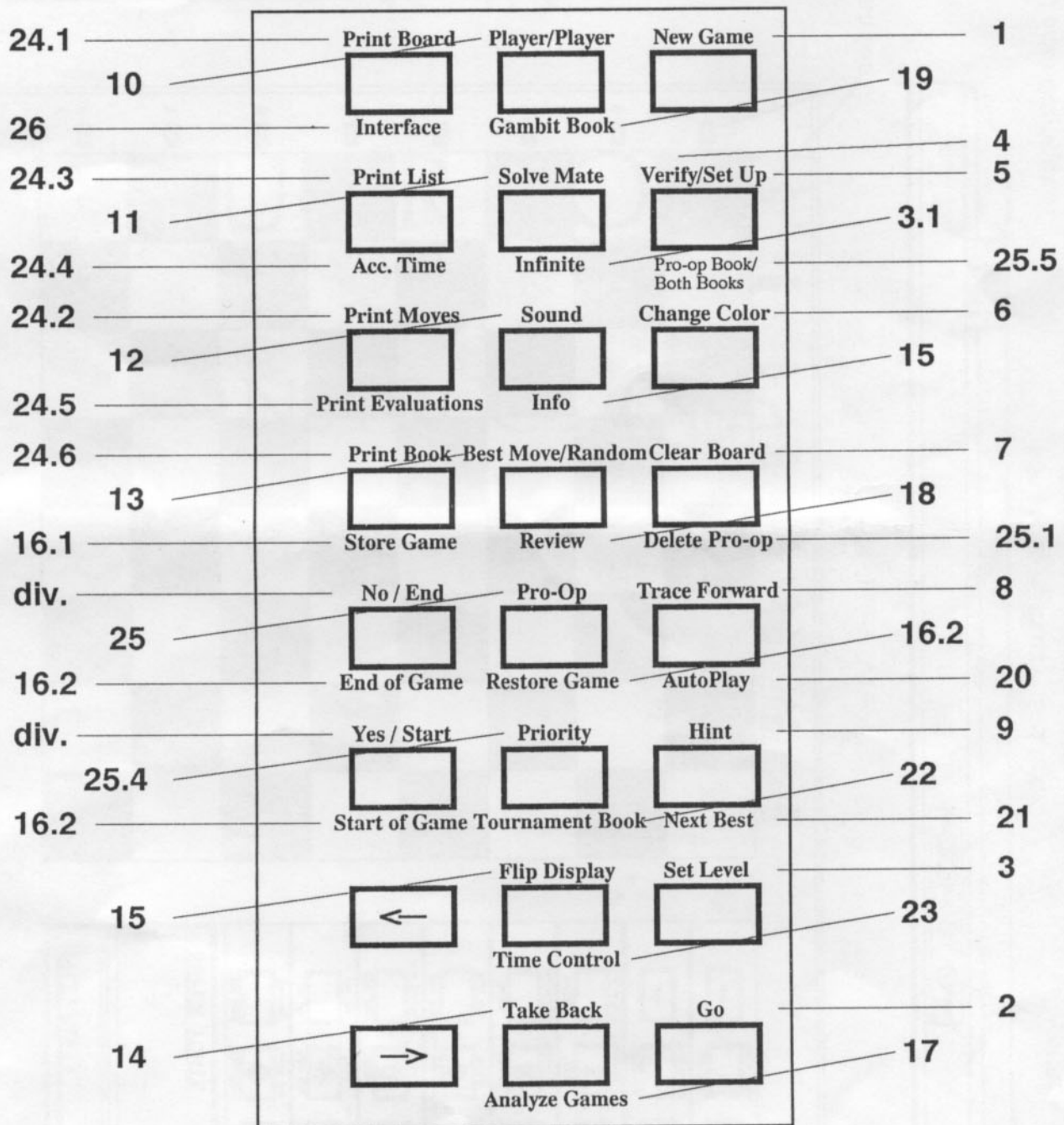


NOVAG®

SUPER FORTE

INSTRUCTIONS

NOVAG SUPER FORTE



The description of the function keys is listed under the marked reference numbers.

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I Playing the SUPER FORTE

For those who wish a quick game without having to use all the special functions of the **SUPER FORTE** , please follow the instructions below ;

Insert adaptor plug into the socket marked "8.5 V" and switch **ON** the **SUPER FORTE**.

- Step 1 Press New Game
- 2 Set up all the chess pieces on the chessboard in the starting position.
- 3 Press Set Level
- 4 Gently press on the piece standing on the square a1 (White Rook) , this will set the **SUPER FORTE**'s playing skill to the lowest of the regular levels. If this is still too strong for you please refer to the section on setting levels to select a training level.
- 5 Press Go to leave the level setting mode.

You may now begin to play the White side against the **SUPER FORTE**. To make a move press gently on the piece that you wish to move (you may also lift up the piece you wish to move and press with your finger on the square that it stood on) then lift up this piece and place it on the square that you wish it to go to and press gently on that square. The **SUPER FORTE** will begin computing its counter move if your move was a legal one. Illegal moves are not accepted and the **SUPER FORTE** will beep 3 times and show [error] on the LCD. When executing a capturing move please remove the captured piece first before moving your piece to that square.

When the **SUPER FORTE** is ready to move it will beep and light up the row and the column LEDs that indicate the square that it wish to move **FROM**. For example if the **SUPER FORTE** wishes to make a move from E2 to E4 the row LED marked 2 and the column LED marked E will be lit. You must execute this move for the **SUPER FORTE** by pressing on the piece standing on the square E2 after which you should see the LED marked 4 light up. This means that the **SUPER FORTE** wishes to move the piece on E2 to this square E4. Please pick up the piece on E2 and move it to the square E4 then press gently on this square to complete the move. Please remember to remove the captured pieces first if making a capturing move for the **SUPER FORTE**.

Promotions / Underpromotions

SUPER FORTE promotes The LCD will show the piece that the **SUPER FORTE** wishes to promote to and the square where this promotion takes place. Please exchange this piece with the pawn and put it onto the lit **TO** square.

When you promote The LCD will show [pro piece ?] and you will have to press one of the four possible piece keys to indicate your choice. Please exchange your pawn with the piece that you have selected.

NOTE : If you wish to play the Black side , press New Game then set up the pieces so that the Black pieces are in front of you and the White pieces are on the opposite side of the board. When the **SUPER FORTE** is ready to start i.e. LCD showing [01] press the Change Color key then Go and the **SUPER FORTE** will make a move for White but playing from the top of the board.

II The Basics

a. MAKING MOVES

Making a move on the **SUPER FORTE** is simplicity itself, gently press on the piece you wish to move then pick it up and put it down on the square that you wish it to move to and press gently on that square to register your move, of course illegal moves are not accepted and the **SUPER FORTE** will beep 3 times and will also flash the error message on the LCD.

When the **SUPER FORTE** is ready to move it will beep and light up the row and the column LEDs that indicate the square that it wish to move **FROM**. For example if the **SUPER FORTE** wishes to make a move from **E2** to **E4** the row LED marked 2 and the column LED marked E will be lit. You must execute this move for the **SUPER FORTE** by pressing on the piece standing on the square **E2** after which you should see the LED marked 4 light up. This means that the **SUPER FORTE** wishes to move the piece on **E2** to this square **E4**. Please pick up the piece on **E2** and move it to the square **E4** then press gently on this square to complete the move. Please remember to remove the captured pieces first if making a capturing move for the **SUPER FORTE**.

b. COMPUTING

When the **SUPER FORTE** is computing a move it will flash an "*" on the left of the LCD.

c. CAPTURING MOVES

When capturing please remove the captured piece first then move your piece to occupy that square. Please do the same when making a capture for the **SUPER FORTE**.

d. ILLEGAL MOVES

The **SUPER FORTE** will indicate all errors by making 3 beeps and flash an error message on the LCD. For errors that need your attention the LCD will show the piece and the square, please correct the error as indicated. However, most errors will not need any assistance from you.

e. CASTLING

According to the rules of chess you must first move the King then the Rook to complete this move. Make this move for the King first and the **SUPER FORTE** will request you to complete this move by pressing on the square where the Rook is standing then moving it next to the King and pressing on that square.

f. EN PASSANT PAWN CAPTURE

If you or the **SUPER FORTE** makes an en passant capture (please refer to chess literature if you do not understand this chess rule) you must remember to remove the captured pawn as indicated by the **SUPER FORTE** and you must press gently on this square to complete this move.

g. PROMOTION / UNDERPROMOTION

If one of your pawns reaches the 8th rank the **SUPER FORTE** will show this message on the LCD [pro piece ?] please press the appropriate piece key to enter your choice of promotion.

II The Basics (continued)

- h. **STALEMATE / DRAW** A stalemate draw is announced on the LCD with the appropriate message ;
[stale mate] no legal moves therefore draw
[draw 3rd] position repeated 3 times
[draw 50] 50 moves made without capture
- i. **CHECK and CHECKMATE** Check announcements are made with the + sign on the right side of the LCD. Checkmate will be indicated on the LCD with [checkmate].
- j. **EARLY MATE ANNOUNCEMENTS** The **SUPER FORTE** will always announce mate if it sees it and will show the number of moves to mate on the LCD for example [mate in 2]
- k. **RESIGNS** The **SUPER FORTE** will recognize positions where it is lost or seriously behind in material and will resign the game showing [resign] on the LCD. You may reject this resignation and play on but please note that the **SUPER FORTE** will only resign once per game.

When you are about to checkmate the **SUPER FORTE** it will not resign and spoil your moment of glory.

III Control Panel

1. New Game

This will reset the board to the starting position and the **SUPER FORTE** immediately verifies the board indicating on the LCD where the pieces should be standing and where there should not be any piece standing. However, you do not need to follow the sequence indicated but may freely place all the pieces on their respective squares until the LCD shows [01] which means that all the pieces are now in their starting position and you are now ready to play.

2. Go

This key is used in conjunction with many of the **SUPER FORTE**'s special functions and normally acts as an exit key.

Main uses :

- i. Make the **SUPER FORTE** compute for the color to move
- ii. Exits from Verify
Setup
Set Level
Print Board or List
- iii. Starts the Solve Mate search
- iv. Starts autoplay if selected

3. Set Level

The **SUPER FORTE** has 65 selectable levels and they are divided into groups to suit every type of player :

- 15 tournament levels - strictly keeping to the time control and will not exceed the time allowed
- 1 user select level - you may select any time control that you wish to play with and may select different controls for White and Black
- 8 sudden death levels - clocks count down and whichever side that does not complete the game within the time allowed is considered lost and the **SUPER FORTE** will indicate on the LCD [overstep]
- 16 fixed time levels - every move must be made within the time allowed for every move e.g. 2 seconds a move means that you will not be allowed to use more than 2 seconds per move
- 5 novice levels - the **SUPER FORTE** will restrict its search so that it will deliberately play weaker to accommodate the beginner
- 19 fixed depth levels - for really deep analysis and the **SUPER FORTE** will search the number of moves as selected by you up to 19 half moves deep
- 1 infinite level - will force the **SUPER FORTE** to compute on and on until a mate is found or if there is only one move in the position or if you press GO to terminate the search

III Control panel 3. Set Level (continued)

There are two ways to select a level :

- a. by pressing the Set Level key as many times as necessary until the LCD shows the desired level.
- b. by pressing gently on the square corresponding to the level that you wish to set (LCD will show the level number).

Please refer to the charts on pages 6 & 7 for the particulars of all the levels.

Level 16 - User set level

This level is for you to set whatever time control that you wish for White and may even select a different one for the Black side.

Key sequence : Set Level -> (select level 16) -> Time control ->
-> (use <- or -> keys to change number of moves) ->
-> Yes -> (use <- or -> keys to change time in minutes) ->
-> Yes

To alter the settings in level setting 16 press <- to decrease the number that is flashing or -> to increase that number.

E.g. To set a time control of 30 moves in 1 hour

[m 00]	Press -> three times to change the 0 to a 3 then press Yes
[m 30]	Press Yes to accept the flashing 0 without change
[t 00:00]	Press Yes to accept the first flashing 0
[t 00:00]	Press -> once to change the second flashing 0 to a 1 then press Yes
[t 01:00]	Press Yes to accept the third flashing 0
[t 01:00]	Press Yes to accept the fourth flashing 0

After following the above sequence you will have set the time control for 30 moves in 1 hour.

3.1 Infinite

This level is for analysis only and the **SUPER FORTE** will compute continuously without stopping to play a move unless the conditions below are met ;

- (i) a mating combination is found , the **SUPER FORTE** will play this move and announce mate on the LCD
- (ii) there is only move possible in the position

Key sequence : Set Level -> Infinite -> Go

NUMBERING SYSTEM FOR THE SELECTION OF PLAYING LEVEL ON THE CHESSBOARD

8	8	16	24	32	40	48	56	64
7	7	15	23	31	39	47	55	63
6	6	14	22	30	38	46	54	62
5	5	13	21	29	37	45	53	61
4	4	12	20	28	36	44	52	60
3	3	11	19	27	35	43	51	59
2	2	10	18	26	34	42	50	58
1	1	9	17	25	33	41	49	57
	A	B	C	D	E	F	G	H

The **SUPER FORTE** has 65 selectable levels and they are divided into groups to suit every type of player :

- 15 tournament levels - strictly keeping to the time control and will not exceed the time allowed
- 1 user select level - you may select any time control that you wish to play with and may select different controls for White and Black
- 8 sudden death levels - clocks count down and whichever side that does not complete the game within the time allowed is considered lost and the **SUPER FORTE** will indicate on the LCD [overstep]
- 16 fixed time levels - every move must be made within the time allowed for every move e.g. 2 seconds a move means that you will not be allowed to use more than 2 seconds per move
- 5 novice levels - the **SUPER FORTE** will restrict its search so that it will deliberately play weaker to accommodate the beginner
- 19 fixed depth levels - for really deep analysis and the **SUPER FORTE** will search the number of moves as selected by you up to 19 half moves deep
- 1 infinite level - will force the **SUPER FORTE** to compute on and on until a mate is found or if there is only one move in the position or if you press GO to terminate the search

LEVEL CHART

Level	Time Control		Average time/move	Level	Square	Moves	Time/Move	Half Moves
	Square	Moves						
1	a1	60	5.00 sec	33	e1	per move	1 Hr.	1-0 **
2	a2	40	7.50 sec	34	e2	per move	2 Hr.	1-1 **
3	a3	60	30.00 sec	35	e3	per move	3 Hr.	1-2 **
4	a4	30	60.00 sec	36	e4	per move	4 Hr.	1-3 **
5	a5	30	2.00 min	37	e5	per move	5 Hr.	1-4 **
6	a6	40	2.25 min	38	e6	per move	6 Hr.	1
7	a7	40	3.00 min	39	e7	per move	8 Hr.	2
8	a8	40	3.75 min	40	e8	per move	10 Hr.	3
9	b1	60	3.00 sec	41	f1	beginner		4
10	b2	40	15.00 sec	42	f2	beginner		5
11	b3	40	45.00 sec	43	f3	beginner		6
12	b4	40	90.00 sec	44	f4	beginner		7
13	b5	40	2.50 min	45	f5	beginner		8
14	b6	45	3.30 min	46	f6	beginner		9
15	b7	40	18.00 min	47	f7	beginner		10
16	b8	40	15.00 sec*)	48	f8	beginner		11
17	c1	total game	3 min	49	g1	beginner		12
18	c2	total game	5 min	50	g2	beginner		13
19	c3	total game	10 min	51	g3	beginner		14
20	c4	total game	15 min	52	g4	beginner		15
21	c5	total game	30 min	53	g5	beginner		16
22	c6	total game	60 min	54	g6	beginner		17
23	c7	total game	90 min	55	g7	beginner		18
24	c8	total game	120 min	56	g8	beginner		19
25	d1	per move	2 sec	57	h1	beginner		20
26	d2	per move	5 sec	58	h2	beginner		21
27	d3	per move	10 sec	59	h3	beginner		22
28	d4	per move	15 sec	60	h4	beginner		23
29	d5	per move	30 sec	61	h5	beginner		24
30	d6	per move	60 sec	62	h6	beginner		25
31	d7	per move	120 sec	63	h7	beginner		26
32	d8	per move	180 sec	64	h8	beginner		27
*) Preset time/moves combination can be changed at any time					**) The first figure is depth search and the second is mate announcement			

III Control panel (continued)

4. VERIFY

Key sequence : Verify -> (select color) -> any piece key ->
-> (adjust misplaced piece , if any) -> Go

To check if the position on the board is exactly the same as that held in the **SUPER FORTE's** memory , press the Verify key once. If any piece is misplaced or if a square which contains a piece is in fact empty the **SUPER FORTE** will immediately indicate the action require to clear up this error. If the square should be vacant the LCD will just show the name of the square e.g. [ver _d4]. However , if a square is empty but should contain say the White knight then the LCD would show [ver N_f3] which will require you to put a White knight on the square f3.

To check the location of all the White pawns press the key with the Pawn symbol besides it but first making sure that the color indicated on the LCD is correct (if verifying for White side the LCD should show this symbol "_"). Likewise do the same for all the pieces for both colors to check if the whole position matches that in the **SUPER FORTE's** memory.

SETTING UP A SPECIAL POSITION

Key sequence : .Verify/Setup -> Verify/Setup -> (Clear Board) ->
-> set up special position -> Go

After the second press of the Verify/Setup key you will be in the Setup mode and you may now clear the board of all the pieces by pressing the Clear Board key. However , if the current position is only slightly different from the one that you wish to set up there is an easier method to do so , please refer to third example below. .

Notation : To show White Pawn on d4 LCD [set P_d4]

To show Black Knight on f6 LCD [set N_f6]

E.g. To place a White King on the board

- (i) make sure that the LCD is showing "_"
- (ii) press the key that has the symbol of the King beside it
- (iii) place the White King on the centre of any square that you wish and press gently

E.g. To place a number of Black Pawns on the board

- (i) make sure that the LCD is showing the top dash (see notation)
- (ii) press the key that has the symbol of the Pawn beside it
- (iii) place any number of Black pawns on the board , gently pressing on their respective squares.

E.g. To move a piece from one square to another

- (i) press gently on the piece that you wish to move and lift it up
- (ii) put it down onto any square that you wish , pressing gently

Any legal position may be set up using the above procedure. The **SUPER FORTE** does not permit the setting up of illegal positions or where there are more than the number of pieces prescribed for a normal game of chess. For example 9 pawns of the same color , 5 bishops of the same color and all similar cases will not be permitted.

III Control panel (continued)

6. Change Color

This key has three functions:

- (i) When in Verify or Setup modes this changes the color for the entry or verification of the board position.
- (ii) When pressed before the start of a new game (after pressing New Game) this will reverse the board with White playing down the board, therefore please put the White pieces on the top of the board and the Black pieces in front of you.
- (iii) When pressed at any time during a game (except when the **SUPER FORTE** is computing) you will be asked to confirm if you wish to change sides ? [chn color ?]. You will have to press the Yes key to confirm that you wish to do so otherwise press the No key to continue your game. Warning : This will erase all the moves in the game history if you accept the change.

7. Clear Board

This key has three functions:

- (i) When in Setup mode this will clear the entire board
- (ii) When in the Pro-Op mode this will delete your special book
- (iii) When pressed at all other times this will act as a clear entry key

8. Trace Forward

Key sequences :

Restore game	Set Level -> Start of Game -> Yes/No
Final position	Set Level -> End of Game -> Yes/No
See move list	Press -> to scroll forward till end of game Press <- to scroll backward till beginning of game
Trace Forward	Trace Forward -> press on the square indicated on LCD -> -> press the lit TO square -> -> (if capture , remove captured piece)

To use this key it is best to first restore the game to the starting position. If you started the game from a special set up position then the Restore game key sequence will return you to that special position.

III Control panel (continued)

9. Hint

Pressing this key :

On your move - this will show up to 8 half moves ahead the best variation that the **SUPER FORTE** computed the move previously. This will usually be quite a good variation and you may use this as your guide. Press this key until the entire variation is displayed.

While computing - the **SUPER FORTE** will always display the best variation that it has found so far and this will constantly change according to the circumstances. Press this key until the entire variation is displayed.

Note : The coordinates of the **FROM** and the **TO** squares will flash alternately while in the Hint mode to show the best move found so far.

10. Player/Player

When this mode is entered (2 beeps) the **SUPER FORTE** takes no part in the game unless instructed by Go. A chess game between two parties could then be played or a chess game entered for processing by a personal computer (see 26 **INTERFACE**). All moves are checked for legality and the **SUPER FORTE** may be called upon to compute for the side to move. This mode may be selected at any time except while the **SUPER FORTE** is computing.

11. Solve Mate

Key sequence :

Mate problems	Solve Mate -> (number of moves to mate) -> Go
Alternative solutions	*After mate solution is found -> Next Best -> -> Take back move as indicated

Before selecting this function please set up your problem position. Then press Solve Mate, the LCD will show the current number of moves to mate and you may press the Solve Mate key until the LCD shows the correct number then press Go to begin the mate search. You may also select the number by placing a piece on the square corresponding to the number that you wish to select e.g. to select 6 put the piece on a6,b6 etc.

If you suspect that the mate problem has an alternative solution you may use the key sequence described above.

12. Sound

The switches off the sounds that the **SUPER FORTE** makes when indicating moves or errors. Therefore you must pay careful attention to the LCD when this is OFF. However, the **SUPER FORTE** always beeps when it has computed a move to request you to complete this move for it and this cannot be switched OFF. Pressing the New Game key automatically sets Sound ON.

III Control panel (continued)

13. Best Move / Random

Selecting this mode will force the **SUPER FORTE** to randomly choose between 2 or more moves which are almost equal in their evaluation. Games of great variety may be played using this mode.

14. Take Back

Key sequence : Take Back -> press the piece on square indicated ->
-> place piece on next lit square and press gently ->
-> (replace any piece captured if any as indicated by the message on the LCD)

If you made a mistake and wish to retract your move you may press the Take Back key and follow the above sequence. There is no limit to the number of moves that you may retract but you must remember to replace the captured pieces, castling etc. whenever indicated by the **SUPER FORTE** on the LCD.

15. Flip display - Info

Key sequences :

See information Set Level -> Info -> Go

Fixed window on Flip Display ->
one display mode -> (and press again until display correct)

If the **INFO** mode is selected, you will be able to observe how the **SUPER FORTE** compute a move with the evaluation changing as it goes deeper into a position. The LCD will display various information retaining each display for a short while before going to the next and cycling through until the best move has been found.

Order of display for **INFO** mode:

- i. Time for both sides
- ii. Move list
- iii. Accumulated time for side to move and time used for this move so far
- iv. Best move and evaluation
- v. Depth reached in half moves and iteration count
- vi. Number of nodes, variations searched

To fix a certain display so that it will always show on the LCD press the Flip Display key until the information you want is on the LCD. The **SUPER FORTE** will then use this at all times until you select another display or if you press New Game.

III Control panel (continued)

16. STORE GAME - RESTORE GAME

16.1 Store Game

Key sequence : Set Level -> Store Game -> Yes ->
-> (select game number) -> Yes

To store a game into one of the 10 game numbers provided by the **SUPER FORTE** press Set Level and then the key marked Store Game and the LCD will then show ;

[store game ?] You must now press Yes if you wish to store the current game.

[game # 0 *] This means that game number 0 may now be used to store your current game but since the asterisk (*) appears on the right side it means that there is already a game stored in this game number. You may overwrite this or skip to the next number by using the -> or <- keys. To clear the game that is already stored in a game number , store a new game position into that number and it will be erased. Press Yes when you have selected a game number to store your game or No if you wish to exit without saving a game.

Note : You may save long games into any game number but this will then leave less room for the other games. If some games stored are too long the remainder of the game numbers will not be available for further storage.

16.2 Restore Game

Key sequence : Set Level -> Restore Game -> Yes ->
-> (select game number) -> Yes

To restore any of the games stored in the 10 locations reserved for this use press Set Level and then the key marked Restore Game and the LCD will then show ;

[restore ?] Press Yes to continue

[game # 0] Use the -> and <- keys to select a game number to restore. When ready press the Yes key and wait for a few seconds while the **SUPER FORTE** restores that game. When the **SUPER FORTE** is ready it will immediately verify the board position and will show any discrepancy on the LCD. Please adjust or replace the pieces as indicated.

III Control panel (continued)

17. Analyze Games

Key sequence : Set Level -> Analyze Games -> (set skill level) ->
-> Go

You may make the **SUPER FORTE** compute a reply for all the games stored in the 10 memory locations at any level that you wish. If you set a high level you will have to wait a long time before it completes the computation for all the stored games. Do NOT set the **SUPER FORTE** at a level that takes too long or where the depth fixed is too deep (more than 10 half moves) or at the INFINITE level. Note that the **SUPER FORTE** will only analyze the locations that contain games and will ignore the empty ones.

Note : If you wish to see the moves that were computed for all the 10 game numbers you will have to restore each game number in turn and press Flip display to see the evaluation of the move played by the **SUPER FORTE**.

18. Review

Key sequence : Set Level -> Review -> (select which color to review) ->
-> Yes -> (wait while game is restored) ->
-> (review game with the **SUPER FORTE**)

Prompts : [review white] Go through the current game and analyse all the White moves to see if better moves should have been played and compare these moves with those actually played
[review black] Go through the current game and analyse all the Black moves to see if better moves should have been played and compare these moves with those actually played
[review both] Guide you through the entire game analysing for both sides pointing out where better moves could have been played by both sides

This feature acts a tutorial into a game of chess where the **SUPER FORTE** guides you through the current game in memory and to point out where tactics exist but which were not played. It is well known that in any game of chess the human players tend to miss out on simple tactics always looking out for strategical play or other positional factors which require less analysis. This lazy approach often loses out to a computer whose main preoccupation is with the tactical devices that exist in any position.

19. Gambit Book

Key sequence : Set Level -> Gambit Book -> Go

This narrows down the choice that the **SUPER FORTE** have in deciding which opening to play. This will force the **SUPER FORTE** to always select the gambit associated with any opening that you wish to play against it. However, if no gambits exist for your selected opening line against it then it will exit the opening book and will play logically from then on.

III Control panel (continued)

20. AutoPlay

Key sequence : Set Level -> AutoPlay -> (select level) -> Go

This will make the **SUPER FORTE** play against itself at the level that you have selected until the game is decided by mate or draw. The moves will be indicated over the board by the flashing of the **FROM** and the **TO** squares being repeated three times for your convenience, so that you may be able to follow the game in progress. You may terminate this at any time by pressing Go.

21. Next Best

Key sequence : Set Level -> Next best -> (take back move as indicated)

This feature is for you to check if another good move is playable instead of the one just played. After you have taken back the last move indicated the **SUPER FORTE** will immediately begin computing the next best move that is available in the position. If such a move is found it will be played but no other move is nearly equal in evaluation the **SUPER FORTE** will play the same move again.

22. Tournament Book

Key sequence : Set Level -> Tournament Book -> Go

This narrows down the choice that the **SUPER FORTE** have in deciding which opening to play. This will force the **SUPER FORTE** to always select the best variation associated with any opening that you wish to play against it.

23. Time Control

Key sequence : Set Level -> Time Control -> (select level) -> Go

This special mode will allow you to view all the 64 levels with their respective time controls instead of just a level number.

III Control panel (continued)

24. NOVAG CHESS PRINTER (optional)

- 24.1 **Print Board** This will print out the current position
- 24.2 **Print Moves** The pair of White and Black moves will be printed immediately after the Black move is played and after every 10 moves the accumulated time used so far for both sides will also be printed
- 24.3 **Print List** The entire move list will be printed
- 24.4 **Acc. Time** To activate this mode use the key sequence :
Set Level -> Acc. Time -> Go

The **SUPER FORTE** will print each pair of moves along with the accumulated time used so far for both sides immediately after the Black move is completed
- 24.5 **Print Evaluations** Each pair of moves will be printed along with the evaluations that the **SUPER FORTE** gives for both sides

Key sequence : Set Level -> Print Evaluations -> -> Go
- 24.6 **Print Book** This will print out the entire PRO-OP book

25. PRO-OP - programmable opening book

Key sequence : Pro-Op -> (select function) with Yes/No keys

Notation : [P] indicates that you are in the USE mode
 [E] the entry mode where your moves will be entered into the memory reserved for the Pro-Op book
 [B] Both books are selected i.e. Pro-Op plus the **SUPER FORTE**'s 32,000 half moves book

25.1 Delete PRO-OP book

This has to be done before you start entering any of your own openings.

Key sequence : Set Level -> Delete Pro-Op -> Yes/No

[P clear pro ?] press Yes if you wish to clear the Pro-Op book but if entering for the first time you must clear the Pro-Op

III Control panel (continued)

25. PRO-OP - programmable opening book (continued)

25.2 Entering your openings into the Pro-Op book

If you do not see a "E" on the left of the LCD press the Pro-Op key until you see this message ;

[pro enter ?] press Yes to use the Entry mode

When in this mode any move that you make on the board will be entered into Pro-Op book therefore be careful with what you do once you are in this mode. The **SUPER FORTE** will not compute unless you press Go.

To enter an opening line

e.g. 1.e2e4 d7d6 2.b1c3 g8f6 3.d2d4

Key sequence : New Game -> play through the above line ->
-> New Game

25.3 a. To enter an opening line plus 1 variation

e.g. 1.e2e4 d7d6 2.b1c3 g8f6 3.d2d4 g7g6 4.g1f3
1.e2e4 d7d6 2.b1c3 e7e5 3.g1f3

Key sequences :

Step 1 New Game -> play through the main line ->

Step 2 Take Back -> take back 4.g1f3 ->
-> Take Back -> take back 3...g7g6 ->
-> Take Back -> take back 3.d2d4 ->
-> Take Back -> take back 2...g8f6 ->
-> play 2.....e7e5 3.g1f3 on the board

b. To delete an opening line from the Pro-Op book

e.g. 1.e2e4 d7d6 2.b1c3 g8f6 3.d2d4 g7g6 4.g1f3
make sure that this line exist and has been entered
correctly and that you are in the Entry mode [E]

Key sequence : Delete Pro-Op -> [delete line ?] ->
-> Yes/No

Warning : If there are any more moves after 4.g1f3 it will also be deleted even though you did not play it through to the end of the opening line. Also , if there are subvariations after 4.g1f3 they will also be deleted therefore you must exercise great caution when deleting lines with just the first few moves. To be sure of deleting the opening line that you want play it right to the end before deleting it.

III Control panel

(continued)

25. PRO-OP - programmable opening book (continued)

25.4 Priority

To make the **SUPER FORTE** select a preferred line more often you may before entering this opening variation press the Priority key.

Key sequence : New Game -> Priority -> enter opening variation

or if you wish to give priority to a subvariation

Enter main line -> Take Back (to beginning of subvariation) ->
-> Priority -> enter subvariation

25.5 Pro-Op Book / Both Books

You may play in the Pro-Op mode using only your own book but you may also select the **SUPER FORTE**'s book to supplement your book. To select this option, you must first be in the Pro-Op Use mode.

Key sequence : Pro-Op -> (select USE mode) -> Yes

Set Level -> Pro-Op Book / Both Books ->

-> (make your selection) -> Go

If this option is selected the LCD will show [B]

III Control panel (continued)

26. Interface with the IBM personal computers

This section is only for those who have an IBM PC XT AT or compatible computers and also have a communications port designated COM1 with a 25 pin connector.

Key sequence : Set Level -> Interface -> Yes/No (see below for options)

Options : (press Yes to activate and No to skip to the next option)

- [save game ?] press Yes if the **SUPER FORTE** is connected to the personal computer and the current game will be sent from the **SUPER FORTE** to the personal computer.
- [load game ?] press Yes if the personal computer is ready to sent a game position to the **SUPER FORTE**.
- [auto anal ?] press Yes to take a game position from the personal computer and compute for the side to move and when a reply is ready , the **SUPER FORTE** will then transmit the best variation back to the personal computer.
- [game anal ?] press Yes and the **SUPER FORTE** will sent the current game parameters to the personal computer and thereafter every move played on the **SUPER FORTE** will be sent to update the graphic chess board on the personal computer.
- [save pro-op ?] press Yes and the **SUPER FORTE** will send the entire Pro-Op book to the personal computer.
- [load pro-op ?] press Yes and the **SUPER FORTE** will start taking the specially formatted Pro-Op. book from the personal computer.
- [9600 baud] press yes to select 9600 baud and No to select 1200 baud.

Messages during transmission

- [trans err] Transfer of data failed
- [trans] Transfer of data normal or data received without error

Note : For more information read the instruction file included in the diskette which contains the Interface software for the personal computer.

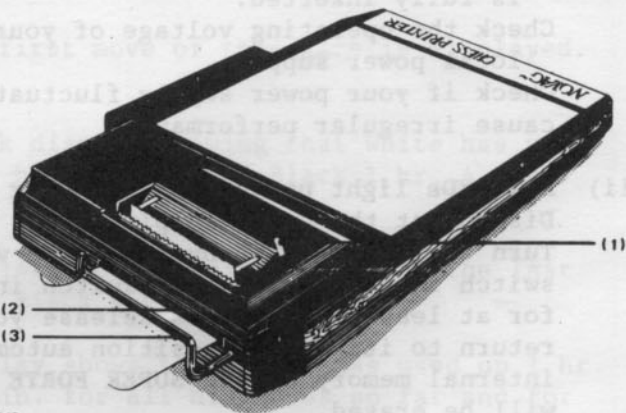
IV. APPENDIX

A. NOVAG® CHESS PRINTER

The NOVAG® CHESS PRINTER is separately available from your dealer. The program to drive the printer is included in the EXPERT and no other hard or software is required. The cable connector is packed with the wooden chess pieces.

Use ONLY thermal printing paper — Olivetti specification No. 292933 or one that is compatible.

Installing the paper roll;



- (i) Release paper lever ①
- (ii) Trim paper roll to a clean edge ②
- (iii) Insert paper edge into slot ③
- (iv) Push until paper comes right through the top
- (v) Lock paper lever ①
- (vi) Place paper roll in holder ③, and turn till tight

Printer is now ready, please insert smaller end of the printer cable into the hole at the left of the chessboard. This will only go in one way to avoid any mistakes. The larger end should then be inserted into the slot at the side of the printer with the marking TOP facing upwards.

Please see Section III, 11.1 to 11.5 for instructions.

Conventions used in the printout

WHITE	BLACK	Headings
00:00:00		Accumulated time in hrs, mins and secs.
0-0, 0-0-0		Castling Kingside or Queenside
X		Capture
EP		En passant pawn capture
Q,B,N, or R		Pawn promotion/underpromotion
+		Check
STALEMATE		Stalemate draw
1/2 DRAW 1/2		Draw
- INSUF MATERIAL		Draw due to insufficient material*
- 3RD REPETITION		Draw by 3rd repetition rule*
- 50 MOVE LIMIT		Draw by 50 moves rule*
I RESIGN		The EXPERT resigns
CHECKMATE		Checkmate - end of the game

* As stated by the World Chess Federation, FIDE.

B. Trouble shooting list

All NOVAG® computers are extensively tested before leaving the factory to ensure trouble free performance. However, if you encounter any problems during play, please check the following list first before calling your dealer or sending it in for repair.

(i) Your computer does not work

Check if the adaptor plug sits properly in the socket, as tight as possible with minimal movement. If this is loose it may interrupt the power supply to the **SUPER FORTE**.

Check that the small adaptor plug that connects to the **SUPER FORTE** is fully inserted.

Check the operating voltage of your adaptor to see if it matches your local power supply.

Check if your power supply fluctuates by more than 10% as this may cause irregular performance

(ii) All LEDs light up and the computer is completely blocked

Disconnect the power supply.

Turn the **SUPER FORTE** over and you will find a hole marked RESET with a switch in it. Slide this switch in the opposite direction and hold for at least 5 seconds. Release your fingers and the switch will return to its normal position automatically. This will reset the internal memory of the **SUPER FORTE** and all games stored and the Pro-Op will be erased.

(iii) One of the LEDs does not light up

Use this key sequence : Verify -> Verify/Setup -> Clear Board ->

-> (press any piece key) -> test all squares ->
-> New Game

Use your finger and press on every square one after the other to check if the row and column LEDs indicating the squares pressed are correct. With this method you should be able to confirm if any of the LEDs are not working if so please contact your dealer for replacement.

(iv) One square does not register a move

Use this key sequence : Set Level -> test all squares -> New Game

Use your finger and press on every square one after the other. You should hear 2 beeps and the LCD should show the level number of the square that you have activated. If any of the squares have no response then the sensor switch that controls the square may be faulty. Please contact your dealer for repairs.

C. Care of the NOVAG® **SUPER FORTE**

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

D. LCD examples and explanations

0123456789

The **SUPER FORTE** has just been switched on and is doing a thorough check of the entire system. You may press **New Game** to bypass.

01 ----

The **SUPER FORTE** is ready to play and you may make the first move for White.

01 e2e4 ----

The **SUPER FORTE** has just played 1.e2e4 and is waiting for your move for Black.

01 e2e4 e7e5

The first move of this game is displayed.

0:01:15 0:01:04

Clock display showing that White has used up 1 hr. 15 min. and Black 1 hr. 4 min.

14 f3f6 e7e5 +

The 14th move is display and on the last move Black gives check.

0:01:48_00:36

Display shows that White has used up 1 hr. 48 min. for all his moves so far and for this move he has used 36 secs.

b1c3 open

The move b1c3 is in the opening book of the **SUPER FORTE**.

d04 07-26

The **SUPER FORTE** has searched this position to a depth of 4 half moves and there are still 7 iterations remaining.

00057329 n

The node count of this computation

_level 2

Display showing the White side is set for level 2.

_60 in 00:05

Time control mode has been selected and the level number is replaced by the detail description of level 1 (for White).

_game in 00:03

As above but now for level 17 (White).

_fix 04:00:00

As above but now for level 36

_novice
_12 ply
_user set
_m 40
_t 00:10
save game?
load game?
auto anal?
game anal?
save pro?
load pro?
9600 baud?
trans
gambit on
infinite on

Novice level selected for White , this will make the **SUPER FORTE** play weaker.

Level selected is 57 **SUPER FORTE** will compute this move to the depth of 12 half moves but this will take a long long time. The user set level is selected please refer to the description of this function under the section on the Control Panel.

You may now change the number of moves to be made for level 16 (user set) by using the <- , -> , Yes and No keys.

You may now change the time control for the level 16 (user set) by using the <- , -> , Yes and No keys.

The Interface option is selected and you may press Yes to save the current game to a personal computer.

Please see section III 26 Interface

Please see section III 26 Interface

Please see section III 26 Interface

Please see section III 26 Interface

Please see section III 26 Interface

Please see section III 26 Interface

Message to indicate that data transfer to the personal computer is in progress

Gambit book has been selected

You have selected the infinite level

error	You have press some key that is not the appropriate response for the action that is expected by the SUPER FORTE .
review white?	You have selected the Review option and if you wish the SUPER FORTE to analyze for the White side , press Yes.
review black?	As above but now for the Black side
review both?	As above but now for both sides.
autoplay on	You have just selected the AutoPlay option where the SUPER FORTE will play against itself. Press Go to start the game.
restore game?0	You have selected the Restore Game option press yes to continue No to exit.
restore	A game is being restored , please wait.
referee on	Referee mode (Player/Player) is activated
mate in 2	You are in the Solve Mate option and it is now set to solve a mate-in-2 problem.
no mate 2	The SUPER FORTE cannot find a solution for the mate-in-2 problem
info on	The INFO mode is selected
tour book on	The Tournament Book will be used to play the openings which means that the SUPER FORTE will select the strongest lines.
verify	You are in the VERIFY mode.
verify ♔_e1	The White King should be standing on the square e1
setup ♙_d2	You are in the Setup mode and a White pawn has now been placed on the square d2.

sound off

Sound has been switched OFF

random on

Random mode is ON

Pro OP use

You are now in the PRO-OP mode and you may play a game using only the openings that you have programmed.

Pro enter

You are using the Entry option of the PRO-OP mode and any openings that you play over the board will be saved.

PRO OP off

PRO-OP mode has just been switched OFF

chn color?

Do you want to change sides ? Press Yes to change and No to exit.

search games?

You have selected the Analyze Games option and if you press Yes the **SUPER FORTE** will compute a move for all the games stored.

Print on

You have selected the Print Moves mode

Print eval on

You have selected the Print Evaluations mode.

accum time on

You have selected the Acc. Time mode

Pro Piece?

The **SUPER FORTE** requires you to press a piece key to select the piece that you wish to promote to.

stale mate

A stalemate draw as been declared

draw 3rd

Draw because of a three times repetition of the position

draw 50

Draw because of the 50 moves rule

game #1

Number 1 of the 10 game storage locations available.

E. Technical data

Operating voltage	8.5 V AC (through AC to AC adaptor)
Current consumption	800 mA maximum
Memory back-up voltage	2.4 V DC
Read-only-memory	96 KByte EPROM 32k x 3
Random access memory	8 KByte
System clock speed	5 MHz (standard)
Liquid crystal display	16 character - dot matrix
Adaptor	NOVAG® ADAPTOR Art No.8220
	Rating & Voltage : 8.5 V 800 mA

All data subject to change without notice

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