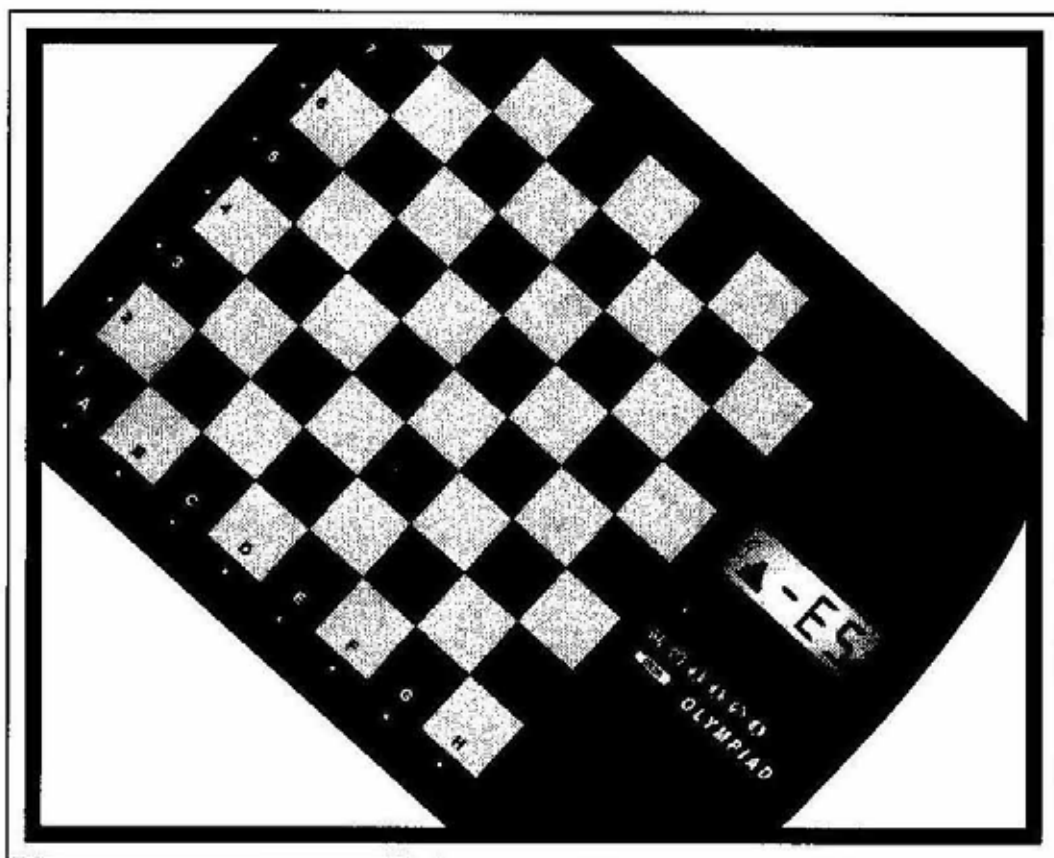


請勿拿去
NOT TO BE TAKEN



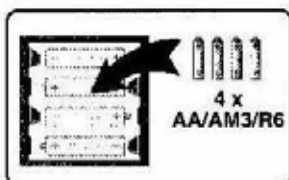
KASPAROV

KASPAROV OLYMPIAD

QUICK START

To play a game right away, without reading the entire manual first, simply follow these Quick Start steps!

- 1** Insert 4 "AA" (Type AM3/R6) batteries into the computer, making sure to observe the correct polarity.



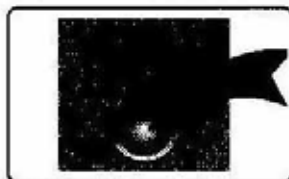
- 2** Switch to **GO** to turn the computer on. If the computer does not respond, press in the **ACL** key, as described in Section 1.



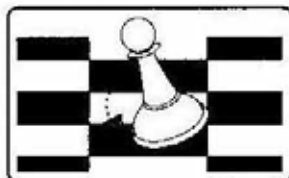
- 3** Set up the chess pieces in their initial position, with the White pieces closest to you. Remember to play with the flat magnetic chess discs when travelling!



- 4** Press **NEW GAME** to reset the computer.



- 5** Enter moves by executing them on the board, pressing the pieces down lightly on the **from** and to squares for each move.



- 6** When the computer makes its move, it shows the move in the display, and two board lights come on to point to the row and column of the piece to be moved. Lightly press the computer's piece down on the indicated **from** and to squares to complete its move.



Make your next move as described above. Switch to **STOP** when you want to turn the computer off. Enjoy your game!

A message from...
GARRY KASPAROV
WORLD CHAMPION

Dear Fellow Chess Player,

When computers were first invented just four decades ago, few people realized that mankind was witness to the most important single development of our time. Today computers have become freely available, and in a few years there will be a computer in almost every household.

Saitek has asked me to write a few words to welcome you to the world of chess playing computers. I have been personally associated with the company since 1983, and can therefore speak about its products from experience.

Until recently chess computers were regarded as simple toys which would never be capable of providing serious opposition for the enthusiast. The rapid advance of technology and programming skills have certainly changed that. Today chess computers have become an accepted part of the chess world, serving not only to introduce new players to the world's finest game, but also encouraging them to take part in tournaments against human opponents. Chess computers can teach you all the basics of the game and keep up with you even if you go on to become a top club player.

Saitek has been at the forefront of this development and has been responsible for many of the most interesting innovations. It is the only chess computer company under Swiss management, and I look forward to a long and productive relationship with Saitek and with you who have chosen their computers.

I wish you enjoyment and satisfaction from your Kasparov chess computer — and who knows, maybe we'll meet in combat across the chessboard in the future!

Good luck!

Garry Kasparov

***KASPAROV* OLYMPIAD**

INSTRUCTION MANUAL

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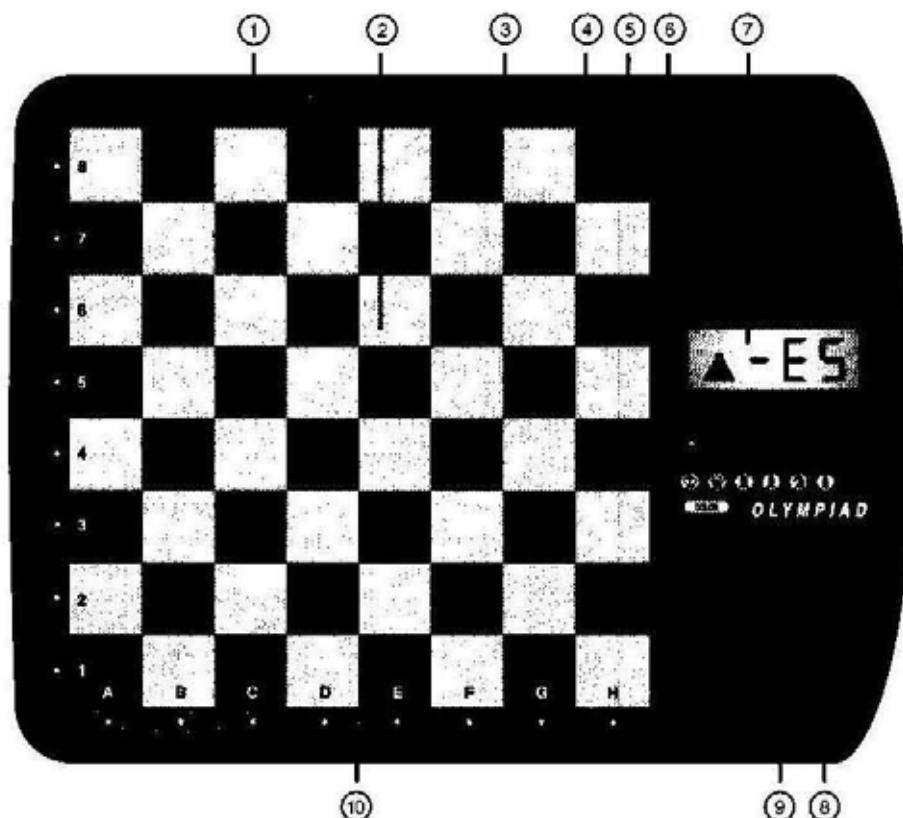
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TROUBLESHOOTING GUIDE

KASPAROV SERVICE CENTERS



KEYS AND FEATURES

- ① **PIECE STORAGE COMPARTMENT:** Handy piece storage compartment is located in base of unit.
- ② **SENSOR CHESSBOARD:** Each square contains a sensor that registers piece movement.
- ③ **BATTERY COMPARTMENT:** On back of unit. Uses 4 "AA" (AM3/R6) batteries. Always keep fresh batteries in unit, even when using an adaptor (in order to preserve game memory).
- ④ **MAINS ADAPTER SOCKET:** Socket for optional Saitek mains adapter, which may be purchased from your dealer.
- ⑤ **GO/STOP SWITCH:** Used to turn the computer on and off. Computer retains current position in memory, even when turned off.
- ⑥ **LCD CONTRAST SLIDER:** Used to adjust the contrast on the LCD display.
- ⑦ **LCD DISPLAY WINDOW:** Used for showing moves and move information during a game. Also used for level selection, piece verification, position set-up, coaching and study position information.
- ⑧ **ACL KEY:** On back of unit. Used to eliminate static discharge after inserting new batteries.
- ⑨ **GAME KEYS**
 - a. **NEW GAME KEY:** Press to reset for a new game.
 - b. **LEVEL KEY:** Press to select the level of play.
 - c. **COACH LEVEL KEY:** Press to select the coach levels.
 - d. **STUDIES KEY:** Press to select the built-in study positions.
 - e. **EVALUATION KEY:** Press while the computer is thinking to get its evaluation of the board position.
 - f. **DISPLAY MOVE KEY:** Press while the computer is thinking to see the search depth and the move

the computer is currently considering.

- g. **PIECE SYMBOL KEYS** (♔, ♕, ♖, ♗, ♘, and ♙): Used to verify board positions, change positions or set up new ones, and to promote pieces.
- h. **COLOR KEY:** Used to select the color in Verify Mode and Set Up Mode. Also used to skip over 8 levels at a time as a shortcut when selecting a playing level.
- i. **SET UP KEY:** Used to enter Set Up Mode (to set up or change board positions).
- j. **NON AUTO KEY:** Turns the computer's "Auto Answer" feature off or on. When Auto Answer is off, you may enter a series of moves manually or play against another person, with the computer acting as referee.
- k. **TAKE BACK KEY:** Press to take back one ply (a move for either side). Take back up to a total of 6 ply, or 3 full moves. Also used to clear the board in Set Up Mode.
- l. **PLAY KEY:** Press to change sides with the computer; press while the computer is thinking to force it to move. Press for a move suggestion, to see how Olympiad would move in your position.
- ⑩ **BOARD LIGHTS:** Used to indicate moves, take back moves, show levels, and verify or set up board positions.

PLASTIC COVER (not shown): Plastic snap-on cover is for dust protection and travelling. Take Olympiad anywhere, using the magnetic disc pieces for travel play — interrupt your game at any time, and snap the cover on over the pieces!



INTRODUCTION

Congratulations on your purchase of the Kasparov Olympiad. Besides providing you with countless hours of exciting game play, this computer's special coaching features provide a very unique way to learn more about the game of chess!

Just Look At All These Special Features!

- 64 different playing levels, including Handicap, Mate Problem, and even special Fun Levels
- Sensory board for easy move input
- Large display window and 16 bright board lights
- Computer thinks on your time for stronger play
- Comes with regular Staunton-style chess pieces, plus an additional set of flat magnetic chess discs for easy play while travelling
- Built-in storage compartment stores all pieces
- Full coaching features allow you to learn as you play — computer can even warn you when your pieces are threatened
- Watch computer's thought process in great detail: see evaluation of current position, depth of search, current move, and the remaining number of moves to be searched
- Openings library includes most major openings
- Plays White from the top of the board
- Contains 8 built-in study positions to help you improve your knowledge of chess — try to solve them with the computer's help
- Verify positions and set up your own problems
- Take back up to a total of 3 individual moves
- Play against another person with the computer acting as referee and keeping track of the time
- Solves up to mate in 4 moves
- Retains current board position and last 3 moves even when the computer is turned off

The Chess Rules

Kasparov Olympiad knows all the rules of chess, including castling, pawn promotions, en passant, and various types of draws. If you are not familiar with the game, turn to the back of the manual for an overview of the rules. Additional information may be found in your local library, which is sure to have books on the subject.

1. GETTING STARTED: THE BASICS

1 First, Install the Batteries

Your computer runs on 4 "AA" (AM3/R6) batteries. Use alkaline batteries for longer battery life (up to 300 hours). Make sure the computer is off, then insert the batteries as shown at the front of the manual. Switch to GO to turn the computer on — a beep signals that the game is ready to play. If the computer fails to respond (static discharge may cause it to lock up), use a paper clip or another sharp object to press and hold in the ACL key on the back of the unit for at least one second. This resets the computer.

To conserve battery power, switch off when you interrupt your game for more than a few minutes.

If you would rather not power your unit with batteries, you may purchase an optional Saitek mains adapter from your dealer. Please use only the adapter specified for use with this computer. The use of any

other adapter invalidates the unit's warranty.

IMPORTANT: To ensure that the computer's memory contents are not lost, keep good batteries in your Olympiad even when you are using an adapter. If batteries are not installed, memory data is lost when you unplug the adapter.

2 Ready to Play? Here's How to Move

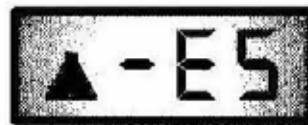
Follow these steps to start a game:

- Slide the GO/STOP switch to GO to turn the computer on.
- Press NEW GAME, and set up the chess pieces in their starting positions, with the White pieces nearest to you (see the Chess Rules at the back of the manual if you are unsure of the piece positions). The display shows the White King symbol, indicating that it is White's turn to move (♔--).
- To make a move, lightly press down on the piece you want to move until you hear a beep. The sensor board registers your move, and the coordinate lights for that piece start flashing. The display window also indicates the color, the piece, and the square that was pressed, e.g., ♖d2.
- Take the piece and lightly press it down on the square to which you are moving. A second beep sounds and the computer then starts thinking about its move.

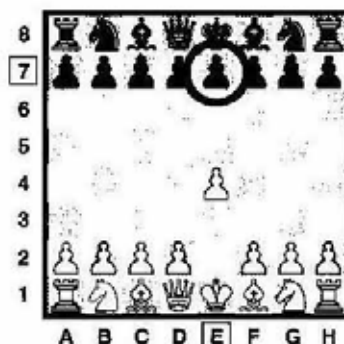
Note: At the beginning of a game, the computer's reply is often instantaneous on many levels, because it is playing moves which are stored in its book openings library (for details, see Section 2.7).

3 The Computer Makes Its Move

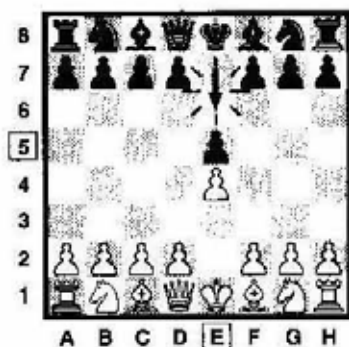
When the computer moves, it beeps and displays its move — showing you the piece it is moving and the square it wants to move to. It also turns on 2 board lights indicating the horizontal row and vertical column of that piece. Press the indicated piece down gently on the square until you hear a beep. The computer then uses the board lights to show you where the piece should go. Move the piece to the indicated square and press the piece down to complete the computer's move.



The display shows the color, the piece, and the move.



Here, the computer wants to move its pawn from E7. First, press down on the E7 pawn.



The board lights and the display window indicate the pawn should move to E5. Press the pawn down on E5 to complete the computer's move.

Watch the Computer's Progress

While the computer is thinking about its move, the display shows a King symbol indicating the computer's color on the left-hand side. The right-hand side shows the number of moves the computer has left to search before it actually makes its move. This number counts down in the display, so it can be used as a gauge to determine how far along the computer is in its search. If you see the display suddenly jump back up to a higher number, this is because the computer has changed its mind about its line of play, and wants to search down another line. After the computer has finished its search, it beeps and displays its move as described above.

4 Change Your Mind? Use Take Back!

Whenever it is your turn to move, you may press **TAKE BACK** to take back a move. The display window shows the move to be taken back, and the **to** square of that move is also indicated with the board lights. Press the indicated piece down on the square, and the computer shows you where that piece came **from**. Press the piece down on the **from** square to complete the take-back. Repeat this procedure to retract more moves.

You may take back up to 6 ply in any position (one ply is a move for either side). You may, therefore, take back up to 3 moves for each side.

5 Game Over? Start a New Game Anytime

Whenever you finish a game (or if you decide to abort your current game) you may reset the computer to start another game simply by pressing **NEW GAME**. The new game sound signifies that the computer is ready for another game, using the currently set level.

IMPORTANT: Pressing **NEW GAME** clears the current game from the computer's memory — be careful not to press this key by mistake!

6 Too Easy or Too Hard? Change the Level!

When the computer is first turned on, it is set to Level B2 (the display shows L - 2E). However, you may choose any of the 64 different levels described in Section 3.

To change the level, simply press **LEVEL** (the computer displays the current playing level). Change levels one at a time by pressing **LEVEL** repeatedly. As

a shortcut, press **COLOR** repeatedly to skip over 8 levels at a time. When the computer displays your desired level, press any other key or simply make your next move.

2. MORE BASIC FEATURES

2.1 Indication of the Side to Move

When Black is moving, the left-hand side of the display shows a Black King symbol. When it is White's turn to move, a White King symbol is displayed.

PIECE SYMBOLS SHOWN IN THE DISPLAY			
Pawn	(White/Black)		
Knight	(White/Black)		
Bishop	(White/Black)		
Rook	(White/Black)		
Queen	(White/Black)		
King	(White/Black)		

2.2 Capturing and Special Moves

To capture, press down on the piece you want to move, take the captured piece off the board, and press your piece down on the square of the captured piece. Captures are displayed with the \times symbol (e.g., $\Delta \times E5$).

En Passant

In an en passant capture, the computer uses two board lights to remind you to remove the captured pawn. You must press down on the captured pawn before removing it from the board.

Note: When taking back an en passant move, the computer guides you through the take-back of the move itself, but leaves it up to you to put the captured pawn back on its original square.

Castling

The computer automatically recognizes castling maneuvers after the King is moved. After you have pressed the King down on its **from** and **to** squares, Olympiad displays the King symbol, along with $\square\square$ for a Kingside castle (or $\square\square\square$ for Queenside), and it indicates the Rook with board lights. Press down on the Rook's **from** and **to** squares to finish the move.

Note: When taking back a castling maneuver, the computer only indicates the take-back of the King's move, and leaves it up to you to put the Rook back on its original square.

Pawn Promotion

When you promote a pawn, press your pawn down on its **from** square, as usual. Notice that the computer

immediately changes the displayed pawn to a Queen — to promote to a Queen, therefore, you need only press your pawn down on the **to** square. If you wish to *underpromote*, first press down on the **from** square. Next, before pressing the **to** square, press the Piece Symbol key (♙, ♚, or ♛) for the desired piece to enter your promotion choice into the computer. The computer immediately recognizes your new piece, and begins thinking about its next move.

The computer can also promote and underpromote. When the computer promotes, it changes the pawn in the display to the newly promoted piece after you press its **from** square on the board. Enter the computer's move as normal. Remember to change the piece on the board after a pawn promotion.

2.3 Illegal Moves/Wrong Moves

Kasparov Olympiad never accepts illegal moves. If you attempt such a move, the computer sounds a low double beep, and the board lights and display continue to indicate the square the piece came from. Since the computer will not allow you to move to an illegal square, it completely disregards that square and waits for a legal entry. Either move that same piece to another square, or press the piece back down on its **from** square and move a different piece.

If you do not execute a computer move correctly, you also hear an error beep. This indicates that you are trying to move the wrong piece, or you are moving the computer's piece to the wrong square.

If you press down on a piece and the **from** square appears in the display, but you decide not to make that move, press down on that same square again to cancel the input. Now make another move of your choice. If you change your mind after entering your whole move, you must take the move back as described in Section 1.

2.4 Check, Mate and Draw

When a King is in check, the computer first displays the move as usual. After the move is made, the display shows the King and the check symbol (♔ - - †).

When a game ends in checkmate, the computer displays the move as usual, and then displays the King and the checkmate symbol (♔ - - ♚).

The computer recognizes draws by stalemate, consecutive 3-fold repetition, and the 50-move rule. See the chart below for the various draw displays. If you are unfamiliar with these draws, refer to the Chess Rules section at the back of this manual.

GAME SYMBOLS SHOWN IN THE DISPLAY		
Check	♔	- - †
Checkmate	♔	- - ♚
Draw (Stalemate)	♔	- - ..
Draw (3-Fold Repetition)	♔	3 = ..
Draw (50-Move Rule)	♔	50 = ..

(White King symbol is displayed when appropriate)

2.5 Terminating the Computer's Search

To interrupt the computer while it is thinking, press **PLAY**. This forces the computer to play the best move it has found so far. This feature can be very useful on the higher levels, where the computer can take a long time to move. On the Infinite Level, for instance, the computer keeps thinking indefinitely until it either finds a mate or determines that it cannot find a mate (after searching all possible moves up to 8 ply) — but you can stop its search on this level at any time with **PLAY**.

Note: On the Mate Problem Levels, pressing PLAY does not cause the computer to make a move. Instead, the computer sounds an error beep and displays ♔ - - to indicate that it was interrupted before it found a mate. To continue your game, switch to another playing level.

2.6 Changing Sides with the Computer

You may change sides with the computer at any time by pressing **PLAY** when it is your turn to move. This causes the computer to make the next move for your side. You may change sides as often as you wish.

Note: Pressing PLAY at the beginning of a game causes the computer to make the first move for White, playing from the top of the board (see Section 2.11).

2.7 Book Openings

At the beginning of a game, Olympiad's reply is usually instantaneous on many levels, because the computer is playing moves which are stored in its *book opening library*. The computer's opening library consists of many positions from grandmaster play. If the current board position is in its opening book, the computer plays a response to that position from its collection of moves, instead of thinking about the move.

2.8 Thinking on the Opponent's Time

As you play, you may notice that the computer sometimes replies to your moves instantaneously, even in the middle of games played on the higher levels. This is because the computer thinks on your time, using the time you are contemplating your move to think ahead and plan its strategies. It tries to anticipate the move you are likely to make, then calculates its responses for that move while you are still thinking. If it has guessed right, there is no reason for it to keep on calculating — it immediately plays the move it has already found!

2.9 Game Memory

You may interrupt a game at any time by switching to **STOP**. Play is then suspended, and the computer "remembers" the current position for up to 2 years (with fresh alkaline batteries). When you switch on again, the computer is ready to resume your game. To conserve battery power, you should switch off when you interrupt your game for more than a few minutes.

Note: If you switch off while the computer is thinking, when you switch back on, the computer will continue its search for that move.

2.10 Non Auto Mode

Normally, the computer automatically answers with a countermove whenever you enter a move. If you use Non Auto Mode, however, you can enter any number of moves one by one, without allowing the computer to answer. This feature can be used to enter a series of moves for both sides or to replay a game to a certain


If you slide the switch between Ni-Cd and REGULAR while batteries are in place, the Eco Charger will sound a warning tone until the batteries are removed.

Note: Make sure that the setting of this switch is correct: the Eco Charger treats Ni-Cd/Ni-MHs and alkaline batteries differently. If batteries have been recharged with the wrong switch setting or the wrong battery size, it may not be possible in future to regain full performance from the batteries or freshen them up.

1.9 Hear a Warning Tone During Recharging?, Here's Why!

With some batteries, it is only during recharging that the Eco Charger establishes that they can't be safely or adequately recharged. When this happens, the Eco Charger interrupts the recharging process, displays the ⚡ warning symbol and sounds the warning tone. Dispose of the faulty batteries.

1.10 Recharging's Finished!

When a battery is fully recharged, the Eco Charger automatically stops the charging process, and the Charged Battery symbol  is displayed around the battery symbol for the fully charged battery. Simply remove that battery from the unit and it's ready for use!

Result with Ni-Cd/Ni-MHs:

They can last for many more discharge cycles.

Result with Alkaline Batteries:

Freshened up to a certain level, which will however diminish in the course of time. They can no longer store 100% of original energy after being used and recharged. It is best to freshen up alkaline batteries as often as possible, even if they are almost new, for the greatest possible battery life.

You can now use the recharged batteries, or to avoid mistaking them for empty batteries, store them in the rear compartment.

Tip: alkaline batteries lose some of their energy in storage (even in shops). You can get the best performance from them by freshening them up again in the Eco Charger before using them again.

1.11 Switching off the Eco Charger.

First remove all the batteries from the Eco Charger. This maintains the longest possible battery life after recharging, and the Eco Charger is safe from battery leakages or defects. Next, disconnect the AC adapter from the jack, then from the wall socket.

position. It also allows you to play against another person, with the computer acting as referee.

To enter Non Auto Mode, press **NON AUTO** (the display briefly shows n - R). To exit Non Auto Mode and return to normal play at any time, press **NON AUTO** again (the display briefly shows R u t).

*Note: When playing against another person, if you want to know what the computer would do in a certain position, press **PLAY** and Olympiad will make the next move. After it has made its move, Non Auto Mode will remain in effect, and you can continue your game.*

SOME USES FOR NON AUTO MODE!

- Play through master games. Press **PLAY** to get the computer's analysis of any position.
- Replay to a certain position for further study.
- Study book lines by entering them manually.
- Play against another person, with the computer acting as referee and checking all moves for legality.

2.11 Playing Black from the Bottom of the Board

You may want to depart from the usual standard and play the Black pieces from the bottom of the board, letting the computer play White from the top. To do this, press **NEW GAME** and then **PLAY**. The computer reverses sides and makes the first move for White from the top of the board. The following diagram shows the initial piece set-up when Black plays from the bottom. Notice, in particular, that the Kings and Queens are positioned differently in this set-up.

Note: When you play Black from the bottom, the move notation is automatically reversed in the display.



Board set-up with Black at the bottom

HAVING PROBLEMS? SOME HINTS & TIPS:

- **Is it really your turn to move?** Check the King symbol in the display. If the King symbol on display is blinking, it is the computer's turn.
- **Does the display merely beep and continue to show your "from" square when you try to move?** You are attempting to enter an illegal move. Either move the piece to another square, or press the indicated from square again to erase the move, and make a different move. Trust the computer — Olympiad knows all the rules and will not allow an illegal move!
- **Are you unsure of the board position? Have some pieces been moved inadvertently?** Use Verify Mode to check the piece positions (see 5.1).
- **Is your King in check?** If your King is in check, you must move it out of check before you can make any other move (see the Rules).
- **Computer won't make a move?** Non Auto Mode may be turned on — this option must be turned OFF for the computer to respond with its moves automatically (see Section 2.10).

3. LEVELS OF SKILL

Kasparov Olympiad has 64 playing levels, including levels for casual play, levels for problem solving, and even special levels for beginners. When you set the playing level, keep in mind that when the computer has more time to think about its moves, it becomes stronger and plays better — just like a human chess player!

Setting a Playing Level

Press **LEVEL**, and the computer beeps, shows the current level in the display, and turns on the board lights corresponding to that playing level. As an example, when the computer is first turned on, it is automatically set on Level B2, and the display shows L - 2E. Change the levels one at a time by repeatedly pressing **LEVEL**. As a shortcut, press **COLOR** repeatedly to skip over 8 levels at a time. When the computer displays your desired level, press any other key or simply make your next move.

3.1 Normal Playing Levels

The first 39 levels are the normal playing levels. They are basically divided into 8 groups, with each level corresponding to a board square:

LEVEL/SQUARE	DISPLAY	LEVEL/SQUARE	DISPLAY
Level A1	L - 1R	Level C5	L - 5R
Level A2	L - 1b	Level C6	L - 5b
Level A3	L - 1c	Level C7	L - 5c
Level A4	L - 1d	Level C8	L - 5d
Level A5	L - 1E	Level D1	L - 5E
Level A6	L - 2R	Level D2	L - 6R
Level A7	L - 2b	Level D3	L - 6b
Level A8	L - 2c	Level D4	L - 6c
Level B1	L - 2d	Level D5	L - 6d
Level B2	L - 2E	Level D6	L - 6E
Level B3	L - 3R	Level D7	L - 7R
Level B4	L - 3b	Level D8	L - 7b
Level B5	L - 3c	Level E1	L - 7c
Level B6	L - 3d	Level E2	L - 7d
Level B7	L - 3E	Level E3	L - 7E
Level B8	L - 4R	Level E4	L - 8R
Level C1	L - 4b	Level E5	L - 8b
Level C2	L - 4c	Level E6	L - 8c
Level C3	L - 4d	Level E7	L - 8d
Level C4	L - 4E		

For each of these levels, the number shown in the display corresponds to the search depth, and the letter corresponds to the search variation. As an example, Level A2 displays as L - 1b. The 1 indicates that the computer will look ahead 1 ply on this level (a ply is a move for each side, or a half-move); the b indicates that it will not consider many moves (only very basic moves, promotions and recaptures). This level, therefore, would be a very good one for beginning players. These levels get progressively stronger as the numbers get larger, and within each group the computer considers more and more moves as the letters go from R to E.

3.2 Infinite Level

LEVEL/SQUARE	DISPLAY
Level E8	L - 1n

On the Infinite Level, the computer searches indefinitely, until it either finds a forced mate or until it has searched all possible moves up to 8 ply and cannot

find a mate. You can also terminate its search at any time by pressing **PLAY**. If the search is halted, the computer makes the move it considers best at that moment. One very interesting way to use this level is to have the computer analyze complicated positions for hours or even days!

3.3 Fixed Depth Levels

LEVEL/SQUARE	DISPLAY
Level F1	L - d 1
Level F2	L - d 2
Level F3	L - d 3
Level F4	L - d 4
Level F5	L - d 5
Level F6	L - d 6
Level F7	L - d 7

On the Fixed Depth levels, the computer's search depth is limited to the number of moves corresponding to the currently set level. As you cycle through the levels, the computer displays L - d n for each level, with n representing the search depth for that particular level. In each case, n equals the number of ply (half-moves) the computer will look ahead on that level. For example, on Level F1, the computer searches to a depth of 1 ply (L - d 1), and thus only looks ahead 1 move. On this level, therefore, it will often overlook a mate in one. This produces weaker play, and thus gives beginners and average players a better chance of winning.

3.4 Puzzle Level

LEVEL/SQUARE	DISPLAY
Level F8	L - P u

The Puzzle Level is used for solving "mate or a large win of material" problems. Here, the computer looks for the shortest forced win of 2 pawns or more. In order to display a solution, the computer must see a win of enough material to be 2 pawns better than even, in addition to 2 pawns better than the current position. If it finds such a solution, the move is displayed. If it reaches its search depth limit without finding a solution, it sounds an error beep. Change levels to continue play.

3.5 Fun Levels

LEVEL/SQUARE	DISPLAY
Level G1	L - F 1
Level G2	L - F 2
Level G3	L - F 3
Level G4	L - F 4
Level G5	L - F 5
Level G6	L - F 6
Level G7	L - F 7
Level G8	L - F 8

Kasparov Olympiad has 8 unique "Fun Levels" especially for beginners and young players. These levels allow those who might otherwise never win a game of chess to come up on the winning side for a change! On the Fun Levels, Olympiad is much more "human" than most chess computers — it gives everyone a chance to win, in a world where chess machines are typically relentless and often difficult to beat. Although the general consensus seems to be that computers never make mistakes, on the Fun Levels, this computer actually does!

Various handicaps are built into the Fun Levels, demonstrating different types of common mistakes

made by beginners. Chess books often advise of basic rules — warning not to give away material, not to bring the Queen out too early, and advising the development of pieces before starting an attack. Yet players see their opponents breaking these rules and getting away with it! The Fun Levels provide a way of practicing the punishment of these typical mistakes — thus enabling the beginner to strengthen his game against the human opponents he is likely to face.

Even after a player has mastered the Fun Levels, they can still be a valuable training tool. A game can be started on a Fun Level, for example, and, when the computer makes a bad move, the player can switch to a normal level and try to convert his advantage to a win, playing against the stiffer opposition of a higher level.

Fun Level G1 (L - F 1) is the weakest level. On this level, the value of material is set so that the computer will not only "hang" pieces (leave pieces unguarded), but will also actually try to lose material. Watching the computer throw away its Queen would not even be uncommon on this level! Levels G2, G3, and G4 are similar to G1 in that they also give away material, but they do not do it as consistently. They progressively start to consider material worth more and more, and Level G4 only gives pieces away occasionally.

On Levels G5 through G8, Olympiad does not actually give away material — these levels play more like a beginner who has learned the basics of the game, and they get progressively smarter when it comes to material. On these levels, the computer will make mistakes like bringing out the Queen too early in the game, leaving pieces unguarded, and opening itself up to check and checkmate threats. Therefore, although these 4 levels may be "smarter" than the first 4, they are still very much "fun" levels that will give the beginner an opportunity to win some games.

3.6 Handicap Levels

LEVEL/SQUARE	DISPLAY
Level H1	L - H 1
Level H2	L - H 2
Level H3	L - H 3
Level H4	L - H 4

The Handicap Levels are meant specifically for novice players. On these levels, the computer restricts its search so that it deliberately plays a weaker game. On the Handicap levels, the computer plays almost instantaneously on each move — this prevents the computer from using its full power. Level H1 is the easiest, and the computer's playing strength increases gradually up through Level H4.

3.7 Mate Problem Levels

LEVEL/SQUARE	DISPLAY
Level H5	L - P 1
Level H6	L - P 2
Level H7	L - P 3
Level H8	L - P 4

If you have a position where there may be a mate and you want the computer to find it, set the computer to one of the Mate Problem Levels. Kasparov Olympiad will search for the shortest possible solution to mate problems, and can solve mates in up to 4 moves (on Level H8). If there is no mate present or the computer cannot find a mate, it will sound the error beep. Change levels to return to normal play.

TIPS ON CHOOSING A PLAYING LEVEL:

- **Are you a beginning player?** Start out with the Fun, Handicap, or lower Fixed Depth Levels. The Fun Levels make mistakes on purpose so you can beat the computer and learn while doing so! The Handicap and lower Fixed Depth Levels restrict Olympiad's search depth, resulting in weaker play.
- **Are you an intermediate or advanced chess player?** Try the Normal Levels — they range from easy all the way up to difficult. Or try the higher Fixed Depth Levels — as you conquer each one, go on to the next! Remember that the search time increases as the level/search depth increases — whereas the lower levels may respond quickly, Levels C3 and above may take hours or even days to search in certain positions.
- **Want to experiment?** Set up a puzzle for Olympiad to solve on its Puzzle Level — watch as the computer thinks of the solution and learn more about chess as you watch! Or use the Mate Problem Levels to solve problems up to mate in 4 — search from a position in one of your games, or set up an actual mate problem.

4. COACH LEVELS

Olympiad has 3 coach levels which are accessed by repeatedly pressing **COACH LEVEL**.

4.1 Coach Level G: Normal Game

When you first turn the computer on, it is initially set to Coach Level G (for Game). Confirm this by pressing **COACH LEVEL** — the display shows [o b] and board light G turns on briefly. On Coach Level G, you basically play a normal game, with beeps sounding when moves are made and when pieces or keys are pressed.

4.2 Coach Level H: Silent Game

Press **COACH LEVEL** a second time for Coach Level H (for Hush), and light H turns on briefly. On this level, the computer remains completely silent during the game. When playing without sound, be sure to watch the lights and display carefully during the game.

4.3 Coach Level F: Full Coach Level

Press **COACH LEVEL** once again for Coach Level F (for Full Coach) — board light F will turn on briefly. Coach Level F is a special level which encourages the beginner to improve his chessplaying skills and his understanding of the game. On the Full Coach Level, the computer sounds the normal game beeps, but also gives you important additional help during the game:

- During the opening, the computer warns you when you play a move that it does not know, i.e., a move that is not in its opening book (see Section 2.7 for details on the opening book). It gives you this warning by sounding three low beeps, displaying o o b ("out of book"), and not making a countermove. At this point, you can press **TAKE BACK** to take your move back and try another move, or you can simply press **PLAY** to force the computer to move and continue the game in the normal manner.
- The computer indicates the point where the opening book line ends by displaying o o b and sounding a series of high beeps after it makes the last book move. To continue, simply make your next move, or press **PLAY** to make the computer move.
- When one of your pieces is in danger, i.e., it is being attacked by a lesser valued piece, the computer sounds a series of warning beeps after its move. It also displays the piece in danger (e.g., e H e if a

White Bishop is being threatened) and flashes the square of that piece for several seconds. You can continue the game by making your next move, or take back your last move and make another one.

SUMMARY OF THE COACH LEVELS:

- **PRESS COACH for Coach Level G** (G light on - Normal Game): Normal beeps for moves and keypresses during game
- **PRESS COACH again for Coach Level H** (H light on - Hush): No beeps at all during game
- **PRESS COACH again for Coach Level F** (F light on - Full Coach): Normal beeps during game, plus: Warning beeps when your moves are not in book or when the book line ends, warning beeps when your pieces are threatened by enemy pieces of lesser value

5. VERIFYING/SETTING UP POSITIONS

5.1 Verifying Board Positions

If you should knock over the chess pieces or if you think the board position is incorrect, you can have the computer verify all piece locations for you. When it is your turn, press one of the Piece Symbol keys (♔, ♕, ♖, ♗, ♘, ♙, ♚, ♛, ♜, ♝, ♞, or ♟). The computer uses the board lights and display window to show you where the first piece of that type is located on the board. The board lights indicate the square, and the display shows the piece symbol and square designation. Press the same Piece Symbol key again to see the location of the next piece of that same type. Cycle through all the pieces of the current side to move in this manner. When there are no more pieces of that type, you hear a double beep, the board lights go out, and only the piece symbol remains in the display (e.g., ♖ --). To verify another color's pieces of that type, first press **COLOR** to switch colors. Then press the Piece Symbol key as described above to verify the pieces. Repeat the same procedure using the other Piece Symbol keys, verifying the entire board if desired. To return to normal play, make your next move or press any key (other than **COLOR** or a Piece Symbol key).

TRYING OUT VERIFY MODE:

PRESS	DISPLAY
NEW GAME	♔ -- (new game, White to move)
♖	♖ f1 (1st square occupied by White Rook)
♗	♗ h1 (2nd square occupied by White Rook)
♘	♘ -- (no more White Rooks on the board)
COLOR	♚ RB (change color to Black: 1st Black Rook)
♞	♞ h8 (2nd square occupied by Black Rook)
♟	♟ -- (no more Black Rooks on the board)
Any key	To exit Verify Mode: Make a move or press any key (other than COLOR or a Piece Symbol key)

5.2 Changing and Setting Up Positions

Kasparov Olympiad lets you easily set up or modify any position. You can set up special positions to play from or problems you would like the computer to solve.

Press **SET UP** to enter Set Up Mode, and the display shows -- ♖. You may change or set up a board position at any time during a game, whenever it is your turn to move. After you have set up the desired position, press **SET UP** once more to exit Set Up Mode.

- To remove a piece from the board, press the piece down gently on its square and remove the

piece. Notice that the display indicates the piece type and color, and the piece location. The board lights for that square also flash to show that the square is now empty.

- **To move a piece from one square to another**, press the piece down on its original square, pick it up, and then press it down on the new square. As you do this, the board lights for the respective squares will flash when the piece is removed, and turn on steadily when the piece is added.
- **To add a piece to the board**, first press the Piece Symbol key for that piece (♙, ♚, ♜, ♝, ♞, or ♟). Make sure the display window shows the correct color for the piece you wish to add. If not, press **COLOR** to change the color. When the display shows the correct piece type and color, place that piece on the desired square and press down gently. The board lights for that square come on steadily to confirm that you have added a piece. To add another piece of the same type, simply press down on another square. To add a different piece, press a different Piece Symbol key and follow the same steps as above.
- **To clear the board**, press **TAKE BACK** while in Set Up Mode. The display shows [Lr briefly, and the computer automatically clears the internal chessboard. You may then add pieces as described above. *Note: This feature can come in very handy if you want to set up a special position which contains only a few pieces, where it would be much easier to start out with an empty board.*
- **Once you have changed the board position as described above**, make sure that the color symbol in the display is showing the correct color of the side to move next. Press **COLOR** if you need to change the color.
- **Press SET UP to exit Set Up Mode.**

Note: Any legal position may be set up using the above procedures. The computer will not permit you to set up an illegal position, such as one where there are more than the prescribed number of pieces for a normal game, or where a King is in check. In such a case, it will show briefly in the display and you will not be able to leave Set Up Mode until you change the position.

CAUTION: All previous moves in the current game will be erased from the computer's memory if you make changes to the position during a game.

TRYING OUT SET UP MODE:		
PRESS	DISPLAY	
NEW GAME	♙ --	(new game, White to move)
SET UP	--	(enter Set Up Mode)
Square D2	♙ d2	(Remove pawn: D&2 lights flash to indicate empty square)
Square D4	♙ d4	(Move pawn to D4: D&4 lights turn on to show addition of piece)
COLOR	♚	(choose color: Black)
Square D8	♚ d8	(Remove Queen: D&8 lights flash to indicate empty square)
Square H5	♚ H5	(Move Queen to H5: H&5 lights turn on to show addition of piece)
COLOR	♙	(choose color for side to move next: White; also shows location of Queen)
SET UP	♙ --	(exit Set Up Mode, White to move)

6. GAME INFORMATION

In a normal game of chess, you would never ask your opponent what move he was thinking about, nor would you question him as to how he would evaluate the current position. When playing against this chess computer, however, you can do just that! Upon request, it will show you the move it is currently considering, its evaluation of the current position, and the depth of its search. Studying this information can help you learn more about chess.

6.1 Position Evaluation

You may ask the computer for its evaluation of the current board position by pressing **EVALUATION** whenever the computer is thinking. The display shows the King symbol for the side to move, along with "E" for Evaluation, and a rating (from -99 to 99), e.g. ♚ E -25. The rating is based on a pawn being worth about 10 points, and a positive value means that White has the advantage. If the rating exceeds +99 or -99, the computer still displays +99 or -99, as appropriate.

When the computer makes its move, the display returns to normal automatically, showing the computer's move. To return to the normal display while the computer is still thinking, press **EVALUATION** again.

Note: On the Mate Problem Levels, the computer will not give an evaluation of the position; instead, it displays the symbol for the side to move, e.g., ♚ E --.

6.2 Search Depth and Current Move

While the computer is thinking, you may press **DISPLAY MOVE** to see the search depth and the move the computer is currently considering. The display shows the depth (e.g., d-2 = depth of 2 half-moves), while the computer's move is indicated with flashing board lights. The coordinate lights flash alternately for the **from** and **to** squares. Watch carefully, and you may see the computer change its mind about a move!

When the computer makes its next move, the display returns to normal automatically, showing the computer's move. To cancel this feature while the computer is still thinking, press **DISPLAY MOVE** again.

Note: On the Mate Problem Levels, the computer will not show the move it is thinking about.

WATCH THE COMPUTER WHILE IT THINKS!

PRESS	RESULT
EVALUATION	Display shows the computer's evaluation of current position (number is based on a pawn being worth 10 points; positive number means White is ahead)
DISPLAY MOVE	Display shows the number of half-moves the computer is thinking ahead; board lights flash to show the move the computer is thinking of making

6.3 Move Suggestions

If you would like advice on any particular move, you can have the computer show you what it would do in that position. To do this, press **PLAY** when it is your turn to move, and the computer will make the next move for you. If you want to accept this move as your own, continue the game by pressing **PLAY** once more so the computer will make its next move. If you do not want to

accept the computer's move as your own, press **TAKE BACK** to retract the computer's move, and then make a move of your own.

7. BUILT-IN STUDY POSITIONS

Using the Study Positions

Your Kasparov Olympiad has 8 built-in study positions which you can try to solve with its help. These study positions are meant to entertain you and improve your knowledge of chess. Once you have chosen a position, study it carefully and try to find the correct moves for White. In each case, the computer knows the principal lines of attack as analyzed by the masters, and it will help you to solve the study position.

Note: For the board diagrams corresponding to each of the Study Positions, see Section 7.2.

Press **STUDIES** to select the first position, and the display shows 5b 1. The first board position has now been loaded into the computer's memory. When using the study positions, the computer is automatically set to Level B7 (L - 3E), and the Full Coach Level is selected.

Pressing **STUDIES** repeatedly cycles through all of the study positions. Each time **STUDIES** is pressed, the computer makes the new game sound, since it sets up a new board for each study position.

Once you have chosen a position, start playing by entering the move you think is best for White. If your move is not in the computer's "solution library" you will hear a series of low beeps and see oob in the display (indicating that your move is "out of book"), and the computer will not play a countermove. Use **TAKE BACK** to retract this move and try another one. When you play the correct move, the computer will reply instantly with the best defense for Black. If you cannot find the solution yourself, press **PLAY** and the computer will show you how White should play.

7.1 Descriptions of the Study Positions

This section describes the 8 built-in study positions, and gives you hints for solving each of them. For the corresponding board diagrams, see Section 7.2.

Note: If you prefer to solve the studies without any assistance, do not read the hints in this section. Instead, simply select the positions as described above, study the board diagrams in Section 7.2, and try to solve the studies on your own. The computer will warn you when you are wrong.

Study Position 1

White to play and win. You may be skillful enough to reduce your opponent to a bare King, but do you know how to put him away? The White King and Rook must work together to trap the Black King in a corner. If White plays perfectly, he can mate in 8 moves.

Study Position 2

White to play and win. In order to shepherd his pawn to its Queening square, the White King must first gain the "opposition". Advanced players know this concept by heart: If 2 Kings are facing each other on the same file or rank with only one empty square between them, then the player without the move is said to have the opposition. Gaining the opposition is almost always an

advantage in pawn endgames, since it allows one to gain territory and penetrate the enemy position.

Study Position 3

White to play and draw. Knowledge of Position 2 should help you understand the drawing method here. White, who is in grave danger of losing, must play a surprising move to deprive Black of the opposition and hold him to a draw.

Study Position 4

White to play and win. Some tactical themes occur frequently and belong to the arsenal of all good players. This position illustrates the "skewer". Black must not move his King to the 6th rank — otherwise, White would check with the Rook, promote his a-pawn, and win quite easily. Black's King and Rook are forced into a fatal lineup along the 7th rank, after which White uses a deadly skewer to win the Black Rook. Without an awareness of this tactic, White could not win the game, despite his 3-pawn advantage!

Study Position 5

White to play and win. In this position taken from a game Capablanca-Tanerow, New York, 1910, the White Queen is attacked by the Black Bishop on E5. The legendary Capablanca, who was World Champion from 1921 to 1927, took just a few brilliant moves to dispose of his opponent. Can you find them?

Study Position 6

White to play and win. Some chess games become classics, enjoyed and admired as works of art by successive generations of players. This game between the American genius Paul Morphy and the Duke of Brunswick is reputed to have taken place during an opera! Even after you have found the correct attack, you should play through the position a number of times, since the computer will try different defenses for Black.

Study Position 7

White to play and win. This position was taken from a game Alekhine-Grünfeld, Carlsbad, 1923 (with the colors reversed), which "some competent critics have considered the finest ever played," according to Grandmaster Reuben Fine. Here, too, the computer will defend the position in different ways, so you should play through the position a number of times.

Study Position 8

White to play and win. This position illustrates the dream of every chess player. It is taken from the game Adams-Torre, New Orleans, 1920, and it contains a series of astonishing sacrifices of great beauty and originality. White could give a "back-rank mate" if Square E8 were not so well protected. So he attempts to divert the Black Queen or the Black Rook on C8 from their defense of this square. If you do not understand the moves the computer plays for Black, try playing other moves against the computer. Select Position 8, press **PLAY**, make a different Black defensive move (the computer will complain!), and press **PLAY** again. You will soon realize why Black was so cautious!

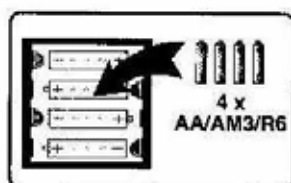
TROUBLESHOOTING GUIDE

SYMPTOMS	POSSIBLE CAUSES	ACTION TO TAKE
1. The computer does not react, behaves erratically, or "freezes" during a game.	<i>Batteries not inserted properly.</i>	See instructions for installing batteries in Section 1.
	<i>Batteries weak or bad.</i>	Replace the batteries (see Section 1).
	<i>Static discharge or an electrical disturbance has caused the computer to lock up.</i>	Press in the ACL key (see Section 8.1).
2. The LCD display is difficult to read.	<i>LCD Contrast Slider not adjusted correctly, or batteries weak.</i>	Adjust LCD contrast; if dimness persists, replace batteries.
3. The computer will not play a move.	<i>You are in Non Auto Mode, where the computer does not answer your moves automatically.</i>	Press NON AUTO to return to normal game play against the computer (see Section 2.10).
	<i>You may be on a level which causes the computer to think for a long time (e.g., Infinite or Mate Problem Levels).</i>	You may interrupt the computer's thought process and force it to make a move, if desired, by pressing PLAY .
	<i>You are on Coach Level F and have made a move that is not in the opening book.</i>	Press PLAY to continue, or press TAKE BACK and make a different move (see Section 4 for Coach Levels).
	<i>You are playing through a study position and have made an incorrect move.</i>	Press PLAY to continue, or press TAKE BACK and make a different move (see Section 7 for Study Positions).
4. The computer will not accept your move.	<i>Is it your turn? (Check the King symbol in the display) Is your King in check? Will your move put your King into check? Are you trying to castle incorrectly? Did you move the Rook first when castling? Are you trying to move to an illegal square?</i>	Make sure you are familiar with the chess rules. Use the Piece Symbol keys to verify board position (see Section 5.1), use TAKE BACK to reconstruct the last move.
	<i>The computer is thinking (its King symbol is in the display).</i>	To interrupt the computer's thinking, press PLAY .
	<i>You have not entered the computer's last move correctly — you have pressed down on the incorrect from or to square.</i>	Check the display for the computer's move, and press the indicated square to complete the computer's move.
5. The computer seems to be making illegal moves.	<i>The computer has made a special move, such as an on passant capture, castling, or a pawn promotion or underpromotion.</i>	Review the chess rules. Verify the board position as described in Section 5.1, use TAKE BACK to reconstruct the last move.
	<i>Your board position is not correct (pieces have been moved).</i>	Verify the board position (see Section 5.1).
	<i>The batteries are running out.</i>	Replace the batteries.
6. The computer makes instant or irrational moves.	<i>The computer may be set on one of the lowest Beginner or Handicap Levels, where it moves very quickly and plays weaker than normal because its search depth is limited.</i>	Press LEVEL to check which level is currently selected (see Section 3).
	<i>The computer may be set on one of the Fun Levels, where it often makes common chess mistakes so the beginner may study them and learn from them.</i>	Press LEVEL to see which level is selected. If you see any of the L - F 1 through L - F 8 displays, you are on a Fun Level (see Section 3.5). Press LEVEL to change levels, if desired.
7. The computer is silent.	<i>Coach Level H is set.</i>	To turn the beep sounds back on, switch to another Coach Level (see Section 4).
8. A board light is out.	<i>Defective component or contact.</i>	Consult your Kasparov Service Center.
9. The computer does not work with optional adapter.	<i>Wrong adapter type, incorrect voltage rating, or defective adapter.</i>	Check with your authorized dealer. Use the Saitek recommended adapter only.

Kurzanleitung für den schnellen Einstieg

Um sofort eine Partie zu spielen, ohne vorher das gesamte Handbuch zu lesen, brauchen Sie nur den Anweisungen in dieser Kurzanleitung zu folgen!

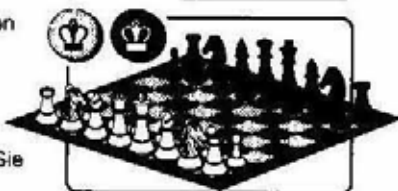
- 1** Legen Sie 4 "AA" Batterien des Typs AA/AM3/R6 in den Computer ein und achten dabei auf die korrekte Polarität.



- 2** Drücken Sie auf GO and schalten den Computer ein. Falls der Computer nicht reagiert, drücken Sie die ACL-Taste wie in Abschnitt 1 beschrieben.



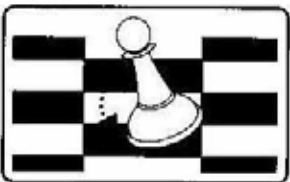
- 3** Stellen Sie die Schachfiguren in der Grundstellung auf, wobei Weiß auf Ihrer Seite steht. Vergessen Sie nicht, mit den flachen, magnetischen Schachplättchen zu spielen, wenn Sie auf Reisen sind!



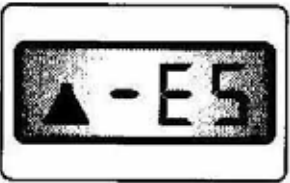
- 4** Drücken Sie NEW GAME um den Computer für eine neue Partie einzustellen.



- 5** Geben Sie Züge ein, indem Sie sich auf dem Brett ausführen. Dabei drücken Sie die Figuren bei jedem Zug leicht auf das Ausgangs- und Zielfeld an.



- 6** Der Gegenzug des Computers erscheint auf der Anzeige. Zusätzlich leuchten zwei Randlämpchen auf, die Ihnen die vertikale Spalte und horizontale Zelle der zu ziehenden Figur anzeigen. Drücken Sie die vom Computer angezeigte Figur leicht auf Ihr Ausgangs- und Zielfeld an, um den Zug abzuschließen.



Führen Sie Ihren nächsten Zug wie beschrieben aus. Schalten Sie auf STOP, wenn Sie den Computer abschalten möchten. Viel Spaß bei Ihrer Partie!

A message from...

GARRY KASPAROV
WORLD CHAMPION

Lieber Schachfreund,

Als man vor vier Jahrzehnten den Computer erfand, ahnte noch niemand, daß mit ihm eine der wichtigsten Entdeckungen der Zeit eingeleitet wurde. Heute sind Computer für jedermann zugänglich und fast in jedem Haushalt zu finden.

Die Firma Satek hat mich gebeten, Sie mit einigen Worten in die Welt der schachspielenden Computer zu begleiten. Ich bin seit 1983 mit dieser Firma verbunden und kann daher aus persönlicher Erfahrung über ihre Produkte sprechen.

Bis vor kurzem betrachtete man Schachcomputer als einfache Spielzeuge, die niemals in der Lage sein würden, einem ernsthaften Schachspieler als Partner zu dienen. Das hat sich gründlich geändert - nicht zuletzt durch rapide Fortschritte in der Mikrocomputer-Technologie und in der Programmierkunst. Heute spielen Schachcomputer eine sehr nützliche Rolle in der Schachgemeinschaft: Sie treffen den Anfängern nicht nur, das schönste Spiel in der Welt kennenzulernen, sondern ermutigen sie auch, an Wettkämpfen mit Menschen als Gegner teilzunehmen. Der Schachcomputer bringt Ihnen alle notwendigen Grundkenntnisse bei und hilft auf gleichem Niveau mit Ihnen, auch wenn Sie sich zu einem Spitzenvereinspieler entwickeln.

Satek war auf dem Gebiet der schachspielenden Elektronik immer ein Vorreiter und zeichnet für viele der fortschrittlichsten Entwicklungen verantwortlich. Es ist das einzige Schachcomputerunternehmen unter schweizer Leitung. Ich freue mich auf eine lange und interessante Zusammenarbeit mit Satek und mit Ihnen, die Sie sich für einen Ihrer Computer entschieden haben.

Ich wünsche Ihnen viel Spaß mit Ihrem neuen Schachcomputer - vielleicht werden wir uns irgendwann in der Zukunft zum Wettkampf am Schachbrett treffen!

Viel Glück!

Kasparov

Garry Kasparov