NOVAG® UNO

INSTRUCTION
ANLEITUNG
MODE D'EMPLOI

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General Hints on Play with the NOVAG® UNO

Your NOVAG® UNO 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 etc.

Before you start to play with your UNO, read these General Hints first. 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.

The UNO runs on 6 x 1.5V UM3-type (or "AA" 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.

The Novag adaptor (Art.Nr.8210) is not included with your set, but is available separately from your dealer. Before using the adaptor, 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 UNO has a long term memory and will retain the last board position. However, make sure that there are batteries in the chess computer 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. BEGINNING TO PLAY

Set up your board in the opening position. Switch on the computer. The On/Off switch is at the back side of the computer. The level of play is always set to level 1, every time you press the NEW GAME key.

You play White (Choice of Colour s. para.11). The WHITE LED lights up. Make your opening move by gently pressing down the piece you want to move. The 2 respective row and column 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 lightly.

While the computer is computing its move, the BLACK LED will be on. (Never try to enter a move or special functions while the computer is computing!) When it has found its move the row and column 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 row and column 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.

2. 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. Simply take it from the board without applying pressure.

3. 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 square. 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.

The UNO accepts and executes castlings in set up board positions.

4. 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.

5. PAWN PROMOTIONS / UNDERPROMOTIONS

If one of the pawns (white or black) reaches the far side of the board, the computer will automatically promote the pawn to a queen. If you prefer to underpromote to another piece, take back the last computer move (s. para. 10) and use the SET UP Mode (see para. 15) to remove the queen and replace it with the piece of your choice. The computer accepts and executes pawn promotions in set up board positions.

6. STALEMATE

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

7. CHECK and CHECKMATE

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

8. SETTING THE SKILL LEVEL

The UNO has 16 skill levels. To set the computer to any of these playing levels, press the key marked SET LEVEL and you will see the current level setting. If this is not the level that you wish to use, please press this SET LEVEL key until the level you require is reached, as indicated by the 2 corresponding rank and file LED's. Now you may enter your first move.

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

Note: If you switch the computer off to continue your game at a later time, the previous set skill level will be retained. If you press the NEW GAME key the level of play will always be set to level 1.

The 16 levels and their characteristics are shown below:
Levels 1 and 2 are fun levels designed for the absolute beginners, those who are new to chess and need familiarization with the basic rules of the game. On level 3 and 4 the computer develops increasing playing strength.

Level	Response time
1	instantly
2	10 sec.
3	16 sec.
4	20 sec.

Level 5 - 8 are designed for advanced and intermediate chess players.

Level	Response time
5	9 sec.
6	13 sec.
7	20 sec.
8	26 sec.

Level 9 - 12 are for the experienced chess players and will observe the tournament time controls as described below:

Level	Moves/Time
9	36 / 1 hour
10	40 / 1-1/2 hours
11	36 / 2 hours
12	40 / 2 hours

Level 13 - 15 are mainly used for analyzing special problem positions but you may use these levels also to play a game if you do not mind waiting for a longer replay.

Level	Response time
13	2 min. per move
14	3 min. per move
15	4 min. per move
16	for chess problems

9. IMPOSSIBLE AND ILLEGAL MOVES

The UNO 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. The ERROR LED will disappear and you can enter a legal move now.

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.

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.

10. TAKING BACK A MOVE

The UNO offers the possibility to take back 4 half moves to enable you to rectify your last move.

Wait until you have executed the computer's reply move. Press TAKE BACK and the row and column 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 row and column LEDs will now show your last move in reverse. Proceed as explained above. Captured pieces are simply reinstated without applying pressure.

11. CHOICE OF COLOUR

If you proceed as described in para. 1, you play white. If you wish the computer to play white, press GO to get the white opening move from the computer. You now automatically play black.

12. CHANGE OF COLOUR

You can change the colour you want to play during a game by simply pressing GO. The computer will automatically make a move for your side. You can now enter a move for the other colour.

You can change sides as often as you wish, but not while the computer is computing a move.

13. THE COMPUTER PLAYS AGAINST ITSELF

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 colour by pressing GO instead of entering a move. The computer will compute all moves based on the skill level it is set at.

14. VERIFYING A POSITION

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's memory.

1. Press VERIFY, the VERIFY LED comes up.
2. The BLACK or WHITE LED lights up, indicating the colour of pieces that can be verified. The colour can be changed by pressing the BLACK /WHITE key.
3. Select the type of piece(s) to be verified by pressing the key marked with the symbol of the piece.
4. To end the procedure press GO.

Everytime you press a symbol key, the row and column LEDs of the square of the first piece of this kind light up. 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. The ERROR LED comes up, 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. The ERROR LED also lights up if there are no more pieces of this kind on the board. You can then proceed to the next type of piece.

You can end the verification at any time by pressing GO.

15. SET UP MODE

You can go into SET UP Mode at the start 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.

Change of Colour:

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

15 A.REMOVING A PIECE
CLEARING THE ENTIRE BOARD

If you wish to remove one or more pieces from the board, or clear the entire board (to enter a board position thereafter), proceed as follows:
1. Press SET UP, the SET UP LED comes up.
2. Remove the piece(s) one by one by pressing each piece down gently. The row and column LEDs of each square will light up.
3. If you want to enter pieces proceed as described in para. 15.B or end the SET UP Mode by pressing GO.

4. To end the procedure press GO.
5. Check if you want to change the colour to move first as explained above before you enter a move or call off a move from the computer.

15.B ENTERING A PIECE

SETTING UP A BOARD POSITION

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

1. Press SET UP, if you are not yet in SET UP Mode. The SET UP LED will come up.
2. If you want to clear the entire board, proceed as explained in para.15.A.
3. The colour of the pieces to be entered can be changed with the BLACK/WHITE key. The WHITE and BLACK LEDs indicate which colour can be entered.
4. Select the piece by pressing the corresponding symbol key.
5. Enter the piece(s) of this kind by placing each on the desired square pressing it down lightly. The respective row and column LEDs will come up for each square.
6. Choose the next piece type by pressing the symbol key and enter the piece(s). The colour has to be changed only if it differs from the colour of the previously entered piece(s).
7. To end the procedure press GO.
8. Check if you want to change the colour to move first as explained above before you enter a move or call off a move from the computer.

16. CHESS PROBLEMS

On level 16 the computer will solve most mate-in-3 problems and also help solve difficult chess problems, which can include castlings, pawn promotions and en passant moves.

You proceed by setting up the board position (s. para. 15) and the skill level. If you want to solve a chess problem, play the computer against itself (s. para. 13).

If you want to find out if the computer can mate you in 3 moves set up the board position and the skill level and play against the computer. If it cannot mate you in 3 moves, it continues the game; alternatively he mates you and the CHECK and MATE LEDs light up.

17. TECHNICAL INFORMATION

- Program Size   4 KByte ROM
                                256 Byte RAM
- CPU clock speed   8 Mhz
- Sensor Touch Keyboard and Chessboard
- Power Consumption   130 mW max
- Battery operated   6 x 1.5V UM-3 type (or AA size)
                                alcaline batteries or Novag adaptor
                                Art.No.8210.
- Levels   16
- Take Back   4 half moves
- Set up and Verify
- Elegant board   24.5 cm x 26 cm x 2.5 cm
- Packed in printed giftbox

WARRANTY

For details please refer to the enclosed Warranty Card.

CARE OF THE NOVAG® UNO

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.

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Printed in Hong Kong.