

FIDELITY

CHALLENGER[®] SERIES



Quality made in U.S.A.

81

Fidelity Electronics, Ltd.
(June 1981)



FIDELITY

**MEET THE WORLD CHAMPION!
THE UNDISPUTED WINNER ON TWO
CONTINENTS. IT THINKS, "SEES" EVERY
MOVE, AND TALKS... IN ANY ONE OF FOUR
DIFFERENT LANGUAGES.**

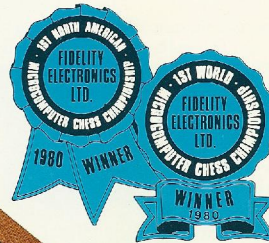
It's the one you've been waiting for! CHAMPION SENSORY CHESS CHALLENGER[®] contains an even better program than was used to win the First Official World Microcomputer Chess Tournament in London, England, September, 1980, and the First Official North American Microcomputer Chess Tournament held in San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

- It thinks on its opponent's time for faster response; time controls are user settable for both time and number of moves, and it has the ability to back up at least two moves in case you decide to change the direction of your game.

CHAMPION SENSORY CHESS CHALLENGER[®]

- Improved chess clock tells time remaining for each player, or tells elapsed time of game, automatically reversing for each player.

Other features include walnut housing, chess clock, hand carved magnetized chess pieces, 100% solid state, handsome carrying case. Optional accessories include a Printer that provides graphic printout of every move.



CSC



FIDELITY ELECTRONICS, LTD.

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**Fidelity Electronics, Ltd.
(June 1981)**



FIDELITY

DECORATOR CHALLENGER®

OLD WORLD CRAFTSMANSHIP AND SPACE AGE TECHNOLOGY CREATE A MASTERPIECE!

The DECORATOR CHALLENGER® is a beautiful hand-crafted chess board made of selected hardwoods in a style befitting the stature and age-old origins of the game of chess. The full size playing surface is complete with hand-carved pieces and convenient storage compartments. It fits proudly into any chess player's home.

But that's only the beginning.

DECORATOR CHALLENGER® is also a fully computerized thinking and talking chess opponent; it plays great chess and speaks to you in one of four different languages.* Contains all the features of the world renowned Voice Chess Challenger®.

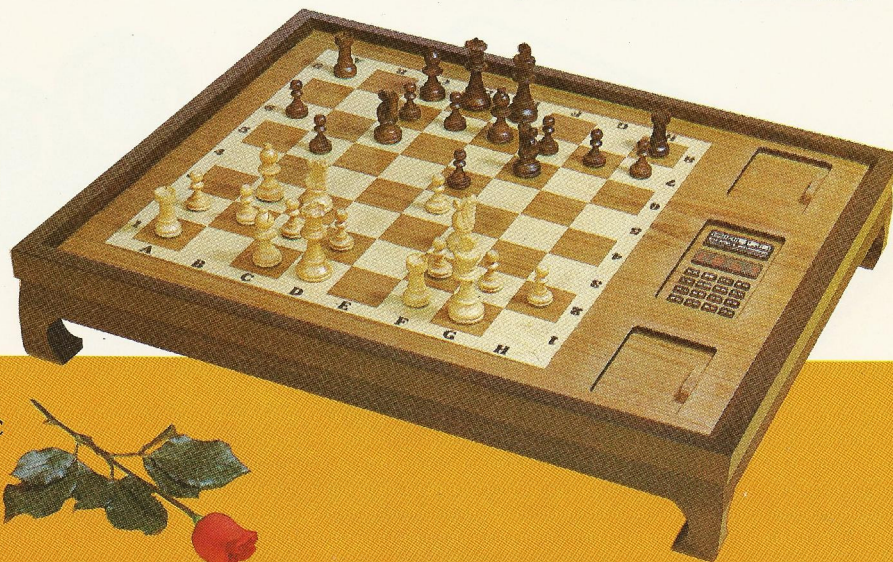
Lets you select any one of ten levels of playing difficulty, from beginner to expert; plays 40 book opening variations with approximately 1200 book opening moves; select a book opening of your choice.

Can be used as chess teacher — will even suggest your best moves; teaches end-game solutions; book openings teach opening game; announces mate-in-two for you to solve; Problem Mode permits setting up specific piece positions.

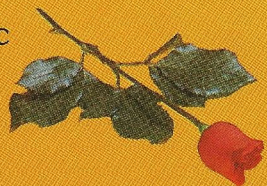
Voice feature is used to tell you all of the computer's moves and to repeat all of your moves. Can be used by the blind as it will audibly announce every move and capture and will repeat board positions on demand.

Advanced internal computer knows all legal moves of chess. Size: 28½ x 23½ x 4¾ inches.

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



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(June 1981)



FIDELITY

THE THINKING CHESS GAME THAT SPEAKS TO YOU... AND "SEES" EVERY MOVE YOU MAKE! SPEAKS FOUR DIFFERENT LANGUAGES.

VOICE SENSORY CHALLENGER® includes a sophisticated "brain" that not only thinks and speaks... it actually "sees" every piece and automatically enters your move.

- No display window; each square automatically illuminates to indicate your from and to moves.
- No keyboard; each move is automatically entered in the Computer's "brain" when a piece is moved from one square to another.
- Computerized chess clock—tells the time remaining for each player, or tells elapsed time of the game.
- Improved book openings—select from a large repertoire of 64 book opening variations averaging 15 moves into the game. Variations selected reflect a mix of Master Practice, Average Tournament, and social "club" play. Opening variations are divided equally between open games and closed games.
- Duplicates 64 of the world's greatest games, including games played by Morphy, Capablanca, Spassky, and Fischer. Test your own playing ability by replaying these great games... you be the Champ or the Challenger

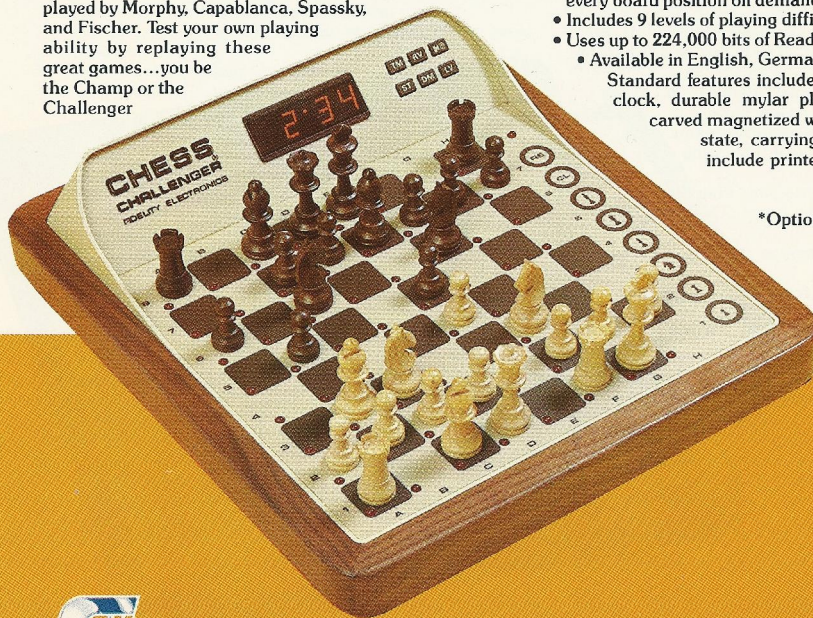
VOICE SENSORY CHESS CHALLENGER®

...make the right move and the Computer will score a point for you. Make the wrong move, and the Computer will show you the way the master played it.

- Teaches you how to play chess. Press one of the piece keys, and VOICE SENSORY CHALLENGER® will illuminate the path to graphically illustrate how that piece could be moved.
- Full 50-word voice vocabulary—tells you all of its moves and repeats all of your moves. Calls out every capture, and repeats every board position on demand.
- Includes 9 levels of playing difficulty plus an infinite level.
- Uses up to 224,000 bits of Read Only Memory.
- Available in English, German, French, or Spanish.*

Standard features include solid walnut housing, chess clock, durable mylar plastic playing surface, hand carved magnetized wood chess pieces, 100% solid state, carrying case. Optional accessories include printer that can provide a graphic printout of every move.

*Optional



VSC



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FIDELITY

SENSORY CHESS CHALLENGER®

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

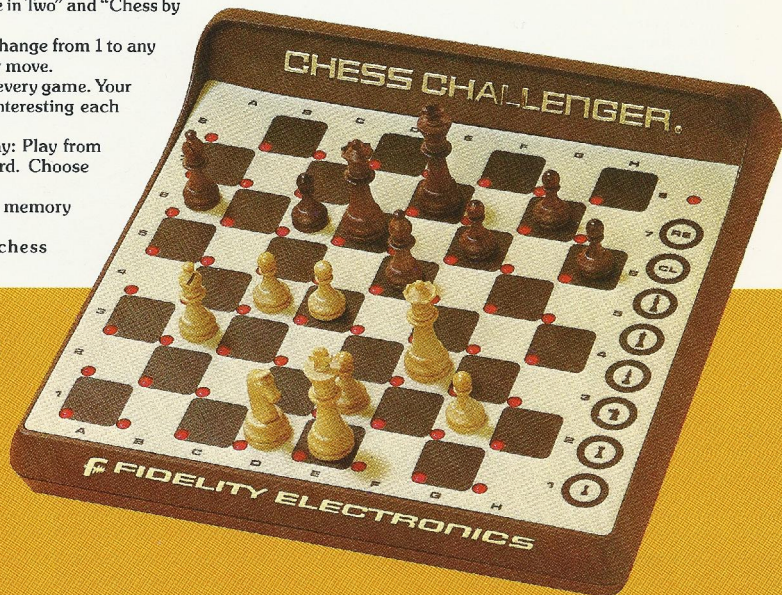
SENSORY CHESS CHALLENGER® "sees" every move you make and records it automatically. Match your skill against the Computer's "brain". Improved programming lets you play at any one of eight levels of difficulty. Works on batteries or plugs into any home wall outlet ... play any time, anywhere! New sensory 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: 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 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.

SCC



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(June 1981)



FIDELITY

"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 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[®]

- 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 position 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 a solid hardwood case, deluxe playing surface with raised keyboard, 1/2 inch LED Display, magnetized chess pieces, 100% solid state.

*Available in English, French, German or Spanish.



VCC



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FIDELITY

CHES CHALLENGER® "7"

"IT'S YOU AGAINST THE COMPUTER".

CHES CHALLENGER® "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.
- 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, 12½x8x1 inch high, large ½ inch LED display, and Staunton design chess pieces, 100% solid state.



BCC/CC7



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FIDELITY

The Fidelity Challenger® Printer is the ideal companion to Fidelity's Voice Sensory Chess Challenger®. For the serious expert or enthusiastic beginner, the Fidelity Printer provides added dimension to the game of chess. Now you can have a continuous printed record of every move in large, easy-to-read type. You can visually analyze moves, detect strategies, graphically record piece positions on the entire board and maintain a permanent record of each game. Here are some outstanding features of the Fidelity Printer:

- Records and numbers each move, with white's move and black's move on one single line.
- Displays current piece positions on entire board by printing a graphic display of white and black pieces in their actual locations.
- Indicates book opening moves.
- Prints READY message after turn-on to indicate printer is working properly.
- Paper advance pushbutton.
- ON/OFF switch with Power On indicator.
- Uses standard 2¼ inch thermal paper or commercially available equivalent.
- Attractive solid walnut base and plastic case match styling of the Voice Sensory Chess Challenger®. Equipped with wall-mount transformer.
- Plugs easily into back of Voice Sensory Chess Challenger® or Champion Sensory Chess Challenger®.
- Printer operation is entirely automatic—completely controlled by computer in the Voice Sensory Chess Challenger® or Champion Sensory Chess Challenger®.

CHALLENGER® PRINTER



FP



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(June 1981)



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REVERSI CHALLENGER®

THE SPACE AGE WAY TO PLAY AN ANCIENT GAME. IT'S YOU AGAINST THE COMPUTER!

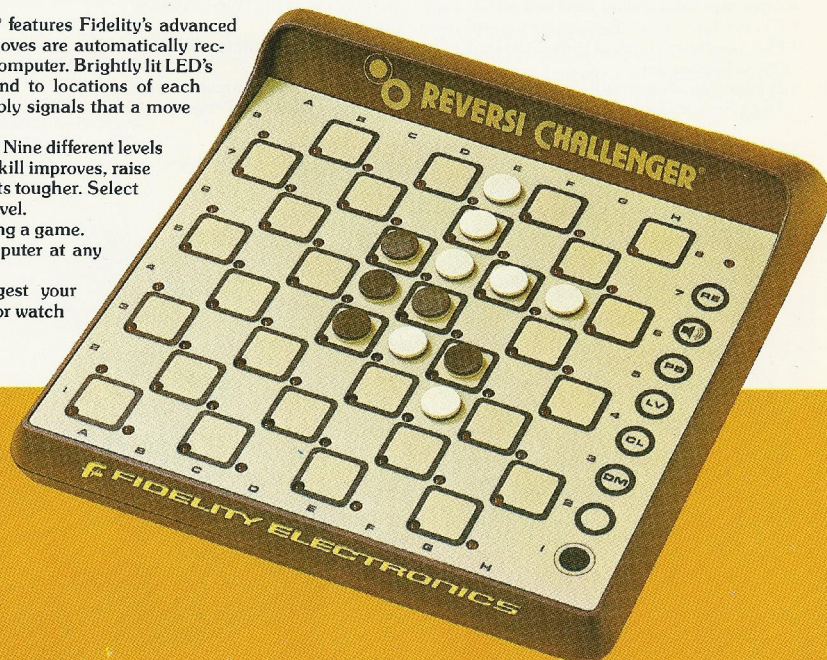
REVERSI, a popular game with the ancients, comes of age. It's man against machine. Match your powers of concentration against the high-speed computer "brain." Can you outsmart REVERSI CHALLENGER®? Can you plan your strategy to confuse the computer? How many moves ahead can you anticipate — and remember the computer never forgets! REVERSI CHALLENGER® is always ready, willing, and very, very able.

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 tone audibly signals that a move was made.

Additional features include: Nine 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.
- 100% solid state in durable plastic housing. Uses four "C" size batteries (batteries not included) or plug the AC adaptor into any convenient wall outlet.



RSC



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(June 1981)



FIDELITY

THE NEWEST CHALLENGER® — RIGHT OUT OF TOMORROW! FIDELITY BRINGS IT TO YOU TODAY!

A truly automatic, computerized card-playing opponent that plays your kind of game. CARD CHALLENGER® will take you on in a game of Gin Rummy, or plug in a different game cartridge* for another kind of game. Uses real cards, so it plays much like a human opponent.

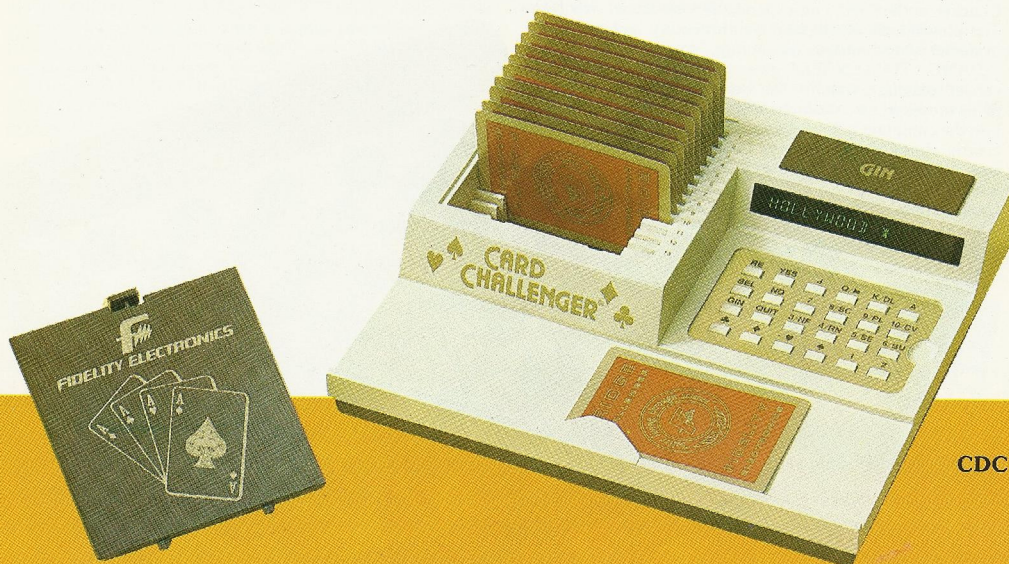
CARD CHALLENGER® uses a built-in optical scanner to read the cards dealt to it. It has a built-in card storage compartment and a convenient card holder for two-player games; a 16-character alpha-numeric display by which CARD CHALLENGER® communicates with the player and an audible beep tone; it keeps score, and will even generate computer dealt hands if you don't want to use real cards.

The built-in Gin Rummy features allow knocking at any time,

CARD CHALLENGER®

and selection among the following game variations: Hollywood, Oklahoma, and Gin Only. Other features include durable plastic housing and 100% solid state.

*Available additional game cartridges are: Skat, Cribbage, Hearts, and Piquet. Future cartridges will include: Poker, Tarot, Euchre, Pinochle, Scopon, Belote, and Solo Whist. Each game cartridge is complete with instruction booklet for playing that game with CARD CHALLENGER®. Size: 9¼ x 8½ x 2¾.



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(June 1981)



FIDELITY

DAME CHALLENGER®

DAME (Dah-mah) – THE GRANDFATHER OF AMERICA'S POPULAR CHECKERS GAME

One hundred square checkerboard! Imagine the complex strategies, the extensive maneuvers, intricate moves and intense competition of this popular Intercontinental version of Checkers.

Fidelity brings you DAME CHALLENGER® – the ultimate opponent, computerized and programmed as only Fidelity can. Checker enthusiasts can expand their horizons with Dame, first played early in the eighteenth century and now reintroduced using computer technology.

DAME CHALLENGER® gives you today's most advanced playing surface – the Sensory square. Each piece movement is automatically sensed and entered into the computer's "brain". Large, half-inch display clearly shows the computer's moves. A pleasing tone audibly reminds you that a move has been made.

Look at these other outstanding features:

- You select any one of six different levels of playing difficulty. And you can change levels any time during a game. As your skill improves, raise the level and the computer gets tougher.
- Helps you learn game strategy by suggesting your countermove (on demand).

- Select random or non-random play, change sides with the computer at any time, open from bottom or top of the board.
 - Position Verification at any time.
 - Problem Mode lets you add or remove pieces, set up special problems to solve.
- 100% solid state in durable molded housing. Uses four "C" size batteries (not included) or AC plug-in transformer.



DSC



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FIDELITY

"IT'S YOU AGAINST THE COMPUTER".

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 response vary every game.
- Change level of difficulty before any move.

Numerous other features, including a simulated wood-grained housing, 12½x8x1 inch high, solid wood checker pieces, and 100% solid state for years of trouble free use.

Meet CHECKER CHALLENGER® "4" with 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® "4", like the other games in the CHALLENGER® Series, incorporates a sophisticated, reliable, decision-making microprocessor as its brain. This Computer's

CHECKER CHALLENGER®

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 response 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, 12½x8x1½ inches high, solid wood checker pieces, and 100% solid state for trouble free use.



CR
CHECKER CHALLENGER® "2"



ACR
CHECKER CHALLENGER® "4"



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FIDELITY

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.
- Numerous other features, including a simulated wood-grained housing, 12½ x 8 x 1 inch high, backgammon pieces, and 100% solid state for years of trouble free use.



BKC



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FIDELITY

ONE OF THE WORLD'S MOST POPULAR CARD GAMES HOUSED IN THE MIND OF A MICROPROCESSOR

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.
- Great new bridge bidding and playing program.
- 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 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.

BRIDGE CHALLENGER®

- During the bidding, uses such well-known conventions as 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.
- Rejects illegal bids.
- Displays Revokes.
- Single tone provides audio feedback each time a card is optically scanned or a key is pressed.
- Indicates vulnerability and dealer.
- Will review bidding and last trick on demand.
- Computer always responds instantaneously.
- Uses 232,000 bits of Read Only Memory.
- Has 8,512 bits of Random Access Memory.

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.



BRC



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FIDELITY

BRIDGE BIDDER

THE ULTIMATE CRIB SHEET!!!!

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.
- Reproduces randomly dealt hands for practice bidding. Sharpen your bidding ability wherever and whenever you please...even when you are not actually playing in a game.

Additional features include: durable plastic housing, 12-character alphanumeric display, uses four "D" size batteries (batteries not included) or plug-in transformer, 100% solid state circuitry to give you years of faithful, reliable service.



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FIDELITY

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

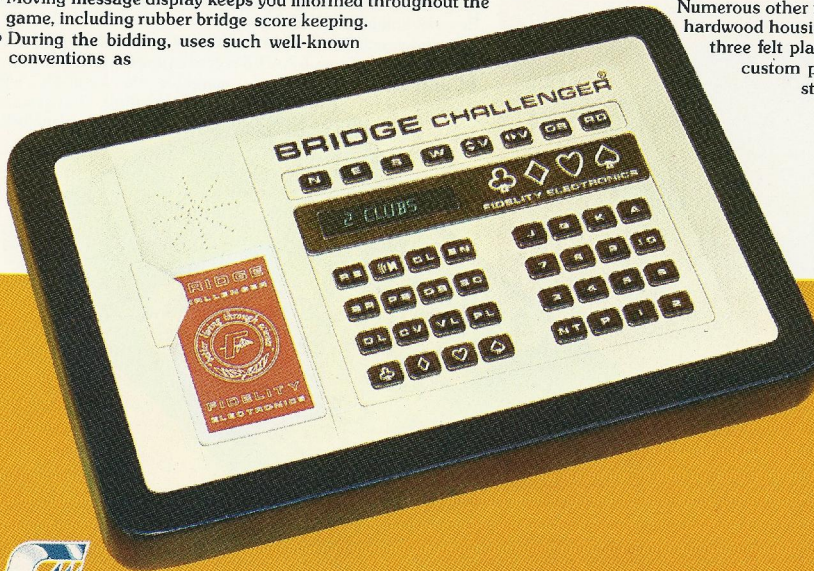
You never have to miss a game of bridge ... even if you're alone!

- 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.
- Great new bridge bidding and playing program.
- 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 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

VOICE BRIDGE CHALLENGER[®]

- 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.
- Rejects illegal bids.
- Displays Revokes.
- Single tone provides audio feedback each time a card is optically scanned or a key is pressed.
- Indicates vulnerability and dealer.
- Will review bidding and last trick on demand.
- Computer always responds instantaneously.
- Uses 232,000 bits of Read Only Memory.
- Has 8,512 bits of Random Access Memory.

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.



BVC



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FIDELITY

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.

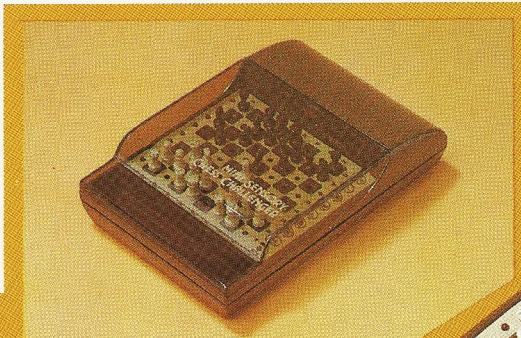
Plays excellent chess, and provides these outstanding additional features:

- Three levels of play: beginner, intermediate and advanced, including "Mate in Two".
- 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 white or black. 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 will be available that greatly expand Mini Chess Challenger's capability almost without limit as present technology advances.

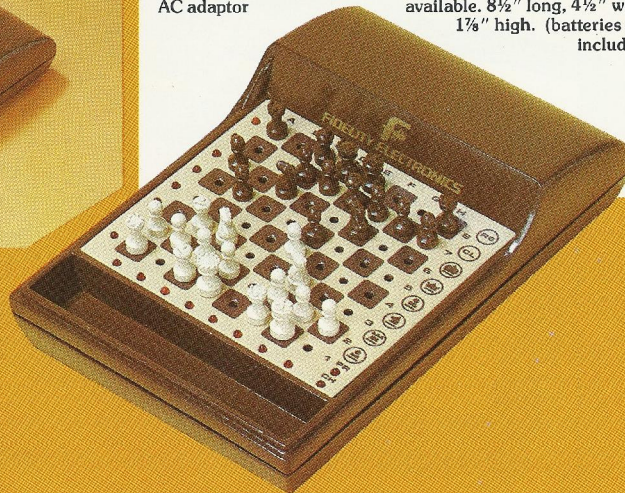
Optional plug-in modules will include: Advanced chess program, popular book openings, greatest games, Checkers, Reversi, and Mini Go-moku.

Includes compact, impact-resistant plastic housing, 100% solid state. Works on 6 AA 1.5 volt alkaline batteries. Optional AC adaptor

available. 8½" long, 4½" wide, 1½" high. (batteries not included)



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**Fidelity Electronics, Ltd.
(June 1981)**