

**WELCOME  
TO THE  
WORLD OF  
THE FUTURE...**



**FIDELITY**

**CHALLENGER<sup>®</sup>  
SERIES**



**VOICE SENSORY  
CHESS CHALLENGER<sup>®</sup>**

**FIDELITY ELECTRONICS, LTD.**

Quality Made in U.S.A.

**Fidelity fold brochure 1980**

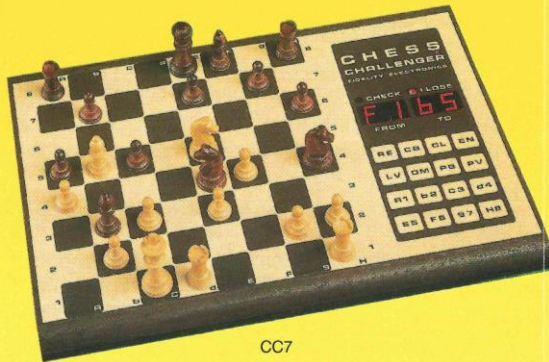
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# FIDELITY

## CHES CHALLENGER® "7"



CC7

### "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:

1. Seven levels of play: Beginner to expert, including "Mate in Two" and "Chess by Mail".
2. Levels changeable during game: Change from 1 to any level through 7 at any time, on any move.
3. Random computer responses vary every game.
4. Selection of legal offense or defense: Play from the bottom of the board or the top of the board. Choose either black or white.
5. Position Verification by computer memory recall.

6. Plays opening defenses from chess books, i.e. Sicilian, French, Ruy Lopez, Queen's Gambit Declined.
7. Analyzes as many as 3,024,000 board positions.
8. Audio Feedback: Single tone each time you press a key; double tone when computer responds.
9. Problem Mode: Establish your own chess positions and watch the Computer react.
10. Override Key to make multiple moves: Make two, three, or more moves before the Computer responds.
11. 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.
12. Pawn promotion to selected piece: Promote a pawn to a queen automatically, or select a knight or another piece instead.
13. En Passant Capture: The Computer captures legally or accepts your legal capture.
14. Plays against YOU; plays against ITSELF!
15. Sides changeable in MID-GAME on any move.

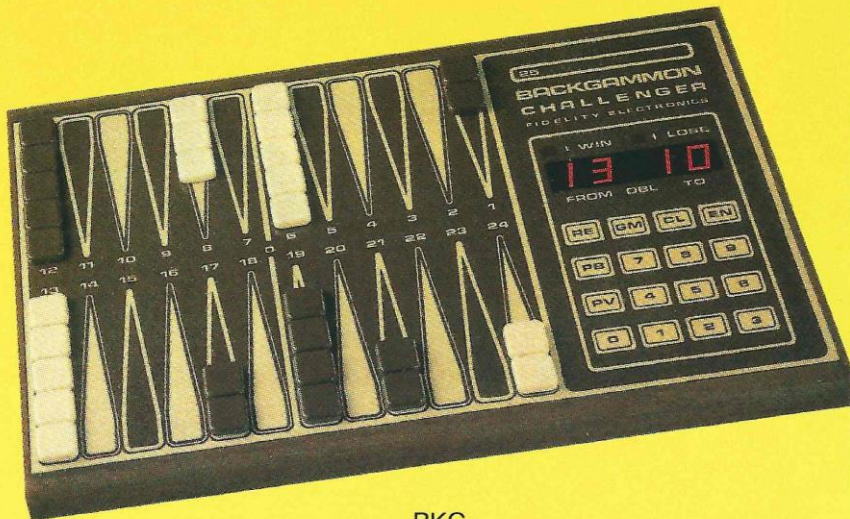
Numerous other features, including a simulated wood-grained housing, 12-1/8 x 8 x 1 inch high, large 1/2 inch LED display, and Staunton design chess pieces, 100% solid state.

## Fidelity Chess Challenger 7

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# BACKGAMMON CHALLENGER<sup>®</sup>



BKC

## “It’s You Against the Computer”

Plays superb Backgammon and incorporates these quality features:

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

**Fidelity Backgammon Challenger**

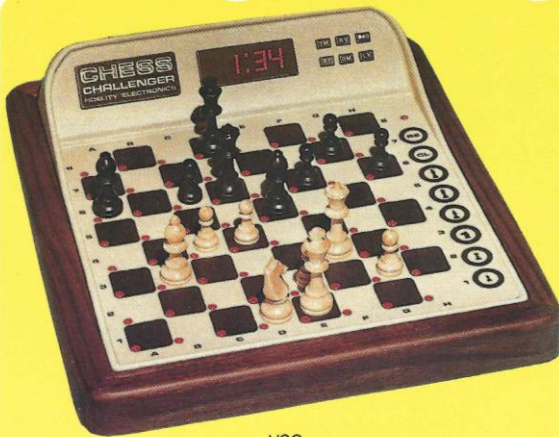
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# FIDELITY

## VOICE SENSORY CHESS CHALLENGER®



VSC

**The Thinking Chess Game That Speaks to You  
...and Sees Every Move You Make!  
Speaks Four Different Languages.\***

**VOICE SENSORY CHALLENGER®** truly contains our strongest chess program ever to be placed in a microprocessor — and it's faster and smarter than ever. All the superb features of **VOICE CHESS CHALLENGER®** ... plus a more sophisticated "brain" that not only thinks and speaks... it actually "sees" every piece and automatically enters your move.

1. No display window; each square automatically illuminates to indicate your from and to moves.
2. No keyboard; each move is automatically entered in the Computer's "brain" when a piece is moved from one square to another.
3. Computerized chess clock — tells the time remaining for each player; or tells elapsed time of the game.

4. 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.
5. 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. . . 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.
6. 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.
7. 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.
8. Our most advanced chess program available. Improved programming — 9 levels plus an infinite level.
9. Uses up to 224,000 bits of Read Only Memory.
10. Available in English, German, French or Spanish.\*

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

\*Optional

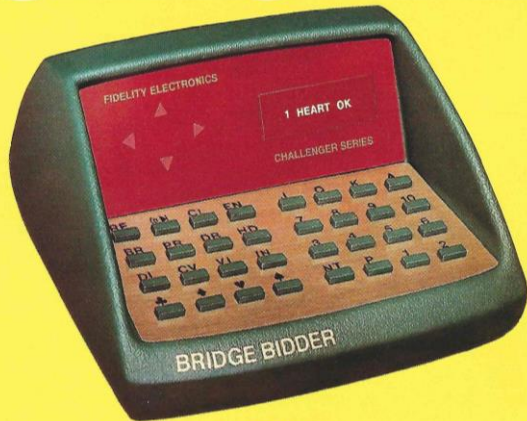
## Fidelity Voice Sensory Chess Challenger

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# FIDELITY

## BRIDGE BIDDER



BB

### 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.

1. Bridge Bidder uses all conventions available in the popular Bridge Challenger.<sup>®</sup>
2. Allows a player who is not confident of his bidding to bid with the more expert players from the start.
3. Will display interpretation of any bid, including its own. Teaches you bidding philosophy to help improve your own bidding skills and build confidence.
4. 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.
5. 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.

## Fidelity Bridge Bidder

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# CHALLENGER<sup>®</sup> ACCESSORIES

## CHALLENGER<sup>®</sup> SERIES

- \* 9 Volt Rechargeable Battery Pack w/Charger and Carrying Case (CR, BCC, CCX, SCC)  
Carrying Case (CCX, VCC, VBRC, VSC, BB, BRC)
- \* 220 V Transformer 860 mA (CCX, BRC, VCC, VBRC, VSC)
- \* 12 VDC Cigarette Lighter Adapter 220 V Compatible (CCX, SCC)  
110 V Transformer 860 mA (CCX, BRC, VCC, VBRC, VSC)
- \* 12 VDC Cigarette Lighter Adapter 110 V Compatible (CR, BCC, CCX, SCC)  
110 V Transformer 350 mA (CR, BCC, SCC)  
220 V Transformer 350 mA (CR, BCC, SCC)

## CHESS CHALLENGER<sup>®</sup>

Multiple Language (VCC):

English — 1st Language

\* French or German or Spanish  
— 2nd Language

\* French or German or Spanish  
— 3rd Language

Hand Carved Chess Pieces w/Magnets

Plastic Chess Pieces w/Magnets

Chess Printer (VSC only)

Instruction Manuals

## BRIDGE CHALLENGER<sup>®</sup>

Playing Fields (set of 3)

Playing Cards

Solitaire Bridge Sheets (set of 50)

Instruction Manuals

## BACKGAMMON CHALLENGER<sup>®</sup>

Backgammon set comprised of magnetic pieces, dice and doubling cube

Instruction Manuals

## CHECKER CHALLENGER<sup>®</sup>

Checker Pieces

Instruction Manuals

\*Optional

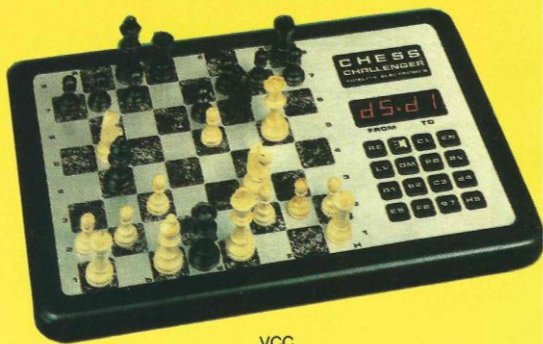
## Fidelity Challenger Accessories

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# FIDELITY

## VOICE CHESS CHALLENGER®



VCC

**“The First Thinking Chess Game That Speaks To You In Four Different Languages”\***

### 1. Large Repertoire of chess book openings.

- A. 40 book opening variations randomly selected.
- B. Special feature allows you to select a book opening of your choice.
- C. Approximately 1200 book opening moves.
- D. Book openings selectable whether Computer plays black or white.
- E. Computer teaches book openings by displaying your next move to be entered.
- F. All “book” moves are instant response regardless of level of play.

### 2. The Chess Teacher

- A. On levels 2, 5, 7, 9, and H, the computer will display best suggested move for you to enter.
- B. Plays against itself with white usually the winner.
- C. Teaches end game solutions.
- D. Book openings teach opening game.

- E. Announces mate-in-two for you to solve.
- F. Problem mode permits setting up of all chess book positions.

### 3. Your Friendly Speaking Opponent

- A. Tells you all of its moves.
- B. Repeats all of your moves.
- C. Can be used by the blind, as the game will audibly tell you every move and capture, and will repeat board position on demand.
- D. Voice feature allows you to tape record game play.
- E. It even suggests your moves.

### 4. An Advanced Computer

- A. 128,000 to 160,000 bits of Read Only Memory.
- B. Has over 8,000 bits of Random Access Memory.
- C. 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.

LEVEL	AVERAGE RESPONSE TIMES	LEVEL	AVERAGE RESPONSE TIMES
1. Beginner	5 Seconds	6. Tournament Practice	3 Minutes
2. Intermediate	15 Seconds	7. Tournament Teacher	3:20 Minutes
3. Experienced	35 Seconds	8. Excellent	6 Minutes
4. Advanced	1:20 Minutes	9. Expert	11 Minutes
5. Superior	2:20 Minutes	H. Infinite	It computes

move until you stop, or search is exhausted. 5 seconds to many hours. You are in control.

Will display thinking process including best move for each play search.  
\*Available in English, German, French or Spanish.

## Fidelity Voice Chess Challenger

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# FIDELITY

## CHECKER CHALLENGER®



CR

### "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:

1. Selection of offense or defense.
2. Position verification by Computer memory recall.
3. Random Computer responses vary every game.
4. Change level of difficulty before any move.

Numerous other features, including a simulated woodgrained housing, 12-1/8 x 8 x 1 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 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:

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

Numerous other features, including a solid walnut case, 12-1/8 x 8 x 1-1/8 inches high, solid wood checker pieces, and 100% solid state for trouble free use.

## Fidelity Checker Challenger 4

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# WELCOME TO THE WORLD OF THE FUTURE... BROUGHT TO YOU BY **FIDELITY**



The **CHALLENGER**<sup>®</sup> series of microprocessor based games utilizes all solid state electronic circuitry. The "brain", or thinking part of the electronics is a mini-computer (or more technically a micro-computer).

A little more than ten years ago, the **CHALLENGERS**<sup>®</sup>, in their present compact size, would not have been possible. Computers were too big and the resultant product would be clumsy, costly and impractical.

The development of solid-state electronic components made small size possible. But the most significant breakthrough was the invention of the chip. The single chip micro-computer came on the scene in 1971. It contains all the elements of a near room-sized computer on one chip of silicon less than one-fifth of an inch square and only a few thousandths of an inch thick. Just a few years ago, a comparable system would have required more than 20,000 transistors and related components at a cost of more than \$10,000.

The chip can be programmed to perform many different functions. A **CHALLENGER**<sup>®</sup> game is a complex device comprised of a chip — we call it the Central



Processing Unit — and numerous other components that work together to digest the information provided as input by the human player, and to ultimately reach conclusions as directed by programmed instructions.

The programmed instructions contain both the rules of the game and the strategy of play. For example, a **CHESS CHALLENGER**<sup>®</sup> not only responds to your move, it also investigates all of the possible moves and countermoves and then selects its best response based on a plus or minus point factor. The "level of play" function, which the player selects, instructs the computer how many moves and countermoves it is permitted to examine for that particular level. Thus, the level of difficulty (or capability) is restricted to accommodate your own experience or ability at playing the game.

Think of it this way: Whereas a calculator will always give the same response to a given input, the **CHALLENGER'S**<sup>®</sup> computer "thinks" of the probabilities before making a decision.

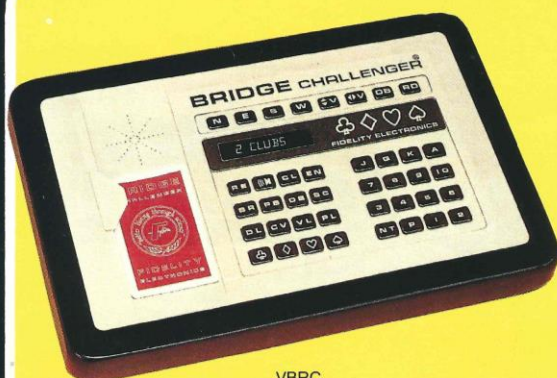
## Welcome to the Fidelity Challenger Series

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# FIDELITY

## VOICE BRIDGE CHALLENGER®



VBRC

**One of the world's most popular card games housed in the mind of a microprocessor. . .and it talks to you!**

1. Clearly and audibly announces the Computer's bids using all accepted bridge terminology.
2. Great new bridge playing program.
3. Advanced bridge bidding program.
4. Announces both human's and Computer's bids and cards during play.

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

1. Can be your partner (plays one hand).
2. Can be your opponents (plays two hands). Allows you to compete with a friend by providing exactly equal partners for each.
3. It's YOU against the Computer (plays all three hands).

4. Let the Computer replay the hand and learn how the Computer bids and plays (plays all four hands).

Superb playing ability and these outstanding features:

1. Optic Scanner reads custom playing cards.
2. Moving message display keeps you informed throughout the game, including "rubber" score keeping.
3. During bidding, uses such well known conventions as Stayman, Blackwood, Gerber, Baron, Jacoby Transfer, Preferred Minor, Strong Two Club, Weak One No Trump Openers, etc.
4. Combines essential features of the American Standard, ACOL, and various European bidding systems.
5. During the play of the hand, will use popular defensive play for leading and discarding. In attack, will form a plan of play and execute much like a human player.
6. Rejects illegal bids.
7. Displays Revokes.
8. Problem Mode permits taking over a hand bid by the Computer.
9. Audio Feedback — single tone each time a card is optically scanned or a key is pressed.
10. Indicates vulnerability.
11. Indicates dealer.
12. Reviews bidding and last trick.
13. Computer response times are all instantaneous.
14. Uses 232,000 bits of Read Only Memory.
15. 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.

## Fidelity Voice Bridge Challenger

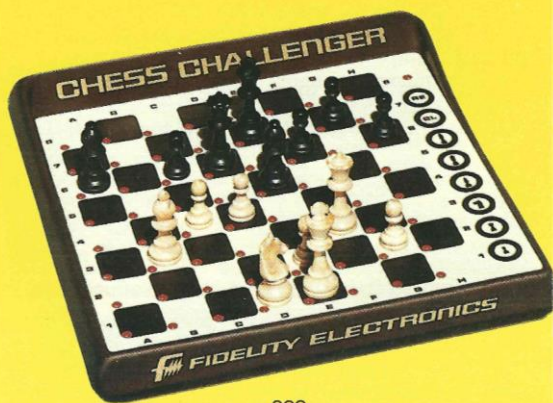
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# FIDELITY

## SENSORY CHESS CHALLENGER®



SCC

### 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 level of difficulty from beginner to expert. 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:

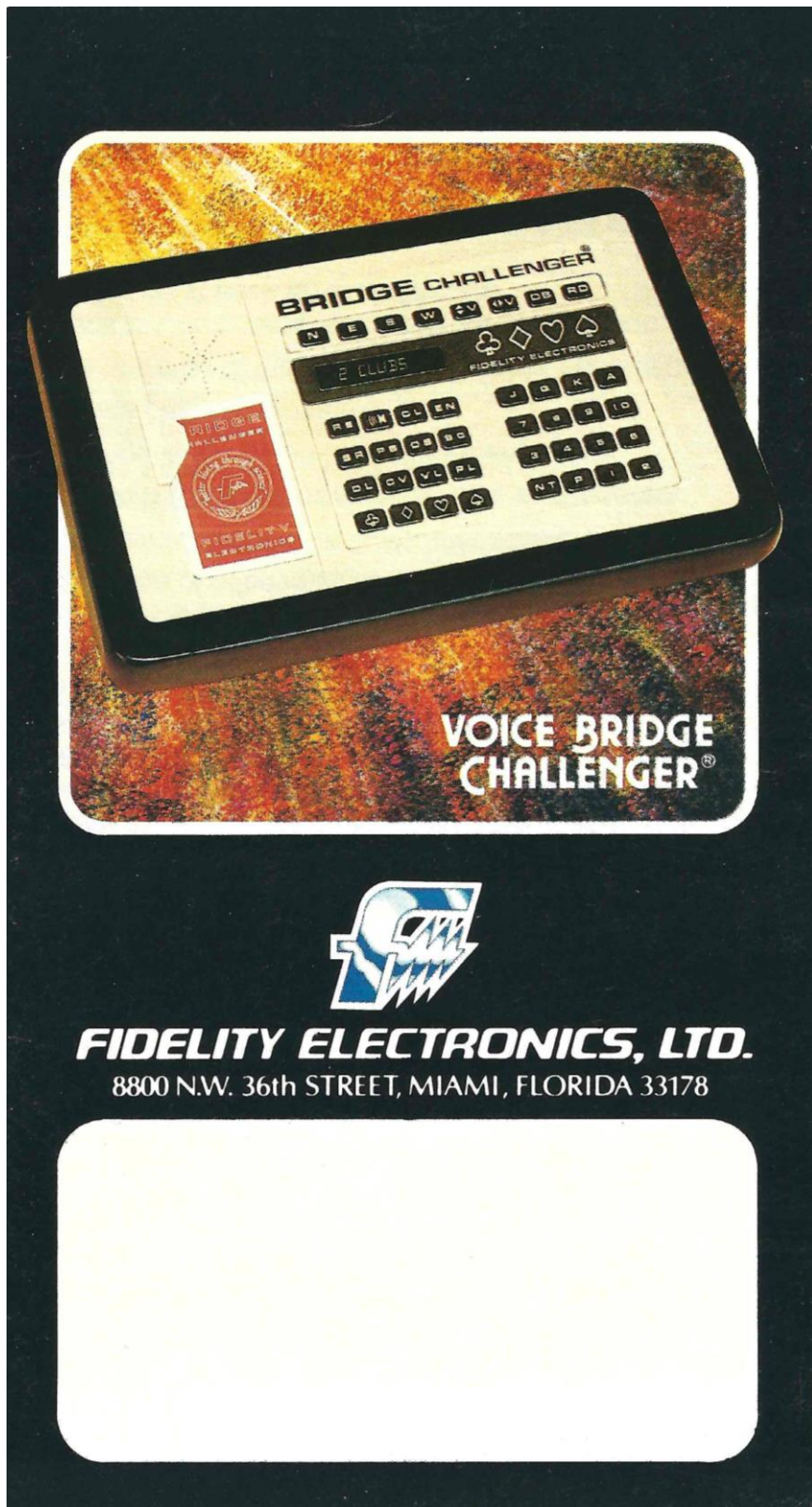
1. Eight levels of play: Beginner to expert, including "Mate in Two" and "Chess by Mail".

2. Levels changeable during game: Change from 1 to any level through 8, at any time, on any move.
3. Random computer responses vary every game. Your computer opponent will make it interesting each and every time.
4. Selection of legal offense or defense play: Play from the bottom or the top of the board. Choose black or white.
5. Position Verification by computer memory recall.
6. Plays opening defenses from chess books, i.e. Sicilian, French, Ruy Lopez, Queen's Gambit Declined.
7. Analyzes as many as 3,024,000 board positions. Uses up to 32,000 bits of Read Only Memory.
8. Audio feedback: Single tone each time you press key; double tone when Computer responds.
9. Problem Mode: Establish your own chess positions and watch the Computer react.
10. 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.
11. Pawn promotion to selected piece: Promote a pawn to a queen automatically, or select a knight or another piece instead.\*
12. 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.

## Fidelity Sensory Chess Challenger

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## **Fidelity Voice Bridge Challenger**

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