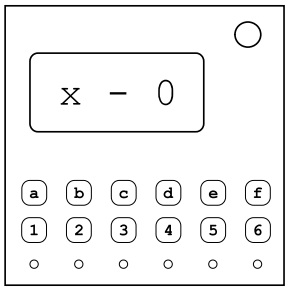
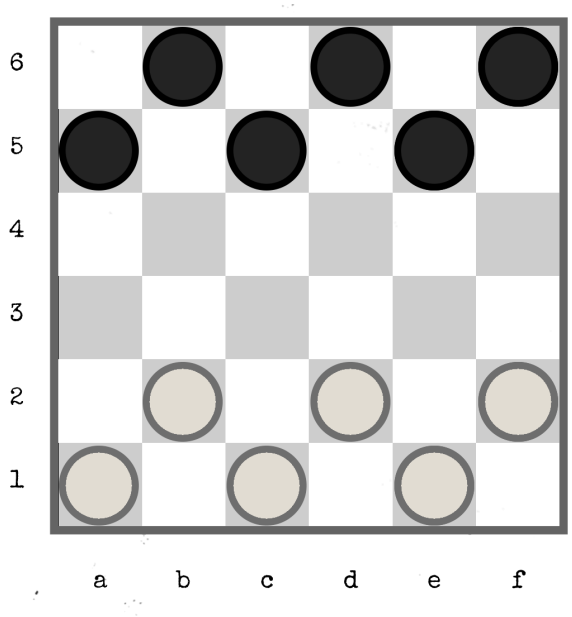
On the Subject of Not Chess



This ain't chess, it's a computer.

This module takes place on a 6×6 checkerboard, shown to the right. You play as white, while the computer plays as black.

- Pieces (or men) move diagonally forward one square at a time.
- You can only move onto an empty dark square.
- If an opponent's man is diagonally adjacent, and the square immediately beyond it is empty, you can jump over it and capture it.
- Captures are mandatory — if you can jump, you must.
- Multiple jumps are allowed in a single turn.
- When a man reaches the last row, it becomes a king. Kings can move and capture both forwards and backwards.
- You win by capturing all of your opponent's men or blocking them so they have no legal moves.



Every 108 seconds, you must use the buttons to make your move. From the moment the alarm sounds, you will have 40 seconds make any valid move on the checkerboard.

The time remaining is calculated by taking the displayed letter's alphabetic position (A0–Z25), multiplying it by 10, and adding the displayed number.

Enter your move by pressing the letter and number buttons to input the starting and ending coordinates. (Most moves require two coordinate entries, though additional inputs may be needed if multiple captures occur in the same turn.)

On every move after the first, your opponent will also move a man. The start and end positions of the opponent's move are indicated by the LEDs at the bottom of the module, with a short pause between them. The green LED shows the file (a–f), while the red LED shows the rank (1–6). If a yellow LED lights up, it indicates that the rank and file are the same (e.g., a1, b2, etc.).

When approximately 40% of the bomb's modules are solved, when the timer reaches three minutes, or when either player has no remaining moves, the LEDs at the bottom of the module will light up solid. At this point, use the tables on the next page to enter two coordinates to disarm the module.

First coordinate:
White men remaining

0	The location of the black man which captured the last white man.
1	If it is in rank 4 or below and there is a black man, file a in the rank corresponding to the number of black checkers. Otherwise, d4.
2	If there is exactly one black man diagonally touching both white men, its coordinate. Otherwise, c5.
3	If there is exactly one kinged man, its coordinate. Otherwise, f2
4	The square with the same rank and file which have no men within them. If there arenone or multiple, e5.
5	The square on which a white man began on, which has no man on it now. If there are none or multiple, a1.
6	a5.

Second coordinate:
Black men remaining

0	d4.
1	Its position.
2	The coordinate of the midpoint between the two men, only if it falls on a square of the board. Otherwise, f2
3	If all three men are diagonally touching, the coordinate which lies at the midpoint of their arrangement. Otherwise, a1.
4	File a in whichever rank has the most black men. If tied, a5.
5	Rank 5 in whichever file has a unique number of black men. If there are none or multiple, c5.
6	If there are 3 or fewer white men, the coordinate obtained by using the number of white men in this table. Otherwise, e5.

Note: This checkers game follows American Checkers/English Draughts rules. In this variant, backwards captures by men (not kings) are illegal. Additionally, kings may only move one square at a time. This variant differs from the International Draughts rules, where backwards captures by men are legal, and kings may move any number of squares.