7. **SOUND ON OR OFF**

Whilst the computer is thinking press "Sound" and the message sound on or sound off will appear momentarily. The display will then revert to previous. This is useful if you wish to use the scroll functions or hint functions without annoying other people in the room.

8. **INFO ON OR OFF**

In INFO mode the computer will flip through each of the six information screens for a short period whilst thinking. The new "B" program will now allow you to switch INFO on or off whilst it is thinking.

Press "Set Level" - "Info" - "Go"

More information on INFO can be found on page 11, section 15 of the manual.

9. **AUTOPLAY**

Follow the procedure in SECTION 20. If "Autoplay" was previously selected this procedure will cause "Autoplay" to be switched on. The message autoplay on and autoplay off will be displayed as appropriate. Repeated pressings of "Autoplay" before pressing "Go" will cause this message to alternate. If the Computer completes its move search whilst you are following this procedure it will wait until you press "Go" and then announce its move.

This procedure is useful because it enables the computer to complete its current move whilst in Autoplay and then stop instead of having to interrupt it and alternatively, if you are playing against the computer and need to break off, you can switch the computer into "Autoplay" and have it continue the game in your absence. You may use the scrolling features to review the game or indeed switch "Autoplay" off and take over the game or the computer, as desired.

10. **VERBOS Mode**

Only for interface. 2 beeps on/1 beep off. When on, information during the search is sent to the interface each time a search iteration is finished and also when a new principle variation is found.

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**NEW FEATURES AVAILABLE IN YOUR "B" MODEL SUPER FORTE/SUPER EXPERT**

1. The degree of selective search can be chosen by the user.
2. User Settable "Speed Chess" timings are allowed.
3. Verify whilst thinking is allowed.
4. Display of level and degree of selectivity whilst thinking is allowed.
5. Scrolling backwards and forwards through the game whilst computer is thinking without changing computer memory is allowed.
6. "Start of Game" and "End of Game" keys may be used to control scrolling.
7. "Sound" may be switched on or off whilst the computer is thinking.
8. "Info" may be switched on or off whilst the computer is thinking.
9. "Autoplay" may be switched on or off whilst the computer is thinking.
10. There is a "Verbose" mode for use with the IBM Interface which sends principal variation up-dates to the RS232 Port.

**THESE FEATURES MAY BE ACCESSED AS FOLLOWS:**

1. **SELECTIVITY DEGREE**

To choose the degree of selectivity see SECTION 3: Set Level. When you press the "Set Level" key the display will read level NN sel M where NN is the current level selected between 1 and 64 and M is the current select setting between 0 and 7. To change the level proceed as paragraphs (a) and (b). To change the select setting use the "→ →" key and the number M will increase for each depression until it reaches 7 and then reset to 0 etc.

"Select 1" means that on the last ply of the given search the computer will only look at moves which are forcing or better than what has been found so far. This means that when the display shows the computer is doing a 6 ply search, for example, then ALL of the moves of the first 5 plies are searched, but only some of the 6th ply moves are looked at. Naturally captures and checks are then examined deeper.