's Gambit Declined.
- Analyzes as many as 3,024,000 board positions.
- Audio Feedback: Single tone each time you press a key; double tone when computer responds.
- Problem Mode: Establish your own chess positions and watch the Computer react.
- Override Key to make multiple moves: Make two, three, or more moves before the Computer responds.

## CHESS CHALLENGER<sup>®</sup> "7"

- Add or subtract pieces during game: Put back the piece you lost by override or take away the Computer's queen for a more even game.
- Pawn promotion to selected piece: Promote a pawn to a queen automatically, or select a knight or another piece instead.
- En Passant Capture: by the Computer or it accepts your En Passant Capture.
- Plays against YOU; plays against ITSELF!
- Sides changeable in MID-GAME on any move.

Numerous other features, including a simulated wood-grained housing, 12 $\frac{1}{8}$  x 8 x 1 inch high, large  $\frac{1}{2}$  inch LED display, and Staunton design chess pieces, 100% solid state.



BCC



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

# PROGRAM CARTRIDGES

## PROGRAM CARTRIDGES KEEP YOUR CHALLENGER® ALWAYS UP TO DATE AND EXCITINGLY NEW.

Cartridges are now available that greatly expand the capabilities of the Mini Sensory Chess Challenger®, the Sensory Chess Challenger® "9," and the Sensory Chess Challenger® "6."

### MINI SENSORY CHESS CHALLENGER®

- **ADVANCED CHESS PROGRAM (Model CAC)**

The advanced program includes: Six levels of play; thinks on its opponent's time for faster response; move suggestion feature; take-back a move feature; over 100 book openings; and more.

- **GREATEST GAMES I (Model CGG)**

The Greatest Games cartridge provides chess enthusiasts an opportunity to test their skill and knowledge of the game. Any one of over 30 great games previously played by high ranking chess masters can be replayed with you playing white or black.

- **BOOK OPENINGS I (Model CBO)**

62 Popular Chess Book Openings cartridge enhances playing experience by providing the opportunity to practice numerous standard opening moves that are in popular use by many chess players.

### SENSORY CHESS CHALLENGER® "6"

- **ADVANCED CHESS PROGRAM (Model AC6)**

The Advanced Chess module contains many new features such as: expanded playing levels from six to eight, thinks on opponents time, over 200 half-moves book openings, improved end game, and solves mate-in-three problems.

A stronger opponent for those ready for a more challenging game of chess.

- **GREATEST GAMES I (Model GG6)**

The Greatest Games cartridge provides chess enthusiasts an opportunity to test their skill and knowledge of the game. Any one of over 30 great games previously played by high ranking chess masters can be replayed with you playing white or black.

- **BOOK OPENINGS I (Model BO6)**

62 Popular Chess Book Openings cartridge enhances playing experience by providing the opportunity to practice numerous standard opening moves that are in popular use by many chess players.

### SENSORY CHESS CHALLENGER® "9"

- **BOOK OPENINGS I (Model CB9)**

Contains 8,160 book opening moves, all of which are unique. This book module has 381 lines to an average depth of 30 ply, so the effective number of positions in this book module is 11,430.

- **BOOK OPENINGS II (Model CB16)**

Contains 16,100 positions, all of which are unique. Contains 1,345 lines to an average depth of 20 ply, so that the effective number of positions in this book module is 26,900.

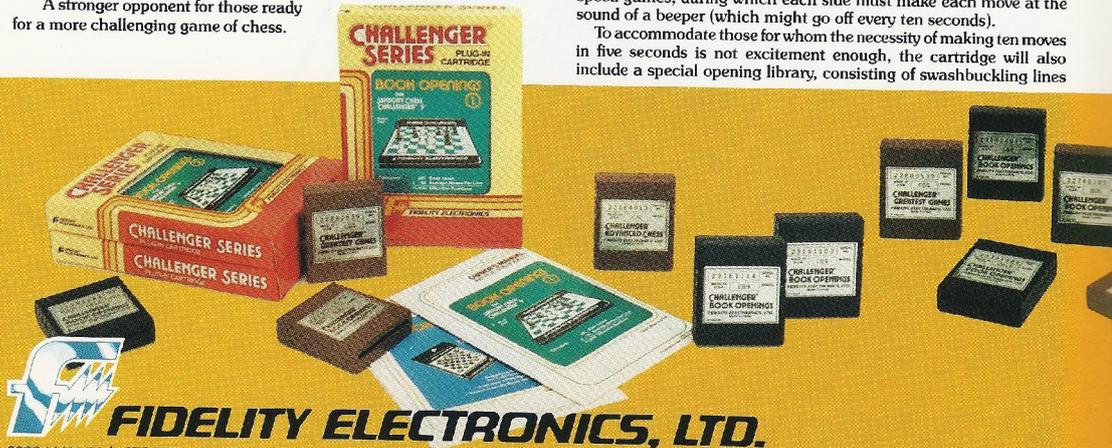
### PRESTIGE CHALLENGER®, ELITE AS, SENSORY CHESS CHALLENGER® "9"

- **BLITZ CHESS (Model BLZ)**

The game of chess is usually viewed as slow-paced, deliberate, and methodical. Yet, in Blitz Chess, where each player must make all the moves of the game within five minutes, chess reverses its image. Speed, excitement, and sometimes panic characterize this form of the game.

The Blitz Chess cartridge is custom tailored for the speed chess game. It also provides your Chess Challenger with a special-purpose time control function that can play using human (all moves in 5 minutes) or computer (machine must mate within 60 moves) rules. In addition, the cartridge will include the capability of setting time odds in games versus the computer and the possibility of playing fixed-limit speed games, during which each side must make each move at the sound of a beeper (which might go off every ten seconds).

To accommodate those for whom the necessity of making ten moves in five seconds is not excitement enough, the cartridge will also include a special opening library, consisting of swashbuckling lines



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000. TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

from chess theory's younger and more carefree days.

Because time is such a crucial factor in these games, the addition of this cartridge to the Prestige allows its clock display to show time remaining for both the computer and the human. Thus, the clock display is converted into a speed chess clock.

• **THEORETICAL CHESS ENDINGS (Model TCE)**

Crammed with knowledge of common endings, this cartridge will make your Chess Challenger Prestige or Sensory "9" shine in that crucial phase of the game. This cartridge incorporates guidelines for evaluation and play of frequently encountered theoretical positions such as basic checkmates, pawn-less endings, King and pawn endings, Rook and pawn endings, and Queen vs. pawn on the seventh rank endings. Correct evaluation of theoretical endings is a powerful weapon when joined with a full-width search.

Also, the cartridge can serve as an endgame-teaching auxiliary for the novice and the intermediate player. Enhancing this function (included in the package) is the booklet "Key Theoretical Endings" by U.S. Chess Federation Life Master Boris Baczyński.

• **ROOK AND PAWN ENDINGS (Model RPE)**

Rook and pawn endings are the most common and, frequently, the most difficult of chess endings. Often their study is neglected by the younger, or inexperienced, player. This is to the player's detriment because, even on the highest level of competitive chess, games often turn to the player with a better understanding of this part of the game.

This cartridge contains guidelines to enhance the play and evaluation of the "simple" Rook and pawn vs Rook endings. It also includes aides to the computer's "understanding" of multi-pawn Rook endings.

The cartridge's educational value is augmented by the inclusion of "Rook and Pawn Endings—Key Principles" by USCF Life Master Boris Baczyński.

This package is an excellent method to advance in this crucial phase of the game.

• **TARRASCH DEFENSE TO THE QUEEN'S GAMBIT (Model TDE)**

Invented by one of the game's leading lights at the turn of the century, this defense languished in the unread pages of opening manuals until Boris Spasski startled Tigran Petrosian by successfully employing it in the World Chess Championship Match, 1969. Now, it is a part of the opening arsenal of many of the world's leading players. Its use frequently leads to a struggle calling for a fine positional judgement and an acute tactical eye.

This cartridge will include all the sub-variants of this defense. Added to "book-sanctioned theory" will be new wrinkles discovered by Fidelity's Life Master Boris Baczyński who has played the Black side of this defense against some of America's and the world's strongest players.

There is more!—For the first time in the history of computer chess opening modules, rules for play of typical positions arising from this set-up will be programmed into the cartridge. The Chess Challenger, bolstered by this cartridge, will "know" a little something about typical plans in common centre pawn positions arising out of this opening. Such an organic tie-in between the opening and the middle game is a revolutionary step in the progress of computer chess and is fully congruent with modern trends of chess opening pedagogy.

Still more!—As the Tarrasch Defense often arises from opening sequences other than the Queen's Gambit, the common transitional possibilities will not be overlooked by the cartridge.

And that is not all!—10 full games from recent praxis—paradigms of play in this opening—will be included in the cartridge.

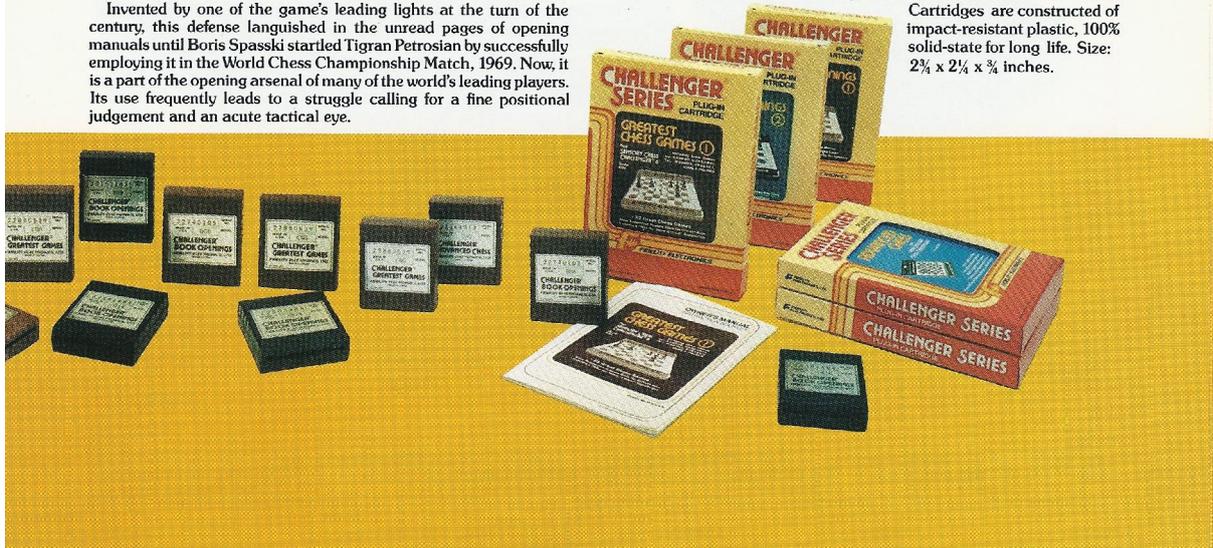
So, all those chessplayers who lie awake nights trying to dream up viable defenses to the Queen's Gambit will regain peaceful sleep by buying this cartridge.

• **SICILIAN, VARIATION (1.e4 c5; 2.Nf3 Nc6; 3.d4 cd4; 4.Nd4 Nf6; 5. Nc3 e5) Model DVC**

During the last decade, this opening sequence, dubbed variously as the Lasker, Pelican, or Sveshnikov-Timoshchenko Variation of the Sicilian Defense, has commanded center stage in the theatre of theoretical disputes. Its employment usually results in sharp, unbalanced, even bizarre positions. In many branches of this opening tree, pieces are sacrificed with kamikaze abandon.

This cartridge will walk the labyrinth of this dense tree. Included in it will be lines from the most recent international chess praxis. At key points, still in dispute, innovations developed by Fidelity's Chess Advisor Boris Baczyński will be incorporated. Or, if you wish, you could let your Prestige or Sensory "9" loose to try to sniff out the wrinkle with which a grandmaster might innovate in next year's tournament.

Cartridges are constructed of impact-resistant plastic, 100% solid-state for long life. Size: 2¼ x 2¼ x ¾ inches.



**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

# MINI SENSORY CHESS CHALLENGER®

**SMALL IN SIZE, BIG ON PLAYABILITY. AND  
IT'S SENSORY, OF COURSE!**

A computerized chess opponent that's always ready, willing, and very able to play whenever you're in the mood – any time, any place. Battery operated, it's ideal for use on that car or plane trip, at the beach or picnic, in a hotel room, or anywhere you have the time and the inclination.

Advanced Sensory playboard automatically recognizes and records your every move. Brightly lit LED's and beep tone

graphically and audibly inform you of the Computer's response. Simply press down on the piece you are moving, and LED's light to show your "from" location. Press the piece down on your "to" location, and the Computer instantly knows which piece was moved and where it was moved to. No keys to press – you devote all your attention to the game.

Plays excellent chess, and provides these outstanding additional features:

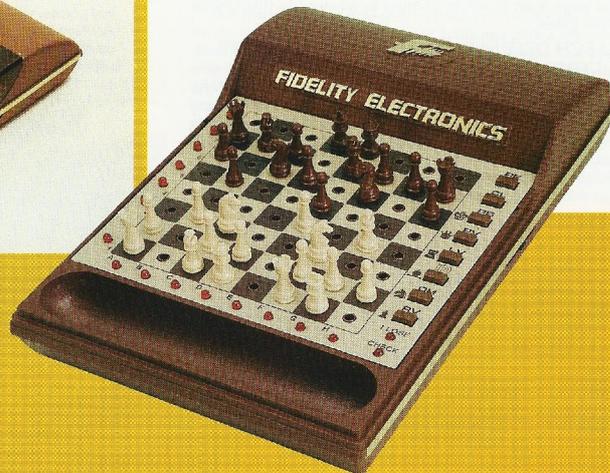
- Infinite levels of play.
- Levels changeable during game: change from Level 1 to any level at any time, on any move.
- Random computer responses make every game different.
- Select offense or defense; play black or white. Change sides at any time during a game.
- Position Verification by Computer memory recall at any time during a game.
- Problem Mode lets you set up piece positions to work out problems. Add or subtract a piece during a game.
- Replaceable plug-in modules are available that greatly expand Mini Chess Challenger's capability.

Optional plug-in modules include: Advanced Chess Program, Book Openings I, and Greatest Games I.

Includes compact, impact-resistant plastic housing, 100% solid-state, dust cover and chess pieces. Works on 6 AA 1.5 volt alkaline batteries. Optional AC adapter available. 8½" long, 4½" wide, 1⅞" high (batteries not included).



MSC



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.  
(First Edition - March 1983)**

**ONE OF THE WORLD'S MOST POPULAR CARD GAMES HOUSED IN THE MIND OF A MICRO-PROCESSOR...AND IT TALKS TO YOU!**

**Contains the Newest Bridge Program Making it Substantially Better both in Bidding and in Playing than Previous Models.**

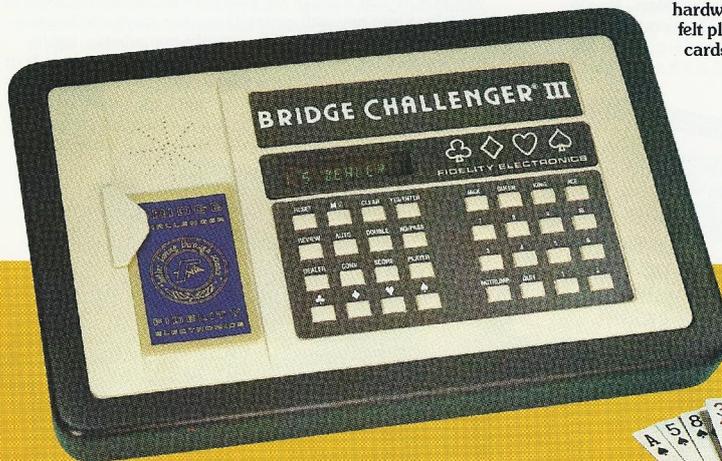
You never have to miss a game of bridge...even if you're alone!

- Can be your partner (plays one hand).
- Can be your opponents (plays two hands). Allows you to compete with a friend by providing exactly equal partners for each, or you and a partner can play against the Computer.
- It's YOU against the Computer (plays the other three hands).
- Or the Computer will play all four hands.
- Clearly and audibly announces both human's and Computer's bids and plays, using accepted bridge terminology.
- Optic Scanner reads custom coded playing cards.
- Optional Random Dealing—if you wish the Computer will deal out four hands at random without using the cards and scanner.
- Automatic Replay—the Computer will take over all four hands at the press of a button and replay the deal you have just completed, making

# BRIDGE CHALLENGER® III

it easy for you to test your skill and/or play duplicate bridge against the Computer.

- Moving message display keeps you informed throughout the game, including rubber bridge score keeping.
  - During the bidding, uses such well-known conventions as Stayman, Blackwood, Gerber, Jacoby Transfers, Strong Two Club, Weak One No-trump Openers, etc.
  - Combines essential features of Standard American bidding with some aspects of such European systems as ACOL.
  - Forms and executes a plan of play much like a human player.
  - Rejects illegal bids.
  - Displays Revokes.
  - Single tone provides audio feedback each time a card is optically scanned or a key is pressed.
  - Will review bidding and last trick on demand.
  - Uses 232,000 bits of Read Only Memory.
  - Has 8,512 bits of Random Access Memory.
- Numerous other features, including a solid hardwood housing, 13 1/8 x 8 1/2 x 1 1/8 inches, three felt playing fields, two decks of custom playing cards, 100% solid-state, deluxe carrying case.



BV3



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.  
(First Edition - March 1983)**

# VOICE BRIDGE CHALLENGER®

You never have to miss a game of bridge...even if you're alone! Uses real playing cards! And it talks.

- Can be your partner (plays one hand).
- Can be your opponents (plays two hands.) Allows you to compete with a friend by providing exactly equal partners for each, or you and a partner can play against the Computer.
- It's YOU against the Computer (plays the other three hands).
- Or the Computer will play all four hands.
- Clearly and audibly announces both human's and Computer's bids and plays, using accepted bridge terminology.
- Automatic Replay — the Computer will take over all four hands at the press of a button and replay the deal you have just completed, making it easy for you to test your skill and/or play duplicate bridge against the Computer.
- Moving message display keeps you informed throughout the game, including rubber bridge score keeping.
- During the bidding, uses such conventions as well-known Stayman, Blackwood, Gerber, Jacoby Transfers, Baron, Strong Two Club, Weak One No-trump Openers, etc.
- Combines essential features of Standard American bidding with some aspects of such European systems as ACOL.

- Forms and executes a plan of play much like a human player.
- Numerous other features, including a solid hardwood housing, 13½ x 8½ x 1½ inches, three felt playing fields, two decks of custom playing cards, 100% solid-state, deluxe carrying case.

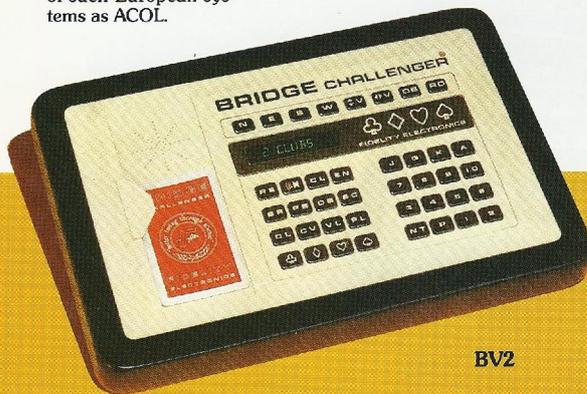
## NON-VOICE BRIDGE CHALLENGER®

Available with all the same great features as Voice Bridge Challenger.®

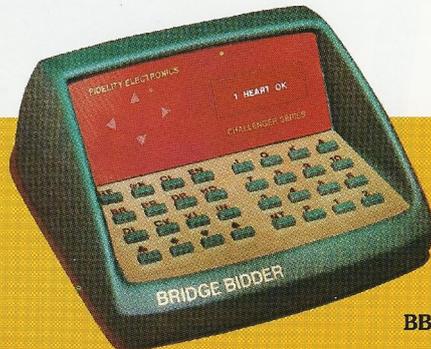
# BRIDGE BIDDER

Challenge the experts. BRIDGE BIDDER is a dramatic, outstanding teacher of bidding techniques that will help the novice improve and the average player to practice. The all-important bidding...the most difficult part of playing bridge...is now simplified. Enter your hand, and BRIDGE BIDDER will suggest the bid; enter responses, and BRIDGE BIDDER will suggest the rebid.

- Bridge Bidder uses all conventions available in the popular Bridge Challenger.®
  - Allows a player who is not confident of his bidding to bid with the more expert players from the start.
  - Will display interpretation of any bid, including its own. Teaches you bidding skills and builds confidence.
  - Hold it in your hand or set it on a table. Works on batteries or plugs into any wall outlet. Goes anywhere and is always ready, willing and very able to make you a better bidder.
- Uses four "D" size batteries (batteries not included) or plug-in transformer, 100% solid-state circuitry to give you years of faithful, reliable service.



BV2



BB



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

# GIN & CRIBBAGE CHALLENGER®

The ideal companion for the GIN or CRIBBAGE enthusiast. Play anytime, even if you're alone. Communicates in any one of three languages — press a button to select English, German or French. Use real playing cards or the computer will generate random deals.

## GIN RUMMY

1. Follows all rules of GIN RUMMY: Recognizes washouts, rejects illegal knocks.
2. Computer follows approved GIN RUMMY strategy, such as knocking frequently and striving for safe discards.
3. Play a single game where you may knock with 10 points or less on each deal, or choose among the following options: Hollywood (3 games in progress at once), Oklahoma (the up-card determines the maximum legal knock), GIN only.
4. Computer keeps score of all games, and maintains a cumulative total of points won or lost when you start the next game(s).

## CRIBBAGE

1. Follows all rules of CRIBBAGE: Game ends immediately when one player scores 121 points, rejects any play that would exceed a total of 31.
2. Computer follows approved CRIBBAGE strategy, such as selecting appropriate cards for the crib and striving to score points during the play.
3. Computer displays each scoring play or holding, keeps score of the game, and maintains a cumulative total of games won.

4. Select the "skunk" scoring option if you wish. 100% solid state. Solid hardwood housing, deluxe carrying case. Includes deck of custom playing cards, felt playing field, plug-in AC transformer. Size: 13½ x 8½ x 1½ inches.

# SKAT CHALLENGER®

SKAT CHALLENGER® lets you play the popular game of SKAT anytime, even if you are alone. And it communicates in any one of three languages — German, French or English — at the push of a button. A versatile and skillful player, SKAT CHALLENGER® can replace one, two or three human players. It can be your partner or your opponent, and it never looks at the other hands — it does not cheat.

- Use real playing cards or SKAT CHALLENGER® will automatically generate an unlimited number of random deals.
- Plays according to DSKV or ISPA rules.
- Plays Ramsch, follows Kontra/Re.
- Bids and plays contracts — Null, Null Ouvert, Grand, Grand Ouvert, and Ramsch. Contract selection keys: Schneider, Angesagt, Schwarz Angesagt, Grand Null, Hand, Ouvert.
- Keeps score for all players.
- Can replay any hand without card reentry.
- All solid state circuitry. Plug-in AC wall adaptor. Size: 13½ x 8½ x 1½ inches.



GIN



SKT



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

# REVERSI SENSORY CHALLENGER®

## MATCH YOUR SKILL AND STRATEGY AGAINST THE INTERNATIONAL OTHELLO TOURNAMENT PROGRAM CHAMPION.

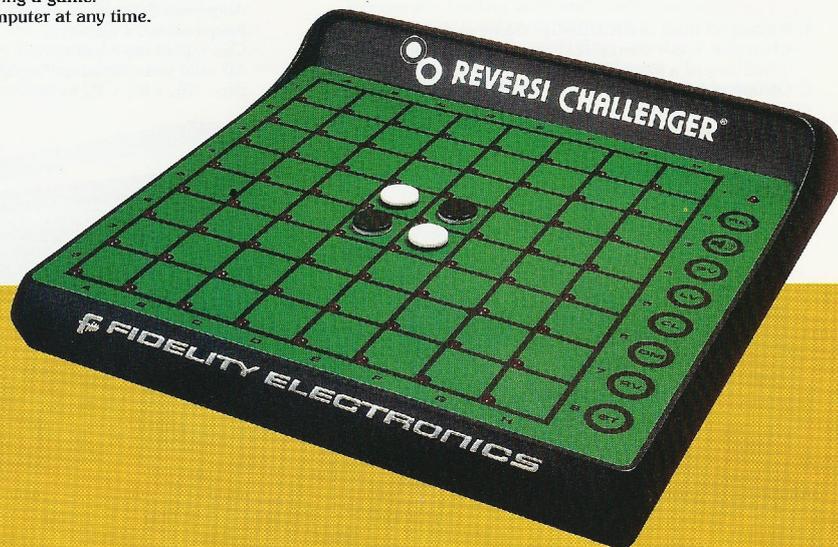
Reversi Sensory Challenger® joins the growing list of Fidelity tournament winners. In the 2nd International Tournament of Othello Programs, held in Lyon, France in May, 1981, Reversi devastated all competitors without a loss or a tie. Reversi was proclaimed undisputed World Champion.

Reversi Challenger® features Fidelity's advanced Sensory playing surface—moves are automatically recognized and entered into the Computer. Brightly lit LED's graphically illustrate from and to locations of each move, and pleasing tones audibly signal that a move was made.

Additional features include: 18 different levels of playing difficulty. As your skill improves, raise the level and the Computer gets tougher. Select your most comfortable skill level.

- Skill levels changeable during a game.
- Change sides with the Computer at any time.

- Reversi teacher: Will suggest your countermove upon request, or watch it play against itself.
- Position Verification at any time. Computer is always able to show you where each piece is located.
- Problem Mode lets you set up special problems for the Computer to solve, or lets you add or remove pieces to change the advantage at any time.
- Complete with reversible magnetic game pieces.
- 100% solid-state in durable plastic housing. Uses four "C" size batteries (not included) or plug the AC adapter into any convenient wall outlet.
- Take-back feature allows you to reverse any number of moves at any time during a game.
- Monitor Mode allows two humans to play. The Computer checks each move to ensure it is legal, and lights up the squares to be "flipped." Size: 11¼ x 10½ x 2½ inches.



RSC



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

**"IT'S YOU AGAINST THE COMPUTER."**

**CHECKER CHALLENGER® "2"**

CHECKER CHALLENGER® "2" incorporates a microprocessor with the thinking power of almost 1,000 scientific calculators. Two levels of playing difficulty to educate the novice and challenge the experienced player. America's most popular board game is now computerized and will provide many hours of enjoyment for the entire family at an unbelievably low price.

Look at these features:

- Selection of offense or defense.
- Position Verification by Computer memory recall.
- Random Computer responses vary every game.
- Change level of difficulty before any move.

Numerous other features, including a simulated wood-grained housing, 12 $\frac{1}{8}$  x 8 x 1 inches high, solid wood checker pieces, and 100% solid state for years of trouble free use.

**CHECKER CHALLENGER® "4"**

CHECKER CHALLENGER® "4" offers four levels of playing difficulty. This CHALLENGER® invites you to sharpen your skills, improve your game, and play whenever you want. He is always a willing and most worthy opponent, whether you are a novice checker player or a true aficionado.

# CHECKER CHALLENGER®

CHECKER CHALLENGER® "4," like the other games in the CHALLENGER® Series, incorporates a sophisticated, reliable, decision-making microprocessor as its brain. This Computer's high level of thinking ability enables it to respond with its best countermoves – like a skilled human opponent. If YOU are not careful – the COMPUTER Will Win!!!!

Look at these features:

- Selection of offense or defense.
- Position Verification by Computer memory recall.
- Random Computer responses vary every game.
- Change levels of difficulty before any move.
- Solves checker problems.
- Is a member of the American Checker Federation.
- Recalls Computer's last move for comparison of response at each level of difficulty.

Numerous other features, including a solid walnut case, 12 $\frac{1}{8}$  x 8 x 1 $\frac{1}{8}$  inches high, solid wood checker pieces, and 100% solid state for trouble free use.



CR ACR  
CHECKER CHALLENGER® "2" & CHECKER CHALLENGER® "4"



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

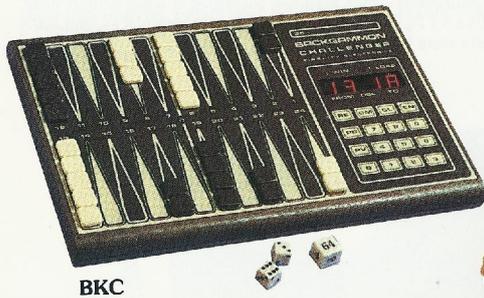
**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

# BACKGAMMON CHALLENGER®

**"IT'S YOU AGAINST THE COMPUTER."**

Plays superb Backgammon and incorporates these quality features:

- Allows YOU, the human opponent to handle the dice.
- Uses all the strategies of the game of Backgammon, including playing a running game, hit and run, blocking and bear off games.
- Built-in Doubling feature.
- Plays offense or defense.
- Random computer responses vary every game.
- Position verification by computer memory recall.
- Includes Doubling Cube, magnetized pieces.
- Numerous other features, including a simulated wood-grained housing, 12 1/4 x 8 x 1 inch high, backgammon pieces, and 100% solid-state for years of trouble-free use.



BKC

# MODULAR FLOOR DISPLAY

Created for visual impact, good looks, utility, and versatility for any size area, large or small. May be used as a self-contained island display, against a flat wall, or around corners or posts. Two sections side-by-side will fit most existing fixtures as End Caps.

Modular floor displays are free-standing as singular corner units, or as a central display for four games when placed together in a circular pattern of four.

A display grouping comes complete with a central Fidelity logo standard, to add attention-grabbing height to the display. Each modular display contains a side display compartment in which to place additional games ready for purchase. The compartment contains a locking capability for added security. Also includes "How to Play" display card for all Fidelity products. Height, 40 inches; width, 20 inches.



Modular floor display units placed in a circular pattern to form a central display.



Single modular display unit.



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050, Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

### TARO UNLOCKS THE SECRETS OF THE FUTURE

With TARO'S computer powers of interpretation, in billionths of a second, using a combination of Astrology, Kabbalah, Tarot, and modern science, TARO can instantly foretell your future; give your daily prediction; and answer important personal questions.

From Tarot, our computer has formulated a 20th Century program and deck of cards that reflect modern, scientific insight while retaining the mysticism of the original, ancient Major Arcana cards.

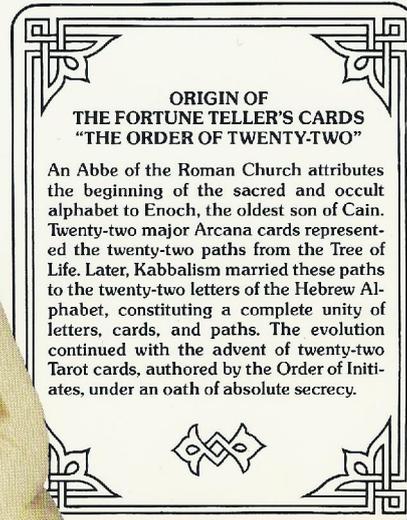
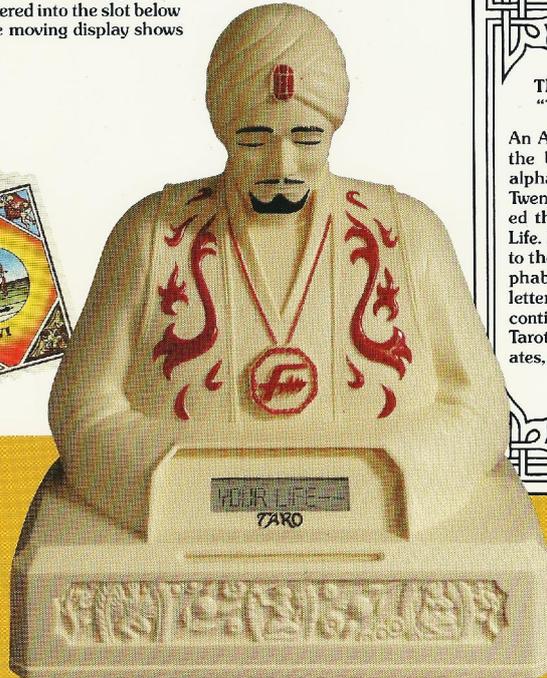
Now, Fidelity makes it possible for you to have your own personal card reader that is always available for your private use. TARO interprets meanings of the cards and gives readings much like a human card reader, but is objective and is never influenced by human emotions or other disturbing influences that may bias the true meanings of the cards as they are shuffled and selected by your hands.

After cards are entered into the slot below TARO's hands, the moving display shows messages.

# TARO

## The COMPUTERIZED MYSTIC CARD READER

TARO is 100% solid-state electronic circuitry, battery operated (9V), with easy-to-read LCD display and impact resistant housing. Includes complete deck of specially coded Fidelity cards. Battery not included. Size 8 1/4 x 7 x 4 1/2 inches.



TFT



**FIDELITY ELECTRONICS, LTD.**

8800 N.W. 36th STREET, MIAMI, FLORIDA 33178, 305-888-1000 or 594-1000, TELEX 51-5174, TWX: 810-848-7050. Cable Address: FIDONICS MIA

**Fidelity Electronics, Ltd.**  
**(First Edition - March 1983)**

First Published on October 19, 2012