

NOVAG®
OPAL II

INSTRUCTION

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GENERAL HINTS

Your NOVAG OPAL II can be your tutor if you are a beginner or your challenging chess partner if you are already a chess player. In case you are a beginner, we recommend you familiarize yourself with the rules of chess first. Relevant literature is available in bookstores.

Before you start to play with your NOVAG OPAL II read first the GENERAL HINTS. The instructions are laid out in such a way that each section is self contained, so you do not have to read everything at once.

BATTERIES:

The NOVAG OPAL II runs on 4 x 1.5V UM4-type (or "AAA" size) alkaline batteries (not included). Open the battery door at the bottom of the unit and insert the batteries as indicated by the +/- signs. A set of new alkaline batteries runs approx. 100 hours. Notice that weak batteries make the performance of the computer unreliable.

ADAPTOR:

The adaptor is not included with your set, but is available separately from your dealer. Before using the Novag adaptor (Art.No.8210), check that the voltage of your electric mains is within the range specified on the adaptor label.

Note: Make sure you first connect the adaptor with the computer before you plug it into the mains. The adaptor jack is at the back panel of the computer. You may only use the adaptor which has been specially developed for this computer.

MEMORY:

The NOVAG OPAL II has a long term memory and will retain the last board position. However, make sure that there are batteries in the NOVAG OPAL II or an adaptor is connected otherwise you will lose the memory contents.

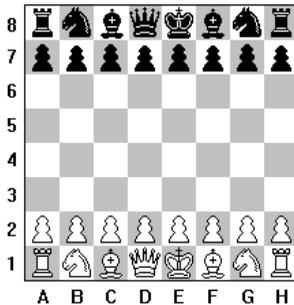
Note: If you are using the SET UP or VERIFY mode the computer will save the current mode when you switch the computer off before you exit these modes. When you switch on the computer again the SET UP LED or the VERIFY LED will be still on. To continue the game or start a new game press the GO key first to exit these modes.

The indicator lights will be referred to as LEDs (Light Emitting Diodes) in the following instructions.

1. GETTING STARTED

Set up your board in the opening position. Switch on the computer. The On/Off switch is at the back side of the computer. Select your level of skill (see LEVEL key for more details).

Opening position: White pieces on the 1st and 2nd rank and the Black pieces on the 7th and 8th rank.



Note: If you switch the computer off to continue at a later time or every time you press the NEW GAME key, the previous set skill level will be retained.

You play White (Choice of Color s. para.8). The WHITE LED lights up. Make your opening move by gently pressing down the piece you want to move. The 2 respective rank and file LEDs light up and point to the square of this piece. Pick up the piece, set it on the square you wish to move to and press it down gently.

Whilst the computer is calculating its move, the BLACK LED will be on. (Never try to enter a move or special functions while the computer is calculating!). When it has found its move the rank and file LEDs light up indicating the "from" square of the piece the computer wants you to move. Press this piece gently and pick it up. Now the rank and file LEDs of the "to" square come up and you set the piece on the square, again pressing it gently. The computer's move is thus executed. The WHITE LED comes up again indicating that it is now your move again.

Every time you press a piece, you will hear a beep tone which indicates that the computer has registered your entry. (See SOUND KEY for more details).

2. IMPOSSIBLE AND ILLEGAL MOVES

Your NOVAG OPAL II was programmed in accordance with the international Chess Rules and does not accept or make illegal moves.

If you try to enter an illegal move, the ERROR LED will light up. Put that piece back on the "from" square without applying pressure and enter a legal move. The ERROR LED will disappear.

If you try to move a different piece for the computer than indicated, the two corresponding rank and file LEDs for that square will stay on. Set the wrongly moved piece back on its "from" square without applying pressure and move the correct piece as indicated by pressing it down gently.

If, while executing a move for the computer, you move a correct piece to a wrong square, the two corresponding rank and file LEDs for that square will stay on. Just move the piece to the square indicated by pressing it down gently.

3. CAPTURING A PIECE

If the computer indicates a move onto a square that is occupied by an opponent's piece, it means that this piece is captured and must be removed from the game board. Simply take it from the board without applying pressure.

4. GAME FEATURES

a) Castling

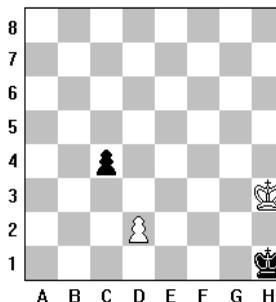
The computer displays Castling with the King's and the Rook's move. When Castling press first the 2 squares for the King and then move the Rook by applying pressure on the appropriate squares indicated by the lit up LEDs. Do the same when executing a Castling move for yourself.

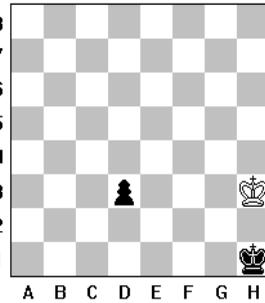
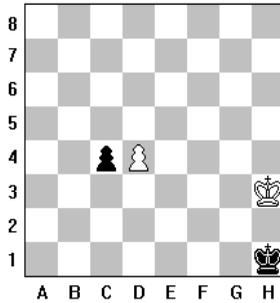
Note: You may not castle while your King is in check, nor may you castle through check.

This NOVAG OPAL II accepts and executes Castlings in set up board positions.

b) En Passant Captures

The computer captures En Passant automatically. You may capture En Passant whenever the rules permit. Do not forget to remove the captured pawn. The computer accepts and executes En Passant moves in set up board positions.





Official Rules of Chess:

A pawn attacking a square crossed by an enemy pawn which has been advanced two squares in one move from its original square may capture this enemy pawn as though the latter had been moved only one square. This capture may be made only on the move immediately following such an advance and is called capturing "**en passant**".

c) Pawn Promotions / Underpromotions

If one of the Pawns reaches the far side of the board, the computer will prompt you for the promoted piece, press any chess piece key (except Pawn and King) for Pawn Promotion.

d) Stalemate

A Stalemate condition is indicated by the STALE and MATE LEDs.

e) Check and Checkmate

If the computer puts you in check the CHECK LED will light up. If you put the computer in check this will not be specifically displayed. In a checkmate situation the CHECK and MATE LEDs light up indicating the end of the game.

SPECIAL FUNCTIONS

5. GAME (New Game Key)

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

6. SETTING THE SKILL LEVEL (Level Key)

Your NOVAG OPAL II has 64 skill levels. To set the computer to any of these playing levels, press the key marked LEVEL and you will see the current level setting indicated by the two corresponding rank and file LEDs. If this is not the level that you wish to use, please press the corresponding chess board square.

For example, if you wish to set level 12 (= Fixed Time Level B4), press square B4 and again this will be indicated by the corresponding rank and file LEDs. (Please see board below for reference).

Once you have set the desired level, press GO to exit this mode. Now you may enter your first move.

Numbering system to select the playing levels on the chessboard:

8	A8	B8	C8	D8	E8	F8	G8	H8
7	A7	B7	C7	D7	E7	F7	G7	H7
6	A6	B6	C6	D6	E6	F6	G6	H6
5	A5	B5	C5	D5	E5	F5	G5	H5
4	A4	B4	C4	D4	E4	F4	G4	H4
3	A3	B3	C3	D3	E3	F3	G3	H3
2	A2	B2	C2	D2	E2	F2	G2	H2
1	A1	B1	C1	D1	E1	F1	G1	H1
	A	B	C	D	E	F	G	H

Note: Whilst setting the skill level the Black, White, VERIFY and SET UP LEDs will also be turned on.

You may check or change the skill level at any time during a game, but not whilst the computer is calculating. You cannot interrupt the computer while it is calculating but must wait for it to make a move.

Note: If you switch the computer off to continue your game at a later time, or press NEW GAME, the previous set skill level will be retained provided you have batteries in your computer or it is connected to the adaptor.

THE 64 LEVELS AND THEIR CHARACTERISTICS ARE SHOWN BELOW :

Fixed Time Level (A1 - B8) :

Fixed computing time per move. The computer will always respond in exactly the specified amount of time, unless there is only one legal move in which case it will play instantly. In the case that the computer sees it can force a checkmate it will make its move as soon as it finds the mating sequence.

Level	Time	Level	Time
(1) A1	2 sec.	(9) B1	60 sec.
(2) A2	5 sec.	(10) B2	75 sec.
(3) A3	10 sec.	(11) B3	90 sec.
(4) A4	15 sec.	(12) B4	120 sec.
(5) A5	20 sec.	(13) B5	150 sec.
(6) A6	25 sec.	(14) B6	180 sec.
(7) A7	30 sec.	(15) B7	210 sec.
(8) A8	45 sec.	(16) B8	240 sec.

Average Time Level (C1 - D8) :

The computer will take an average of the specified amount of time per move. If it has only one legal move it will respond instantly.

Note: These times are average times over a large number of moves. In the opening and endgame the computer tends to play faster, but in complicated middlegame positions, it may take longer to move.

Level	Time	Level	Time
(17) C1	2 sec.	(25) D1	60 sec.
(18) C2	5 sec.	(26) D2	75 sec.
(19) C3	10 sec.	(27) D3	90 sec.

(20) C4	15 sec.	(28) D4	120 sec.
(21) C5	20 sec.	(29) D5	150 sec.
(22) C6	25 sec.	(30) D6	180 sec.
(23) C7	30 sec.	(31) D7	210 sec.
(24) C8	45 sec.	(32) D8	240 sec.

Fixed Depth Level (E1 - F5) :

These levels have fixed computing depth, there is no time limit and the computer will go on calculating up to the depth selected. These levels are important for analysis purpose.

Level	Search per halfmove	Level	Search per halfmove
(33) E1	1 ply	(41) F1	9 ply
(34) E2	2 ply	(42) F2	10 ply
(35) E3	3 ply	(43) F3	11 ply
(36) E4	4 ply	(44) F4	12 ply
(37) E5	5 ply	(45) F5	infinite
(38) E6	6 ply		
(39) E7	7 ply		
(40) E8	8 ply		

Level F5 is an infinite level, the computer will normally go on thinking until you press the GO key.

It will only show a move unless:

- it has a "book" move available,
- it runs out of memory for its analysis of the position or
- it completes the analysis by finding a forced mate.

Easy Level (G1-G8, F6 - F8) :

The Easy levels are especially for beginners. On these levels the computer restricts its search. It deliberately plays weaker, like a human beginner, for whom the computer's depth search is limited to 1 ply search with various specified capture depth searches.

Level	Search per move
(46) G1	1 ply search + 1 ply capture
(47) G2	1 ply search + 2 ply capture
(48) G3	1 ply search + 3 ply capture

- (49) G4 1 ply search + 4 ply capture
- (50) G5 1 ply search + 5 ply capture
- (51) G6 1 ply search + 6 ply capture
- (52) G7 1 ply search + 7 ply capture
- (53) G8 1 ply search + 8 ply capture
- (54) F6 2 ply search + 2 ply capture
- (55) F7 2 ply search + 3 ply capture
- (56) F8 2 ply search + 4 ply capture

Solve Mate Level (H1 - H6) :

Your NOVAG OPAL II can solve most chess problems as well as mate problems up to Mate-in-6. Press NEW GAME and set up the required board position (see section 12.). Before you start with the mate search, it is advisable to verify the Set-Up board position via the VERIFY function and make sure that the color to move is correct, if not change this by pressing the COLOR key. Set now one of the Problem Solving Levels as described above.

Press GO once to exit the setting up of the mate search and then press GO a second time and the computer begins with the mate search.

Level	Problem
(57) H1	Mate in 1
(58) H2	Mate in 2
(59) H3	Mate in 3
(60) H4	Mate in 4
(61) H5	Mate in 5
(62) H6	Mate in 6

Random Level (H7) = Level 63

On Random Level the computer selects a random time between 1-64 seconds inclusive. The average time will be about 30 seconds. per move.

Referee Level (H8) = Level 64

On this level the player can enter moves for Black and White. The computer will not calculate any moves, but will check the legality of all moves entered. This level may be used to enter particular book openings or to allow 2 players to challenge each other.

Apart from being able to enter moves for both sides, the following features are available : TAKE BACK, CHANGE COLOR, HINT, SET UP, VERIFY, SOUND ON/OFF.

7. TAKE BACK A MOVE (Take Back Key)

The NOVAG OPAL II offers the possibility to take back 25 halfmoves to enable you to rectify your last move.

Wait until you have executed the computer's reply move. Press TAKE BACK and the rank and file LEDs will show the computer's last move in reverse, e.g. first the "to" square and then the "from" square. Execute this move just as any ordinary one, i.e. applying pressure on both squares.

Press TAKE BACK again and the rank and file LEDs will now show your last move in reverse. Proceed as explained above.

The square position of a captured piece will be indicated by the rank and file LEDs of this square. Simply reinstate the captured piece by applying pressure onto this square. You may then continue to take back moves if so desired.

8. CHANGING SIDE (Color Key)

The computer is generally set to play Black and you White. If you want to play Black in a new game, set up the Black pieces on rank 1 and 2, and the White ones on rank 7 and 8, in that case disregard the notations along the chess board.

Now Press:

NEW GAME - COLOR - GO. The computer will make its opening move for White from the top of the chessboard, while you have your Black pieces in front of you.

9. CHANGE OF COLOR (Color Key)

The COLOR key can be pressed at any time during a game and the color to move will be reversed. Any moves made prior to pressing this key will be erased and the game history will begin with this position.

You can also change sides during the game by simply pressing the GO key.

This operation may be performed any number of times during a game, but not whilst the computer is calculating.

In Verify / Set Up mode you can choose with the COLOR key the required color.

10. THE COMPUTER PLAYS AGAINST ITSELF (Go Key)

It may be of special interest at a certain point during a game, or for learning purposes to watch the computer play against itself. Just call off a computer move for your color by pressing GO instead of entering a move. The computer will compute all moves based on the skill level it is set at. Repeated use of the GO key makes your NOVAG OPAL II play against itself.

11. VERIFYING A POSITION

(Ver / Set Key = Verify / Set Up Key)

Any time before entering your next move or after setting up a board position you can check the position of any number of pieces to see if the board position corresponds to the position stored in the computer memory.

- Press the VERIFY / SET UP key **once**, the VERIFY LED comes up.
- The BLACK or WHITE LED lights up, indicating the color of pieces that can be verified. The color can be changed by pressing the COLOR key.
- Select the type of piece(s) to be verified by pressing the key marked with the symbol of the piece.
- To end the procedure press the GO key.

Everytime you press a symbol key, the respective rank and file LEDs will light up to verify the board position of the chess piece(s) in question. Pressing the symbol key repeatedly will scan through all pieces of this type from left to right. After all those pieces have been called off, press the symbol key once more. All rank and file LEDs are off, meaning that no further pieces of this kind are on the board and in the computer's memory. You can now call off the next type of pieces.

To end the verification at any time simply press the GO key.

12. SETTING UP A POSITION

(Ver / Set Key = Verify / Set Up Key)

You can go into SET UP mode at the beginning of a new game or during a game before you enter your next move.

In SET UP mode you can enter or remove pieces or set up board positions to solve chess problems. In SET UP mode the computer's legality check is disabled and entries do not have to comply with the chess rules.

Note: After leaving SET UP mode the WHITE or BLACK LEDs indicate, which color is to move. If a change of color is required, press the VERIFY / SET UP key again, change the color with the COLOR key and press GO. You can now enter a move for this color or call off a move from the computer by pressing GO again.

12.A. REMOVING A PIECE

If you wish to remove one or more pieces from the board proceed as follows:

- Press the VERIFY / SET UP key **twice**, the SET UP LED lights up.
- The BLACK or WHITE LED will be on, indicating the color of pieces that can be removed. The color can be changed by pressing the COLOR key.

- To remove the piece(s) press the square it stands on. The rank and file LEDs will light up to indicate that this piece is deleted from the chess board.
- To end the procedure check first if you want to change the color to move then press GO. You can now enter a move for this color or call off a computer move by pressing GO again.

12.B. MOVING A PIECE TO ANOTHER SQUARE

If you wish to change the position of one or more pieces whilst the game is in progress, proceed as follows:

- Press the VERIFY/SET UP key **twice**, the SET UP LED lights up.
- Move the piece(s) by pressing on the "from" and "to" square as in a normal move (the rank and file LEDs light up).
- To end this procedure press the GO key.

12.C. CLEARING THE ENTIRE BOARD: (Clear Key)

If you wish to clear the entire board (to enter a board position thereafter) proceed as follows:

- Press the VERIFY / SET UP key **twice**, the SET UP LED lights up.
- Press the CLEAR key and the entire board will be cleared.
- You may now set up a board position.

12.D. ENTERING A PIECE:

If you want to enter one or several pieces or enter a board position, proceed as follows:

- Press the VERIFY / SET UP key **twice**, if you are not yet in SET UP mode. The SET UP LED lights up.
- If you want to clear the entire board press the CLEAR key (see para 12.B.)
- The color of the pieces to be entered can be changed with the COLOR key. The WHITE and BLACK LEDs indicate which color can be entered.
- Select the piece by pressing the corresponding symbol key.
- Enter the piece(s) of this kind by placing each on the desired square pressing it down lightly. The respective rank and file LEDs will come up for each square.
- Choose the next piece type by pressing the symbol key and enter the piece(s). The color has to be changed only if it differs from the color of the previously entered piece(s).
- To end the procedure press GO.
- Check if you want to change the color to move first as explained above before you enter a move or call off a move from the computer.

Note: Use the Verify mode to check that you have entered the position correctly.

13. MOVE SUGGESTION (Hint Key)

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 the HINT key and the computer will show the move it considers the best for the color to move. You can accept any suggested move or may make a move of your own choice. If you accept the suggested move (shown on the chessboard by the blinking rank and file LEDs) press the GO key and the computer will then start calculating its counter move. If you decide to make a move of your own choice ignore the suggested hint and execute your move accordingly.

Showing how the computer is calculating:

Pressing the HINT key while the computer is calculating its counter move will show you (by the rank and file LEDs) the current best possible move.

Note: The suggested move is the best possible move in this position calculated by your NOVAG OPAL II at the level preset by you.

14. TRAINING FUNCTION (Training Key)

This function is to help the novice player.

- When it is your turn to move press the TRAINING key and the blinking LEDs will show the "from" and "to" squares of the first piece with a legal move. If you continue to press the TRAINING key the computer will show you the next possible move of that particular piece.
- The computer will terminate the TRAINING function once you have cycled through the last chess piece by pressing the TRAINING key.
- If you like to make the suggested move indicated by the blinking LEDs press the GO key and the NOVAG OPAL II will make its counter move.

If you wish to make any other move, execute the move of your choice by gently pressing onto the "from" and "to" square and the computer will reply accordingly.

- In order to cycle faster through the TRAINING function, you can press the LEVEL key and this will show you the "from" and "to" square of the next chess piece with a legal move.
- Please note that once you have cycled through the TRAINING function by using the LEVEL key the VERIFY/SET UP/BLACK and WHITE LEDs will light up as well as the rank and file LEDs indicating the previous set level.
- Press the GO key to exit this function and enter now your next move for White or call off a computer move by pressing again the GO key.

15. ACOUSTIC SIGNALS (Sound Key)

The acoustic signals and beeps can be switched ON and OFF with the SOUND key.

16. CHESS PROBLEMS

On Level H1-H6, your NOVAG OPAL II can solve most chess problems as well as mate problems up to Mate-in-6. Press NEW GAME and set up the required board position (see section 12.). Before you start with the mate search, it is advisable to verify the Set-Up board position via the VERIFY function and make sure that the color to move is correct, if not change this by pressing the COLOR key. Set now one of the Problem Solving Levels as described before.

Press GO once to exit the setting up of the mate search and then press GO a second time and the computer begins with the mate search.

Mates-in-1 to Mates-in-3 are usually found quickly, whereas Mates-in-4 to Mates-in-6 require quite a long time.

If there is a solution, the computer will show you the moves to execute. If there is no solution, the ERROR LED will light up.

If you wish to continue the game, select another level and enter your next move.

Example:

If you wish to solve a Mate-in-2 problem, place the 3 pieces on your chessboard as shown on the diagram.

Proceed now as follows and press:

NEW GAME

→ LEVEL key → press square H2

→ GO key

→ VERIFY/SET UP key twice

→ CLEAR key

→ King piece symbol → enter square F6

→ Rook piece symbol → enter square B4

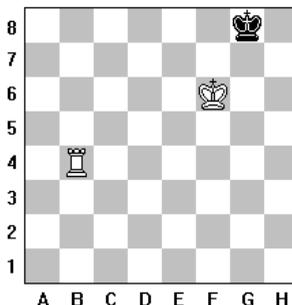
→ COLOR key

→ King piece symbol → enter square G8

→ COLOR key, it is White to move

→ GO key : to exit the above setting

→ GO key : to start the mate search



The NOVAG OPAL II will answer with the first halfmove:

1. B4-H4. The Black King can only move G8-F8; please execute this move. The NOVAG OPAL II will make its counter move with 2. H4-H8 MATE!

WARRANTY

For details please refer to the enclosed Warranty Card.

CARE OF YOUR NOVAG OPAL II

Dirt or dust can be removed with a soft cloth. Do not use chemical solvents or water on the set. Any damage caused by their use invalidates the warranty. Always keep the computer in a dry and cool place (normal room temperature). Avoid exposing the computer to heat, e.g. spot lights, radiators, sunshine, etc. as this may lead to permanent damage caused by overheating, which is not covered by the warranty.

TECHNICAL INFORMATION

- Program Size 16 KByte ROM, 768 Byte RAM
- CPU clock speed 8 MHz
- Power Consumption 130 mW max
- Power supply 4 x 1.5V UM-4 type (or AAA size) **alkaline batteries**
- Conductive Rubber Keyboard 16 Keys
- Move entry via Sensor chessboard
- Extra Error LED
- Elegant board 194 x 133 x 25 mm
- Levels 64
- Take Back 25 half moves
- Set Up and Verify mode
- Opening book size 8500 moves
- Solve mate in 6
- Hint and Training function

All data subject to change without notice.

Rules of Chess

I. General Moves

1. The two players must alternate in making one move at a time. The player with the white pieces moves first to start the game.
2. With the exception of castling (section II.1.), a move is the transfer of a piece from one square to another square which is either vacant or occupied by an enemy piece.
3. No piece, except the Rook when castling and the Knight (section II.5) may cross a square occupied by another piece.
4. A piece moved to a square occupied by an enemy piece captures it as part of the same move. The captured piece must be immediately removed from the chessboard by the player making the capture.
5. When one player moves a piece into a position whereby he can attack the King, the King is in "Check" (announced by the CHECK LED) and must either
 - a) move the King,
 - b) block the path of the attacking piece with another piece,
 - c) or attack the attacking piece.
6. The game is over when there is no escape for the King from an attacking piece. This is known as "Checkmate" (the CHECK and MATE LED).

II. Individual Moves

1. KING

Except when castling, the King can move only one space to any adjoining square (including diagonally) which cannot be attacked by an enemy piece.

Castling is a move of both the King and either Rook which counts as a single move (of the King) and is executed as follows:

- a) The King is moved from its original square two squares toward either Rook on the same rank, and
- b) The Rook is moved to the opposite side of the King.

Castling cannot occur if:

- a) the King has already been moved.
- b) the Rook has already been moved.
- c) the King's original square or the square which the King must cross or the one which it is to occupy is attacked by an enemy piece.
- d) there is any piece between the King and the Rook.

2. QUEEN

The Queen can move to any square along the same rank, file or diagonal on which it stands (except as limited by Article I.3).

3. ROOK

The Rook can move to any square along the same rank or file on which it stands (except as limited by Article I.3).

4. BISHOP

The Bishop can move to any square along the same diagonal on which it stands (except as limited by Article I.3).

5. KNIGHT

The Knight's move is in the shape of an "L", moving two squares horizontally vertically, and then one square at 90° angle from the first move. These two moves can be reversed (one square and then two) if desired.

6. PAWN

The Pawn can move either one or two squares forward on its original move, and then one square forward at any time afterward. When capturing, it advances one square diagonally (forward). When a Pawn reaches the last rank, it must be immediately exchanged for a Queen, Rook, Bishop, or a Knight of the same color as the Pawn, at the player's choice and without taking into account the other pieces still remaining on the chessboard. This exchange is called a "promotion".

A Pawn can attack a square crossed by an enemy Pawn which has been advanced two squares in one move from its original square as though the latter had been moved only one square. This capture may be made only on the move immediately following such an advance and is called capturing "en passant". (When your computer makes an en passant capture it will display the symbol "ep".) The en passant moves is also described under section **4.b** in this instruction.

III. HINTS & TIPS

Get a feel for the values of different pieces, which will be useful when making decisions on captures and exchanges. In general, try to capture the more valuable pieces. Some important principles:

- Castle your King into safety as soon as possible.
- If you control the center squares, this will give you the advantage. To do this, move your center pawns and develop your Bishops and Knights early in the game.
- Take advantage of capture situations, particularly if you will gain material.
- Concentrate – don't be caught off guard by your opponent!

This chess computer has been manufactured under the traditionally high quality and safety standards of Novag Industries Ltd. and complies with the European standard which is guaranteed by the importer whose name is marked on the enclosed warranty card. Not suitable for children under 36 months due to inclusion of small parts.

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