

Choosing opening books

Opening books are set with the extra ♔. (Remove the extra ♔ if it is still on the board)

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|----------------|--------------|--------------|--------------|--------------|--------------|------------|-------------------------|--------------------------------------|--------------------|---------------------------------|
| ♔a3 No book | ♔b3 ECO A | ♔c3 ECO B | ♔d3 ECO C | ♔e3 ECO D | ♔f3 ECO E | ♔g3 Fun | ♔h3 Varied (Default) | ♔h4 GM games from 1950 till 2013) | ♔g4 Performance | ♔f4 Stockfish optimized book |
|----------------|--------------|--------------|--------------|--------------|--------------|------------|-------------------------|--------------------------------------|--------------------|---------------------------------|

Setting up time controls

PicoChess supports three variants of different time controls (Fixed, Blitz, Fischer). You can choose them by placing the extra ♔. (Remove the extra ♔ if it is still on the board). Blitz 5 minutes per game is set as default.

Fixed Levels

Fixed time controls are set with the extra ♔. (Remove the extra ♔ if it is still on the board)

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|--------------------------|---------------------------|---------------------------|----------------------------|----------------------------|----------------------------|
| ♔a6 1 second per move | ♔b6 3 seconds per move | ♔c6 5 seconds per move | ♔d6 10 seconds per move | ♔e6 15 seconds per move | ♔f6 30 seconds per move |
|--------------------------|---------------------------|---------------------------|----------------------------|----------------------------|----------------------------|

Blitz Levels

Blitz time controls are set with the extra ♔. (Remove the extra ♔ if it is still on the board).

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|-----------------------|------------------------|------------------------|-------------------------|-------------------------|-------------------------|-------------------------|--------------------------|
| ♔a4 1 min per game | ♔b4 3 mins per game | ♔c4 5 mins per game | ♔d4 10 mins per game | ♔e4 15 mins per game | ♔f4 30 mins per game | ♔g4 60 mins per game | ♔h4 120 mins per game |
|-----------------------|------------------------|------------------------|-------------------------|-------------------------|-------------------------|-------------------------|--------------------------|

Fischer Increment Blitz Levels

These are set with the extra ♔. (Remove the extra ♔ if it is still on the board)

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|----------------------------------------------|----------------------------------------------|----------------------------------------------|----------------------------------------------|-----------------------------------------------|-----------------------------------------------|------------------------------------------------|
| ♔a3 3 minute game with 2 second increment | ♔b3 4 minute game with 2 second increment | ♔c3 5 minute game with 3 second increment | ♔d3 5 minute game with 5 second increment | ♔e3 15 minute game with 5 second increment | ♔f3 25 minute game with 5 second increment | ♔g3 90 minute game with 30 second increment |
|----------------------------------------------|----------------------------------------------|----------------------------------------------|----------------------------------------------|-----------------------------------------------|-----------------------------------------------|------------------------------------------------|

Choosing skill level

Put the extra ♔ on your DGT board to select skill level. If no skill level is selected, PicoChess uses level 20 (the highest level) by default. (Remove the extra ♔ if it is still on the board). Please notice that not all chess engines support levels.

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| Level 0 (♔a6) ~ 1100 Elo | Level 8 (♔a5) ~ 1500 Elo | Level 16 (♔a4) ~ 1900 Elo | Level 20 (♔e4) ~ 2570 Elo |
|-----------------------------|-----------------------------|------------------------------|------------------------------|

Playing / Training Modes

When using these modes, please be patient and don't rush moves. Allow a few seconds for the scores and moves to appear.

Game mode is enabled by putting ♔a5 square. This is the default mode. You can play against the computer.

Analysis mode (enabled by ♔b5): the computer is watching the game; it does not play itself. The clock continually displays the best move for the side to play.

Kibitz mode (enabled by ♔c5): the computer is watching the game; it does not play itself. The clock continually displays the position score.

Observe mode (enabled by ♔d5): the computer is watching the game; it does not play itself. The clock displays the remaining thinking time for both sides.

Start a new game

Simply place all pieces to the start position. Adjust your options (e.g. time control, strength, ...) and start playing. If you want to play Black, press middle button on the clock.

Resign a game or declare draw

Placing the two kings on opposite centre squares will signal a resignation:

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|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| White wins: | If both kings on white (e4,d5), the result is white wins and the game recorded 1-0 |
| Black wins: | If both kings on black (d4,e5), the result is black wins and the game recorded 0-1 |
| Draw: | Placing the kings on adjacent centre squares (e4, e5) on the same rank signals a draw and the game recorded 1/2-1/2. The fourth and fifth rank must be clear of other pieces - only kings. |

Shutdown

From the start position, replace the ♔ with the extra ♔. This will shut down the Raspberry. It takes a few seconds until the blue light turns off. You can also do it with only the two ♔ on the board (on e1,d1) and all other pieces removed from the board.