## Choosing opening books (selection with black queen)

Opening books are set with the extra \( \text{!.} \) (Remove the extra \( \text{!!} \) if it is still on the board)

| □a3      | □ <b>b</b> 3 | <b>□с3</b>   | <b>□d3</b> | <b>□е3</b> | □f3         | <b>□g3</b> | □h3       |
|----------|--------------|--------------|------------|------------|-------------|------------|-----------|
| No book  | ECO A -      | ECO B -      | ECO C -    | ECO D -    | ECO E -     | Fun Book   | Varied    |
|          | Flank        | Semi Open    | Open       | Closed     | Indian      |            | (Default) |
|          | Openings     | Openings     | Openings   | Openings   | Openings    |            |           |
| □a4      | □ <b>b</b> 4 | □ <b>c</b> 4 | <b>□d4</b> | □e4        | □ <b>f4</b> | <b></b> g4 | □h4       |
| GM games | Perfor-      | Stockfish    | Anand book | Korchnoi   | Larsen      | Pro book   | GM 2001   |
|          | mance        | optimized    |            | book       | book        |            |           |

# Setting up time controls (selection with white queen)

You can choose them by placing the extra  $\mathbb{I}$ . (Remove the extra  $\mathbb{I}$  if it is still on the board). Blitz 5 minutes per game is set as default.

#### Movetime (seconds per move)

| 1  |  |
|--|--|
| 1 sec 3 sec 5 sec 10 sec 15 sec 30 sec 60 sec 90 sec |  |

### Gametime (minutes per game)

| 🛮 a4  | □ b4   | □ <b>c</b> 4 | □d4     | □e4     | □f4     | 0g4     | <b>□h4</b> |
|-------|--------|--------------|---------|---------|---------|---------|------------|
| 1 min | 3 mins | 5 mins       | 10 mins | 15 mins | 30 mins | 60 mins | 90 mins    |

#### Fischer Time (minutes per game plus an increment per move)

| □a3        | □ <b>b</b> 3 | <b>Пс3</b> | <b>□d3</b> | □e3         | □f3         | □g3         | □h3         |
|------------|--------------|------------|------------|-------------|-------------|-------------|-------------|
| 1 min plus | 3 min plus   | 4 min plus | 5 min plus | 10 min plus | 15 min plus | 30 min plus | 60 min plus |
| 1 secinc   | 2 sec inc    | 2 sec inc  | 3 sec inc  | 5 sec inc   | 10 sec inc  | 15 sec inc  | 30 sec inc  |

# **Engine selection (selection with black queen)**

| □a6         | <b>□b6</b> | □ <b>c</b> 6 | □d6                 | □e6                 | <b>□f6</b>    | □g6             | <b>□h6</b>  |
|-------------|------------|--------------|---------------------|---------------------|---------------|-----------------|-------------|
| Stockfish 7 | Texel 1.06 | Arasan 20.0  | Rodent II<br>0.9.52 | Zurichess<br>skills | Floyd 0.8 dev | Cinnamon<br>2.0 | Claudia 0.5 |

## Choosing skill level (selection with black queen)

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

| <b>□a5</b>  | <b>□b5</b>  | □ <b>c</b> 5 | <b>□d5</b>  | □e5         | <b>□f5</b>  | □g5         | □ <b>h5</b> |
|-------------|-------------|--------------|-------------|-------------|-------------|-------------|-------------|
| Level 0     | Level 3     | Level 6      | Level 9     | Level 12    | Level 15    | Level 18    | Level 20    |
| (Stockfish) | (Stockfish) | (Stockfish)  | (Stockfish) | (Stockfish) | (Stockfish) | (Stockfish) | (Stockfish) |

### 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 <code>Ba5</code> square. This is the default mode. You can play against the computer.

**Analysis mode** (enabled by lb5): 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 Ic5): the computer is watching the game; it does not play itself. The clock continually displays the position score.

**Observe mode** (enabled by Id5): the computer is watching the game; it does not play itself. The clock displays the remaining thinking time for both sides.

**Remote mode** (enabled by 1e5): this mode will allow you to play against someone over internet. The remote player using the webserver whereas the other player using the pieces as normal to enter moves.

**Ponder mode** (enabled by If5): the computer is watching the game, it does not play itself. The clock displays the best move for the side to play in rotation with the position score together with the depth.

#### 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 fith rank must be clear of other pieces - only kings.

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# **Shutdown**

From the start position, replace the white  $\mathbb{I}$  with the extra white  $\mathbb{I}$ . 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  $\mathbb{I}$  on the board (on e1,d1) **and** all other pieces removed from the board.