

User manual

for

‘The King Performance’

M830

Version 1.40 (November 2020)

1 Important information

This user manual contains a short version of the instructions for your King Performance computer (software version 1.40 from Nov. 2020). The computer has two 'modes' of operation: –

- **'Comfort' mode** – for inexperienced chess players. On its lowest 'level' of playing strength in this mode, the computer can give practice to beginners or children.
- **'Expert' mode** – for strong players. In this mode the computer has a greater variety of levels and a wider range of special functions.

This short manual describes 'Comfort' mode only. Full-length instructions, in which 'Expert' mode is covered, may be obtained from the Millennium website: <http://www.computerchess.com/>.

The King Performance is set to play in 'Comfort' mode when you first acquire it. If you want to switch to 'Expert' mode, see Sections 5.4.1–3 of this manual.

Please read the following safety notes and operating instructions completely before using this product, and pay careful attention to them. Please store this user manual with the product, so that you can refer to it later if needed. If you later give this product to another user, please also give them this manual.

1.1 Safety instructions

Please note that this product is not a child's toy within the meaning of Directive 2009/48/EC. If you let your children use the device, instruct them accordingly and ensure that the device is used only as intended.

- Keep the packaging bags and film away from babies and small children, as there is danger of suffocation!
- In order to avoid damage, do not expose the device to heat, e.g. from radiators or from direct sunlight, and do not expose it to any kind of moisture.
- In order to avoid malfunctions, do not operate this device on or near devices that create magnetic fields or electromagnetic radiation, such as for example televisions, loudspeakers, mobile and cordless telephones, WiFi devices etc.
- Do not open the device under any circumstances. It does not contain any serviceable parts. In the event of malfunction, contact the service address or your local shop.

1.2 Notes on storage and cleaning

- Please note that real wood needs extra care. Handle the wood carefully, always store the device where it is dry and do not expose it to strong sunlight.
- When required, only clean the device's surface with a slightly damp cloth, and ensure that no moisture can penetrate into the device.
- Do not use solvents or other aggressive or abrasive cleaning agents, as these can damage the device's surfaces.

1.3 Notes on the power supply

Only operate this product with the AC adaptor supplied.

Input 100–240 V 50/60 Hz, 0.45A max; Output 9V DC 1A

When using the AC adaptor, please observe the following:

- The power socket should be located close to the device and should be easily accessible.
- The device should not be connected to more power sources than recommended.
- The electrical contacts must not be short-circuited.
- Before cleaning the device, ensure you disconnect the adaptor from the mains.

- Regularly check the product and the AC adaptor for damage, and do not use either of them if they are damaged. Never open them up.
- Please observe any safety information printed on the AC adaptor.

1.4 Package contents

The package contains the following components:

- 1 King Performance computer unit M830 with liquid crystal display (LCD)
- 17 white chess pieces (including additional queen)
- 17 black chess pieces (including additional queen)
- 1 AC adaptor
- 1 cable with 2 identical connectors (to connect the computer with the ChessLink)
- 1 instruction manual
- 1 guarantee card

2 Getting started

2.1 The adaptor

At the rear of the computer unit there are three sockets.

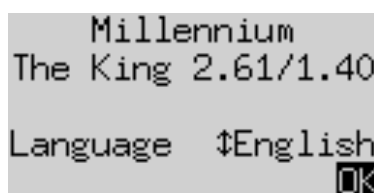
1. Take the AC adaptor (supplied in the package) and insert the small connector on the end of the cable into the right-hand socket on the rear of the computer unit.
2. Connect the AC adaptor to a power supply. A sound signal is emitted.

2.2 Selecting the language

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

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

After you connect the power, the display shows the word 'English' together with the version number of the chess program:



To select the English language, confirm by pressing the GREEN button.

Or to choose a different language:

1. Press the down-arrow button \downarrow as many times as needed until the language you want is displayed.
2. Then confirm with GREEN. (The language may later be changed, via the 'Options'. See Section 5.4.)

2.3 Preparing for a game

After you have selected the language, the 'Clock' display appears:

German:



English:



Place the chess pieces on their starting squares. Initially the computer assumes that White is playing 'up the board', i.e. the white pieces are starting from the 2 rows next to the control panel. If you want Black to play 'up', give the 'Invert board' command as described in Sections 5.1, 5.5.


You can now begin a game against the computer on its 'A2 Normal' level of playing strength. (For how to alter the level, see Sections 5.1–3.)

If you want the computer to play White, give the 'Move' command as described in Sections 5.1, 5.5.

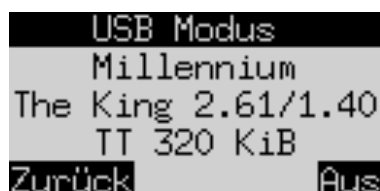
2.4 Adjusting the backlight

The LCD display has a backlight that you can adjust by pressing the  button as many times as necessary.

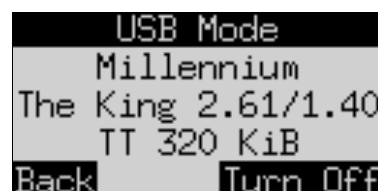
2.5 Switching on and off

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

German:




English:



If the computer is connected to a PC or laptop via a USB cable, you can now perform operations such as loading or saving games. For this, see the 'Expert' user manual on the Millennium website.

If instead you press the GREEN button, the computer switches off.

Or if you press the RED button, it reverts to the 'info' screen (see Section 4) or the menu (Section 5.1).

If switched off in the correct manner (as above), the computer will still retain the current game in its memory, even if you afterwards disconnect the power. The parameters (level, etc.) that you have specified will remain unchanged. When the power is reconnected, the computer automatically switches on. To switch on when the power has *not* been disconnected, press the  button.

After switching on, you can resume play from where you left off.

2.6 Reset

To delete previous data:

- Disconnect the computer from the power supply.
- Hold down the RED button and reconnect the power.
- Keep the RED button held down until the start screen appears (as in Section 2.2).

The computer is now in the same state as when you first acquired it, *except* that any games saved as in Section 5.10 will be retained. This operation may occasionally be useful in case of a problem you don't understand.

2.7 The buttons and their functions (summary)

GREEN button Confirms an instruction.

RED button Cancels an instruction. Cancels a 'prompt' from the computer.

Note: The RED and GREEN buttons have various uses depending on the situation. Their functions at any particular moment are indicated by the 'inverted' wording (i.e. text on a dark background) in the bottom line of the display: RED in the left corner, GREEN in the right corner. The corner of the display is blank if the button has no function in the current situation.



Switches the computer on or off.

NEW

Starts a new game.



Adjusts the display's backlighting.



Retracts moves.



Replays moves.



Moves the cursor left. Switches screens. Alters a parameter.



Moves the cursor right. Switches screens. Alters a parameter.



Moves the cursor up.



Moves the cursor down.

If held down, buttons will 'auto-repeat'.

3 Playing against the computer

3.1 Your move

3.1.1 Ordinary moves

Press on the departure square of the piece you want to move. There is a 'beep', and the red lights at the corners of the square come on.

To complete your move, press the piece down on its destination square after taking away any piece that you are capturing.

3.1.2 Special moves

- 'En passant' capture: First move your own pawn, then press on the square of the captured pawn as you take it off the board.
- Pawn promotion: Move the pawn to the promotion square. The bottom line of the display will show (e.g.):

This invites you to promote to a queen. If you want, you can switch to a different piece by pressing ⇐ or ⇒. When the desired piece is shown, press GREEN and replace the pawn with the piece.

- Castling: Move the king first. Then move the rook in the same way, i.e. pressing on the 'from' and 'to' squares.

In normal (i.e. 'classical') chess, the above procedure for castling is always recommended. In 'Chess960', an alternative method is sometimes necessary. For this, see the 'Expert' user manual on the Millennium website.

3.2 The computer's move

The computer announces its move with a 'beep', and the red lights 'blink' to indicate the 'from' and 'to' squares alternately. The move is also indicated by a 'prompt' in the bottom line of the screen, e.g.:

f6 _g8

This shows that the square g8 must be vacated and the black knight must be placed on f6. Press down on the squares as you move the piece.

If the computer gives check, its move is followed by a high triple buzz, and the lights round the square of your king and the checking piece(s) will momentarily 'blink'.

3.3 The computer's 'prompts'

The computer may also prompt you to complete a 'special' move. In the following example, to complete a castling move, press the square h8 as you clear it, then f8 as you place the rook there:

f8 _h8

In the next example, to carry out an 'underpromotion' of pawn to rook, press the square b2 as you remove the pawn, then press the rook down on b1.

b1 _b2

Alternatively, any prompt may be cancelled by a press on the RED button. This simultaneously switches off the LEDs on the chessboard. You can then carry out the move (or other operation) without pressing the squares.




3.4 Errors

If you press on a piece but then decide not to move it after all, press the square again or press RED. The lights go out, and you can restart your move.

An illegal move is rejected by a low triple buzz. Simply complete a legal move in the normal way.


If (e.g.) pieces get knocked over and you aren't sure where to put them back, you can use the 'Verify' function – see Section 5.9.

3.5 Symbols displayed in the bottom line

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

3.6 Retracting and replaying moves

3.6.1 Retracting a move

If you want to take back the last move played, you may press the clockwise arrow button . The red lights on the chessboard, and the prompts in the bottom line of the screen, direct you to move the piece back, e.g.:

_h4 g5

Return the white bishop from h4 to g5, pressing the squares as you do so. (Alternatively press RED and simply move the piece – compare Section 3.3.)

3.6.2 Retracting a sequence of moves

After taking back one move, you may also take back the previous one or a longer sequence.

To do this, you can repeat the same procedure as before. However, in a long sequence you don't need to retract the moves one by one in a specific order. For example, to retract the last seven moves played, you can simply press ↶ seven times and then proceed to reconstruct the position, pressing the squares that are indicated in the bottom line. The 'Verify' function (see Section 5.9), as well as the red lights on the board, can help you.

3.6.3 Replaying moves

A move that you have retracted can be *replayed* by pressing the *anticlockwise* arrow button ↶ and moving the piece on the board as prompted by the lights and the screen.

To replay a sequence, you may repeat this same procedure to execute each individual move. Alternatively, you may simply press the anticlockwise arrow button several times and then reconstruct the position at the end of the sequence.

3.6.4 Continuing the game

At any time after retracting or replaying moves, you can resume the game from the current position on the board. Carry out a move in the normal way, or give the 'Move' command (see Section 5.5) to make the computer play next – you will then be playing for the opposing colour.

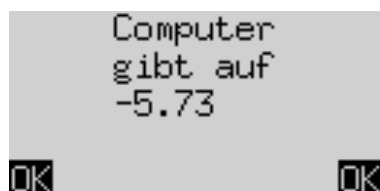
3.7 Result of the game

The final move is accompanied by three 'beeps', and the result is announced in the bottom line of the display:

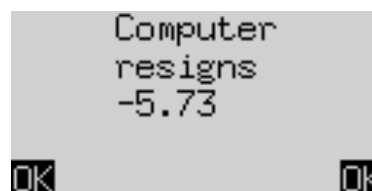
- Mate Checkmate
- Stale Stalemate
- Draw 3x Draw by threefold repetition
- Draw 50 Draw by 50-move rule
- NoMat Draw due to insufficient material (neither side can mate the opponent)
- TooLong The game cannot be continued, as it would exceed the available memory space (maximum: 256 moves for each side).

If the computer thinks its position is hopeless, it may offer its resignation. In the following example it thinks it has a disadvantage equivalent to 5.73 pawns:

German:



English:



Or if it thinks the position is very drawish, you may see:

German:



English:



In either case, after pressing the GREEN or RED button, you may continue the current game if you wish – or press NEW to start a new game.

Note: the computer will not resign or offer a draw when playing on its lowest level ('Play & Win').

3.8 Starting a new game

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

Press the NEW button. The screen shows 'New Game?' and *either* the word 'Classic' *or* an arrangement of pieces to start a game of 'Chess 960'. To switch between these displays, use ↑ or ↓.

To begin a game of ordinary ('classical') chess, press GREEN when the screen shows 'Classic'.

A press on RED would cancel the 'new game' command and leave the position unaltered.

For an explanation of 'Chess960' (also known as 'Fischer Random Chess'), and how to play it with the computer, see the Millennium website: <http://www.computerchess.com/>.

4 The info screens

4.1 Switching between info screens

In 'Comfort' mode the computer offers two different screens or 'pages' of information. The 'Clock' screen displays the thinking times for the two players. The 'Game score' screen records the moves of the game. To switch from one screen to the other, press ⇐ or ⇒.

When either of these 'info' screens is displayed, you may press GREEN to access a menu of the computer's special functions. See Section 5.1.

4.2 Info screen: Clock

This screen was displayed when you first connected the power and selected the language – see illustration in Section 2.4.

If the 'Timer' (see Section 5.4.7) is 'off', the screen shows the total thinking time taken so far by White and Black.

If the Timer has been switched on, each side is allotted 15 minutes' thinking time for the entire game, and the time counts down. If a player exceeds the time limit, the 'Clock' screen shows the following:



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

Note that your own clock time remains 'frozen' until you have carried the computer's move out. This means that the playing conditions are fair, especially with the Timer 'on' – you don't have to move your opponent's piece in your own thinking time.

4.3 Info screen: Game score

This screen shows the most recent moves, for example:

German:

```
22 ♖e3-g3 ♜c6-b5
23 ♜d2-g5 ♜d6-e5
24 ♜g5xe5 ♜e8xe5
Wert: +0.27 00:05
25. ♜ ♜ Menu
```

English:

```
22 ♖e3-g3 ♜c6-b5
23 ♜d2-g5 ♜d6-e5
24 ♜g5xe5 ♜e8xe5
Score: +0.27 00:05
25. ♜ ♜ Menu
```

The number +0.27 is the computer's evaluation of the position: The King believes it has a small advantage, worth 0.27 of a pawn. Further examples of what may appear in this place on the screen are:

- | | |
|-------|--|
| -1.89 | The computer has a disadvantage nearly equivalent to 2 pawns. |
| Book | The position is in the computer's 'book' of standard chess openings. |
| +M 7 | The computer can force checkmate in 7 more moves. |
| -M 4 | The opponent can force checkmate in 4 more moves. |

The number 00:05 is the time (mm:ss) taken by the computer over its last move.

Moves that have been retracted (see Section 3.5) are indicated as follows:

```
13 a4-a5 >>---
```

In this example, Black's 13th move has been retracted.

Note: the 'score' is not shown when The King is playing on its lowest level ('Play & Win').

5 Special functions

5.1 The menu

If you press GREEN when one of the of the 'Info' screens is shown (see Section 4), the menu of special functions appears. In 'Comfort' mode there are 9 of them: : 'Comfort levels', 'Elo levels', 'Options', 'Move', 'Hint', '2 Players', 'Position setup', 'Verify' and 'Save/Load game'.

Four functions at a time are listed, with one of them highlighted (i.e. displayed on a dark background), e.g.:

German:

```
Komfort Stufen
Elo Stufen
Funktionen
Zug ausführen
Info ↑ Eingabe
```

English:

```
Comfort levels
Elo levels
Options
Move
Info ↑ Enter
```

By repeatedly pressing ↑ or ↓, you can display them all in rotation and highlight each one in turn.

To select an item, highlight it and press the GREEN button.

To return from the menu to the info screen, press the RED button.

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

- | | |
|---|--|
| ↑ | The ↑/↓ buttons are currently enabled for menu operations. |
| ↕ | All 4 direction buttons (↔↕↕↔) are enabled. |
| ↔ | Indicates that a parameter can be altered with ↔ or ⇌. |

5.2 Menu: Comfort levels

If you select this item, The King offers you a choice of 4 levels of playing strength:

German:

```
A0 Spiele & Siege
A1 Freundlich
*A2 Normal
A3 Stärker
Abbruch ↑ OK
```

English:

```
A0 Play & Win
A1 Friendly
*A2 Normal
A3 Advanced
Cancel ↑ OK
```

Here, the * shows that the computer is currently set to play on level A2. By means of the ↑ / ↓ buttons, any line on the screen can be 'highlighted'. To switch to a new level, highlight it and press GREEN.

To return to the 'info' screen without changing the level, press RED.

These are 'Adaptive' levels: the computer adapts its play to its opponent's strength. If your play during a game improves, The King starts offering more resistance. On the weakest level (A0), even complete newcomers to chess can benefit from practising against the computer.

Stronger levels can be selected from the 'Elo' category (see 5.3).

5.3 Menu: Elo levels

After selecting this item, you can choose between 9 levels in 3 categories: 'Normal', 'Advanced' and 'Club'. To display them all and 'highlight' each one in turn, press ↑ or ↓ repeatedly.

The screen shows the computer's estimated playing strength on each level, e.g.:

German:

```
Stärker 1450 Elo
*Stärker 1600 Elo
Stärker 1750 Elo
Abbruch ↑ OK
```

English:

```
Advanced 1450 Elo
*Advanced 1600 Elo
Advanced 1750 Elo
Cancel ↑ OK
```

In this example, the 'highlighted' level corresponds to an international ('Elo') rating of 1600.

To select a new level, highlight it and press GREEN. To return to the 'info' screen with the level unchanged, press RED.

5.4 Menu: Options

5.4.1 Overview of the options

The 'options' are a set of special features that you have the possibility to modify. In 'Comfort' mode there are 7 of them. To inspect them, select 'Options' from the menu. This displays four options from the list, e.g.:

German:

```
Menü ≠Komfort
Sprache Deutsch
Brett drehen X
Lehrer X
Info ↑≠ Menü
```

English:

```
Menu ≠Comfort
Language English
Invert board X
Tutor X
Info ↑≠ Menu
```

One line of the screen incorporates a 'blinking' character (■). This is the *cursor*. By repeatedly pressing ↑ or ↓, you can move the cursor up and down and view all 7 options in rotation.

5.4.2 Altering an option

To alter an option, bring the cursor to the appropriate row and use the ⇐ / ⇒ buttons.

Example: you want to switch the 'Tutor' feature 'on', and adjust the contrast of the LCD display.

Bring the cursor to the 'Tutor' line. For the 'Tutor' option, there are just two 'settings', i.e. 'Off' (X) and 'On' (✓). Press ⇐ or ⇒ to switch between them.

Next, press ↓ twice to bring the cursor to the 'Contrast' line. This parameter has ten different settings. By repeatedly pressing ⇐ or ⇒, you can cycle through them until the desired degree of contrast is obtained.

Having finished your alterations to the options, press GREEN to return to the menu or RED to return to the info page.

5.4.3 Options: Menu

Using ⇐ or ⇒ you can choose between 'Comfort' and 'Expert'. Choosing 'Expert' will display a menu of 12 functions and place The King in 'Expert' mode. For this, see the full-length instructions obtainable from the Millennium website: <http://www.computerchess.com/>.

5.4.4 Options: Language

There is a choice of 7 different languages for the screen messages. They are listed in Section 2.2. Keep pressing ⇐ or ⇒ until the desired language appears.

5.4.5 Options: Invert board

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

German:

Brett drehen X

English:

Invert board X

If instead you want Black to play 'up', change the 'X' to '✓' and rearrange the pieces accordingly. The 'Verify' function (see 5.9) can help you with this.

5.4.6 Options: Tutor

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

If the tutor is 'on' (✓) and the computer thinks you have made a weak move, the display shows a warning. For example:

German:

```
Schlechter Zug?  
0.00  
♟d8-h4+  
+M 2  
Zurück Weiter
```

English:

```
Bad move?  
0.00  
♟d8-h4+  
+M 2  
TakeBack Continue
```

The screen shows:

- the computer's assessment of the position before your move (compare Section 4.3);
- its own possible reply;
- its assessment of the position following that reply.

In this example, the position was previously rated as equal, but The King can now deliver checkmate in two moves.

You may now press RED (or ↶) and take your move back, pressing on the squares as indicated by the lights and prompts. Or if you want your move to stand, press GREEN (or ↷).

Note: the 'Tutor' is not activated when The King is playing on its lowest level ('Play & Win').

5.4.7 Options: Timer

If the timer is 'on', the thinking time for each player counts down from 15 minutes. See Section 4.2.

5.4.8 Options: Contrast

For this option, the settings range from 0 (very weak contrast) to 9.

5.4.9 Options: Sound

There are six possible volume settings for the sound signals, labelled "Off" and 1–5.

5.5 Menu: Move

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

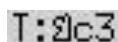
If you want the computer to play White, select 'Move' to begin the game.

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

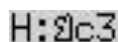
5.6 Menu: Hint

Select 'Hint' if you want the computer to suggest a move for you. For about 2 seconds the move is indicated by the lights on the chessboard and also appears in notation at the bottom left of the screen, e.g.:

German:



English:



You can now decide whether to follow the advice or play another move instead.

5.7 Menu: 2 Players

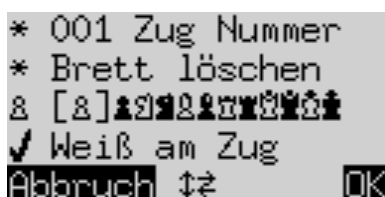
If this function is selected, the computer doesn't play any moves of its own. It allows you to carry out moves for both White and Black – so it can be used for a game between two humans. The computer merely checks the legality of the moves, keeps a record of the game, and performs the functions of a chess clock.

To show that The King is in '2 player' mode, a pair of 'faces' (☹☹) appears in the bottom line of the screen. The computer exits from this mode if you select '2 Players' again, give the 'Move' command (see 5.5), or alter the 'level' (see 5.2–3).

5.8 Menu: Position setup

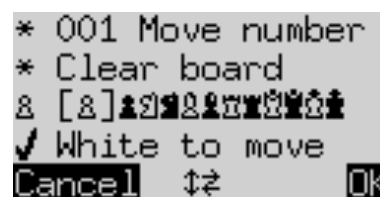
To construct a special position on the computer's chessboard, select 'Position setup' from the menu. The screen then shows (e.g.):

German:



* 001 Zug Nummer
* Brett löschen
& [8] ♔♚♙♘♜♞♝♞♟
✓ Weiß am Zug
Abbruch ↵ OK

English:



* 001 Move number
* Clear board
& [8] ♔♚♙♘♜♞♝♞♟
✓ White to move
Cancel ↵ OK

One of the lines contains a 'blinking' sign: ■ . This is the *cursor*. By pressing ↑ or ↓ you can move the cursor from line to line. Repeated presses will bring 4 additional items onto the screen:

German:

```
h1 □ 0-0
a1 □ 0-0-0
h8 ■ 0-0
a8 ■ 0-0-0
Abbruch ↑↓ OK
```

English:

```
h1 □ 0-0
a1 □ 0-0-0
h8 ■ 0-0
a8 ■ 0-0-0
Cancel ↑↓ OK
```

You can now do any of the following: –

To clear the entire chessboard: Bring the cursor to the 'Clear board' line, and press GREEN.

To insert pieces or remove them individually:

- Bring the cursor to the line containing chess piece symbols: ♔ [♔] ♙♘♗♖♕♔♚♙♘♗♖♕♔♚ . One symbol in the row is enclosed in brackets [♔] and also displayed on the left. This is the current piece for insertion or removal. The location of every piece of this type and colour is indicated by the red light at the bottom left of the square.
- To insert a piece of the current type: press the desired square.
- To switch to a different type/colour of piece: use ⇐ / ⇒ to change the position of the brackets.
- To clear an individual square: move the brackets to enclose the piece type/colour by which this square is currently occupied; then press the square.

To stipulate whether (for example) White has the right to castle with the rook on a1:

- Bring the cursor to the □ 0-0-0 line.
- Press ⇐ or ⇒ to switch between 'a1' (yes) and '--' (no).

Note: For castling to be enabled, the king and rook don't have to be on their home squares for 'classical' chess. They can be on any squares from which castling is possible in 'Chess960'. For this, see the 'Expert' user manual on the Millennium website.

To change the colour to move:

- Bring the cursor to the 'White to move' line.
- Press ⇐ or ⇒ to switch between ✓ (White) and X (Black).

To specify the move number:

- Bring the cursor to the 'Move number' line, and press GREEN. (The * is replaced by ♚.)
- The ⇐ / ⇒ buttons increase/decrease the number in steps of one. The ↑ / ↓ buttons increase/decrease the number in steps of ten.
- When the required number is reached, press GREEN to confirm. (The * reappears.)

When all changes have been made, press GREEN to confirm the new position. (Instead, a press on RED would return to the situation before you selected 'Position setup'.)

You can now play from this position; make a move, or give the 'Move' command to make The King do so (see Section 5.5).

Note (1): You cannot confirm the new position if it contains any of the following faults:

- A king is missing. This is indicated in the bottom line by ♔♚??
- A pawn is on the 1st or 8th rank – indicated by (e.g.) ♘c1
- There are too many pieces of the same type/colour – indicated by (e.g.) ♘>8
- The side to move is giving check – indicated by □x♔ or ■x♚

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

5.9 Menu: Verify

The 'Verify' function displays half the chessboard in diagrammatic form, with the pieces in the correct current positions. To switch between the two halves of the board, press \uparrow or \downarrow .

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

5.10 Menu: Save/load game

The computer's memory contains 9 'slots' in which games can be saved (stored). A saved game can later be loaded (retrieved) so that you can continue it or play through the moves (using \curvearrowright), etc.

To use this feature, select 'Save/load game' from the menu. The screen shows something like this:

German:

```
Spiel 123456789
Laden  ✓✓-----
Sichern  ↓↓↓↓↓↓↓↓↓
Züge 38
Abbruch ⚡ Laden
```

English:

```
Game 123456789
Load  ✓✓-----
Save  ↓↓↓↓↓↓↓↓↓
Moves 38
Cancel ⚡ Load
```

The 'blinking' cursor (■) can be moved right/left and from one line to the other by means of the 'direction' buttons ($\leftarrow\rightarrow\uparrow\downarrow$).

In the above example, slots 1–3 are occupied, while 4–9 are vacant. The game in slot number 1 is 38 moves long.

To save the current game: Place the cursor on the 'Save' line, bring it to the slot where you want the game to be saved, and press the GREEN button. This will erase any game that was stored in the slot previously.

To load a game: Place the cursor on the 'load' line, bring it to the desired slot and press GREEN.

To clear an occupied slot: 'Save' to this slot when the current game is still in the starting position with no moves played.

To return to the menu without any saving or loading, press RED.

Games may also be saved to your PC or laptop and loaded from there. For this, see the 'Expert' user manual on the Millennium website.

6 Disposal



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



Within the European Union, the device must be disposed of properly at the end of its service life, according to EC Directive 2012/19/EU. Suitable parts of the device will then be recycled, reducing environmental pollution. For more information, please contact your local waste disposal company or your municipal administration.

7 Warranty, servicing and contact with manufacturers

For Germany/Austria/Switzerland:

Please contact our office in Germany, either by telephone +49 (0) 2773 7441 222 or at <mailto:support@computerchess.com>.

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

For any questions or feedback, you can also email us at <mailto:quality@computerchess.com>.

8 Technical specifications

| | |
|----------------|---|
| PRODUCT: | Millennium King Performance |
| ITEM NO: | M830 |
| HARDWARE: | ARM Cortex M7 CPU configurable from 10–300 MHz |
| SOFTWARE: | Chess Program © Johan de Koning (NL) Version 1.40 (November 2020) |
| OPENING BOOKS: | ‘Master’ book by M.Uniacke © Applied Computer Concepts Ltd (UK) – approx. 300,000 positions ‘Aegon 1994’ book © C. de Gorter (NL) – approx. 61,000 positions |

NOTE: This product is not protected against the effects of electrostatic charges, strong electromagnetic radiation or other electrical interference, as malfunctioning as a result of these conditions is not critical.

Modification of specifications (especially in respect of technical advances) reserved and errors excepted.

This user manual was carefully compiled, and its contents carefully checked for accuracy. If, despite all expectation, these instructions nevertheless contain errors, this shall not constitute grounds for any claims. This user manual, including excerpts thereof, may not be reproduced without prior written permission.

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