

NOVAG® SOLO

Instruction
Mode d'Emploi
Bedienungsanleitung

INSTRUCTIONS FOR THE NOVAG SOLO

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1. GENERAL HINTS:


Playing with this NOVAG chess computer is very simple. However we recommend reading the instruction before starting to play. This chess computer runs on 4x1,5V UM4-type (or "AAA" size) alkaline batteries (not included). Do not use ordinary batteries as they will result in irregular performance. To insert the batteries, open the "BATTERY DOOR" on the bottom of the unit and place the batteries as indicated by +/- signs. A set of new batteries runs approx. 1000 hours.

2. NOTES:

Numbers and Symbols explanation:

Numbers/Symbols	Explanation
6	King
5	Queen
4	Rook
3	Bishop
2	Knight
1	Pawn
x	capture
ep	capture en passant
=	draw
+	check
♯	checkmate
LL LL	white move indication
rr rr	black move indication
קק קק	error indication

3. GETTING STARTED:

Set up the chess pieces on the accompanying board with you playing White. Switch on the NOVAG chess computer and you will see this display: , which means you are now ready to play the White side.

4. NOTATIONS:

The moves of your NOVAG SOLO are indicated in standard algebraic notation. The columns (known as files) are labelled A, B, C, . . . , to H. The rows (known as ranks) are labelled 1, 2, 3, , to 8. Each square is known by its column and its row or its file and its rank in that order.

5. MAKING A MOVE:

The first 2 rows of keys of your NOVAG SOLO are the rank and file keys labelled A1, B2, . . . through to H8. To move a piece in the computers memory from one square to another you have to press four keys. The first two presses specify the file and rank, in that order, of the square that the piece starts from. The third and fourth presses specify the file and rank, in that order, of the square that the piece moves to.

For Example: To enter the move from the square "E2" to the square "E4" press the key with "E" on it then the key with "2" on it. You have entered the first part of your move, now do the same for the second part i.e. "E4". The moment that you press the last key the chess computer will immediately begin to compute its reply, that is if your entry is a legal one.

The NOVAG SOLO is programmed in accordance with all international chess rules and does not accept nor make illegal moves. If you entered an illegal move you will see this display: `?? ??` . Simply re-enter your move correctly.

If you started wrongly and wish to cancel your move you will have to keep pressing any key until you see this display: `?? ??` . You may then enter your move again. If you accidentally enter a move other than the move you intended the computer will immediately start to computer a reply. Wait for the computer to reply then use the TAKE BACK facility (see section 8). Then you may enter your move again.

6. GAME FEATURES:

The NOVAG SOLO understands all the chess rules and will execute them correctly. Please refer to chess literature for the full explanation of these chess terms.

a) **Castling:**

Castling is only indicated by the King's move, please move the Rook on your board to its correct position. For example: castling kingside for White E1G1.

b) **En passant:**

If you or the computer make an en passant capture, do not forget to remove the captured pawn.

c) **Pawn Promotion/-Underpromotion:**

The computer would always promote its Pawn to a Queen. If you wish to promote your Pawn then you must advance it to the 8th rank when the computer will automatically promote your Pawn to a Queen and begin to compute its own counter-move.

If you wish to promote your Pawn to a Knight, Bishop or Rook, or underpromote – as the rules of chess allow, you must wait until the computer completes its counter-move. TAKE BACK the computer's move (see section 8a) and use POSITION SET-UP (see section 9d) to replace the Queen with the piece of your choice. After completing the modification press the "ENTER" key and the computer will compute a new response taking into account your underpromoted piece.

7. CHECK/MATE/STALEMATE:

- When the computer puts your King in check, you will see the symbol "+" on the display.
- Checkmate is indicated by the symbol "♁" at the end of the game.
- If your computer cannot make a legal move the result will be a stalemate draw and you will see the symbol "≡" on the display.

8. TAKE BACK/CHANGING SIDES:

a) Take back:

If you make a move which is legal but weak and you wish to retract it (not normally allowed in chess but your computer is also a learning aid) this is achieved as follows:

The computer will compute its response to your weak move. When it has finished press the "TAKE BACK" key once to take back the computer's move. Press the "TAKE BACK" key a second time to take back your weak move. You may now resume your game entering a new and hopefully stronger move - don't forget to move the pieces on your board and replace any captured pieces!- Use "FIND" (see section 9c) to verify the position if in doubt. If the computer makes a weak move or if you want to retract its move to underpromote, (see section 6c) simply use the "TAKE BACK" key just once. NOTE: you may only take back the last move for each side.

b) Changing sides:

If you wish the computer to begin the game making the first move for White press the "NEW GAME" key then the "ENTER" key. The computer will begin to compute the opening move for White.

If you wish to change sides during a game press "ENTER" when it is your turn to move. The computer will compute for your color and you may continue the game playing the other side. This operation may be performed any number of times during a game. Repeated use of the "ENTER" key lets the computer play against itself.

9. SPECIAL FUNCTIONS:

a) New Game:

Press "NEW GAME" every time you switch the computer on or whenever you want to commence a new game. The previous game is cancelled and in the computer's memory all pieces are now in the opening position.

b) Setting levels of skill:

Your NOVAG chess computer has 8 skill levels. When the computer is first switched on or immediately after the "NEW GAME" key has been pressed the computer is automatically switched to level 1. If you wish to play a stronger level, before making the first move press the key marked "LEVEL". Then press the rank/file key bearing the number corresponding to the required level. Press "ENTER" to exit the level setting mode.

If you want to change the level of skill during a game, use the above procedure when it is your turn to move.

If you want to check which level the computer is set to press "LEVEL" and the display will indicate the current skill level. Press "ENTER" to exit the level setting mode without altering the level.

c) **Verifying position:**

To verify that your board position is correct press the "F" key then press "ENTER". You will then be in the "FIND" position mode and the location of the White King will be displayed in a coded form, which will become clear as you read this section. The "FIND" mode enables you to ask the computer the position of any chosen piece. The method is to select Black or White by using the keys labelled "G7" and "H8", under which you will see the Black and White squares respectively and to select the chosen piece, Pawn through King, by using the keys labelled "A1" from "F6" above which you will see corresponding piece symbols.

For example: If you wish to find the position of the White Queen press "F" and "ENTER" to select the "FIND" mode. Press "H8" for White, "E5" for Queen and if the pieces were in their initial positions you will see the display `L5D1`. The leading figure "L" tells you the piece is White, the "5" tells you it is a Queen and the "D1" tells you that the White Queen is on square "D1". Now press the "G7" key for Black and you will see the display `75D8`. The leading symbol "7" indicates Black and the remaining display indicates Black Queen on square "D8".

Now press the key "A1", the display will change to `71H7` where now the "1" indicates a Pawn and the whole display indicates Black Pawn on "H7". Now press "A1" again, the display will change to `71G7` indicating a Black Pawn on "G7" and each time

you press the "A1" key you will find the position of any further Black Pawns until the display changes to `71- -` indicating all Pawns displayed. Same goes for White color.

Thus you can see that by pressing the keys "G7" and "H7" you can choose the color. By pressing "A1" and "F6" you can choose your piece and by repeated pressing of the same piece key you can find all the pieces of your chosen color and type. If there are no pieces of the type which you are searching for, the display will immediately show the two bars i.e. `- -` after the color/piece code to indicate no such piece present.

To exit "FIND" mode press "ENTER" and note all other actions involve only the piece and color keys.

d) **Setting up a position:**

This mode is used to create board positions for problem solving from board diagrams in newspapers etc. or for experimenting with positions from previous games from which you may have written down or remembered a position.

The procedure is as follows: Press "E5" and "ENTER". The display will show `EP- -`, you are now in the "ENTER POSITION" mode. If you now merely wish to alter a position by adding pieces or deleting pieces proceed as follows:

TO ADD: Just select color then piece by using keys "A1" through "F6" for Pawn through to King. For example you wish to create a White Rook on square "C1". You would press "H8" for White, "D4" for Rook and "C3" followed by "A1" for the square. The display will now show L4C1. You can tell the computer about all the other pieces with choosing Black and White and piece symbols independently until your position is complete. To exit the "ENTER POSITION" mode use the "ENTER" key. You should now use "FIND" mode to check that you have entered the position correctly.

TO DELETE: In the "ENTER POSITION" mode press "CL" then use the keys "A1" through "H8" to address the square you wish to clear. For example to clear the square "C6" press "CL", "C3" and "F6". The display will show L C6 indicating no piece on "C6".

NOTE: It is not required to specify the type or color of the piece deleted, only the square.

CLEARING THE BOARD

If you wish to clear the entire board this can be done simply. In the "ENTER POSITION" mode press "CL" and "ENTER". The whole board is cleared and the display will show EP - - again.

NOTE: This procedure can be followed any time in "ENTER POSITION" mode. For example to restart position entry if you have made a mistake.

CONTINUING THE GAME

When you have entered your position and are satisfied that it is correctly entered and pressed the "ENTER" key to return to the "PLAY" mode, the display will show LL LL indicating White's turn to move. You may now either enter a move or press the "ENTER" key again to cause the computer to make the move for White. If you wish to resume play from your entered position with Black to make the next move press "G7" and "ENTER". The display will show RR RR indicating Black's turn to move. You may either move for Black or press "ENTER" to have the computer move for Black.

e) Move suggestion:

The computer can suggest moves if you are not sure how to continue your game, which is a great tutoring feature. When it is your turn to move press "ENTER" and the computer will calculate a suggested move. If you do not accept the suggested move you may make a move of your own choice by taking back the suggested move. If this is the case press "TAKE BACK" and enter the move of your choice.

10. CARE OF THE NOVAG CHESS COMPUTER:

Dirt and dust may be removed with a soft cloth. Do NOT use any chemical solvents or water on the set. Any damage caused by their use invalidates the warranty.

11. TECHNICAL INFORMATION:

- Program Size 2 KByte ROM
192 Byte RAM
 - CPU clock speed 8 Mhz
 - Conductive Rubber Keyboard System
 - Power Consumption 6V DC 5 ma
 - Battery Operated 4 x 1,5V UM-4
type (or AAA
size)
 - 8 Levels
 - Take Back 2 halfmoves
 - Large LCD Display
 - Showing Move, Checkmate, Check,
En Passant, Capture,
 - Draw etc.
 - Set Up and Verify
 - Minature Size: 55mm (W) x 95mm (L) x 18mm (H)
 - Weight: 60 grams without batteries.
-
- Packed in printed gift box

All data subject to change without notice

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