

FIDELITY CHALLENGER[®] SERIES



Fidelity fold brochure 1983

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FIDELITY CHALLENGER[®] SERIES



Model PC

PRESTIGE CHALLENGER

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 4 megahertz (MHz), 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 1/8 inches.

Fidelity Prestige Challenger

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FIDELITY



Model SC6

SENSORY CHESS CHALLENGER "6"

"IT'S YOU AGAINST THE COMPUTER."

Features 6 levels of playing difficulty (beginner to advanced intermediate).

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.

- 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.
- 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.
- 32K bits of ROM, 2K bits of RAM.
- 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.
- FULLY PORTABLE. Handy storage compartment for chess pieces, magnetized pieces and metallic chess board, uses four "C" size alkaline batteries (not included) or works with AC adaptor (included).
- 100% solid-state. Size: 11 $\frac{1}{4}$ x 10 $\frac{5}{8}$ x 2 $\frac{1}{2}$ inches.

Fidelity Sensory Chess Challenger 6

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FIDELITY



Model EAS

ELITE A/S CHALLENGER[®]

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: (See Prestige Challenger[®]) PLUS:

- Take-back features allows you to take back all moves of a typical game.
- Capable of performing various book transpositions from its library.

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 rechargeable battery saves memory of game.
- 224K bits of ROM, 32K bits of RAM.
- Built-in Chess Clock.
- Tone and/or voice capability in either English, German, French, or Spanish.
- Uses the 3 megahertz (MHz) 6502B processor.

Hand-crafted nutwood 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: 19 x 18 x 1 1/2 inches.

Fidelity Elite A/S Challenger

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FIDELITY



Model SU9

SUPER "9" CHALLENGER[®]

The SUPER "9" has an advanced chess playing program and a faster processor, 2MHz clockspeed. PLUS:

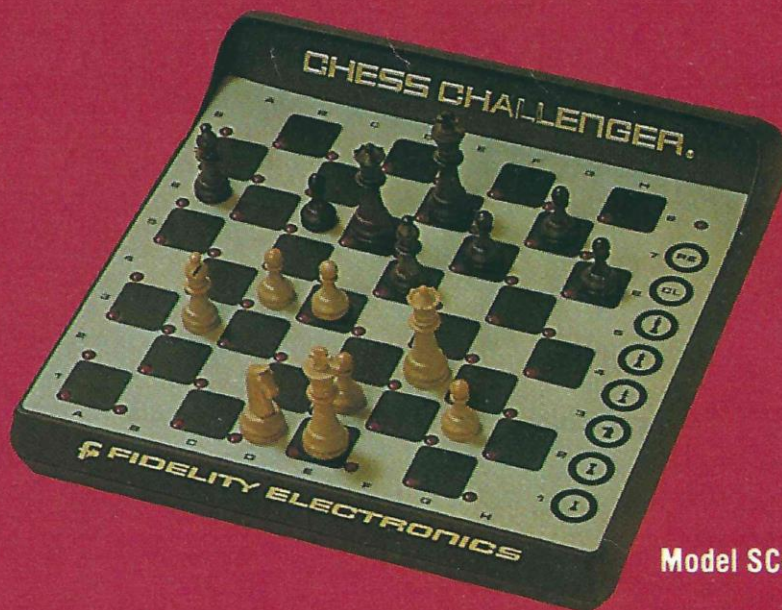
- Voice feature repeats all of your moves, repeats all of its moves, and is available in English, French, German, or Spanish.
- Fidelity's popular CB9 Book Opening Program is built in.
- Fifteen selectable levels of play: Eight preset time controls and seven additional levels.
- While thinking, it can display the move it is considering making, its current depth of search, and the score of the position.
- 240K bits of ROM, 24K bits of RAM.
- Can suggest a move for you to make and show what it thinks will be the continuing line of play.
- Selectable Book Openings and Book Practice Mode.
- 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.
- Promotes Pawns to all legal pieces.
- Monitor Mode lets Challenger referee a game between two human players by checking for illegal moves.
- Chess Clock tells time remaining for each player, or tells elapsed time of game.
- If allowed, it will resign in hopeless positions.

Features include impact resistant housing, Sensory playing surface, large 1/2-inch LED Display. 100% solid-state. AC adaptor included. Size: 10 1/4 x 11 1/2 x 3 3/8 inches.

Fidelity Super 9 Challenger

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FIDELITY



Model SCC

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. Play at any one of eight levels of difficulty. Works on batteries or plugs into any home wall outlet. 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.

- "Mate-in-Two" and "Chess by Mail."
- Levels changeable during game.
- Random Computer responses vary every game.
- Selection of offense or defense play.
- Plays opening defenses from chess books, i.e. Sicilian, French, Ruy Lopez, Queen's Gambit Declined.
- Uses 32K bits of ROM, 256 bits of RAM.
- Add or subtract pieces during game.
- Plays against YOU; plays against ITSELF; changes sides in MID-GAME.

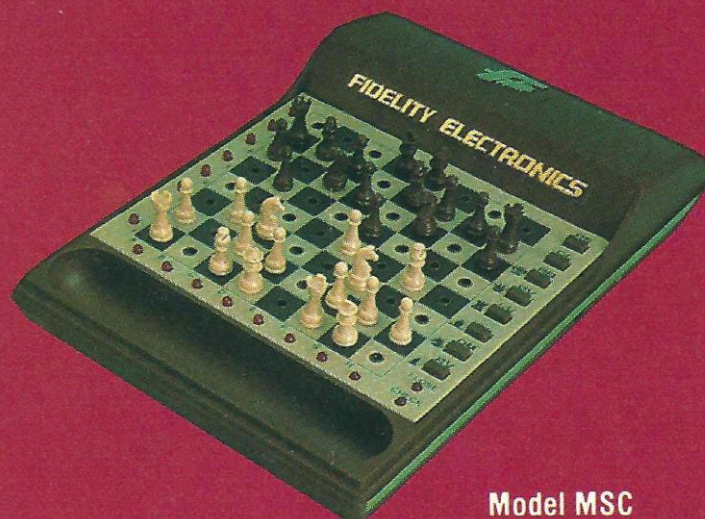
Durable molded housing, uses four "C" size batteries (batteries not included) or plug-in transformer, 100% solid-state.

Size: 11¼ x 10⅝ x 2½ inches.

Fidelity Sensory Chess Challenger 8

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FIDELITY



Model MSC

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 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.

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.

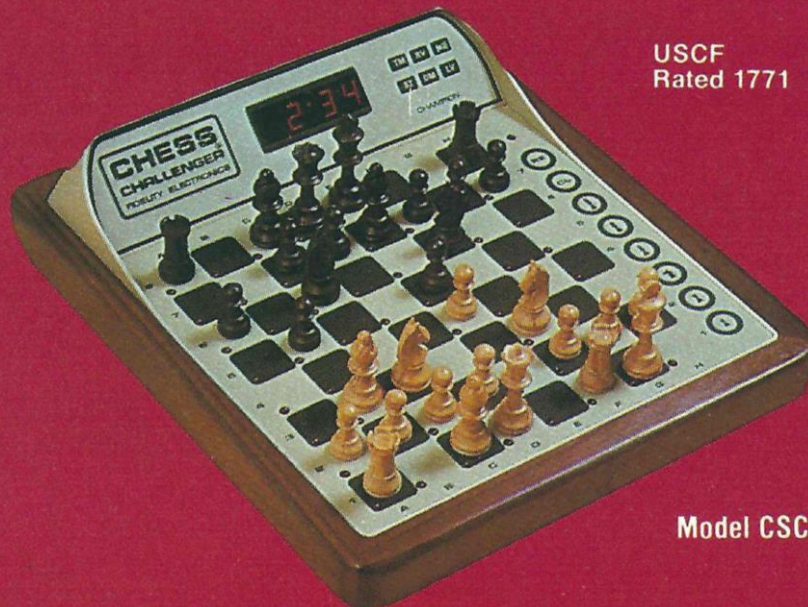
- Infinite levels of play.
- Levels changeable during game.
- Random Computer responses make almost every game different.
- Select offense or defense.
- Uses 16K bits of ROM, 1K bits of RAM.
- Problem Mode lets you set up piece positions to work out problems.
- Replaceable plug-in modules will be available that greatly expand Mini Chess Challenger[®]'s capability almost without limit as present technology advances.

Includes compact, impact-resistant plastic housing, dust cover and chess pieces. 100% solid-state. Works on 6AA 1.5 volt alkaline batteries. Optional AC adaptor available. Size: 8½ x 4½ x 1⅞ inches (batteries not included).

Fidelity Mini Sensory Chess Challenger

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FIDELITY



USCF
Rated 1771

Model CSC

CHAMPION SENSORY CHESS CHALLENGER[®]

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

Many outstanding features, include Fidelity's advanced sensory playing surface, 64 book opening variations, 64 Greatest Chess Master Games, full 50-word voice vocabulary.

- Infinite levels of play.
- Thinks on its opponent's time for faster response.
- Take-back feature reverses up to 15 moves or 30 half-moves.
- Chess clock tells time remaining for each player, or tells elapsed time of game.
- Chess clock count down mode allows separate game times to be set for the human and the Computer.
- Special mate mode solves mating problems with amazing speed.
- Play Mode allows two humans to play chess on its sensory playing surface. The Computer monitors plays, announcing the moves, rejecting illegal moves.
- 256K bits of ROM, 24K bits of RAM.

Walnut housing, hand carved, magnetized chess pieces, 100% solid-state. Size: 13 x 11½ x 3½ inches.

Fidelity Champion Sensory Chess Challenger

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FIDELITY



Model UVC

VOICE CHESS CHALLENGER[®]

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

- 40 Book Opening variations randomly selected.
- Approximately 1,200 Book Opening moves.
- Computer teaches Book Openings by displaying your next move to be entered.
- 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 endgame 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.
- Tells you all of its moves.
- Repeats all of your moves.
- Voice feature allows you to tape record game play.
- It even suggests your moves.
- 128K to 160K bits of ROM, 8K bits of RAM.

Features include solid hardwood housing, deluxe playing surface with raised keyboard, 1/2 inch LED Display, hand-carved chess pieces, attache-type carrying case and AC adaptor. 100% solid-state. Size: 13 1/8 x 8 1/2 x 1 1/8 inches.

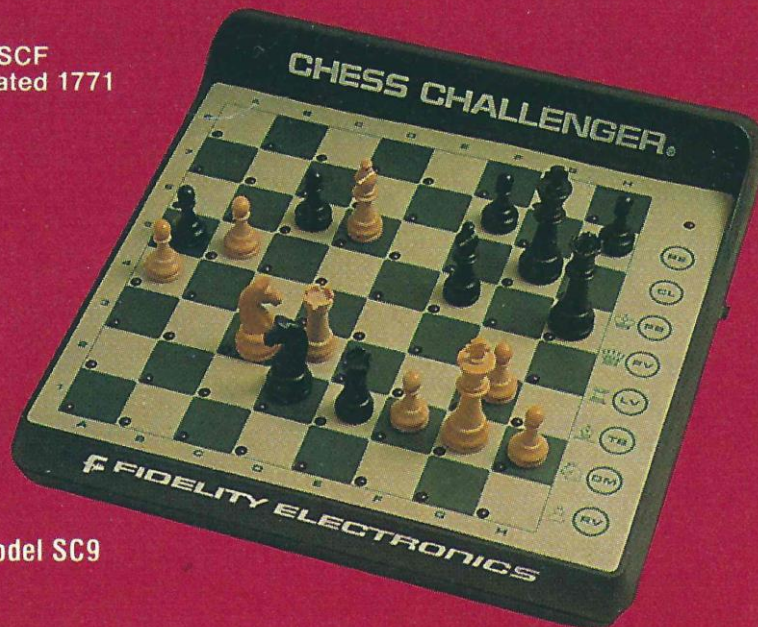
*Available in English, French, German or Spanish.

Fidelity Voice Chess Challenger

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FIDELITY

USCF
Rated 1771



Model SC9

SENSORY CHESS CHALLENGER "9"

CHAMPIONSHIP PLAY FOR THE BEGINNER OR EXPERT WITH FIDELITY'S REMARKABLE SENSORY PLAYING SURFACE!

- Nine different levels of playing difficulty can be selected to match the skills of any player, novice or advanced.
- 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.
- Book Practice Mode — Provides drill on opening lines.
- Take-back feature allows take back of up to 15 half-moves.
- 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.
- Thinks on the opponent's time for faster response and stronger play.
- Promotes Pawns to all legal pieces.
- Considers all legal Pawn promotions.
- 128K bits of ROM, 16K bits of RAM.

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: $11\frac{1}{4} \times 10\frac{5}{8} \times 2\frac{1}{2}$ inches.

Fidelity Sensory Chess Challenger 9

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FIDELITY

CHALLENGER[®] ACCESSORIES

CHALLENGER[®] SERIES

Transformer 110V—All Products

Transformer 220V—All Products

Transformer 240V—All Products

12VDC Cigarette Lighter Adapter
(Not available for CSC, BV3, BV2, UVC)

Hand Carved Wooden Chess Pieces with Magnets
Plastic Chess Pieces with Magnets

Fidelity Chess Printer
(Available for CSC, EAS, PRESTIGE, SU9)
Fidelity Printer refill (For FP)

Bridge Playing Fields—set of 3
(Available for BV3, BV2, and GIN)

Playing Cards
(Available for BV3, BV2, and GIN)

Solitaire Bridge Pads—set of 6
(Available for BV3, BV2, BB and GIN)

Backgammon dice and doubling cube sets
(Available for BKC)

Backgammon Tile Sets
(Available for BKC)

Reversi Pieces Set
(Available for RSC)

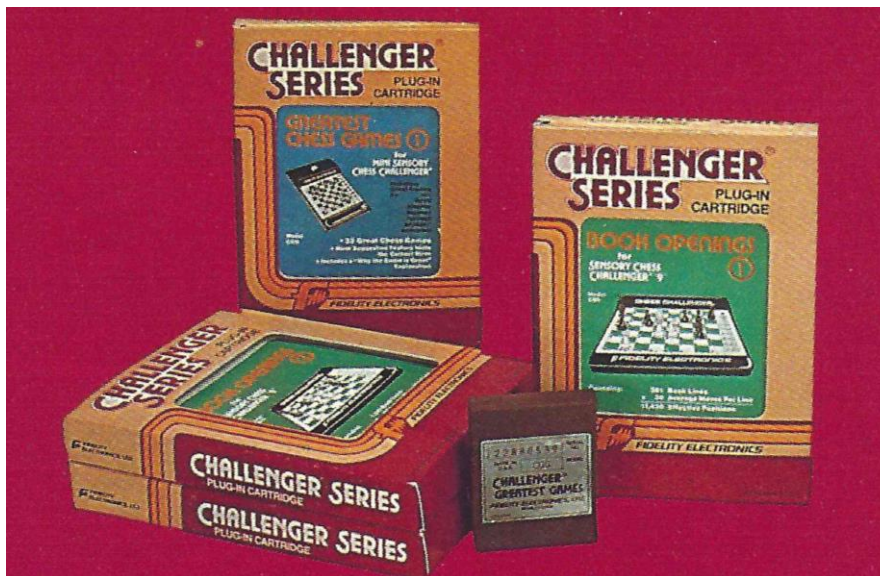
Checker Pieces Set
(Available for ACR and CR)

Taro Cards Set
(Available for TFT)

Fidelity Challenger Accessories

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FIDELITY



PROGRAM CARTRIDGES

Cartridges are now available that greatly expand the capabilities of the Mini Sensory Chess Challenger[®], the Sensory Chess Challenger[®] "9", the Sensory Challenger[®] "6", the Prestige Challenger[®] and the Elite A/S Challenger[®].

MINI SENSORY CHESS CHALLENGER[®]

- ADVANCED CHESS PROGRAM (Model CAC)
- GREATEST GAMES I (Model CGG)
- BOOK OPENINGS I (Model CBO)

SENSORY CHESS CHALLENGER[®] "6"

- GREATEST GAMES I (Model GG6)
- BOOK OPENINGS I (Model BO6)

SENSORY CHESS CHALLENGER[®] "9"

- BOOK OPENINGS I (Model CB9)
- BOOK OPENINGS II (Model CB16)

PRESTIGE CHALLENGER[®], ELITE A/S, SENSORY CHESS CHALLENGER[®] "9"

- BLITZ CHESS (Model BLZ)
- THEORETICAL CHESS ENDINGS (Model TCE)
- ROOK AND PAWN ENDINGS (Model RPE)
- TARRASCH DEFENSE TO THE QUEEN'S GAMBIT (Model TDF)
- SICILIAN, VARIATION (1. e4; 2. Nf3 Nc6; 3. d4 cd4; 4. Nd4 Nf6; 5. Nc3 e5 (Model SVT).

Cartridges are constructed of impact resistant plastic, 100% solid-state for long life. Size: 2 $\frac{3}{4}$ x 2 $\frac{1}{4}$ x $\frac{3}{4}$ inches.

Fidelity Programm Cartridges

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FIDELITY



Model BV3

VOICE BRIDGE CHALLENGER[®] III

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

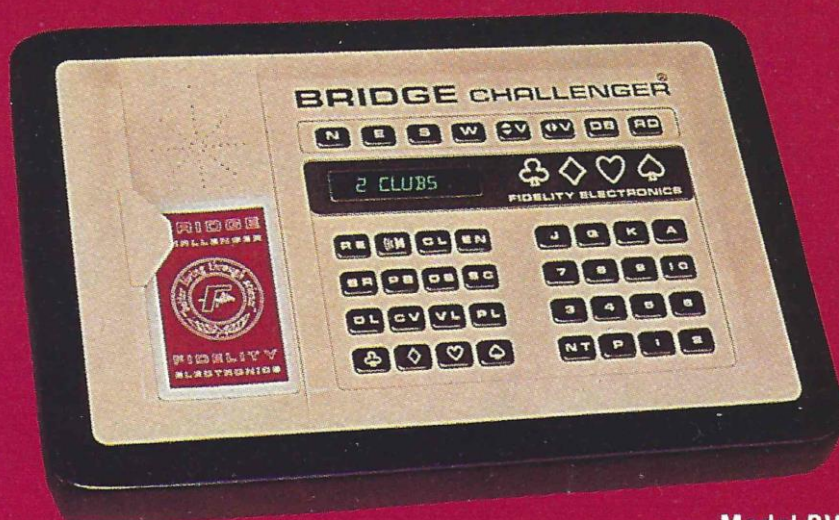
- Can be your partner (plays one hand).
- Can be your opponents (plays two hands). Allows you to compete with a friend by providing exactly equal partners for each, or you and a partner can play against the Computer.
- It's YOU against the Computer (plays the other three hands).
- Or the Computer will play all four hands.
- Clearly and audibly announces both human's and Computer's bids and plays.
- Optional Random Dealing.
- Automatic Replay — the Computer will take over all four hands at the press of a button and replay the deal you have just completed.
- 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.
- Rejects illegal bids.
- Displays Revokes.
- Will review bidding and last trick on demand.
- 193K bits of ROM, 8K bits of RAM.

Numerous other features, including a solid hardwood housing, 13 $\frac{1}{8}$ x 8 $\frac{1}{2}$ x 1 $\frac{1}{8}$ inches, three felt playing fields, two decks of custom playing cards, 100% solid-state, deluxe carrying case.

Fidelity Voice Bridge Challenger III

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FIDELITY



Model BV2

VOICE BRIDGE CHALLENGER[®]

ONE OF THE WORLD'S MOST POPULAR CARD GAMES...
AND IT TALKS TO YOU!

Bridge Challenger[®] is the ideal bridge companion—partner or opponent.

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

- Can be your partner, or opponent.
- 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.
- Automatic Replay—the Computer will take over all four hands at the press of a button and replay the deal you have just completed.
- 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.
- Rejects illegal bids, displays Revokes.
- 193K bits of ROM, 8K bits of RAM.

Numerous other features, including a solid hardwood housing, 13 $\frac{1}{8}$ x 8 $\frac{1}{2}$ x 1 $\frac{1}{8}$ 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



Model FP

CHALLENGER[®] PRINTER

COMPUTER PRINTOUT

The Fidelity Challenger[®] Printer is the ideal companion to Fidelity's Prestige, Elite A/S, Champion, and Super "9" Challenger[®] series.

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.

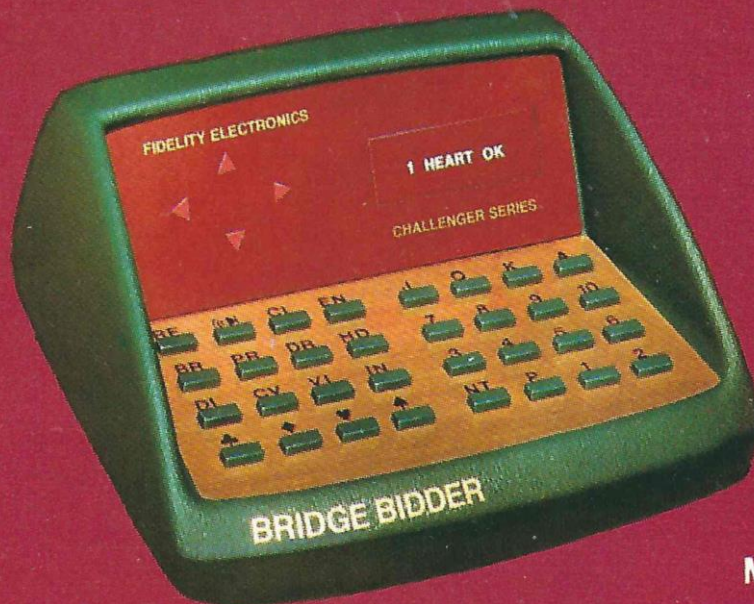
- Records and numbers each move, with white's move and black's move on one single line.
- Displays current piece positions on entire board by printing a graphic display of white and black pieces in their actual locations.

Printer operation is entirely automatic, plugs into back of game, and is completely controlled by the Challenger[®] series models mentioned above. Size: 9¼ x 6¼ x 3¼ inches.

Fidelity Challenger Printer

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FIDELITY



Model BB

BRIDGE BIDDER

THE ULTIMATE CRIB SHEET!!!!

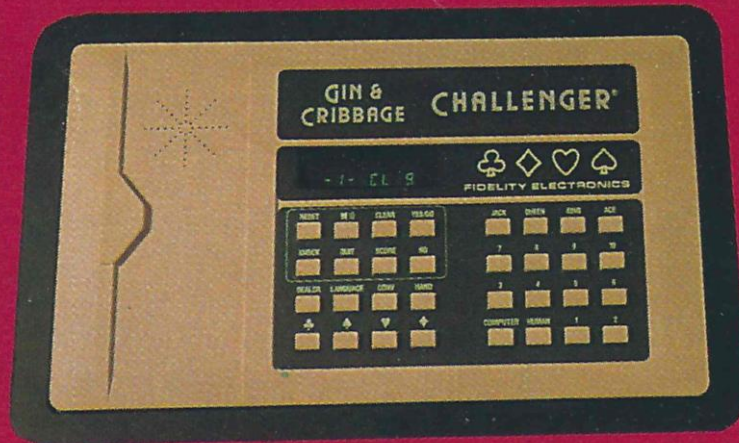
Challenge the experts. BRIDGE BIDDER is a dramatic, outstanding teacher of bidding techniques that will help the novice improve and the average player to practice. The all-important bidding...the most difficult part of playing bridge...is now simplified. Enter your hand, and BRIDGE BIDDER will suggest 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.
- Reproduces randomly dealt hands for practice bidding. Uses four "D" size batteries (batteries not included) or plug-in transformer, 100% solid-state. Size: 7 x 7³/₈ x 3³/₄ inches.
- 128K bits of ROM, 8K bits of RAM.

Fidelity Bridge Bidder

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FIDELITY



Model GIN

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.

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.

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.
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.

Gin & Cribbage Challenger[®] uses 129K bits of ROM, 8K bits of RAM. 100% solid-state. Solid hardwood housing, deluxe carrying case. Includes deck of custom playing cards, felt playing field, plug-in AC transformer. Size: 13 $\frac{1}{8}$ x 8 $\frac{1}{2}$ x 1 $\frac{1}{8}$ inches.

Fidelity Gin & Cribbage Challenger

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FIDELITY



Model SKT

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.

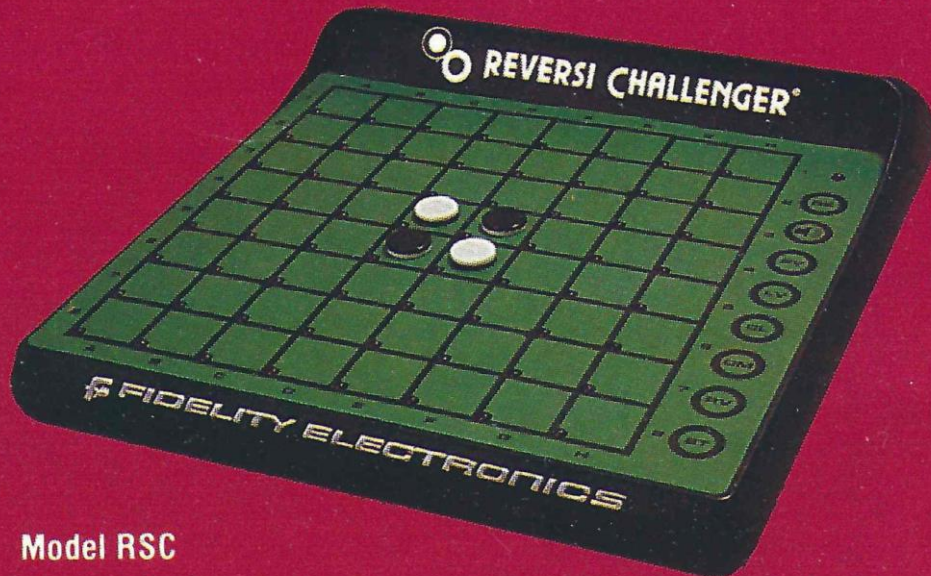
- Use real playing cards or SKAT CHALLENGER[®] will automatically generate an unlimited number of random deals.
- Plays according to DSKV or ISPA rules.
- Play Ramsch, follows Kontra/Re.
- Bids and plays contracts — Null, Null Ouvert, Grand, Grand Ouvert, and Ramsch. Contract selection keys: Schneider Angesagt, Schwarz Angesagt, Grand Null, Hand, Ouvert.
- Keeps score for all players.
- Can replay any hand without card reentry.
- 129K bits of ROM, 8K bits of RAM.
- All solid-state circuitry. Plug-in AC wall adaptor.

Size: 13 $\frac{1}{8}$ x 8 $\frac{1}{2}$ x 1 $\frac{1}{8}$ inches.

Fidelity Skat Challenger

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FIDELITY



Model RSC

REVERSI SENSORY CHALLENGER[®]

"IT'S YOU AGAINST THE COMPUTER."

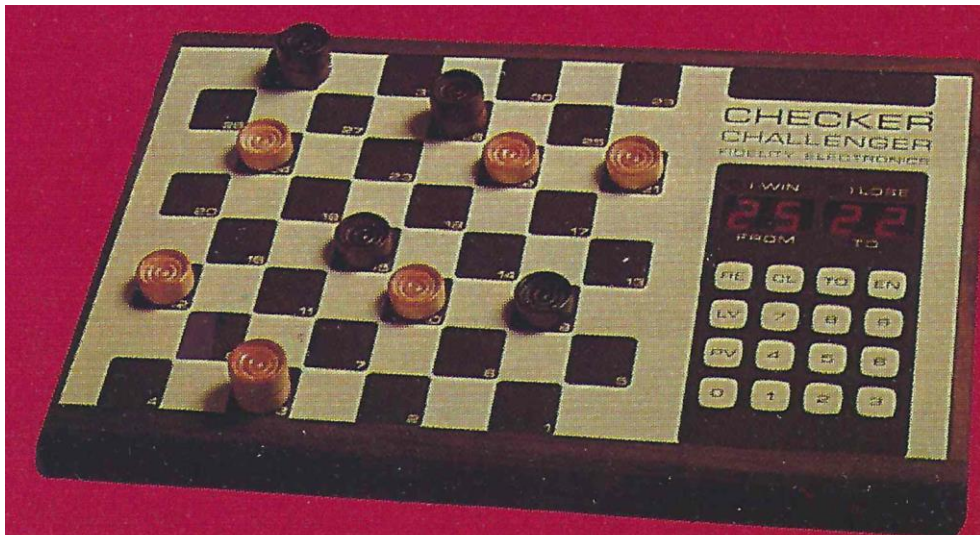
A popular game with the ancients comes of age.

- Moves are automatically recognized and entered into the Computer.
- 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. Uses four "C" size batteries (batteries not included) or plug in the AC adaptor.
- Take-back feature allows you to reverse any number of moves at any time during a game.
- Monitor Mode allows two humans to play.
- 18 different levels of playing difficulty.
- 32K bits of ROM, 8K bits of RAM. Size: 11¼ x 10⁵/₈ x 2½ inches.

Fidelity Reversi Sensory Challenger

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FIDELITY



Model ACR

CHECKER CHALLENGER[®]

"IT'S YOU AGAINST THE COMPUTER."

A microprocessor with the thinking power of almost 1,000 scientific calculators. Four levels of playing difficulty to educate the novice and challenge the experienced player.

This CHALLENGER[®] invites you to sharpen your skills, improve your game, and play whenever you want.

- 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.
- 32K bits of ROM, 2K bits of RAM.
- Is a member of American Checker Federation.

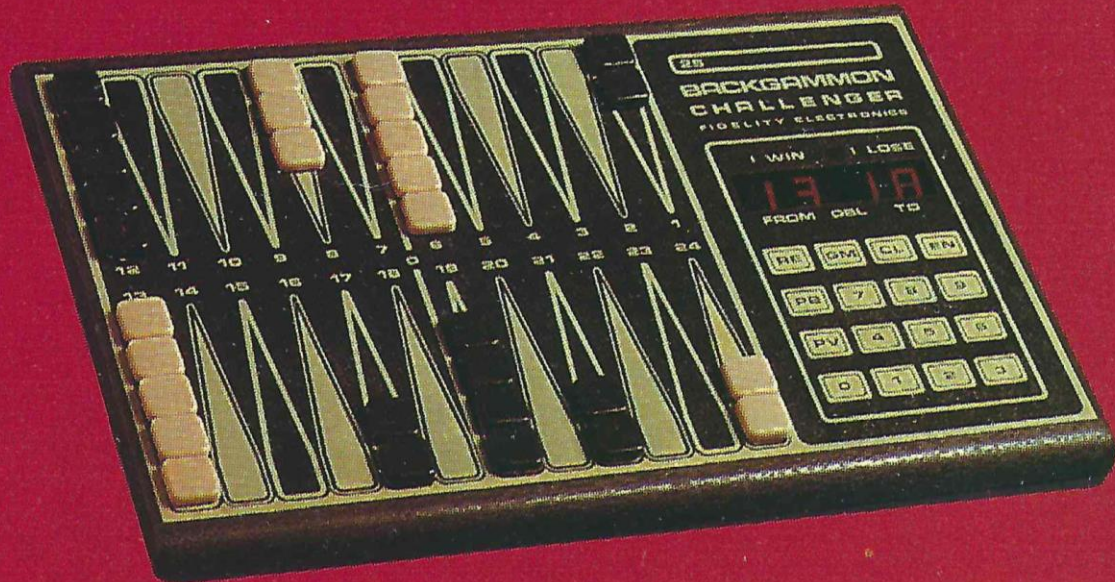
Solid walnut case, 12 $\frac{1}{8}$ x 8 x 1 $\frac{1}{8}$ inches, solid wood checker pieces, and 100% solid-state for trouble-free use.

Also available, CHECKER CHALLENGER[®] "2" (Model CR) with many of the above features. Uses 20K bits of ROM, 1.5K bits of RAM.

Fidelity Checker Challenger 4

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FIDELITY



Model BKC

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.
- 32K bits of ROM, 1K bits of RAM.
- Numerous other features, including a simulated wood-grained housing, 12 $\frac{1}{8}$ x 8 x 1 inches, backgammon pieces, and 100% solid-state for years of trouble-free use.

Fidelity Backgammon Challenger

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FIDELITY



Model TFT

TARO

The COMPUTERIZED MYSTIC CARD READER

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 uses 32K bits of ROM, 512 bits of RAM; it is 100% solid-state electronics 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: 8¼ x 7 x 4½ inches.

Fidelity Tarot

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FIDELITY

CHALLENGER[®]

SERIES



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Patent #4,235,442

Quality Made in U.S.A.

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