

## Choosing opening books (selection with black queen)

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

♚a3 No book	♚b3 ECO A - Flank Openings	♚c3 ECO B - Semi Open Openings	♚d3 ECO C - Open Openings	♚e3 ECO D - Closed Openings	♚f3 ECO E - Indian Openings	♚g3 Fun Book	♚h3 Varied (Default)
♚a4 GM games	♚b4 Perfor- mance	♚c4 Stockfish optimized	♚d4 Anand book	♚e4 Korchnoi book	♚f4 Larsen book	♚g4 Pro book	♚h4 GM 2001

## Setting up time controls (selection with white queen)

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.

Movetime (seconds per move)

♙a6 1 sec	♙b6 3 sec	♙c6 5 sec	♙d6 10 sec	♙e6 15 sec	♙f6 30 sec	♙g6 30 sec	♙h6 30 sec
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Blitz Levels (minutes per game)

♙a4 1 min	♙b4 3 mins	♙c4 5 mins	♙d4 10 mins	♙e4 15 mins	♙f4 30 mins	♙g4 60 mins	♙h4 120 mins
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Fischer Increment Blitz Levels (minutes per game plus an increment per move)

♙a3 1 min plus 1 sec inc	♙b3 3 min plus 2 sec inc	♙c3 4 min plus 2 sec inc	♙d3 5 min plus 3 sec inc	♙e3 10 min plus 5 sec inc	♙f3 15 min plus 10 sec inc	♙g3 30 min plus 15 sec inc	♙h3 60 min plus 30 sec inc
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## Engine selection (selection with black queen)

♚a6 Stockfish 7	♚b6 Texel 1.06	♚c6 Arasan 18.3	♚d6 Rodent II 0.9.52	♚e6 Zurichess skills	♚f6 Floyd 0.8 dev	♚g6 Cinnamon 2.0	♚h6 Claudia 0.5
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## Choosing skill level (selection with black queen)

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 note that not all chess engines support levels.

♚a5	♚b5	♚c5	♚d5	♚e5	♚f5	♚g5	♚h5
Level 0	Level 3	Level 6	Level 9	Level 12	Level 15	Level 18	Level 20

## Playing / Training Modes (selection with white queen)

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 the lever on the clock.

## Resign a game or declare draw

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

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 (d4&e4;d5&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 white ♔ with the extra white ♔. 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.