

LEFT HAND CONTROLLER

UPPER KEY

Pick up and
set down piece

UPPER KEY

Pick up and
set down piece

1 Select Bishop (Set-Up)	2 Select Rook (Set-Up)	3 Select King (Set-Up)
4 Select Knight (Set-Up)	5 Select Queen (Set-Up)	6 Select Pawn (Set-Up)
7 Reverse view of board	8 Switch colors/moves	9 Begin a new game
CLEAR Select skill level	0 Remove piece (Set-Up)	ENTER Select mode

LOWER LEFT KEY
Return piece

LOWER RIGHT KEY
Force computer move

DISC Move cursor and pieces

RIGHT HAND CONTROLLER

UPPER KEY

Pick up and
set down piece

UPPER KEY

Pick up and
set down piece

1 Select Bishop (Set-Up)	2 Select Rook (Set-Up)	3 Select King (Set-Up)
4 Select Knight (Set-Up)	5 Select Queen (Set-Up)	6 Select Pawn (Set-Up)
7 Select Set-Up	8 Turn on/off clocks	9 Retract move
CLEAR Clear board	0 Remove piece (Set-Up)	ENTER Replay moves

LOWER LEFT KEY
Return piece

LOWER RIGHT KEY
Force computer move

DISC Move cursor and pieces

No. 8700

IntelliVision™ Intelligent Television

Triple Challenge

3 Complete Games in 1 Cartridge

IntelliVision™
Intelligent Television

Chess

Checkers

Backgammon

Playing Instructions

For 1 or 2 Players

TRIPLE CHALLENGE

TRIPLE CHALLENGE is an exciting breakthrough in home video games: three COMPLETE games packed into ONE game cartridge. These games — Chess, Checkers, and Backgammon — have not been abridged; they are complete games with full rules, with multiple skill levels, and even with special features, such as letting the computer suggest your next move. Each game can be played against a friend or against the computer, who, you will find, is a very worthy opponent! Take the challenge!

CHOOSING A GAME

Insert cartridge (always turn the **POWER** switch **OFF** before inserting or removing cartridge). Turn **POWER** switch **ON** and press **RESET** to see title screen. Press any hand controller button or disc and the menu of games appears. Select **CHESS**, **CHECKERS**, or **BACKGAMMON** by pressing number **1**, **2**, or **3** on either hand controller.

CHECKERS

OBJECT OF GAME

Remove all of your opponent's checkers by jumping them or trapping them so that your opponent is unable to make a move.

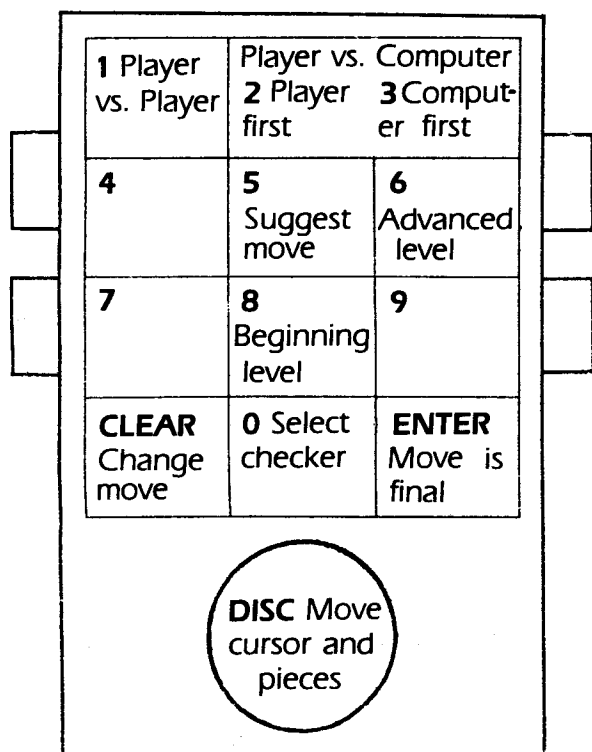
STARTING THE GAME

Press the **DISC**. The checkerboard appears onscreen with all checkers in their starting positions.

CONTROLS

You will use the numeric keypad and the **DISC** of your hand controller to play Checkers (side keys are not used). Refer to the illustration of the hand controller while playing.

BOTH HAND CONTROLLERS



SELECT PLAYING MODE

There are two playing modes: Player vs. Player and Player vs. Computer. Press **1** for a Player vs. Player game, **2** for Player vs. Computer with you moving first, **3** for Player vs. Computer with the computer moving first.

In Player vs. Player, the left hand controller moves the white checkers, the right hand controller moves the blue checkers. Players flip a coin to determine who goes first. In Player vs. Computer, whoever moves first controls the blue checkers. You may use either hand controller.

SELECT SKILL LEVEL

In a Player vs. Computer game, you must select the skill level, either advanced or beginning. Press **6** (advanced) for the computer to play its best game, press **9** (beginning) for it to play at a simpler level. When set to advanced, the computer will take longer to make its moves.

MAKING A MOVE

Use the **DISC** to move the cursor over the board. When the cursor is over the piece you want to pick up, press **0**.

Use the **DISC** to move piece to an open, adjacent black square. Once you have positioned the piece over the desired square, press **ENTER** to set it down. If the move is not legal or if a jump is available that you did not take, you will hear a buzz and the piece will return to its original position. If the move is okay, it is now your opponent's turn.

If you decide you don't want to play the piece you have picked up, press **CLEAR** before you set it down. The piece will return to its last position.

JUMPING

Move cursor to open black square on other side of piece to be jumped. Press **ENTER**. Your piece moves to correct square and the jumped piece moves off the board.

For multiple jumps, continue moving the cursor and pressing **ENTER** until all pieces have been jumped.

Note: You **MUST** jump a piece when you can.

CROWNING

When a checker reaches its King Row, a DASH appears in the center of the checker to mark it as a King. Crowning completes a move, even if the new King is now in a position to jump an opponent's man.

COMPUTER SUGGESTS MOVE

Press **5** to see what the computer would do if playing your pieces. The cursor will move to the suggested man and a small white arrow will show the suggested move. You are then free to make the suggested move or a different one.

In a Player vs. Player game, the computer will not suggest a move. "I can't help you" appears onscreen.

END OF GAME

The game is over when one player has no more checkers on the board or has no available move. In a Player vs. Player game, "You Lose" appears onscreen in the loser's color. When playing the computer, you will hear a victory tune if you win, otherwise "You Lose" appears onscreen. Press **RESET** to play a new game.

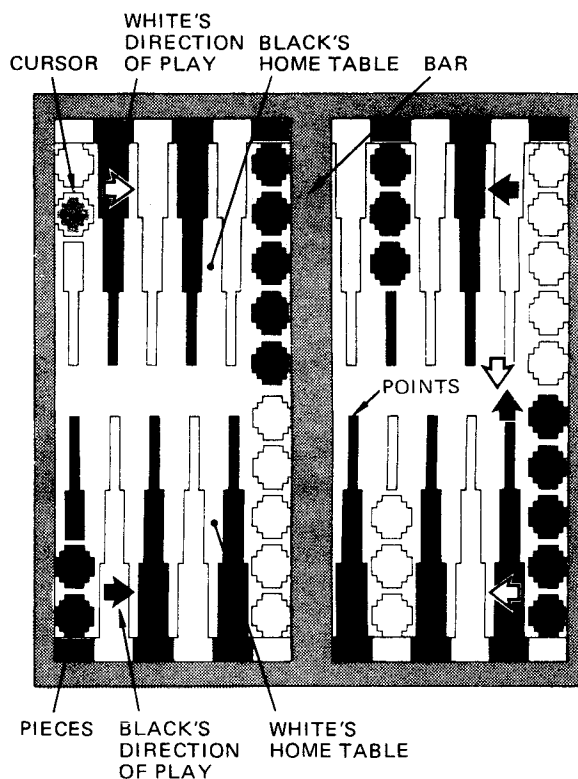
BACKGAMMON

OBJECT OF GAME

Object of game is to move all your pieces around and off the board (bearing off). First player to succeed is the winner.

STARTING THE GAME

Press the **DISC**. The Backgammon board appears onscreen with all pieces in their starting positions. White moves pieces around the points clockwise to the six lower left points (White's home table); Black moves pieces around the points counterclockwise to the six upper left points (Black's home table).



CONTROLS

You will use the numeric keypad, **UPPER SIDE KEYS**, and the **DISC** of your hand controller to play Backgammon (lower side keys are not used). Refer to the illustration of the hand controller while playing.

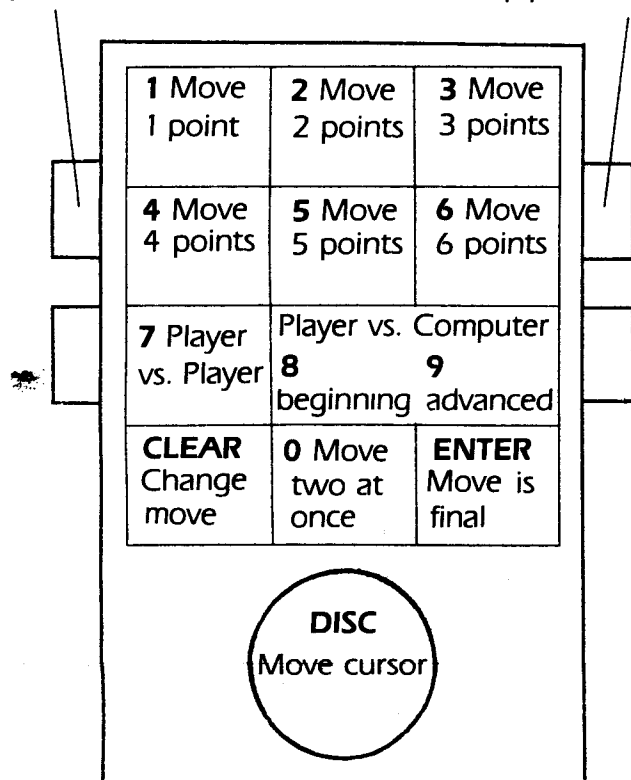
BOTH HAND CONTROLLERS

UPPER KEY

Show
pip count

UPPER KEY

Show
pip count



SELECT PLAYING MODE & SKILL LEVEL

There are two playing modes: Player vs. Player and Player vs. Computer. Press **7** for a Player vs. Player game, **8** for Player vs. Computer with the computer playing a conservative game, **9** for Player vs. Computer with the computer playing a daring game (a challenge for advanced players).

In a Player vs. Player game, the left hand controller moves the white pieces, the right hand controller moves the black pieces. In a Player vs. Computer game, the computer controls the black pieces. You control the white pieces with either hand controller.

STARTING THE GAME

As soon as you select the mode, the dice roll. One is black and one is white to indicate the black player and the white player. The higher number moves first, using both numbers rolled. (If the numbers are the same, the dice are automatically rolled again.)

MAKING A MOVE

With each press of the **DISC**, the cursor moves to the next point on which you have a piece. When the cursor is over the piece you want to move, press the number from **1** to **6** indicating which number on the rolled dice you want to use. That die will turn blue ("used up") and the piece will move that many points.

You will hear a buzz if the number you press isn't available (the number either was not rolled or it's been used), if it would move the piece to a point occupied by two or more of your opponent's pieces (a blocked point), or if it would move the piece off the board while you still have pieces outside your home table (see **BEARING OFF**, below). Make a different choice.

At times you will have one or both numbers on the dice available, but no legal move. Press **ENTER** to pass.

DOUBLES

If you roll doubles, four dice with that number will appear, allowing you four moves. You also have the option of moving two pieces at the same time by pressing **0** before pressing **1** to **6**.

ROLLING

After you have used all your available moves, press **ENTER** to roll the dice for your opponent. After the computer moves, the dice automatically roll for your next move.

If you change your mind about moves you have made, press **CLEAR** to return all pieces to their original positions. You can press **CLEAR** at any time during your turn until you press **ENTER**.

STACKING PIECES

When there is no more room on a point, pieces are stacked. A dash on a piece means two pieces are there, two dashes means three pieces are there.

HITTING A BLOT

If have only one piece on a point (left a blot) and your opponent lands on it (hits the blot), your piece will be moved to the bar in the center of the board. On your next turn, the cursor automatically appears over this piece. You must re-enter hit pieces before moving others.

Re-enter a piece to a point in your opponent's home table matching one of the numbers you rolled. You cannot re-enter onto a blocked point, but you can hit a blot. If both points matching the numbers rolled are blocked, you cannot re-enter and must pass (press **ENTER**).

PIP COUNT

Press either **TOP SIDE BUTTON** to see the pip count, which is the running score of the game. The pip count is obtained by multiplying the number of pieces on each point by that point's count away from "home." The lower your pip count, the better.

BEARING OFF

Once all of your pieces are in your home table, you can begin to remove them from the board (bearing off). You move pieces using the numbers on the dice as before, but now, when you run out of points, you simply move the pieces to the left off the board (no "exact count" is needed).

Note: If, after you have started to bear pieces off, your opponent hits your blot, the hit piece will have to be re-entered and moved back to your home table before you can continue to bear off pieces.

The first player to bear off all of his or her pieces presses **ENTER** to win the game!

RESIGNING

Resign by pressing **9** twice.

NEW GAME

When the game is over, you can play Backgammon again by pressing **7**, **8**, or **9** as described under **SELECT PLAYING MODE & SKILL LEVEL**, above, or switch to Chey pressing **RESET**.

Triple Challenge

Tournament Chess

Checkers

Backgammon

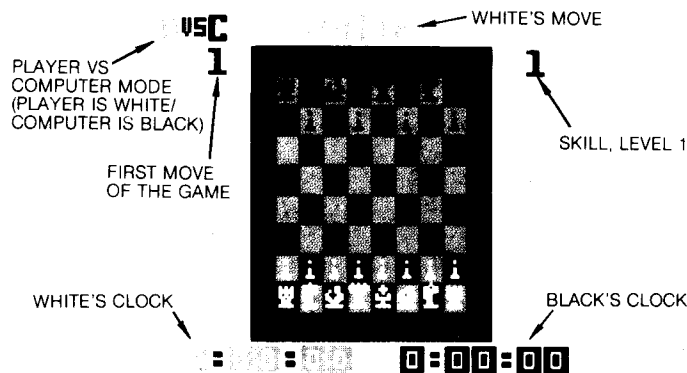
CHESS

OBJECT OF GAME

Surround your opponent's king in such a way that your opponent has no available move to keep the king from being captured (checkmate).

STARTING THE GAME

Press the **DISC**. The game automatically begins in the Player vs. Computer mode, level 1, computer taking black. Information about the mode, level, and who moves next appear onscreen around the chessboard:



CONTROLS

You will need to use BOTH hand controllers to play. Refer to the illustrations of the hand controllers while playing. When in Player vs. Player mode, each player can use either or both hand controllers during his or her turn.

SELECT PLAYING MODE

There are three playing modes: Player vs. Computer (PvsC), Player vs. Player (PvsP), and Computer vs. Computer (CvsC). Press **ENTER** on the left hand controller until your selection appears in the upper left of the screen. You can change mode anytime it is the Player's turn. (While watching a Computer vs. Computer game, you can switch to another mode by holding down **ENTER** on the left hand controller. After the current move is complete, you can select a new mode.)

SELECT LEVEL

Press **CLEAR** on the left hand controller until the level you want appears in the upper right of the screen. There are 8 levels. You can change level at anytime during a game when it's your turn. (Note: The level does not affect Player vs. Player games.)

On level 1, the computer makes its moves quickly and plays a simple game of Chess. As the level increases, so does the skill of the Computer and the time it takes to make a move. Warning: On levels 4 and above, the computer can take hours or even days to make one move!

MAKING A MOVE

Use the **DISC** to move the cursor over the board. When the cursor is over the piece you want to pick up, press either **TOP SIDE KEY** on either hand controller. The piece flashes. Pressing the **DISC** now moves both the cursor and the piece.

Once you have positioned the piece over the desired square, press any **TOP SIDE KEY** to set it down. If the move is not legal, you will hear a buzz and see a question mark on screen. The piece will return to its original position. If the move is legal, it is now your opponent's turn. The computer keeps track of legal moves for all pieces, even during a Player vs. Player game.

If you decide you don't want to play the piece you have picked up, press the **LOWER LEFT SIDE KEY** on either hand controller before you set it down. The piece will return to its last position.

Note: If you have selected Computer vs. Computer, the computer will wait for you to make the first move. From then on, the computer makes all moves. You may make the first move, or you can force the computer to make the first move by pressing **B** on the left hand controller (computer takes your next move).

CAPTURING

When you set down your piece on a square occupied by an opposing piece, the captured piece disappears from the board. Captured pieces are shown at the side of the screen.

CASTLING

When this move is legal, move the King two squares towards the Rook. The move then takes place automatically.

PAWN PROMOTION

When a pawn reaches the other side of the board, select any piece by pressing any number from 1 to 6. You can promote to a queen (number 5) or you can underpromote.

EN PASSANT

When this move is legal, move the Pawn to the proper square and the opposing pawn will be automatically removed.

CHECK & CHECKMATE

When a player or the computer is in check or checkmated, this information appears on screen automatically.

STALEMATE

When a player or the computer has no legal move and is not in check, the word STALEMATE appears on screen.

SCREEN SAVER

To prevent damage to your television screen, the screen will go blank after about 4 minutes if nothing onscreen has changed. The picture returns when you press any **KEY** or the **DISC**. If the screen goes blank during the computer's turn, the computer will continue to consider its move. The picture returns as the computer moves.

RETRACT

Press **9** on the right hand controller to take back the last move. There is a slight delay, then the last piece moved returns to its previous position. You can press **9** repeatedly until you return to the beginning of the game or to the first move of a special board set up.

REPLAY MOVE

After you retract a move (see above), press **ENTER** on the right hand controller to replay it. You can press **ENTER** repeatedly to replay all of the moves you retracted.

TRADE PLACES WITH COMPUTER

Press **B** on the left hand controller at anytime during a Player vs. Computer game to trade places with the computer (notice that the P and C in the upper left of the screen reflect who is black and who is white).

Press **B** at the beginning of a game to take black (the computer automatically plays black if **B** is not pressed), or during the game if you need help and want to see what the computer would do in your situation. Press **B** to switch back.

REVERSE BOARD

Black is normally at the top of screen, white at bottom. Press **7** on the left hand controller to reverse the board, black at the bottom, white on top.

SET UP A SPECIAL BOARD

Press **7** on the right hand controller to alter pieces on the board. Delete pieces by moving the cursor to a square and pressing **0** on either hand controller (clear the entire board by pressing **CLEAR** on the right hand controller). Add pieces by moving the cursor to a square and pressing a number from 1 to 6 on either hand controller to correspond to one of the six possible chess pieces:

- | | |
|------------|------------|
| 1 — BISHOP | 4 — KNIGHT |
| 2 — ROOK | 5 — KING |
| 3 — QUEEN | 6 — PAWN |

Press a number once for a white piece, twice for a black piece. When the board is set up as you want, press **7** again on the right hand controller. If you have set up a legal board situation, play will resume with clocks and number of moves reset to zero. A yellow ? will appear if the board setup is illegal. Correct the board and press **7** again. Note: You cannot set up a situation that would lead to check or checkmate on the first move.

FORCE MOVE

Press the **LOWER RIGHT SIDE KEY** on either hand controller to force the computer to make the best move it has found so far. If an H appears onscreen (HOLD), the computer has not yet found any move. Press the **LOWER RIGHT SIDE KEY** again to have the computer continue looking.

TIMING OPTIONS

Clocks appear onscreen for both black and white, showing total time spent on moves for each player. You can turn the clocks off by pressing **B** on the hand controller twice. Press **B** again to turn them back on.

NEW GAME

Press **9** on the left hand controller to start a new game using the previous game's mode and level. To switch to Checkers or Backgammon, press **RESET**.