Choosing opening books (selection with black queen)

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

⊮ a3	业 b3	业 c3	业 d3	业 e3	业 f3	₩ g3	业 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	₩ b4	₩ c4	₩ d4	₩ e4	₩ f4	₩ g4	业 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 ₩. (Remove the extra ₩ if it is still on the board). Blitz 5 minutes per game is set as default.

Movetime (seconds per move)

₩ аб	₩ b6	₩ c6	₩ d6	₩ e6	₩ f6	₩g6	₩ h6	
1 sec	3 sec	5 sec	10 sec	15 sec	30 sec	60 sec	90 sec	
Camatima (minutas par gama)								

Gametime (minutes per game)

₩ a4	 ₩b4	₩c4	业 d4	₩e4	₩ f4	₩g4	₩ h4
1 min	3 min	5 min	10 min	15 min	30 min	60 min	90 min

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

₩ a3	₩ b3	₩c3	₩ d3	₩e3	 ₩f3	₩ g3	业 h3
1 min plus	3 min plus	5 min plus	10 min plus	15 min plus	30 min plus	60 min plus	90 min plus
1 secinc	2 sec inc	3 sec inc	5 sec inc	10 sec inc	15 sec inc	20 sec inc	30 sec inc

Engine selection (selection with black queen)

₩ a6	业 b6	ж сб	业 d6	₩ e6	业 f6	₩ g6	业 h6
Stockfish 7	Texel 1.06	Arasan 20.2	Rodent III 0.210	Zurichess luzern	Floyd 0.9	Cinnamon 2.0	Galjoen 0.36

Choosing skill level (selection with black queen)

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

业 a5	业 b5	业 c5	业 d5	业 e5	业 f5	₩ g5	业 h5
Level 0	Level 3	Level 6	Level 9	Level 12	Level 15	Level 18	Level 20
(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 ₩a5 square. This is the default mode. You can play against the computer.

Brain mode is enabled by putting \bubble b5 square. This is similar to game mode but the computer is thinking on your time too. This system is also known as "Permanent Brain" therefore its name.

Analysis mode (enabled by \underline{\unde

Kibitz mode (enabled by \ddot d5): the computer is watching the game; it does not play itself. The clock continually displays the position score.

Observe mode (enabled by \(\psi e 5 \)): the computer is watching the game; it does not play itself. The clock displays the remaining thinking time for both sides.

Ponder mode (enabled by \(\pm f 5 \)): 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.

Remote mode (enabled by \underbase h5): 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.

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.

Update picochess

You can either set the "update flag" inside picochess.ini or you can press the middle button during the startup when "picochess" is displayed. This will let you choose which version you want to get (you can upgrade or downgrade). You need a working iNet connection for this to work.

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Shutdown

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

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.