USER MANUAL

Chess Calculation

AJEDREZ DE SILICIO

NOVEMBER 2026 · iOS AND ANDROID

COMPARE CANDIDATES. CALCULATE VARIATIONS. CHOOSE YOUR MOVE.

Learn to use the complete app, from your first profile to comparing variations and reviewing your mistakes.

COMPLETE APP + DEMO SCOPE AND LIMITS

01 **OBSERVE**

02 **CALCULATE**

03 **ASSESS**

04 **CHOOSE**

05 **REPEAT**

3 CANDIDATES

A B C



Before you move, compare.

10,000 exercises · 3 skills · 3 levels

CONTENTS

02

Your calculation journey.

Follow the quick start or tap a section. The contents, references and links back to the contents are clickable.

START AND CHOOSE

03 Your first session

04 Create your profile

05 Index and levels

06 Three calculation skills

07 Puzzle map

CALCULATE AND CHECK

08 Read the screen

09 Assess all three candidates

10 Understand the result

11 Play the continuation

12 Compare the variations

REPEAT AND PROGRESS

13 Your mistake notebook

14 Create and resume tests

15 Rating and time

16 Interpret your progress

17 Profiles and local data

REFERENCE

18 A practice routine

19 DEMO and complete app

20 Make the most of the DEMO

21 Resolve common questions

22 Help and official links

How to use this manual

The main walkthrough explains the complete app for iOS and Android. Pages 19 and 20 set out the limits of the browser DEMO. Official screenshots show examples: your figures and progress will be your own.

GET STARTED

03

Your first session in six steps.

The aim is to justify your choice: why one candidate wins and what happens with the other two.

1. **Create your profile.**
   Open the app, enter your name or nickname, enter an approximate initial Elo and choose a level. Tap Start training.

2. **Choose a skill and a puzzle.**
   From the Theme index, open Candidate moves, Refuting variations or Evaluating the outcome. Tap a number on its map.

3. **Calculate without moving.**
   Check which side is to move. Study all three candidates, anticipate your opponent's reply and compare the resulting positions.

4. **Assess and confirm.**
   Assign Win, Equal or Worse to each candidate. Mark exactly one as Win and tap Check and play.

5. **Complete and understand.**
   Continue the winning line on the board. If any assessments need correcting, review those variations and understand the reason for the result.

6. **Repeat what you need to learn.**
   Compare all three variations and solve the puzzle again, or open My mistakes. Reviewing a puzzle that has already been scored does not change its rating result.

The calculation question

How does my opponent respond to each candidate, and how do I assess the resulting position?

> The installed app lets you train offline. Your profiles are local: you do not need an online account, email address or password.

FIRST LAUNCH

04

Your name. Your starting point.

These instructions apply to iPhone, iPad, Android phones and Android tablets. Identify the app's controls by their names.

1. **Install and open Chess Calculation.**
   Get the app from the store for your device. Downloading and updating require a connection; the installed training content works offline.

2. **Enter your name or nickname.**
   Use a name of up to 40 characters. This lets you distinguish this profile from other users on the device.

3. **Enter your initial Elo.**
   Enter a number between 100 and 3500. You can use your FIDE Elo, your rating on the platform where you usually play, or an estimate if you do not know it.

4. **Choose your starting level.**
   Check the suggested level and select Intermediate, Advanced or High Level. You can change this choice later in the index.

5. **Tap Start training.**
   The app saves the profile and opens your training area. On later visits, you can continue with the active user or switch through Users.

Initial Elo and Silicio rating

The number you enter is the starting point for your Silicio rating. It then changes with your results; it is not equivalent to FIDE Elo or a rating on another platform.

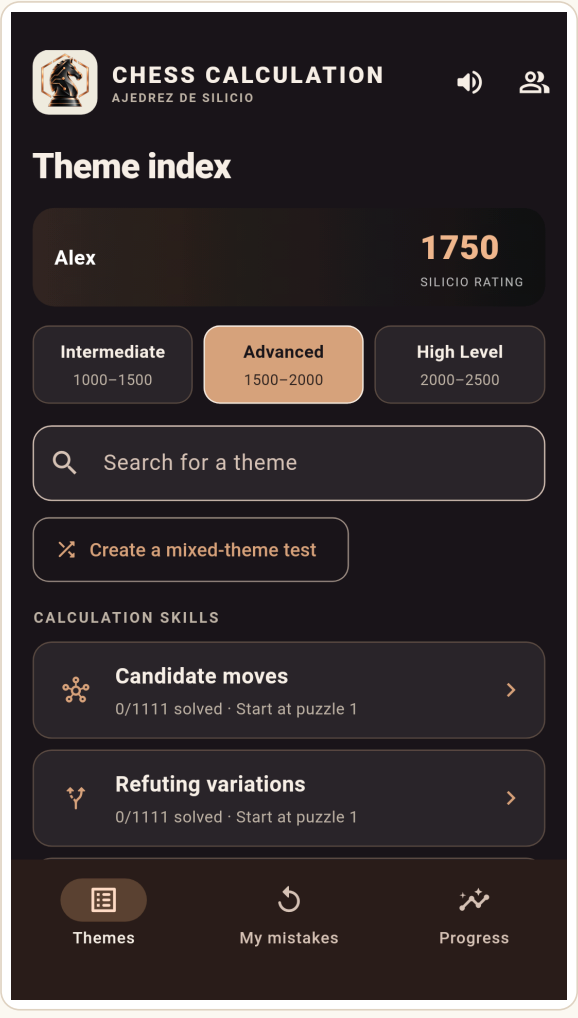
> The app uses English or Spanish according to your device's language preference. To change it, check the system or per-app language settings available on your device and reopen the app; there is no language selector inside the app.

CHOOSE YOUR TRAINING

05

The index brings everything together.

Choose what to train here and return to each profile's training.



Index in the complete app. Navigation adapts to the available space.

Theme index. This shows your user, Silicio rating, level and the three skills. Tap a card to open its map. Search for a theme filters the names.

Choose the difficulty. Intermediate: 1000-1500. Advanced: 1500-2000. High Level: 2000-2500. The bands guide your choice; you can change levels whenever you want.

Continue your practice. Use Continue to return to a session. If you have an unfinished test, an option to resume it will appear.

Open your tools. My mistakes brings together your review material; My progress shows your results; Users lets you switch profiles.

> Your selected level stays the same even if your Silicio rating rises or falls. Changing it is a manual choice.

> On small screens, you will see Themes, My mistakes and Progress at the bottom; on wider screens, Theme index, My mistakes and My progress appear at the side.

THREE SKILLS

06

Three ways to think through one decision.

The complete catalog contains 10,000 exercises. All three skills share the process of assessing candidates and completing a line.

Skill	What you train
Candidate moves	Compare three possible moves, assess their consequences and choose the only one that gives a decisive advantage.
Refuting variations	Find your opponent's reply that disproves an attractive idea. Check which resource has been overlooked.
Evaluating the outcome	Calculate to a resulting position and distinguish a decisive advantage, approximate equality or an advantage for your opponent.

Start with one skill to recognize its aim. Then use a test of new puzzles to mix themes without the theme name giving away the idea of the exercise.

Before choosing a move

- [ ] Identify the side to move and the threats in the position.
- [ ] Examine all three candidates, even if one seems obvious.
- [ ] Look for your opponent's best reply, not just the reply that suits you.
- [ ] Assess the outcome from the perspective of the side to move.

The same process in all three themes

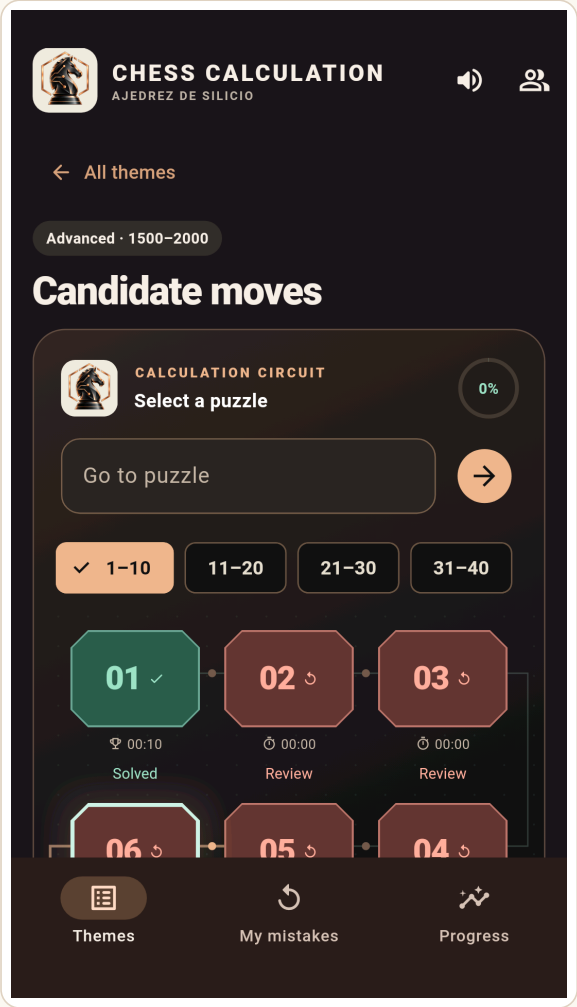
The controls stay the same: assess all three candidates, mark only one as Win, check and complete the prepared continuation.

PUZZLE MAP

07

Choose where to continue.

The map keeps your progress for each theme and level. You do not need to unlock puzzles in order.



Mobile map: numbered nodes, statuses and direct access to a puzzle.

1. **Open a number.**
   Tap a numbered node to open that puzzle directly. In longer catalogs, you can move through the blocks of numbers.

2. **Jump to a puzzle.**
   Enter its number in Go to puzzle and confirm with the Open puzzle arrow or the keyboard.

3. **Return to your position.**
   Use Continue at puzzle with the indicated number, or the option to continue where you left off when it appears.

New: no result yet. **In progress:** started. **Review:** needs another look after a mistake. **Solved:** the sequence is complete.

> A successful review can improve the map status without changing the first scored result. The map shows learning; the rating keeps the initial result.

> Below a puzzle, you may see its best successful solving time or, if none has been recorded, the time of the last attempt.

CALCULATION SCREEN

08

Observe before you tap.

The first phase is solved in your mind. The board stays locked while you assess the candidates.



Assess all three candidates before starting the continuation on the board.

White to move or Black to move. This tells you which side to assess from. The board is oriented for the side to move; check the coordinates too.

Three candidates. Each card identifies a move and offers Win, Equal and Worse. Marking Win selects the candidate you propose to play.

Enlarge board. Tap the magnifying glass to open Position to calculate. Use Back to the candidates to return to the cards.

Time and rating. The clock measures your active time. Rating messages indicate whether the puzzle can still count toward your rating or is already a review.

Sound. The speaker control turns audio on or off; it does not change the exercise.

> Tapping a piece in this phase does not select the candidate. First complete all three assessments and use Check and play.

ASSESS THE CANDIDATES

09

Win, Equal or Worse: from your side.

Always assess from the perspective of the side to move, including when Black is to move.

Label	How to interpret it
Win	The candidate leads to a decisive advantage for the side to move. The first move does not have to deliver checkmate.
Equal	The resulting position is approximately equal.
Worse	The resulting position favors your opponent.

1. **Calculate all three options.**
   Imagine the candidate, your opponent's reply and the continuation needed to assess the outcome.

2. **Assign an assessment to each one.**
   You can change your selections before confirming. Exactly one candidate must be marked Win.

3. **Tap Check and play.**
   The button becomes available when all three have assessments and only one is marked as winning. An incomplete selection does not itself record a mistake.

You do not have to use each label once

The other two candidates can both be Equal or both be Worse. You must assess all three and mark only one as Win.

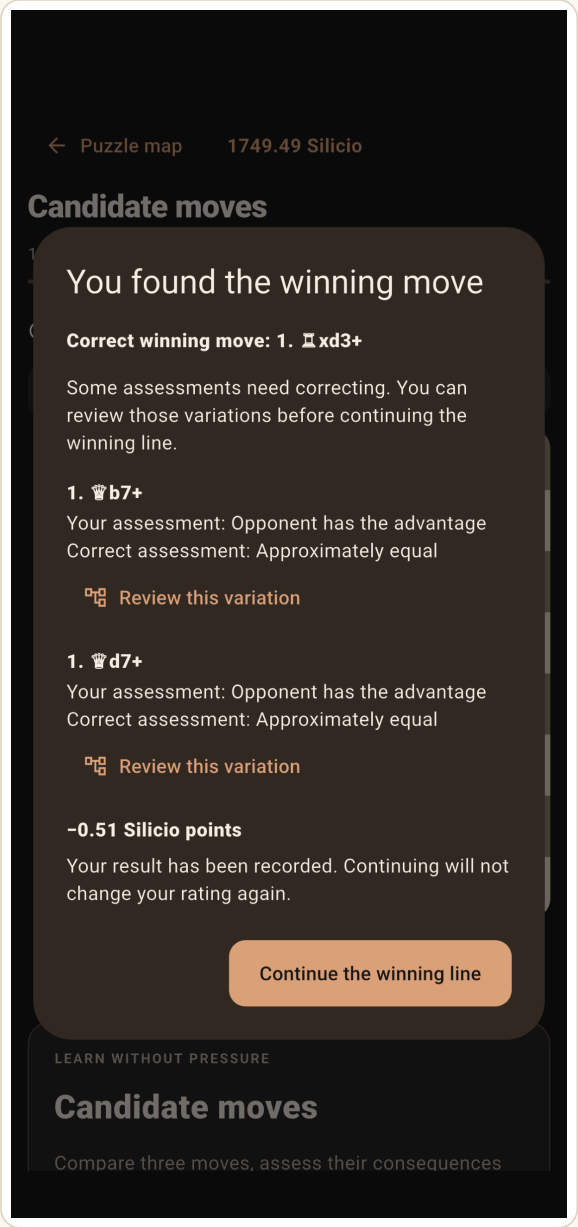
> Example of a valid selection: Win / Equal / Equal. It is valid to submit, but only checking confirms whether the assessments match the exercise.

CHECK

10

Finding the winner is part of the task.

The app distinguishes choosing the move from assessing its alternatives.



A specific case: the winning move was found, but assessments of alternatives need correcting.

All assessments are correct. You see “Correct calculation. Now complete the winning line.” Continue the exercise to finish it.

Correct winner, incorrect alternative assessments. You found the winning move shows Your assessment and Correct assessment. Use Review this variation, then Back to the feedback. Proceed with Continue the winning line.

Your chosen candidate does not win. Review your calculation offers Review position, View Stockfish’s response and Retry puzzle. Study why the chosen line does not achieve what you expected.

Only one scored result

The first assessment mistake deducts points once. Continuing, correcting or reviewing afterward neither deducts more points nor restores those points.

> The amount shown in the screenshot is an example. The actual change depends on the profile’s rating and the puzzle’s rating.

PLAY THE CONTINUATION

11

Demonstrate the line you calculated.

Once the winning move is accepted, the app plays that candidate and your opponent's reply. Continue with your side's moves.

1. **Move when it is your turn.**
   Tap the piece and its destination square, or drag the piece. Both gestures work on iOS and Android. Wait for the automatic reply before moving again.

2. **Choose a piece when promoting.**
   Choose a promotion piece lets you select Queen, Rook, Bishop or Knight. An illegal move is not accepted and does not count as a mistake.

3. **Complete the sequence.**
   The prepared line includes at most five moves by your side, including the initial candidate. It can end once the advantage is demonstrated; it does not have to end in checkmate.

4. **Check the completion screen.**
   Puzzle solved! shows the time and applicable rating change. You can choose Review puzzle and variations or Next puzzle.

Move outside the recorded line

A legal continuation different from the recorded line is not analyzed live. The notice does not prove that your move is bad and does not change your rating. Tap Continue the line to return to the included line.

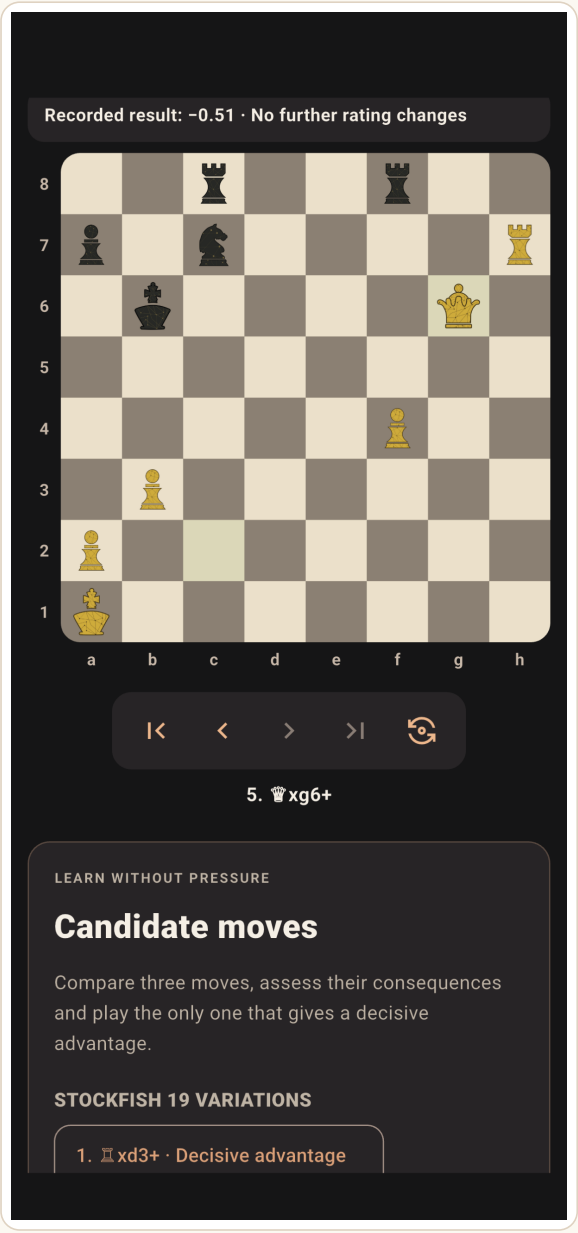
> The variations were prepared with Stockfish 19. Training uses those lines; this is not a free analysis board for checking any continuation.

STUDY THE SOLUTION

12

Compare all three variations.

The explanation lies in the replies. Replay each alternative and see why the assessment changes.



Reviewing variations prepared with Stockfish 19, using the playback controls.

1. **Open the review.**
   After the result, use Review puzzle and variations, Study solution or View solution, depending on where you are in the walkthrough.

2. **Select a candidate.**
   Tap its card to replay that variation. Compare its assessment with the one you chose.

3. **Go through the moves.**
   Use Go to start, Previous move, Next move and Go to end. You can also tap a move in the notation and flip the board.

4. **Solve it again.**
   Try to explain the difference between the three lines before repeating. A puzzle that has already been scored is reviewed without changing your rating.

> Using View solution before solving a new puzzle counts as a mistake. The notice lets you Keep thinking or confirm that you want to view it; points are deducted only once.

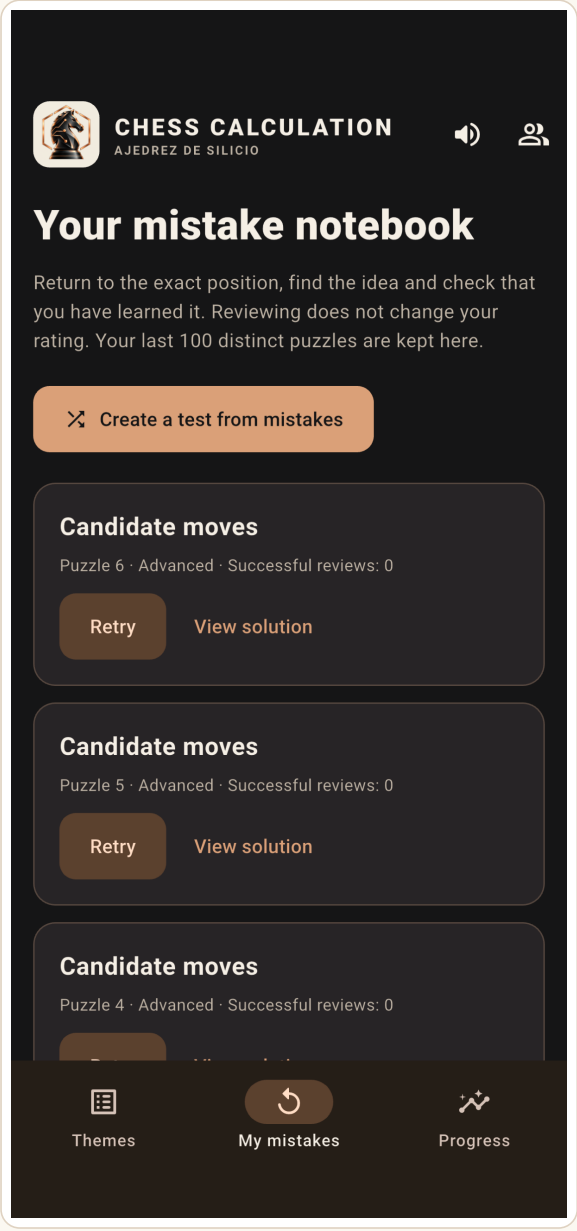
> The PGN controls let you step through the included moves. They are not a file export option.

MY MISTAKES

13

Turn a mistake into study material.

Your notebook keeps positions that deserve another attempt. Correcting them is part of training.



Mistake notebook: access to retrying, solutions and review tests.

1. **Open My mistakes.**
   From the main navigation, open Your mistake notebook. Puzzles you get wrong are added automatically.

2. **Choose how to review it.**
   Retry returns you to the position to solve it. View solution opens it for study. Calculate first if you want to check what you remember.

3. **Check your understanding.**
   Assess the candidates again, complete the line and compare the variations. The Successful reviews counter records the sequences you complete again.

4. **Group your practice.**
   With at least five puzzles available, you can use Create a test from mistakes.

Up to 100 distinct puzzles

The notebook keeps the last 100 distinct puzzles. Solving one correctly does not automatically remove it.

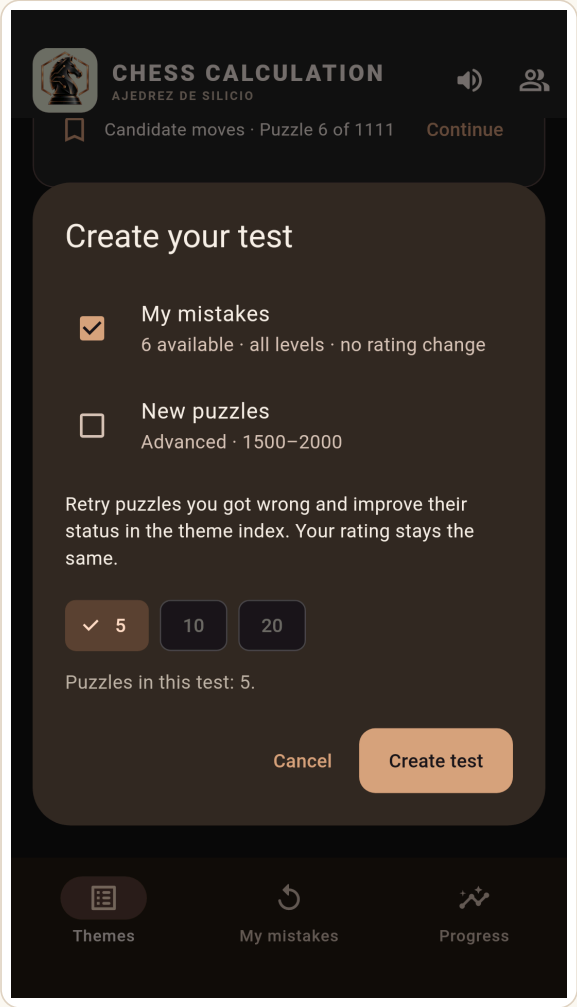
> Repeating a puzzle neither adds nor deducts points. It can improve the puzzle's map status and its saved time.

CREATE TESTS

14

Mix puzzles. Check your judgment.

From the index, tap Create a mixed-theme test. Choose one source for the session.



Create your test: exercise source, available size and confirmation.

New puzzles. This mixes themes from the selected level and hides the theme until your attempt. It uses only puzzles that have not yet been scored.

My mistakes. This uses your notebook, can mix levels and does not change your rating. It requires at least five available puzzles.

Choose 5, 10 or 20. Quantities depend on availability. If between one and four new puzzles remain, you can work with those remaining puzzles. Check the actual quantity shown and tap Create test.

Resume or change the session. After leaving, use Resume test from the index. If you create another test, the app warns you: results and mistakes are kept, but the unfinished test is replaced.

> When you finish, review Test completed and the puzzles you need to study. You can Keep training or create a test from your mistakes if you have enough.

RATING AND TIME

15

Your first result is scored only once.

The Silicio rating is an internal training measure. It changes gradually and can use fractional points.

Situation	Effect on rating
Complete, correct first attempt	Points are added after all assessments are accepted and you complete the continuation. Choosing the winning move alone is not enough.
First assessment mistake	Records the mistake and deducts points immediately, once only, even if the winning move is correct.
Viewing the solution beforehand	If the puzzle has not yet been scored, confirming that you want to view it records one mistake.
Continuation outside the line	Does not change your rating; lets you return to the recorded variation.
Repeating an already scored puzzle	Does not add, deduct or restore points. The first result is kept.

The change depends on your profile's rating and the puzzle's difficulty. Read the value shown by the app; there is no universal fixed amount. There is also no guaranteed equivalence with FIDE Elo or ratings on other platforms.

Time helps you understand your practice

There is no countdown or penalty for taking longer. The clock measures active time and pauses when you leave, switch to the background, open dialogs or review moves. You can improve your best time by repeating.

> Greater speed does not earn extra points. Calculate carefully; your selected level does not change automatically with your rating either.

MY PROGRESS

16

Read the figures in context.

Open Progress (My progress in the side navigation) to review the active profile. The map and the first result measure different things.

Indicator	What it tells you
Silicio rating	The profile's current value after its scored results.
Puzzles scored	How many distinct puzzles have already recorded their first result for this profile.
Solved without mistakes	How many of those first results were completed correctly, without mistakes.
First-attempt accuracy	The proportion of correct first results among the scored puzzles.
Recent results	Up to 20 recent results, with the change and the rating before and after.

You can also check your Reference Elo and selected level. Manage users opens the profiles, and About this app and its sources gives access to product information.

Example: you correct a position you got wrong

The map can change to Solved and the notebook can add a successful review. The initial mistake and its rating effect remain. There is no contradiction: you have learned from an already recorded result.

> Compare your data within the same profile. Local profiles keep independent histories; switching users changes the figures you see.

PROFILES AND DATA

17

Every user has their own journey.

Users lets you share a device while keeping ratings, mistakes, times and sessions separate.

1. **Add or switch users.**
   Open Users, select a profile or tap Add user. You can save up to five on the same device. Check which one is active before training.

2. **Edit your details.**
   You can change the name. Initial Elo can only be changed before the first scored result; afterward, the points history is kept.

3. **Use Delete carefully.**
   Delete user removes that user's rating, progress, mistakes and sessions from the device. Other profiles are kept. The app cannot undo this action.

Progress is saved on this device

The app does not provide synchronization between iOS, Android or different devices, or export and import of progress backups. Restoring a purchase in a store does not by itself restore your history.

On iOS, system backups may include data depending on Apple settings. On Android, the app excludes automatic cloud backup and transfer of its data. Neither provides a guarantee of restoration through the app.

> If a saving error appears, use Retry when offered and keep the data. Clearing data or reinstalling can lose your progress; contact support before doing so.

PRACTICE SUGGESTION

18

Before moving, compare. Afterward, repeat.

This routine is a suggestion for organizing your study; it is not an additional app mode.

1. **Start with a new position.**
   Choose a level that lets you calculate carefully. Read the position and the three candidates without moving the pieces.
2. **Form three explanations.**
   For each candidate, anticipate an opponent's reply and describe the outcome. Do more than recognize the move that seems to win.
3. **Check your reasoning.**
   Assess, confirm and complete the line. If you make a mistake, identify whether it was in the choice, an opponent's reply or the assessment of the final position.
4. **Compare the variations.**
   Replay all three variations. Identify the first move that changes your assessment and explain its effect in your own words.
5. **Come back later.**
   Return to the position through My mistakes or its map. Once the notebook contains enough puzzles, a test from mistakes helps you check which ideas you have learned.

You can consider the exercise understood when...

- [ ] You can explain why one candidate wins and why the others do not.
- [ ] You recognize your opponent's best defense in the included variations.
- [ ] You can repeat the sequence without relying on remembering only the first move.

Repetition deepens learning

Use the rating to observe your first result and review to consolidate the idea. Both are part of your training.

DEMO SCOPE

19

What you can try and where the limit lies.

The DEMO opens in your browser. The complete app is installed from the iOS or Android store.

Aspect	Browser DEMO	Complete app
Content	27 exercises: 3 for each skill and level.	10,000 calculation exercises.
Skills and levels	A sample of the 3 skills at all 3 levels.	The same 3 skills and 3 levels, with the complete catalog.
Repetition	The 27 exercises can be repeated without a repetition limit or trial deadline.	Training and review of the included content.
Tests	Limited to the exercises available in the sample and your mistakes.	5, 10 or 20 depending on availability; also the last few new puzzles remaining.
Data	Profiles and progress in that browser.	Profiles and progress stored locally on the device.
Access	No registration; used on the web.	One-time purchase in the relevant store; offline training.

27 = 3 skills × 3 levels × 3 exercises

The DEMO lets you experience the complete method with a limited sample. Repeating or switching profiles does not add the remaining exercises from the complete app.

DEMO progress does not transfer to the installed app. Each purchase applies to its platform; it is not a universal purchase across App Store and Google Play. The complete app has no ads, subscription or in-app purchases.

TRY IT IN YOUR BROWSER

20

Use the sample from start to finish.

Try the calculation process, variation review and repetition before continuing in the complete app.

1. **Open the official DEMO.**
   At ajedrezdesilicio.com/apps, find Cálculo and open its DEMO. Create a local profile and choose a level.

2. **Explore all three skills.**
   Each combination of skill and level contains three puzzles. Change levels in the index to visit the other positions in the sample.

3. **Complete the process.**
   Assess all three candidates, check, play the winning line and review the alternatives. Repeat any puzzles you want without a repetition limit.

4. **Try the available tests.**
   The test creator works within the sample's content. Initially there are nine new puzzles per level, so it cannot offer a test of ten or twenty new puzzles at that level. Read the actual quantity offered.

5. **Use your mistakes for review.**
   Tests from My mistakes require at least five available puzzles. They can mix levels and do not change your rating.

> Data stays in that browser. Clearing its data, using a private session or switching browsers may leave you without that progress. There is no synchronization with the mobile app.

OPEN THE OFFICIAL CALCULATION DEMO

The complete catalog is available through App Store or Google Play. The DEMO does not unlock the 10,000 exercises inside the browser.

COMMON QUESTIONS

21

If something does not work as expected.

Start with the puzzle's status, the active profile and the phase you are in.

What you notice	What to check or do
Check and play stays disabled	Assess all three candidates and leave exactly one marked Win. The other two can share a label.
You cannot move a piece	The board is locked during assessment. After confirming, wait for your turn; check the side, square and legality.
You chose the winner and your rating fell	Check the other two assessments. Finding the winner while assessing alternatives incorrectly records a mistake.
Move outside the recorded line appears	The continuation has not been analyzed in the exercise. Use Continue the line; the notice adds no penalty.
Review does not earn points	Each puzzle is scored only once per profile. Repeating consolidates learning without changing that result.
You cannot create the test you want	My mistakes requires five available puzzles. New puzzles depends on the level and what has not yet been scored; the DEMO has a small sample.
There is no sound	Check the app's speaker control and media volume. On iPhone/iPad, Silent mode is also respected. You can train without sound.
You cannot see progress or a notice appears	Check the active user. Keep the data and use Retry if offered. For a loading error, close and reopen; if it persists, contact support.

HELP AND REFERENCES

22

Keep calculating. Return whenever you need.

Help and privacy in the app brings together documents you can read offline. The web links on this page require internet access.

Support. Tell us whether you use iOS or Android, your device model, the app version and the step where the difficulty appears. If relevant, add a screenshot of the message and the theme and puzzle name.

Email: gpacheco@ajedrezdesilicio.com

Silicio apps

Official documentation

Help for iOS

Help for Android

Privacy on iOS

Privacy on Android

Calculation DEMO and sample limits

App Store: Chess Calculation - Silicio

Google Play: Chess Calculation - Silicio

November 2026 edition. Walkthrough checked against the official help, the Calculation interface and official screenshots. Screens may be rearranged for different sizes, languages and updates; follow the control names.

Compare candidates. Calculate variations. Choose your move.

Repetition deepens learning.