CHESS CAPTURE

Complete user manual

iOS and Android

From scoresheet to board. From review to PGN.

Learn to capture, check and keep your games, with practical instructions and images of the interface.



CAPTURE · REVIEW · KEEP

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Tap a topic to open it. You can return to these contents from every page.

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01 / STEP-BY-STEP GUIDE

Your game, recovered.

Start here · How to use this manual

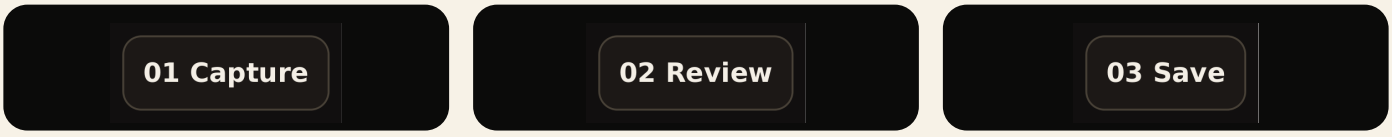
Chess Capture turns a photo of your scoresheet into a game you can review, keep and export as PGN. Recognition suggests moves; you confirm what you actually played.

1. Follow Capture → Review → Save. If you are starting from scratch, read the opening chapters in order; then use the contents to return to a particular tool.
2. Each lesson shows the route, the steps and enlarged controls. Many controls in this app are text buttons: look for the displayed word as well as the symbol.
3. “Tap” applies to Android, iPhone and iPad. Camera, photos, files and purchase windows belong to the operating system; their appearance may vary. Scroll within a panel if a control is farther down.
4. Images are identified as official screenshots, demo views or enlarged reference controls. Voice and external backup features are explained for versions in which they appear.

A PRACTICAL TIP

A game displayed on the board can still contain unreviewed suggestions. Always check the handwriting and each move’s status.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

02 / STEP-BY-STEP GUIDE

Install the app and prepare your first game

Google Play or App Store → Chess Capture → Open

Download the official edition using the links on this page. You can use the on-device core without creating a Chess Capture account.

1. On Android, open Silicon Chess Capture in Google Play. On iPhone or iPad, open its App Store listing. Check the name and golden knight icon before installing.
2. iPhone and iPad require iOS/iPadOS 17.0 or later. Purchasing AI reread packs requires iOS 18 or later. On Android, check the compatibility shown by Google Play for your device.
3. Have a legible scoresheet, a flat surface and good lighting ready. You can photograph it now or choose an image already in Photos or your gallery.
4. Open the app. When using the camera or choosing an image, grant the access needed in your system's window. If you previously denied it, you can review the app's permissions in system settings.

A PRACTICAL TIP

You can tap the download links in this PDF. Use the store for your device and the account you will use to manage purchases.

Android · Download on Google Play

iPhone and iPad · Download on the App Store

Sources: 1 · 2 · 4 · 5

03 / STEP-BY-STEP GUIDE

What each option includes

Home → Reading and pricing

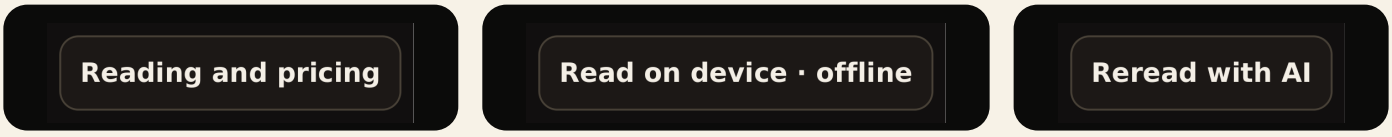
The installed app’s trial, the on-device unlock and AI rereads have different scopes. Check the allowance and price displayed in your app before purchasing.

1. Android offers five different trial photos, with no expiry or monthly renewal, and a first complete Doctor report. Reopen that report to continue studying it.
2. On Android, a completed reading with text may use one photo even if some moves remain uncertain. A technical failure or a reading with no text does not use one. Rereading the same registered photo does not use another free photo.
3. On iPhone and iPad, check the app’s trial counter before starting a new reading. The access screen shows the conditions available for your version.
4. On Android, the on-device unlock is a one-time purchase for unlimited local readings and additional Doctor reports. On iOS, check the scope displayed when purchasing. In both stores, AI rereads are offered separately in packs of ten.
5. On Android, using up the five photos does not disable review, the library, manual entry or PGN export. Dictation still depends on your phone’s compatibility.

A PRACTICAL TIP

The on-device unlock does not add AI credits. A trial photo is not the same as a game: one game may need several sheets.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 4 · 5

04 / STEP-BY-STEP GUIDE

How far you can go in the DEMO

Brand website → Apps → Chess Capture → Demo

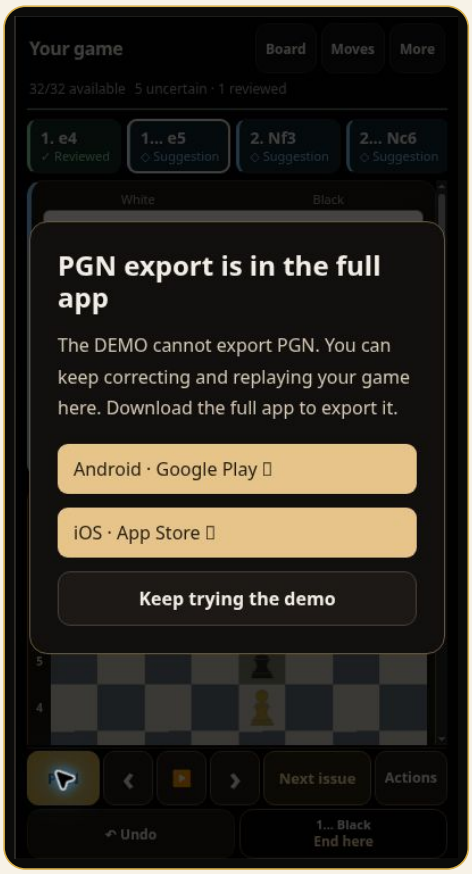
The demo lets you explore capture and review in your browser. The rest of this manual teaches the installed Android and iOS app.

1. You have three local scans per browser. You can load a photo or use the sample scoresheet; recognition starts when you tap Read on device.
2. You can compare the reading with the photo, correct moves, replay the game and keep your review locally. When the scans run out, you can continue reviewing and replaying what has already been read.
3. The demo does not allow PGN export, AI rereads, dictation, Doctor or external backups. Tapping PGN displays the prompt to download the app.
4. You need an internet connection to load the demo and its resources. Scanning and review run in the browser; its photos, draft and counter belong to that browser.

A PRACTICAL TIP

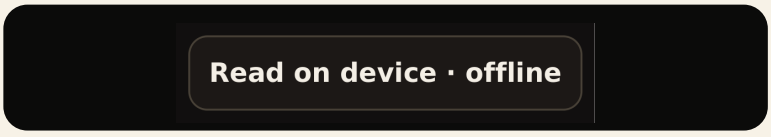
The demo is not a cloud copy of your mobile library. Clearing browser data can cause you to lose local work.

Open the official demo →



Actual demo notice after tapping PGN.

RECOGNIZE THE CONTROLS





Enlarged control details. Size and arrangement may vary.
Sources: 3

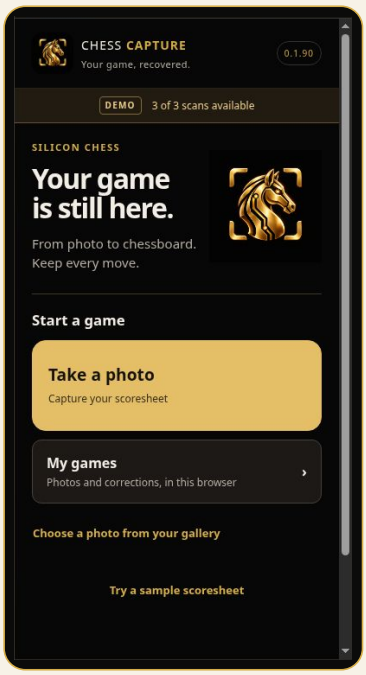
05 / STEP-BY-STEP GUIDE

Get to know the home screen

Open Chess Capture → Home

The golden knight identifies the app. From Home you can start a capture, resume work or open your library.

1. Take a photo starts the camera. Choose a photo from your gallery opens the image picker. Both routes take you to scoresheet preparation before recognition.
2. Pick up where you left off, when shown, opens the active draft. You may also see Continue my game on the capture screen.
3. My games holds the copies you saved with photos and corrections. Reading and pricing lets you check your access and purchase options.
4. If your version offers Dictate, you can create a game one move at a time. Its chapter explains how to distinguish a new game from continuing an earlier dictation.



Demo home screen: commercial options belong to the installed app.

A PRACTICAL TIP

To keep another game before starting, save a copy in My games. The active draft is your working game.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

06 / STEP-BY-STEP GUIDE

Your first complete workflow

Take a photo → Read → Review → Save

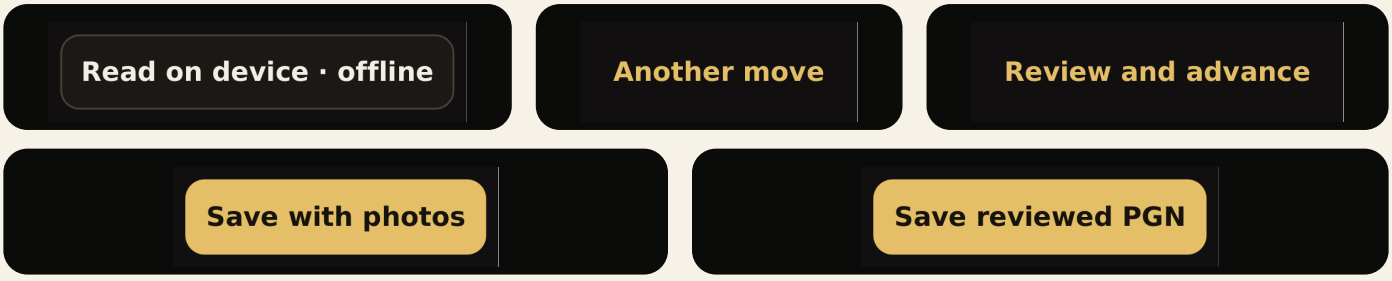
Make your first attempt with a short, clear scoresheet. The aim is to finish with a game you can recognise on the board and save.

1. Load the photo, check the piece initials and frame every move column. Leave names and signatures outside the frame.
2. Tap Read on device and wait for it to finish. In Review, start with the first move and compare each suggestion with the handwriting.
3. If it matches, tap the suggestion. If it does not, open Another move, type the correct move and tap Review and advance. Check any cells that require revalidation after a change.
4. Check the last recorded move and the result. In Save, verify row order and the ending, keep a copy with photos and save the PGN.

A PRACTICAL TIP

The ideal result is “all moves reviewed by you”. If you stop working, save with photos and continue later.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

07 / STEP-BY-STEP GUIDE

A good photo makes every later step easier

Prepare the scoresheet → Take a photo or Choose an image

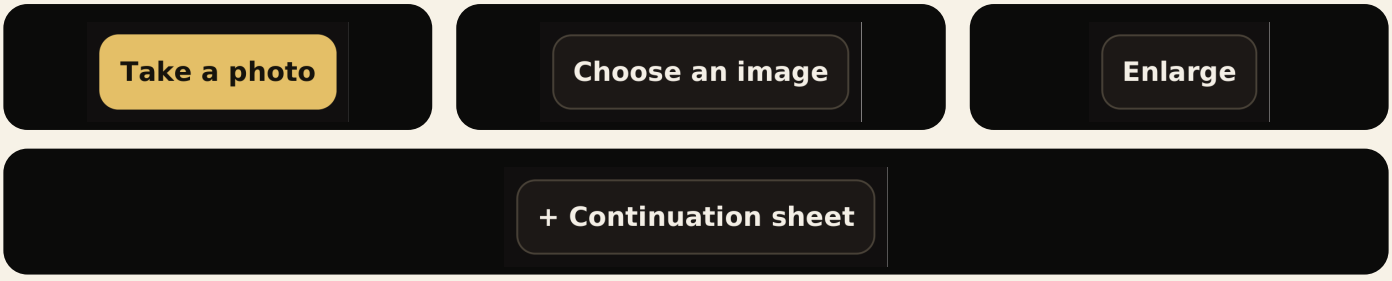
The app works from the writing on your scoresheet. A clear image reduces ambiguity and makes the crops easier to review.

1. Lay the sheet flat and use even lighting. Avoid shadows from your hand, glare and folds that obscure letters or separators.
2. Hold the camera as parallel to the paper as possible. Include the whole table and all its columns; leave some margin to adjust the frame afterwards.
3. Before accepting the photo, check that numbers and letters remain distinguishable when enlarged. If the image is blurred, retake it while the scoresheet is still at hand.
4. Keep the original image. A small messaging screenshot or an already cropped photo may have lost information you will need later.

A PRACTICAL TIP

For a scoresheet spanning several sheets, photograph each full sheet and use Continuation sheet to add them to the same game.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

08 / STEP-BY-STEP GUIDE

Take a photo or choose an image

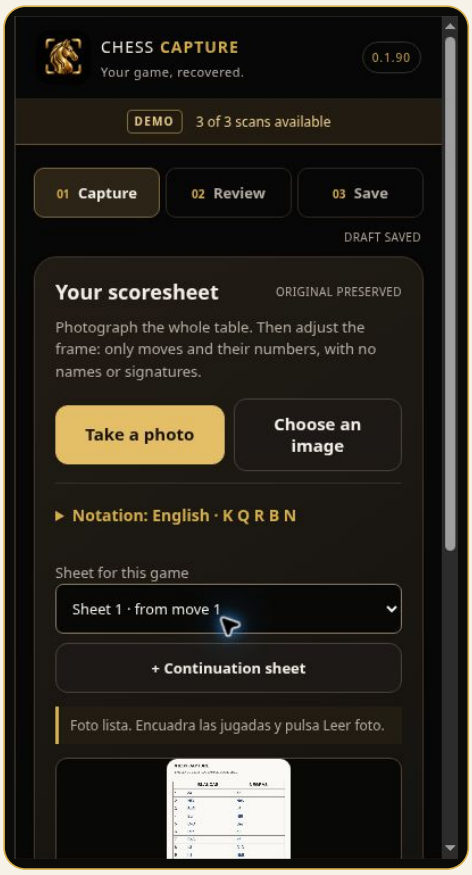
Home → Take a photo / Choose a photo from your gallery → 01 Capture

Both methods lead to the same preparation screen. You can still check orientation, notation and framing before starting recognition.

1. For a new photo, tap Take a photo and use the system camera. Accept the image when it is in focus and the entire table is visible.
2. For an existing image, tap Choose a photo from your gallery; within Capture the button is called Choose an image. Select the original belonging to your game.
3. Look at the preview. Use Enlarge to inspect details, then return to the capture screen to continue. Selecting an image does not confirm any of its moves.
4. If the app warns that it will replace the draft, first keep any work you want to preserve. Add a continuation of the same game using its specific button.

A PRACTICAL TIP

On Android and iOS, album names and picker buttons belong to the operating system. Find the photo and confirm your selection.



Scoresheet loaded in Capture, before reviewing the moves.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

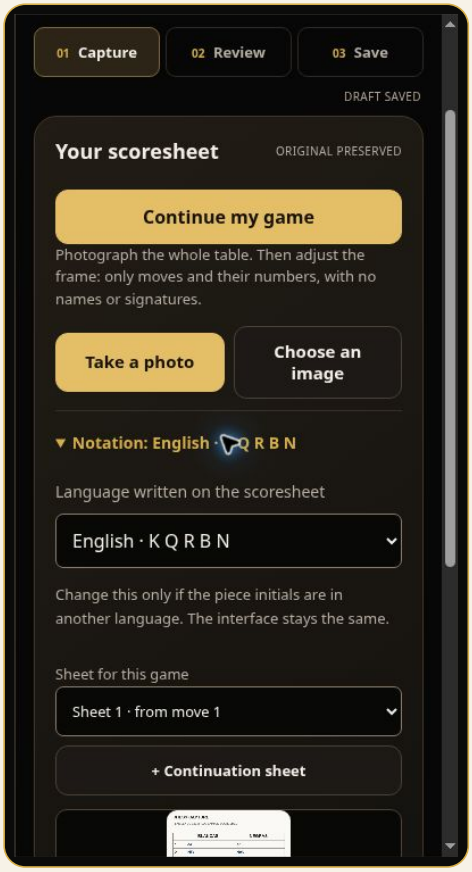
09 / STEP-BY-STEP GUIDE

Choose the language written on the scoresheet

01 Capture → Notation → Language written on the scoresheet

This setting describes the piece initials written on the paper. The interface language and the scoresheet language can differ.

1. Tap the Notation row to open the selector. Choose Spanish if the scoresheet uses R, D, T, A and C for king, queen, rook, bishop and knight.
2. Choose English if it uses K, Q, R, B and N. A scoresheet containing Nf3 needs English notation even if you are reading the Spanish edition of this manual.
3. The letter R has different meanings: king in Spanish and rook in English. Checking this setting prevents a piece from being misinterpreted from the start.
4. Manual row entry also has a Notation selector. Match it to the piece initials in the text you are about to enter.



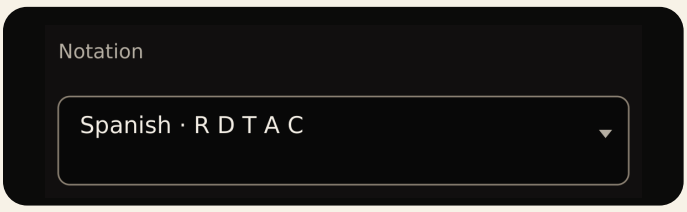
Expanded selector for the piece initials written on the sheet.

A PRACTICAL TIP

Changing this selector does not translate the app’s buttons. Exported PGN uses standard international notation.

RECOGNIZE THE CONTROLS





Enlarged control details. Size and arrangement may vary.
Sources: 3

10 / STEP-BY-STEP GUIDE

Frame all the moves

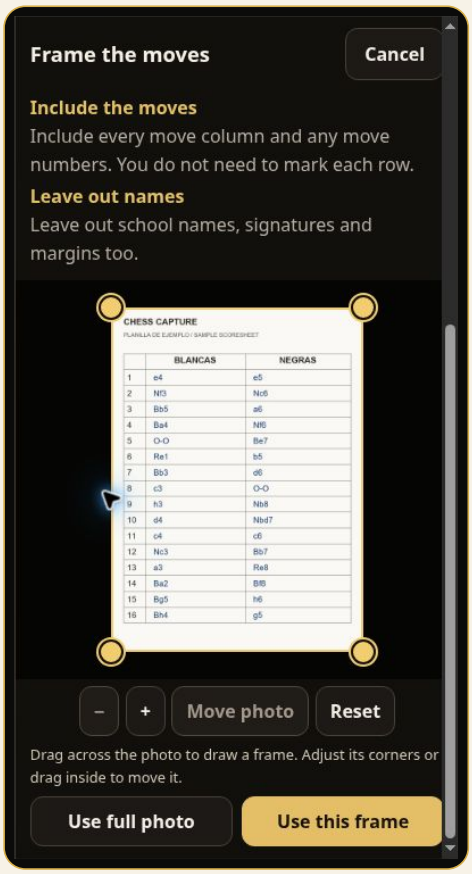
01 Capture → Frame the moves

The first frame identifies the part of the photo containing the move record. Include all its columns and any move numbers.

1. Tap Frame the moves. Adjust the four corners so that the frame surrounds the table; you can draw it by dragging across the photo and move it from inside.
2. Leave out names, signatures, schools and unnecessary margins. If several blocks of moves are printed side by side, include all of them in this first frame.
3. Use + and − to zoom in or out. When available, Move photo lets you pan the enlarged image. Reset helps you start again.
4. Tap Use this frame to accept it. Use full photo keeps the entire image; Cancel returns without applying the new frame.

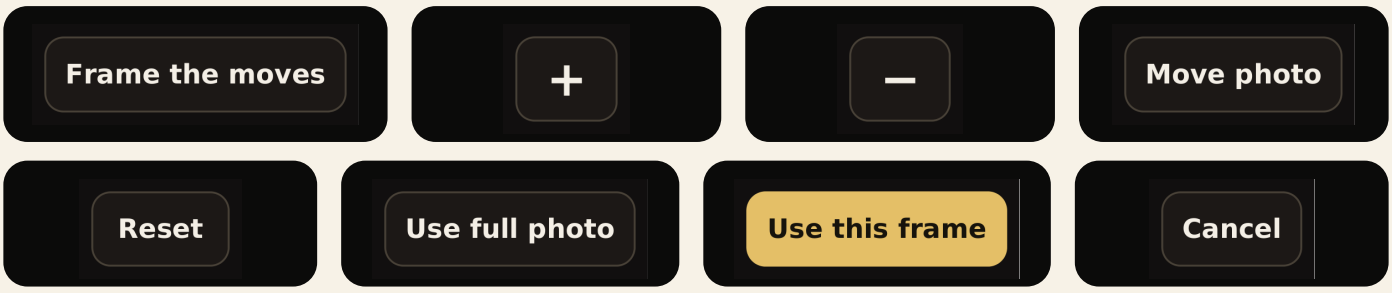
A PRACTICAL TIP

For this first reading, you do not need to mark each row. Advanced adjustment of a two-column block is explained later.



Initial frame: all columns and their move numbers.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

11 / STEP-BY-STEP GUIDE

Rotate the photo and set the frame without dragging

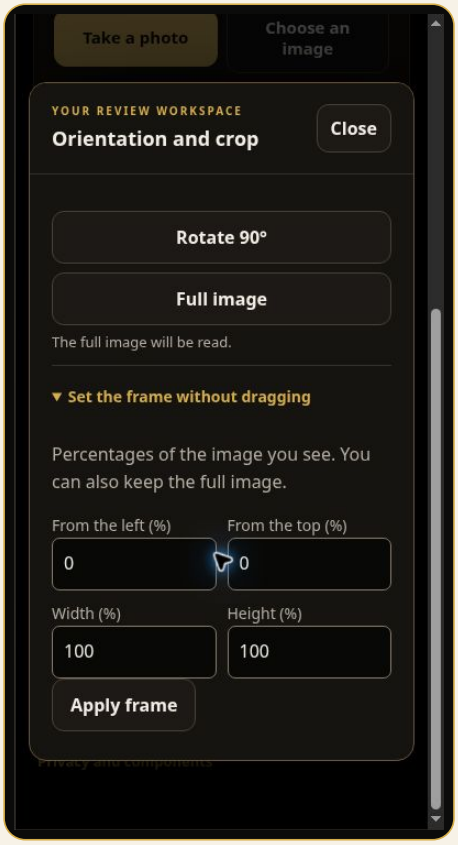
01 Capture → Rotate and adjust

If the scoresheet is sideways or you need a more precise adjustment, open Orientation and crop.

1. If a framed area has already been read, first tap Full image. Then use Rotate 90° until the rows read from left to right. Check the preview and frame the moves again.
2. Full image clears the current frame so you can work from the entire original again. Then check which part of the photo you want to read.
3. Open Set the frame without dragging. The four values are percentages: from the left, from the top, width and height. A width and height of 100 cover the full corresponding dimension.
4. Enter the values, tap Apply frame and check the result on the photo. Close the panel to continue with recognition.

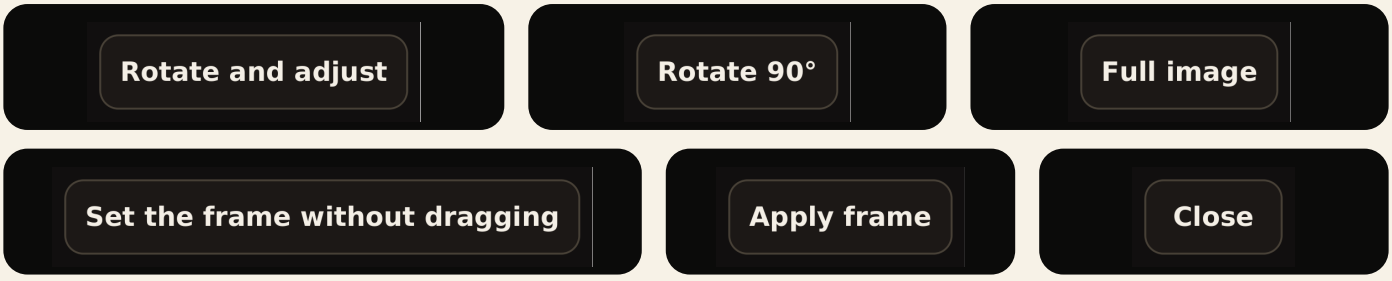
A PRACTICAL TIP

A correctly oriented, complete table is more useful than an overly tight frame that cuts off a letter or column.



Framing adjustment using percentages.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

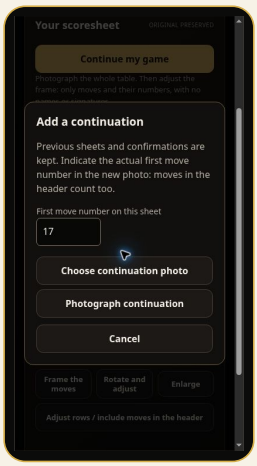
12 / STEP-BY-STEP GUIDE

Add a continuation sheet

Capture → + Continuation sheet · or Review → More → + Add a continuation sheet

A game may span several sheets. Add each continuation within the same game to preserve move order.

1. Open the continuation button. Enter the actual first move number on the new sheet: if the first ends at 40 and the next starts at 41, enter 41.
2. Moves written in a header count too. Look at the first written row instead of relying only on the printed scoresheet layout.
3. Tap Choose continuation photo or Photograph continuation. Prepare the frame and read that sheet. Previous sheets and confirmations are kept.
4. The Sheet for this game selector lets you change the original you are viewing. If the app warns of an overlapping range, check the starting number before continuing.



The starting number connects the new sheet to the game.

A PRACTICAL TIP

A sheet continuing from move 41 is added here. Compare with another scoresheet is used for a second source of the same game.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

13 / STEP-BY-STEP GUIDE

Start on-device recognition

01 Capture → Read on device · offline

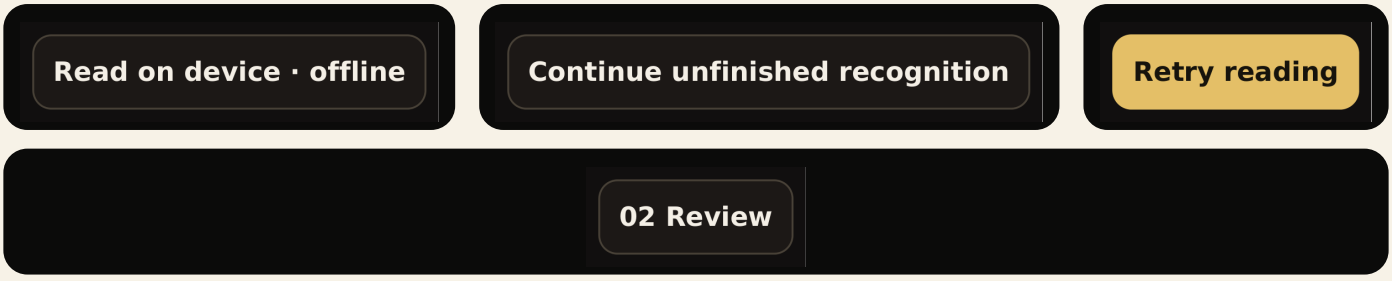
When the photo, notation and frame are ready, let Chess Capture read the handwriting and reconstruct the sequence.

1. Tap Read on device. The app may progress through Rows, Reading, Strokes and Game. The time depends on the image and your device.
2. Stay on the screen while it processes. Local recognition does not send your photo to an AI service; an AI reread is a separate option.
3. When Review appears, note how many moves are available and which need attention. A sequence being playable does not mean that all its moves are confirmed.
4. If the app offers Continue unfinished recognition or Retry reading, use that action for interrupted work. Keep the photo and draft before starting another game.

A PRACTICAL TIP

The next step is to compare the moves with the paper. Even a reading that looks perfect needs your review.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

14 / STEP-BY-STEP GUIDE

Find your way around the review screen

Recognition finished → 02 Review

This screen brings together the game, the handwriting and the tools to correct it. Always check the move number and the side selected.

1. The move strip lets you select a particular turn. The crop shows White on the left and Black on the right; the golden border identifies the cell you are reviewing.
2. The suggestion is the reading the app can use to replay the game. Below it you will see alternatives or Another move, where you can enter what is actually written.
3. The board follows the available sequence and may display a position from a provisional suggestion. Check its label and status before considering it reviewed.
4. Board enlarges the playing area; Moves opens the full notation; More contains the photo, details, ending and other tools. The bottom bar contains navigation, PGN and Actions.

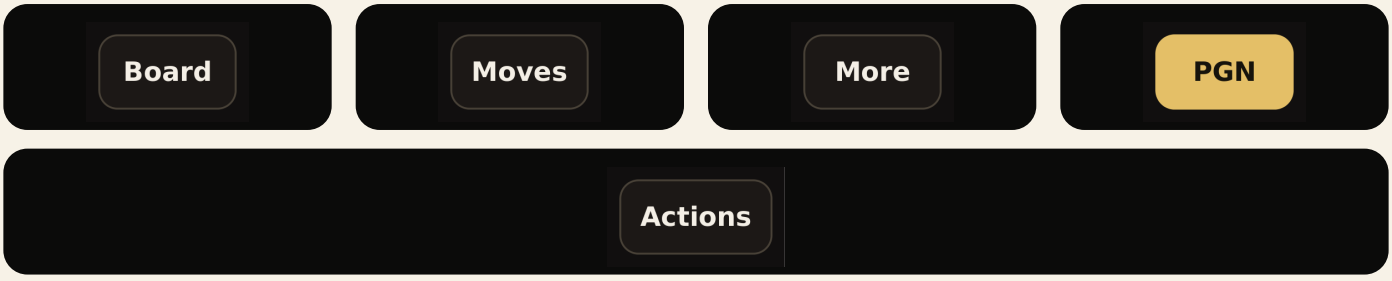
A PRACTICAL TIP

On a narrow screen, the board and crop may appear in a different order. Use the control names to find your way.



Official iPhone screenshot. A: Moves. B: More. C: PGN.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

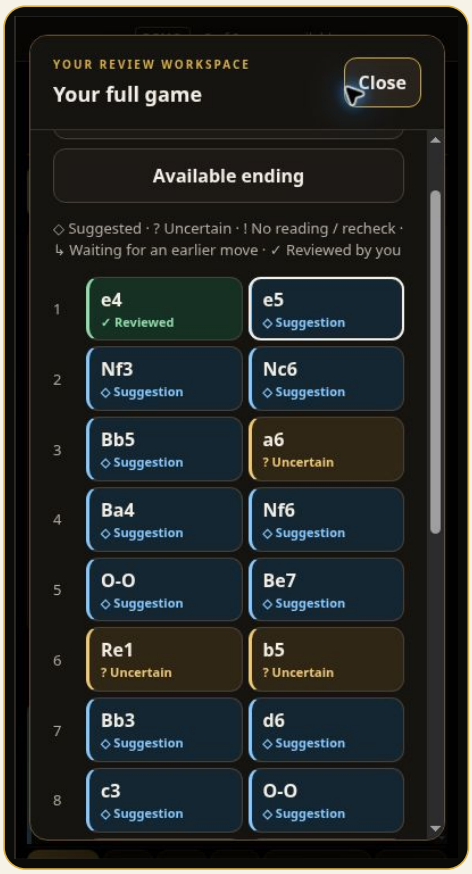
15 / STEP-BY-STEP GUIDE

Learn to read the move states

02 Review → Moves

Each state answers a different question: is there a reading, does it fit the game, and have you checked it yourself?

1. ✓ Reviewed: you have applied or confirmed the move. ◇ Suggestion: there is a usable reading, but you still need to check it against the photo.
2. ? Uncertain: the handwriting or reconstruction needs attention. Look at the crop and compare alternatives before choosing.
3. ! No reading or No suggestion: there is no usable reading or no move that fits. ! Revalidate: an earlier correction changed the context and you need to check that move again.
4. ↳ Pending: you must first resolve an earlier move. Find the first break; many later cells may depend on that single decision.



The states are shown for each half-move.

A PRACTICAL TIP

Next issue helps you find uncertainties and breaks. Afterwards, finish reviewing suggestions you have not yet confirmed.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

16 / STEP-BY-STEP GUIDE

Review a move without skipping steps

02 Review → Select a move → Compare crop and suggestion

Review one turn at a time, starting at the beginning. A correct decision early on makes the following moves easier to interpret.

1. Tap the move in the strip or in Moves. Check its number and whether White or Black is to move; look at the golden border on the crop.
2. Read the handwriting before treating the suggestion as an answer. If you need more detail, tap View photo and inspect the surrounding row.
3. If the suggestion matches, tap it to apply it and mark it reviewed. The choice takes effect immediately; you do not need another acceptance button.
4. If it does not match, open Another move. After correcting it, check any following cells flagged for revalidation. Use Actions → Undo if you chose by mistake.

A PRACTICAL TIP

Previous, Next and Play only navigate the game. Looking at a position or advancing does not confirm the handwriting.



A suggestion can be replayed before it has been reviewed.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

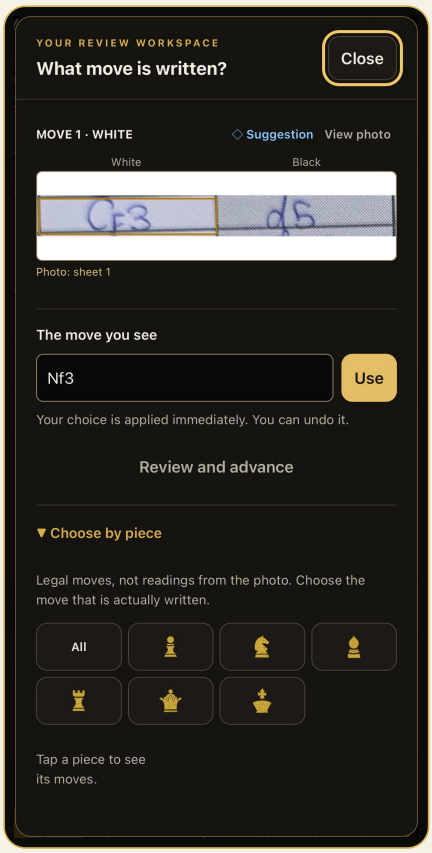
17 / STEP-BY-STEP GUIDE

Type the move you actually see

02 Review → Another move → The move you see

This editor changes the selected move. Use it when the suggestion does not match your scoresheet or a clear reading is missing.

1. Open Another move. The window keeps the crop visible so you can check the number, side and handwriting while correcting it.
2. Type one move in The move you see. Use piece initials in the interface language: Cf3 in Spanish or Nf3 in English. This editor does not use the photo’s language. Preserve captures, checks and promotions where appropriate.
3. Use applies valid text. Review and advance applies the move and goes to the next turn. If the entry does not fit, check the notation and the preceding position before forcing a choice.
4. Close the panel to return to the game. A correction can make later moves require revalidation; address the first point that no longer fits.

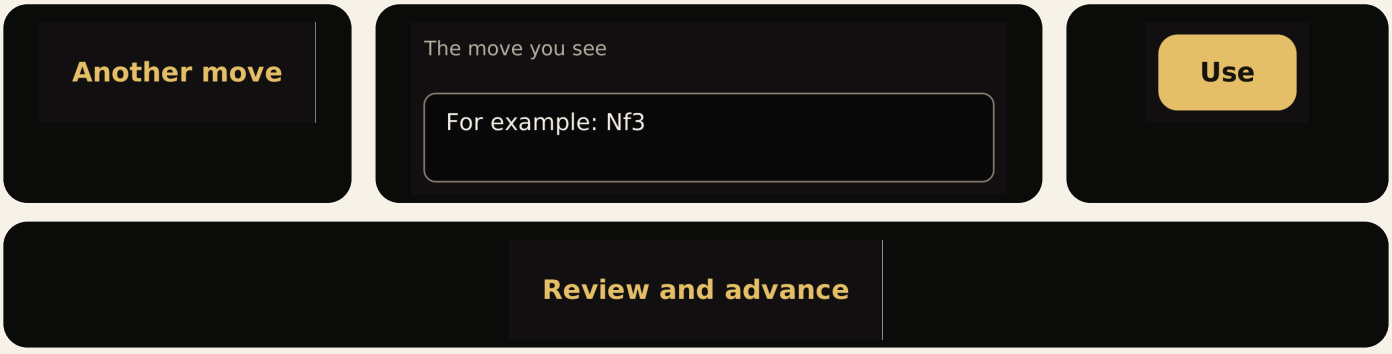


Official screenshot: correction field and piece selector.

A PRACTICAL TIP

The app looks for a legal sequence, but your choice must match the actual handwriting. A good chess move does not prove what was recorded.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

18 / STEP-BY-STEP GUIDE

Find an alternative by piece

02 Review → Another move → Choose by piece

The piece selector helps when you recognise which piece moved but need to locate its legal move.

1. Open Choose by piece inside the editor. Tap the pawn, knight, bishop, rook, queen or king symbol; All shows the full set when available.
2. Compare the displayed moves with the handwriting. They are legal moves from that position, not claims that recognition read each one.
3. Tapping an alternative applies the correction immediately. If you selected the wrong piece or confused two destinations, return to review and use Undo.
4. The usual board view may be for replay only. For consistent correction, use the suggestions or this editor. If moving a piece on the board is enabled, still check the selected cell.

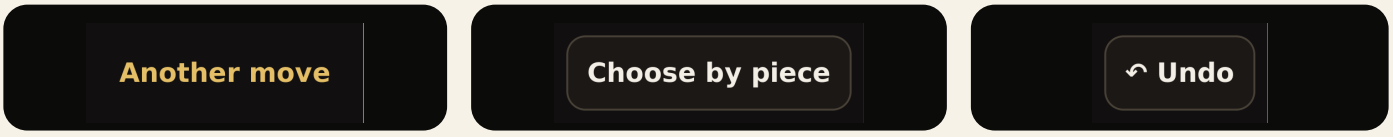
A PRACTICAL TIP

If a promotion needs to be specified, choose the correct piece. Do not assume a queen if the scoresheet indicates another piece.



Actual piece symbols: filter the alternatives by piece.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

19 / STEP-BY-STEP GUIDE

Replay the game and enlarge the board

02 Review → Bottom bar / Board / Moves

Navigation helps you understand the sequence, locate a moment and check the continuity of your game.

1. ‹ goes back one turn and › advances to the next. ▶ starts playback; after pausing, you can return to a particular cell.
2. Board enlarges the position. Flip board changes the orientation so you can see it from the other side. Review handwriting returns you to the move’s crop.
3. Moves opens the full notation. From there, Home goes to the beginning and Available ending to the furthest playable point; you can also tap any visible move.
4. Next issue locates the next point needing attention. When you resume review, always look at the cell’s status as well as the board position.

A PRACTICAL TIP

None of these controls confirms a reading. Use the suggestion or editor after checking the handwriting.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

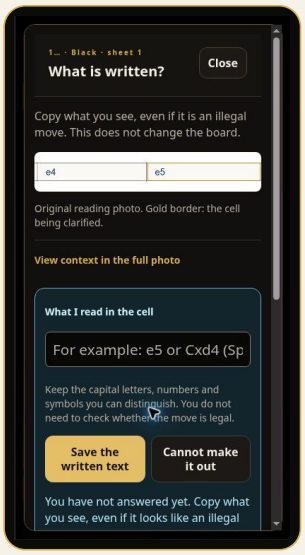
20 / STEP-BY-STEP GUIDE

What is written and the move you choose

Review → More help → Clarify a reading / Read this cell

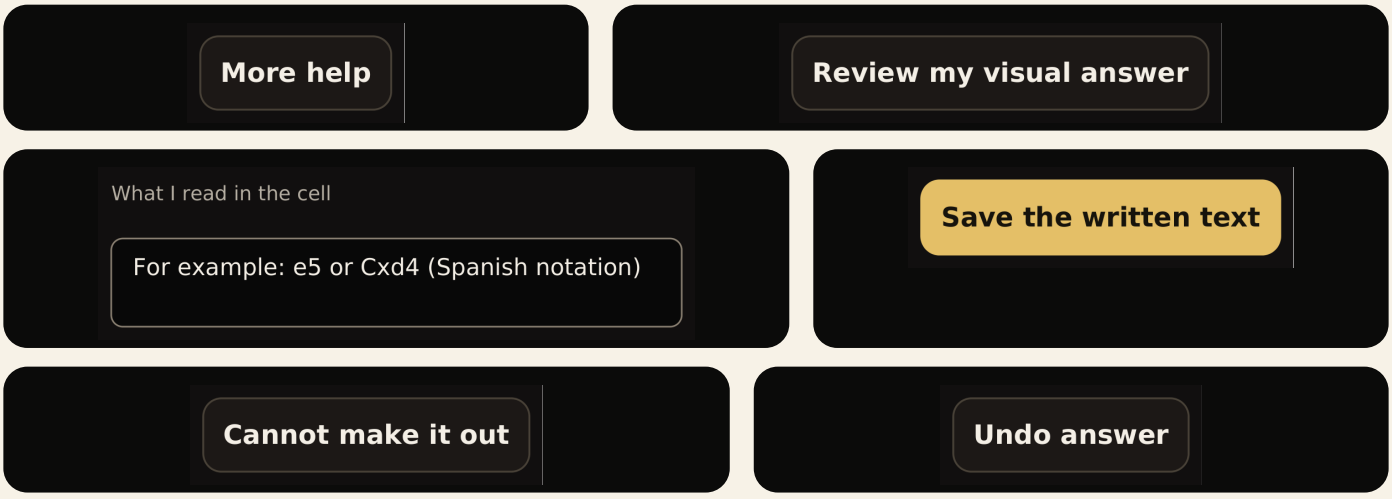
Sometimes you can make out the handwriting but are still unsure which move it represents. A visual answer records what you see without changing the board. Correcting a move is a separate action.

1. Open More help. Clarify a reading may suggest a useful cell to resolve the uncertainty; Read this cell lets you inspect the selected one. Check its number, color and crop before answering: the question may concern a different cell.
2. Under What I read in the cell, copy the letters, numbers and symbols you can distinguish. Preserve capitalization and capture marks. Tap Save the written text even if the notation does not look legal; here you are describing the handwriting.
3. If you cannot make it out, use that button instead of inventing a reading. The answer is stored separately. You can review your visual answer or use Undo answer; these actions change that observation without confirming a move on the board.



Visual answer: record the handwriting without confirming a move.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

20 / STEP-BY-STEP GUIDE

What is written and the move you choose · Continued

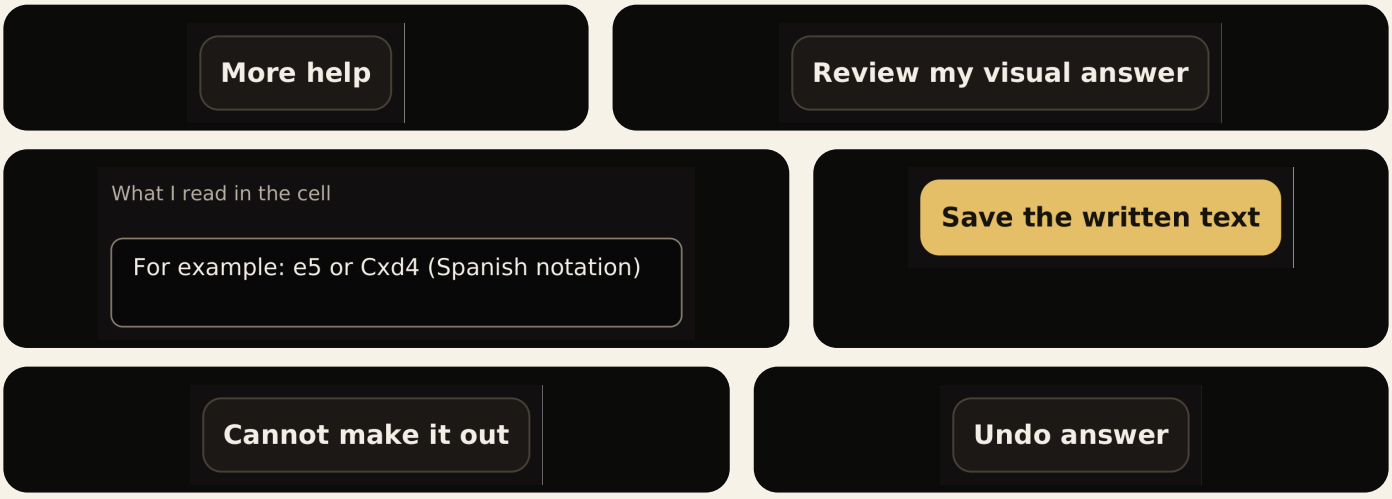
Review → More help → Clarify a reading / Read this cell

4 If suggested consequences appear, compare them with the photo before applying one. Saving a literal answer does not accept them automatically. To correct the selected move directly, return to Another move, enter the correct notation and tap Use.

A PRACTICAL TIP

Do not force a letter to make the game fit. An honest answer such as Cannot make it out preserves the uncertainty and avoids turning a guess into a correction.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

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Read the same cell again

Review → More help → Second reading

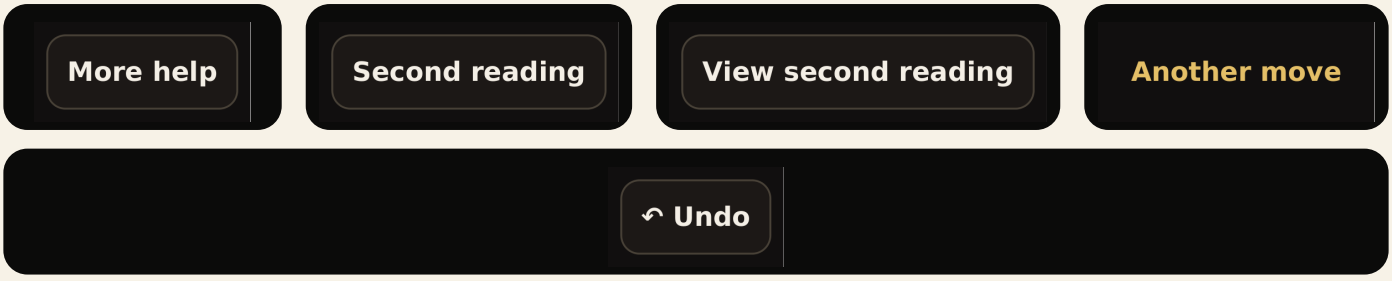
Second reading examines the handwriting in a cell again when a valid crop is available and your version offers the feature. It is a local aid, separate from Reread with AI.

1. Select a move that has not yet been reviewed and open More help. If Second reading appears, tap it and wait for the result. Once a reading is available, the button may change to View second reading so you can revisit it.
2. Compare the alternatives with the original crop. They are possible interpretations of the handwriting, not playing recommendations. If you recognize the correct one, tap it: only then is the correction applied, and you can undo it from the review screen.
3. If no useful alternatives appear, close the dialog and continue with Another move or a visual answer. The reader’s failure to find another option does not prove that the current suggestion is correct; always check the scoresheet.
4. If the button is unavailable, inspect the full photo and use the tools offered by your version. Change an already confirmed move through Another move. You do not need to start a paid reread to enter a manual correction.

A PRACTICAL TIP

Second reading checks a cell in your photo; Compare with another scoresheet adds another source. Choosing the right aid helps you avoid redoing work you have already reviewed.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

22 / STEP-BY-STEP GUIDE

Check the position and the saved readings

Review → More → Read the position as text / Readings for this cell

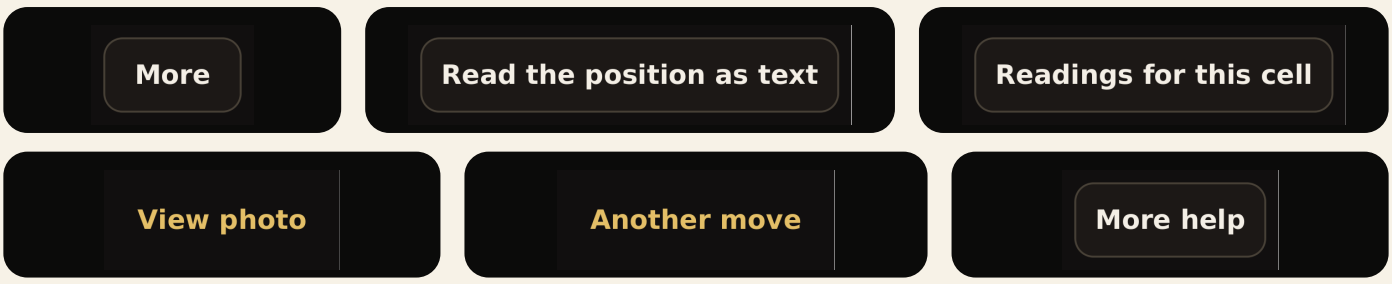
Alongside the board and photo, you can consult text information. These views help you find your bearings and inspect the available readings; opening them does not change the game or confirm a suggestion.

1. Select a move and open More → Read the position as text. You will find the side to move and the pieces with their squares, for example king on g1. This describes the displayed position; it is not an editing field.
2. Check the state accompanying the position: it may come from a provisional reading or a reviewed move. The text description does not turn a suggestion into certainty. To correct the selected turn, use Another move or a suggestion you have checked.
3. Under Compare readings and advanced help, expand Readings for this cell when it appears. The list identifies retained readings, such as the original crop or enlarged cell. It may be hidden if that cell has no recorded readings available.
4. Compare those texts with View photo and with the alternatives in review. Several passes over the same photograph are not several independent scoresheets. If you can make out the handwriting, apply the correct move or record a visual answer through More help.

A PRACTICAL TIP

Read the position as text describes the board; Readings for this cell preserves interpretations of the image. Keep that distinction in mind when comparing a piece, a square or an uncertain letter.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

23 / STEP-BY-STEP GUIDE

Explore an uncertainty with rules and Stockfish

Review → More → Compare readings and advanced help → Explore with the rules and Stockfish

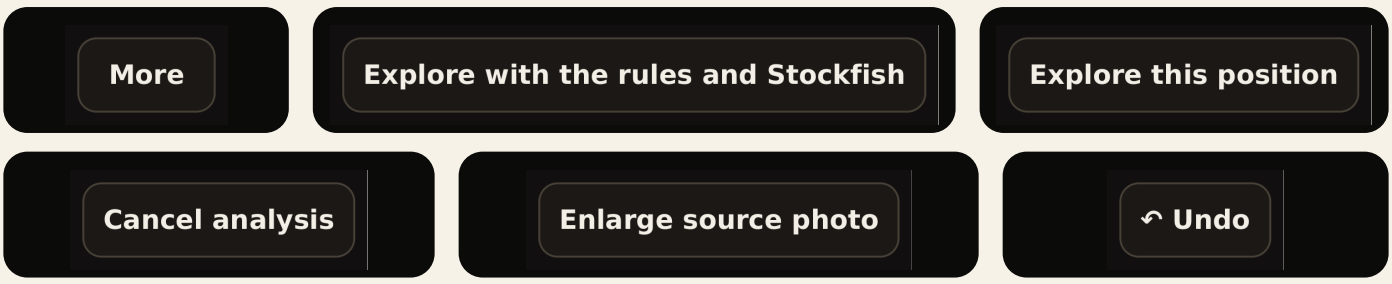
This aid explores a move during recovery. It separates options that fit the recorded notation from ideas recommended by the engine. Starting the analysis does not confirm or change any moves.

1. Select the turn you want to clarify. If its position depends on an earlier move, resolve that interruption first. Open More, then Explore with the rules and Stockfish; tap Explore this position to start the local check.
2. Read Fit with the written notation. This group compares legal moves from the position before the selected turn with later recorded moves. A compatible continuation helps you investigate, but may also depend on another incorrect reading: it does not prove what the handwriting says.
3. Check Stockfish suggestions separately. The engine shows chess quality and possible lines; it does not rank readings by how likely they are to be written. A bad move may still have been played, so return to the crop before choosing.
4. Tap an option only after deciding that it matches the recorded move: it applies that move alone, not the entire line. You can use Undo afterwards. Cancel analysis stops the exploration; closing the aid can also stop the current calculation.

A PRACTICAL TIP

This exploration helps resolve a turn during review. Doctor studies the already reviewed game. Neither can certify on its own what was written on the scoresheet.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

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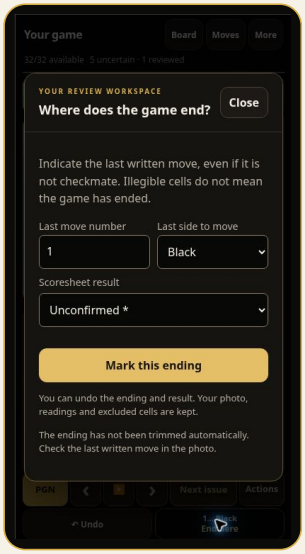
Indicate where the recorded moves end

02 Review → Actions → End here

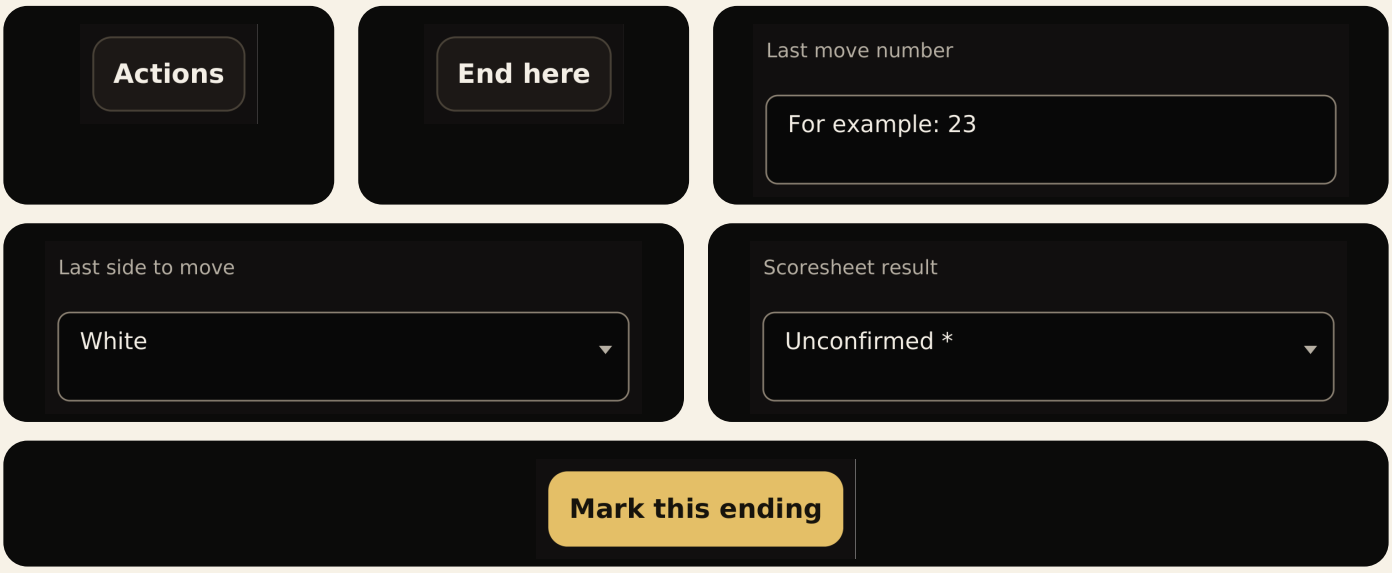
The last written row may be far above the printed bottom of the scoresheet. Marking it prevents empty rows from being treated as pending moves.

1. Inspect the full photo and find the last move actually recorded. Select it and open Actions → End here. You can also reach this from More → Mark the end of the recorded moves.
2. Check Last move number and Last side to move. If the record ends with 23. Rd1 and no Black reply, the number is 23 and the last side is White.
3. Select the result recorded on the scoresheet: 1-0, 0-1 or a draw. If you do not know it, keep Unconfirmed *. The last written move does not necessarily mean checkmate.
4. Tap Mark this ending and check the sequence. If you excluded rows by mistake, use Undo or Restore all cells when shown.



Move number, final side and result are checked separately.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

24 / STEP-BY-STEP GUIDE

Indicate where the recorded moves end · Continued

02 Review → Actions → End here

A PRACTICAL TIP

An illegible cell does not prove that the game ended. If there is a continuation, recover the reading or add the missing sheet.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

25 / STEP-BY-STEP GUIDE

Correct a misaligned table

Capture → Enter moves or adjust rows → Correct the column layout

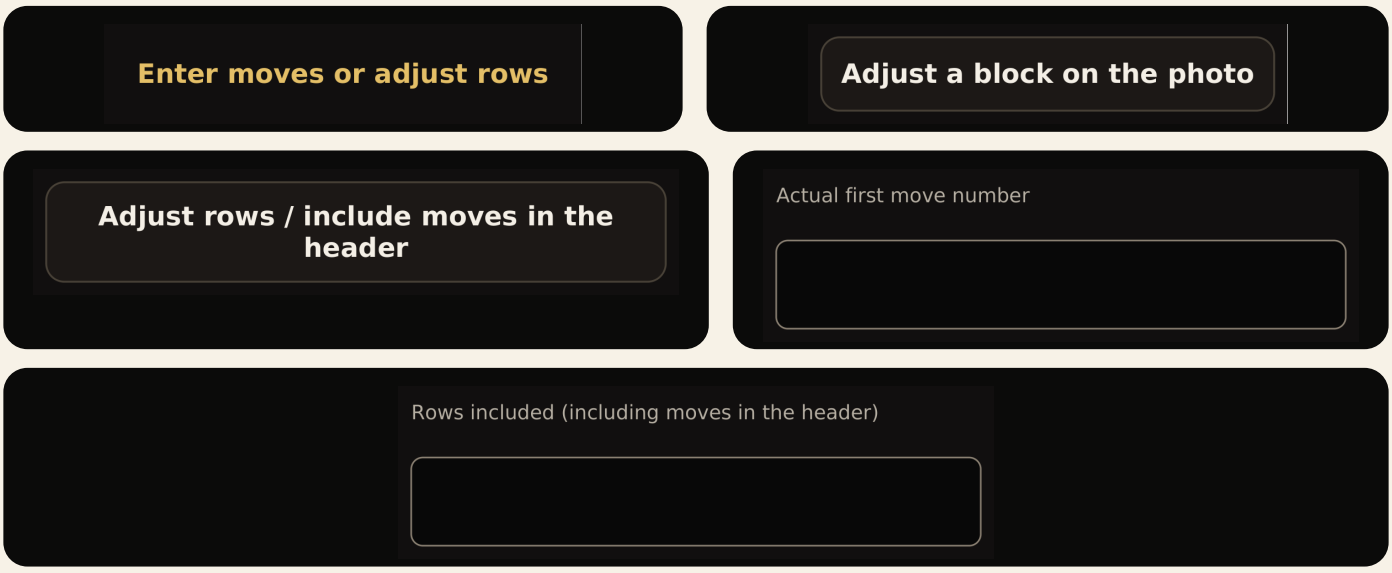
If rows are missing, columns are mixed up or moves were written in a header, adjust a block after the first reading.

1. Open Adjust a block on the photo. You may also see Adjust rows / include moves in the header or Adjust this sheet’s rows when that problem is detected.
2. Select just one two-column block: White on the left, Black on the right. In this adjustment, leave out move numbers and clock columns that do not belong to those two columns.
3. Enter the Actual first move number and Rows included. A header containing moves must be included both in the frame and in the row count.
4. If the sheet has side-by-side blocks, adjust them separately. Keep each block’s actual move numbers so they join correctly.

A PRACTICAL TIP

Key distinction: the initial frame includes all columns and numbers; this advanced adjustment works on one White-and-Black block.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

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Mark the block’s four corners

Adjust block → Mark 4 corners → Read this block

The corners define the exact outline of the two columns you are going to reread. Make this adjustment while looking at the table.

1. Tap Mark 4 corners and follow the order shown by the app. Place each point on the corresponding corner of the move block, including all the rows you counted.
2. Check that the boundary does not cut through a letter or include the neighbouring column. Check the starting number and row count again before reading.
3. If you prefer numeric precision, open Corner coordinates (%) and adjust the points. Show this frame lets you check the geometry on the photo.
4. Tap Read this block. Review the affected moves afterwards; the rest of the game is kept. Close adjustment exits the editor.

A PRACTICAL TIP

Save a copy of the game before making extensive corrections. This keeps the state you had while you work on recovery.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

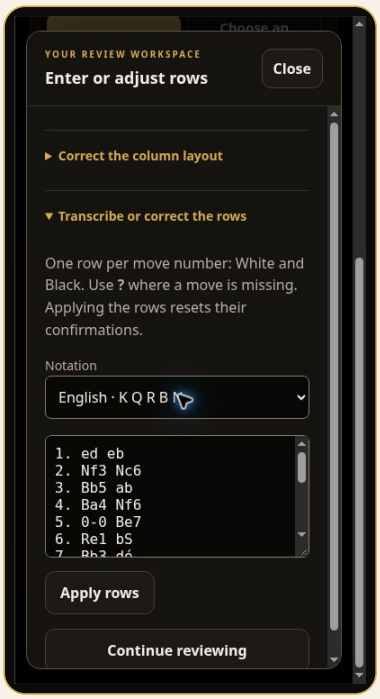
27 / STEP-BY-STEP GUIDE

Transcribe or correct complete rows

Capture → Enter moves or adjust rows → Transcribe or correct the rows

Manual entry lets you recover a scoresheet when the handwriting is difficult or correct several rows in a structured way.

1. Expand Transcribe or correct the rows and select the notation of the text you will enter. Check the existing content before replacing it.
2. Write one row per move number, with White and Black. For example: “1. e4 e5”, “2. Nf3 Nc6”, “3. ? a6”. In Spanish you would use Cf3 and Cc6.
3. Use ? in a cell you cannot read. Keeping the gap preserves the turn: omitting it could shift the moves and assign a reply to the wrong side.
4. Tap Apply rows and return to review. Applying rows resets their confirmations; review the new sequence before exporting it as reviewed.

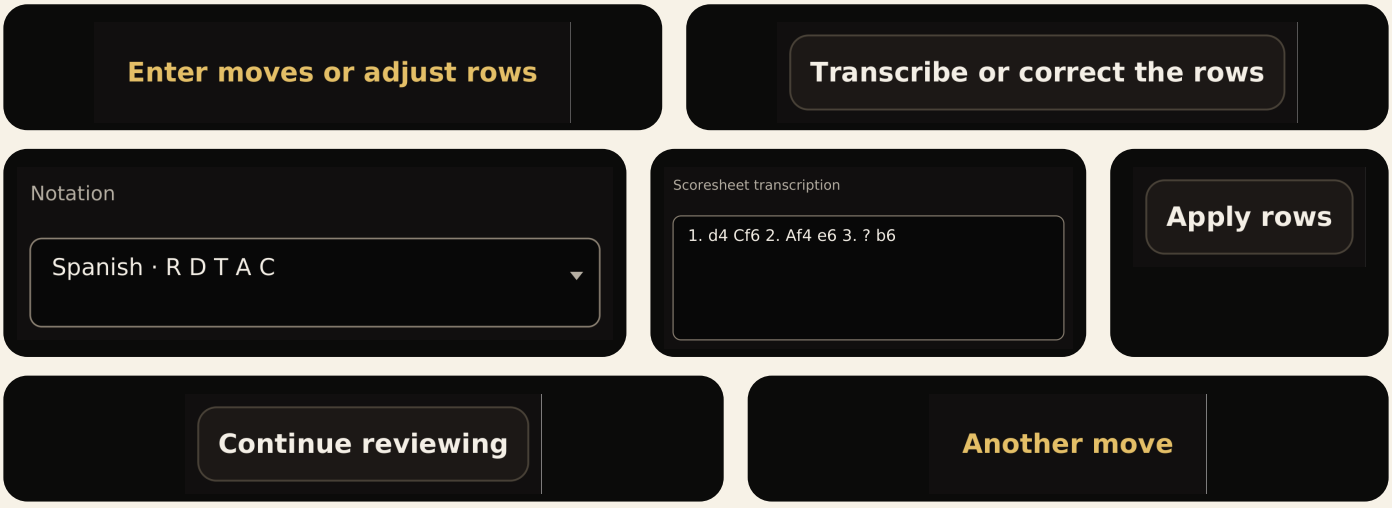


Structured entry: number, White and Black.

A PRACTICAL TIP

To correct just one half-move, Another move is usually more direct. Row transcription requires reviewing the applied sequence again.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

28 / STEP-BY-STEP GUIDE

Recover an interrupted reading

02 Review → First pending point → Available help

When an early move does not fit, many later ones may remain pending. Work from the first break.

1. Use Next issue or the button showing which move you must complete to reach the selected one. Resolve that move against the photo and check whether the following ones become available again.
2. If no crop is shown, open View full photo. When offered, Recover crops and recognition reconnects the evidence with the cells.
3. If rows are missing or misaligned, use Adjust this sheet’s rows. If Locate rows again · without rereading appears, that action corrects the row positions.
4. If the handwriting remains ambiguous, record what you can distinguish or leave the uncertainty for later. Save with photos before trying another image.

A PRACTICAL TIP

Resolving the first uncertainty may unlock a long sequence. Reviewing a reading and recovering its geometry are different tasks.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

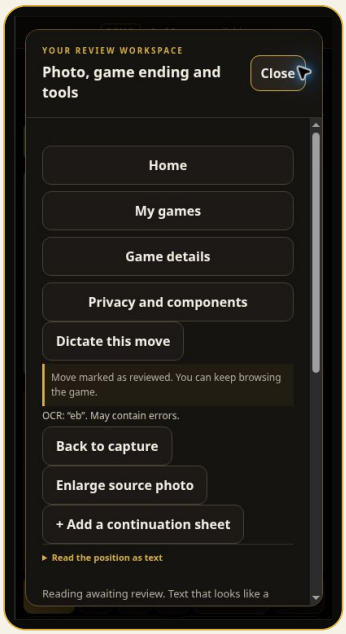
29 / STEP-BY-STEP GUIDE

A second scoresheet, another view

Review → More → Compare readings and advanced help → Compare with another scoresheet

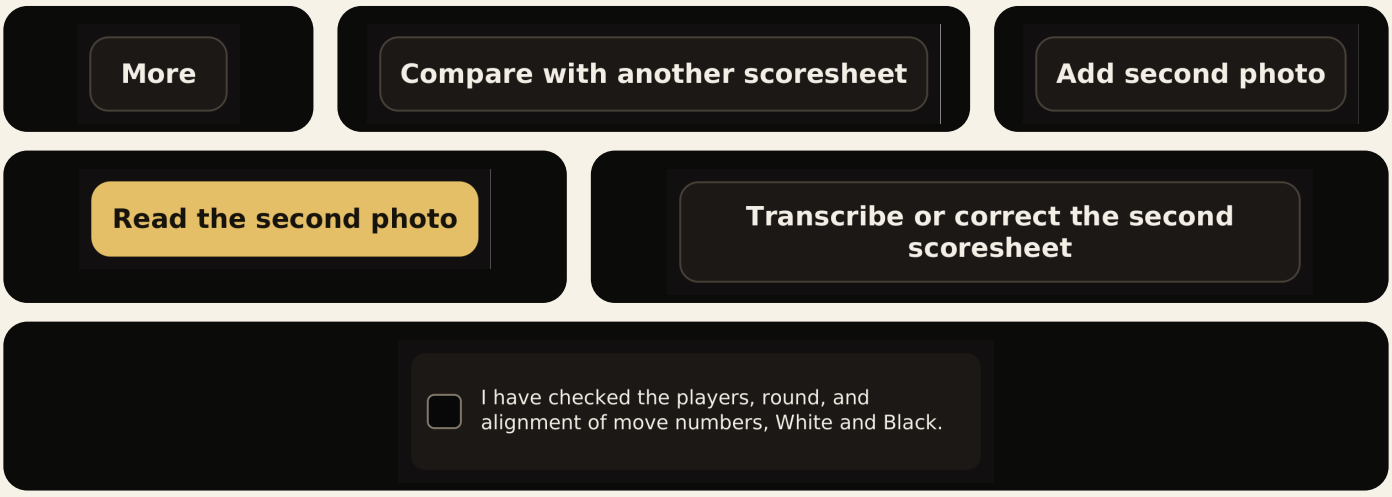
Your opponent’s scoresheet can help clarify a crossed-out move or an empty cell. Capture keeps it separately so you can compare it with your main photo without replacing your corrections.

1. Open More and expand Compare with another scoresheet. Tap Add second photo and choose an image of the same game. This workflow compares recorded moves; a sheet that continues the game belongs under Continuation sheet.
2. Check the orientation and framing of the second photo. Include the row numbers and the White and Black columns. Use Rotate second photo 90° or Apply frame if you need to adjust the image before reading it.
3. Tap Read the second photo when the feature is available. You can also open Transcribe or correct the second scoresheet: begin at move 1, enter White and Black on each row, and preserve missing moves with question marks.



More opens the tools; scroll down to the comparison.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

29 / STEP-BY-STEP GUIDE

A second scoresheet, another view · Continued

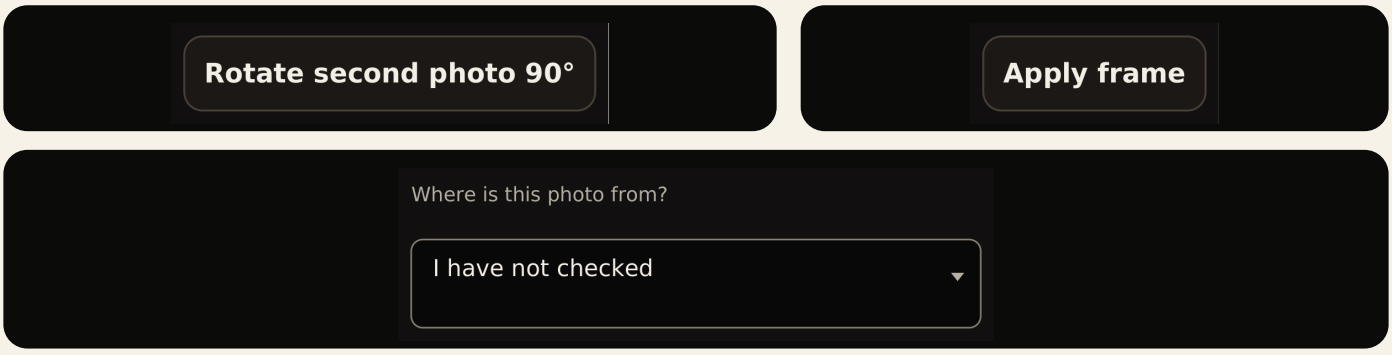
Review → More → Compare readings and advanced help → Compare with another scoresheet

4 Under Where is this photo from?, indicate whether it is another physical scoresheet or a new photo of the same sheet. Check the players, round, numbering and colors; then tick the alignment confirmation before using its readings.

A PRACTICAL TIP

A different photo of the same sheet may be clearer, but it is not an independent source. If a row is missing, preserve its place: do not shift the following moves forward.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

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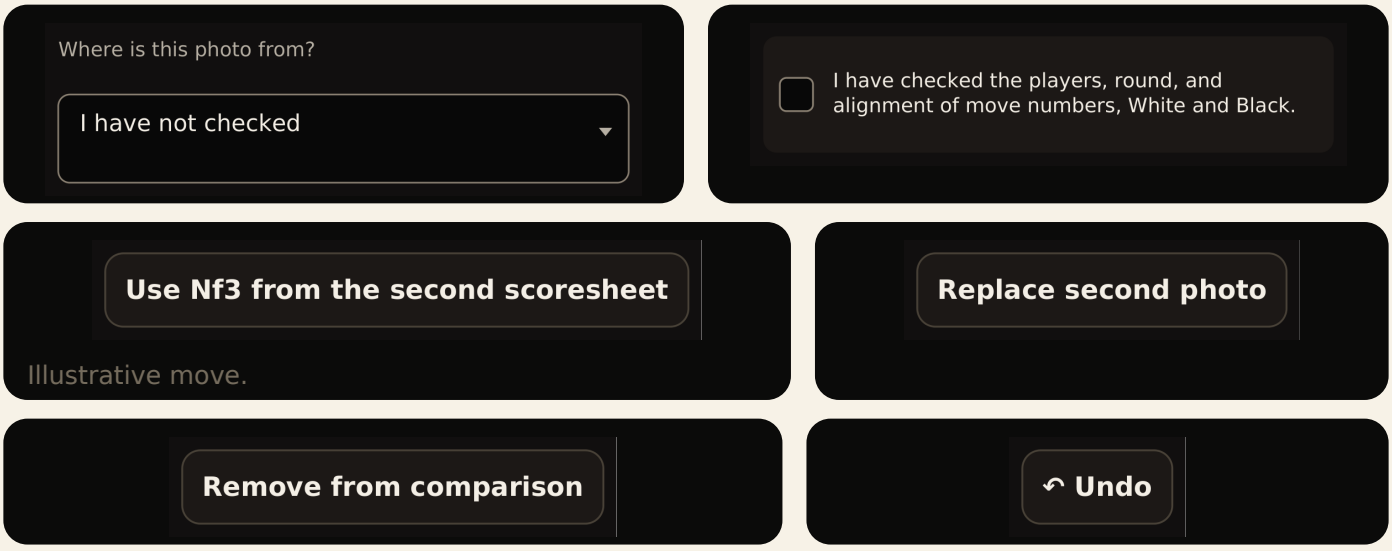
Decide by checking both handwriting samples

Review → select a move → More → Compare with another scoresheet

Two matching readings provide a clue, not a guarantee. Base your decision on the photos and on whether both cells represent the same turn in the same game.

1. Select the uncertain move and return to the comparison panel. Check Main scoresheet and Second scoresheet. Verify the move number and side to move: Black’s cell on move 18 must not be compared with White’s cell.
2. Read the comparison message. It may indicate a match, a disagreement, a missing reading or unverified alignment. Enlarge the photos if necessary. Matching suggestions do not replace checking the original letters and numbers.
3. If the second scoresheet clearly shows the correct move and a usable option appears, tap Use that move from the second scoresheet. Your choice applies the correction; check the continuation and use Undo if you chose it by mistake.
4. If the second image does not help, you can replace it or remove it from the comparison. Read the confirmation before accepting. Your main scoresheet and its corrections remain; removing the image here does not delete the original file.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

30 / STEP-BY-STEP GUIDE

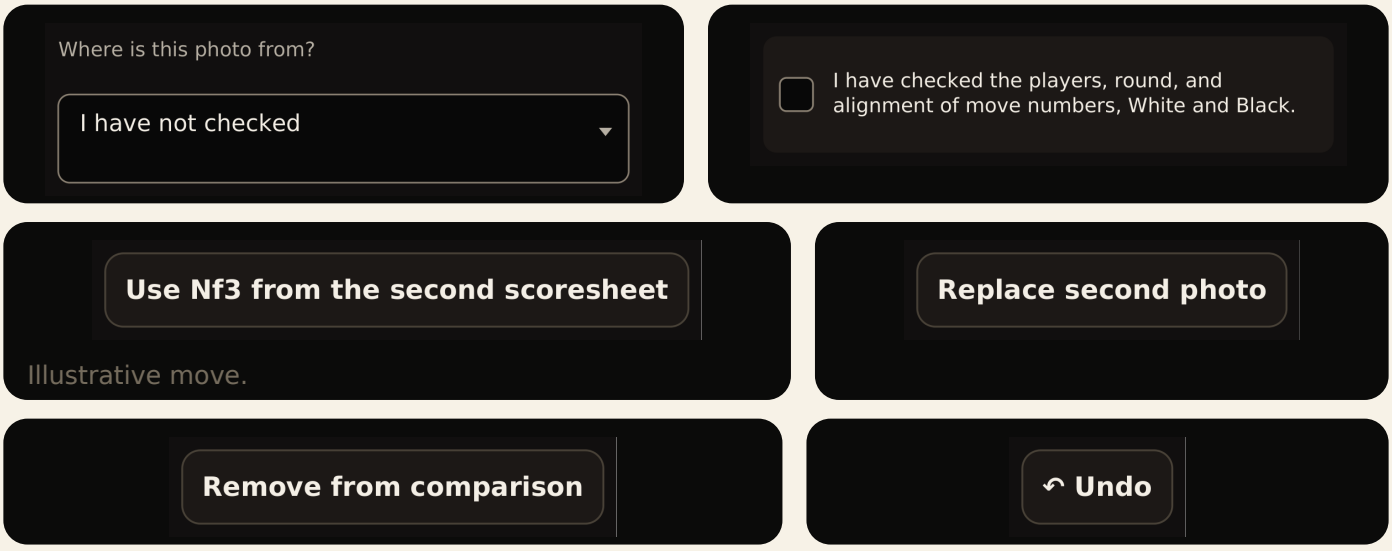
Decide by checking both handwriting samples · Continued

Review → select a move → More → Compare with another scoresheet

A PRACTICAL TIP

Do not settle a disagreement by majority vote or because one move looks stronger. Stockfish evaluates chess; the scoresheet preserves what was actually written.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

31 / STEP-BY-STEP GUIDE

Start a game with your voice

Home → Dictate, if your version and device offer it

Dictation lets you enter one move at a time. Availability depends on your version, device and installed speech services. A suggestion is added only after you check it.

1. Tap Dictate to start a new game. If you already have work open, read the Save and start prompt: Capture keeps the previous game in My games before opening the new one. Cancel if you meant to continue that game.
2. Choose Dictation language for the language you will speak. Tap Speak and say one move, such as “knight f three” or “castle kingside”. Check the indicated turn before speaking; do not dictate an entire sequence in one phrase.
3. Check the recognized phrase and the suggested move. If it is correct, tap Add for that move; then check the next turn and tap Speak again. If it does not match, cancel or type the move: hearing a phrase does not add it automatically.
4. On-device mode needs an available recognizer and language model. If you choose the phone’s speech service, review its permission: it may send audio to its provider and require a connection. Authorization is requested for that session.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

31 / STEP-BY-STEP GUIDE

Start a game with your voice · Continued

Home → Dictate, if your version and device offer it

A PRACTICAL TIP

The microphone starts when you tap Speak. Closing stops listening. Capture does not keep audio recordings; it can keep the transcript you accepted with your moves.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

32 / STEP-BY-STEP GUIDE

Continue or correct without starting over

Home → Continue dictation; or Review → More → Dictate this move

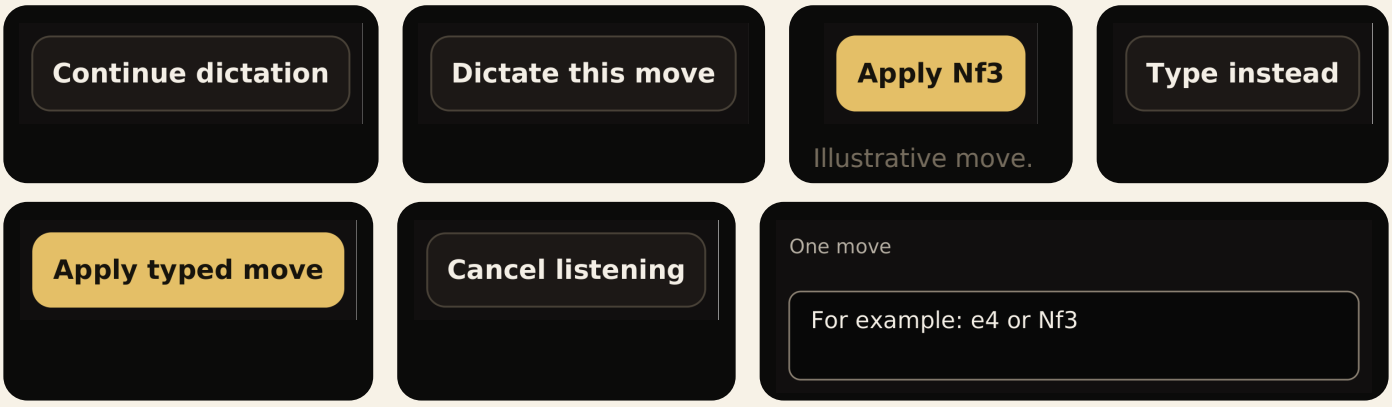
Continuing a dictated game and correcting one turn are different actions. Check the button's name and the indicated turn to add the move in the right place, whenever these features are available.

1. To add more moves to a game created by voice, use Continue dictation when it appears on Home. It is offered when the sequence can continue and you have not marked an ending. Dictate, by contrast, starts a new game.
2. To correct an existing move, select it in Review and open More → Dictate this move. Verify the number and color, tap Speak, and check the suggestion. Tap Apply to correct that turn; you can undo the change when you return.
3. If you prefer typing, tap Type instead. Enter a legal move in the indicated position and tap Apply typed move. Use the interface's piece initials: for example, Cf3 in Spanish or Nf3 in English, as appropriate.
4. Finish phrase asks the recognizer to finish the phrase you are dictating; Cancel listening discards that listening session. If the phone does not understand or a speech model is missing, use typed entry. After closing, check the game before saving or exporting it.

A PRACTICAL TIP

If Continue dictation does not appear, do not tap Dictate assuming it will append moves. Check whether the game has a marked ending or belongs to the photo-capture workflow.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

33 / STEP-BY-STEP GUIDE

Prepare an AI reread

Review → Reread with AI

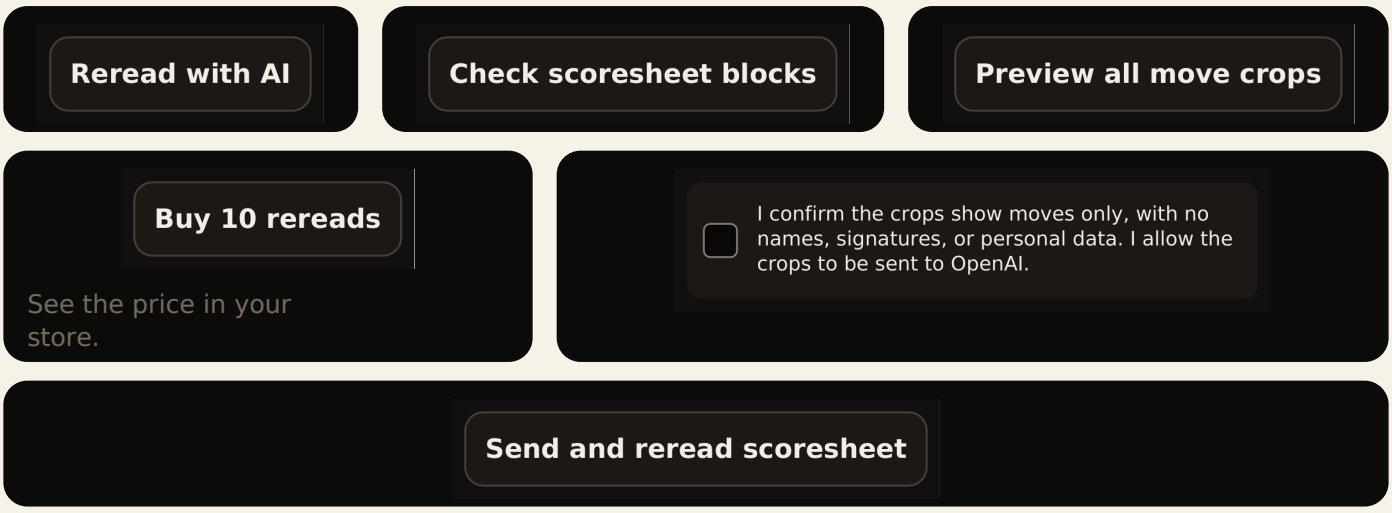
AI rereading is optional and requires an internet connection. Start with the local reading and use AI when you want another interpretation of the photographed cells. On iOS, purchasing AI reread packs requires iOS 18 or later.

1. After reading the photo on your device, tap Reread with AI if it appears in your version. If rows or an entire block are missing, adjust the layout first: the reread works with the cells Capture has prepared.
2. Check the included cells and open Preview all move crops. If a missing block is flagged, use Check scoresheet blocks before continuing. Make sure no important move has been left out of the prepared material.
3. Check the balance and the price shown by your store. The pack includes ten rereads and is purchased separately from the local unlock. If you have already purchased it and need to verify it, use Check my purchase before trying to pay again.
4. Check that the crops contain only moves, with no names, signatures or personal data. Tick the authorization and tap Send and reread scoresheet. With your permission, the server sends those crops to OpenAI; it does not attach the original photo.

A PRACTICAL TIP

Authorize the request after looking at the crops. The game details you enter in their fields are not attached to the reread request.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

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Compare AI with your reading

Reread with AI → result → First move that differs

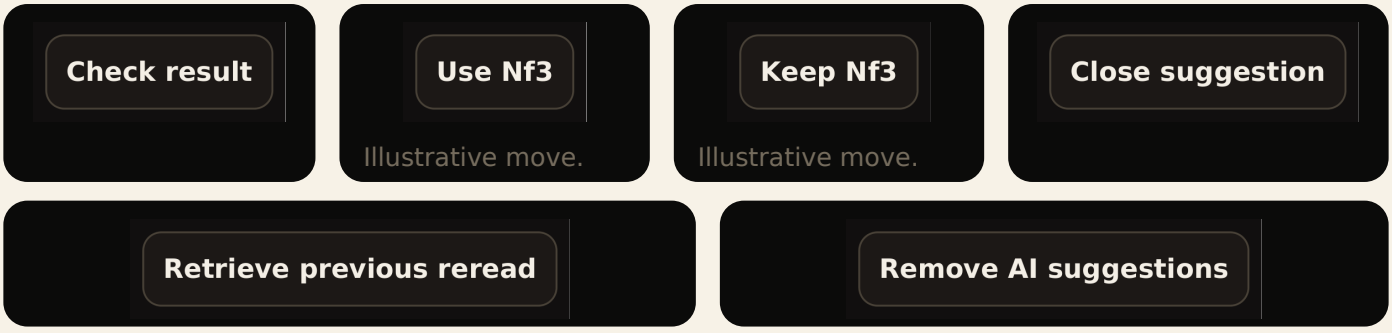
AI provides another reading, not a certification of the game. Capture takes you to the first difference so you can decide by checking the handwriting; the following moves still need to be reviewed.

1. If the reread is still in progress, use Check result to check its status. When it finishes, read the message: it may indicate a match with your draft, a first difference, or that no usable sequence could be reconstructed.
2. At the first difference, compare On-device reading and AI suggestion with the cell’s crop. Tap Use for the suggestion if it matches the handwriting, or Keep for the on-device reading if that is the correct notation.
3. You can close the suggestion without choosing it. Then continue reviewing the game: accepting one move does not mark the following moves as reviewed. To remove the AI material, open More and look for Remove AI suggestions when it appears.
4. On Android, a completed reread with usable text uses one credit; if it fails or returns no usable text, you keep it. On iOS, check the displayed balance. You can retrieve the server transcript for up to seven days; keep a local copy.

A PRACTICAL TIP

A credit pays for the reread service, not a guarantee of a perfect transcription. Keep your review work and photos even when you choose a different suggestion.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

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Name your game and add its details

Review → More → Game details · also from My games

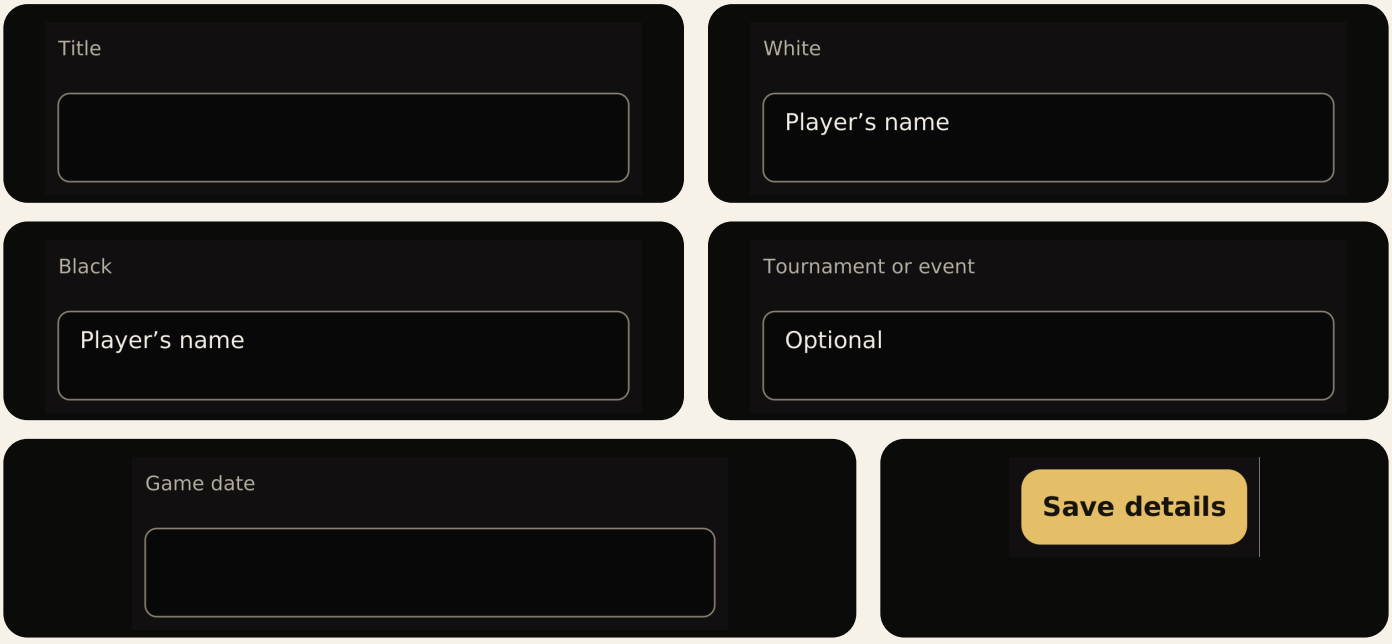
Details are optional, but they make the game easier to find and recognise when you open it in another tool.

1. Enter a useful Title, such as “Club tournament · round 3”. Use consistent names so you can find your games later.
2. Fill in White, Black, Tournament or event and Game date when you have those details. Check that you have not swapped the players.
3. Tap Save details. The changes apply to the open draft; copies you saved earlier in My games keep their previous state.
4. When exporting, check these fields and the Result again. To keep the new details together with the photos, save another local copy.

A PRACTICAL TIP

The details you enter are stored on your device and included in the PGN. They are not added to AI reread requests.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3 · 4 · 5

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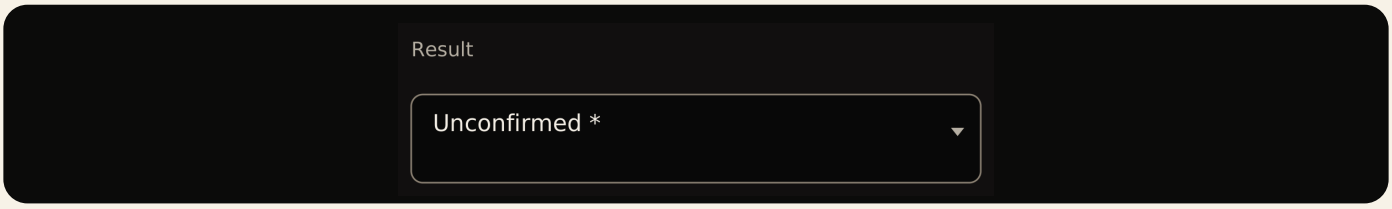
Name your game and add its details · Continued

Review → More → Game details · also from My games

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.

Sources: 3 · 4 · 5

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Prepare your PGN export

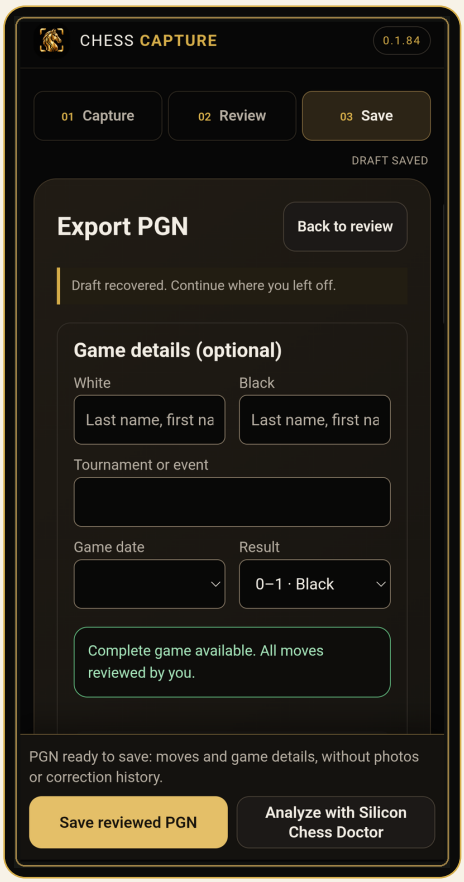
02 Review → PGN · or 03 Save

PGN is the move file you can open in other chess tools. Before saving it, check the integrity of the move record.

1. Tap PGN in the bottom bar or open 03 Save. Check the optional details and the game result.
2. Compare row order with the photo: numbering, White, Black, continuation sheets and the last move. Tick the checkbox confirming this check.
3. If something is missing, tap See what is missing or Back to review and resolve the indicated point. A confirmation checkbox does not itself correct a mistaken reading.
4. When the retained record is complete and every half-move has been reviewed, use Save reviewed PGN. If uncertainties remain or a continuation is missing, see the draft and incomplete options in the next lesson.

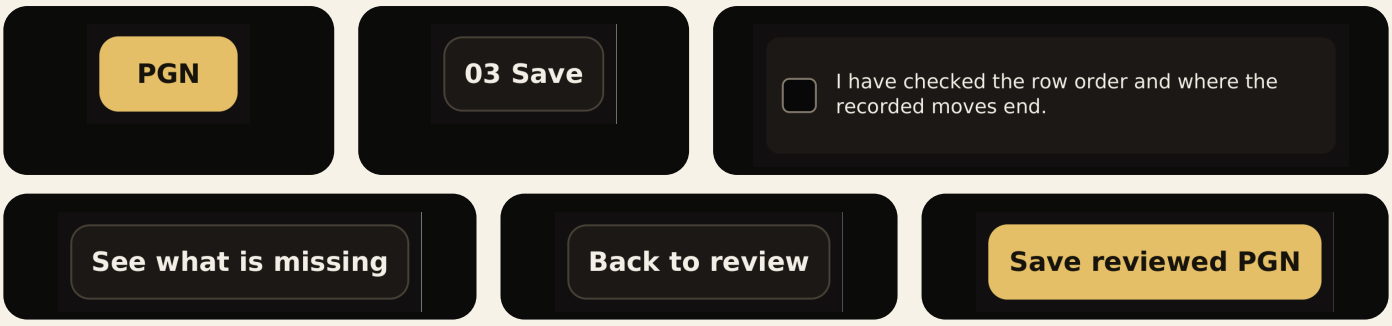
A PRACTICAL TIP

Save with photos keeps your review in the library. PGN is saved separately and does not contain the photographs or the full correction history.



Official Android screenshot: details and reviewed PGN saving.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

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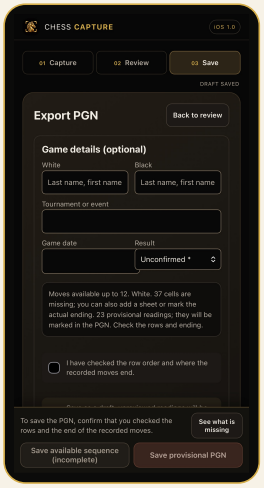
Choose reviewed, provisional or incomplete

03 Save → Check the game's state

The app lets you keep progress while clearly identifying what remains unfinished. Choose the output that accurately describes your work.

1. Reviewed: the entire retained record forms a complete sequence, you have reviewed every half-move and verified the rows and ending. The button is Save reviewed PGN.
2. Provisional: a usable sequence exists, but some readings remain unreviewed. Explicitly accept Save as a draft. The PGN will mark the moves that still need checking.
3. Incomplete: only part can be reconstructed. Save available sequence (incomplete) exports that part with result * and an indication that the continuation is missing. If it includes unreviewed suggestions, also accept the draft.
4. If you will need the handwriting later, also save with photos. To obtain a final PGN, return to the first uncertainty or add the missing sheet and finish reviewing.

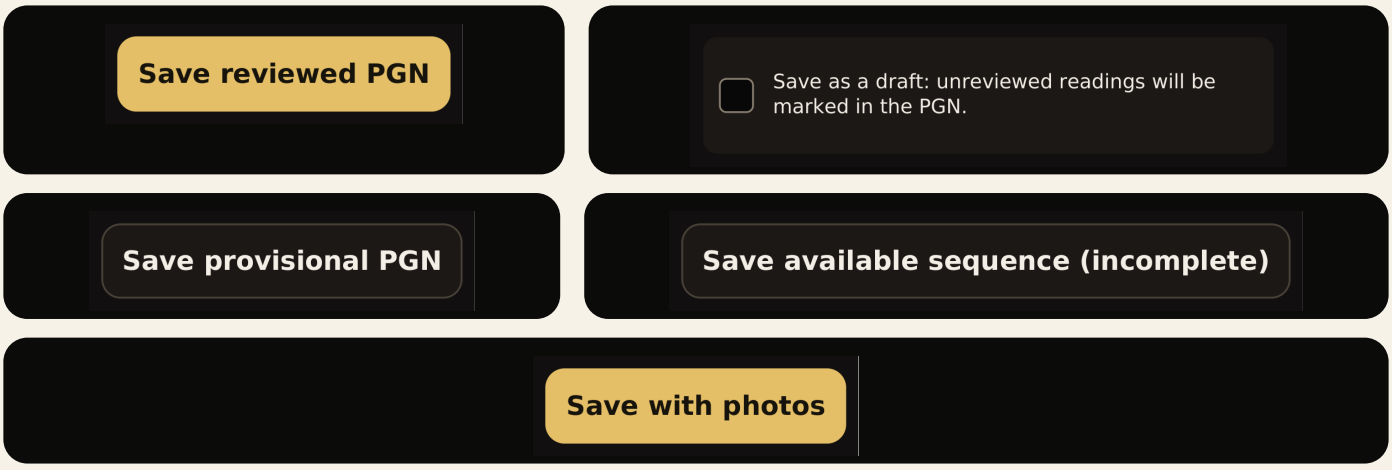


Official iPhone screenshot: draft and incomplete options.

A PRACTICAL TIP

An incomplete PGN should not be presented as the whole game. Keep its markings until you have completed and verified the record.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

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Save the file on Android or iOS

Save PGN → System file or share window

Your device handles the final step. The exact destination depends on the file and storage apps installed on it.

1. On Android, choose the folder or provider shown in the picker and confirm saving. If Share opens, select your preferred destination.
2. On iPhone or iPad, use the picker or share sheet shown by the app. When Save to Files is available, choose a folder and confirm.
3. Keep the .pgn extension and wait for the app’s confirmation. Then find the file in your chosen destination and open it with a PGN-compatible tool.
4. If you cancel, your draft remains. If a notice says the outcome is uncertain, first check whether the file already exists; then decide whether you need to save it again.

A PRACTICAL TIP

Check the names, result and final moves when you open the PGN. This verifies that you are using the file and version you intended to share.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

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Keep photos, corrections and progress

03 Save → Save with photos · or My games → Save current game

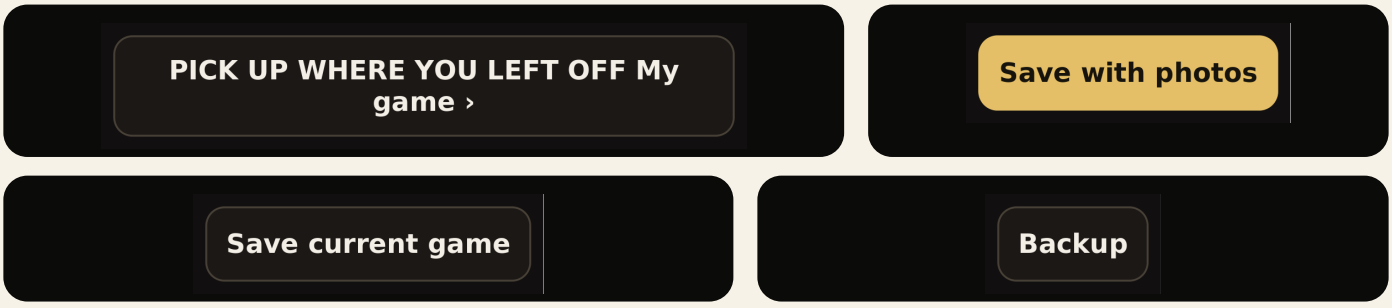
The draft, local copy, PGN and backup file serve different purposes. Choose according to what you want to keep.

1. Active draft: this is the work you reopen with Pick up where you left off. Wait for the saved indicator before closing after making changes.
2. Save with photos creates a copy in My games, even if the game is incomplete. It keeps originals and review material so you can resume them.
3. PGN keeps game moves and details for exchange. Provisional markings describe the review state when applicable.
4. Backup, if available, lets you save a game with photos and corrections outside the installation. The backup chapter explains how to restore it.

A PRACTICAL TIP

Saving a local game does not automatically sync it to another phone. Before changing devices, keep your files somewhere you can retrieve them.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

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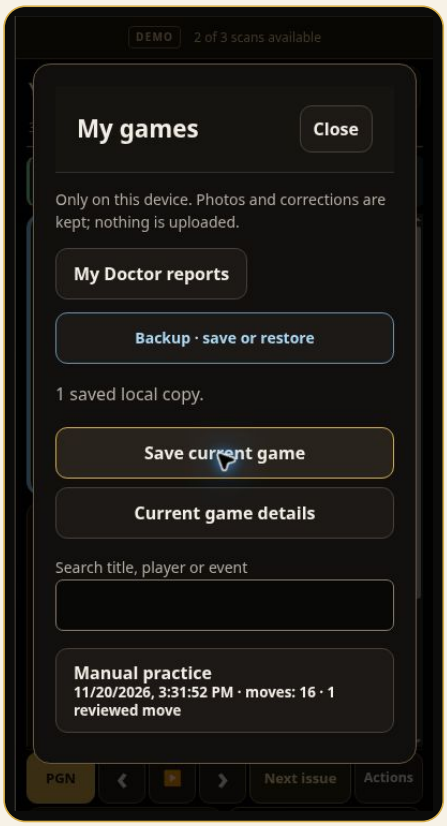
Find and open a saved game

Home → My games · or Review → More → My games

My games is your local library of copies with photos and corrections. Use clear titles to find each session.

1. Tap My games. The counter shows how many local copies you have. Save current game adds a copy of the draft currently open.
2. Search by title, player or event. Select the appropriate copy and check its date, game length and number of reviewed moves.
3. Save current and open first preserves the current draft, then opens the chosen copy. Wait for it to finish before starting corrections.
4. Changes apply to the open game. To keep that new state, save another copy; earlier copies do not update automatically.

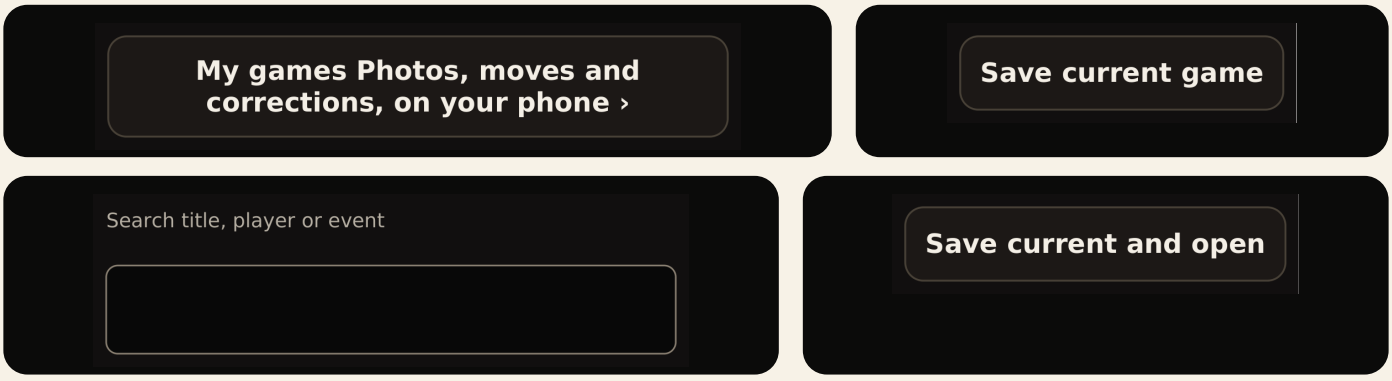


Local library with a saved practice copy.

A PRACTICAL TIP

The library is on that device. Restoring a purchase restores purchased access, but does not by itself recover your photos or games.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3 · 4 · 5

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Manage your saved copies carefully

My games → Select a copy

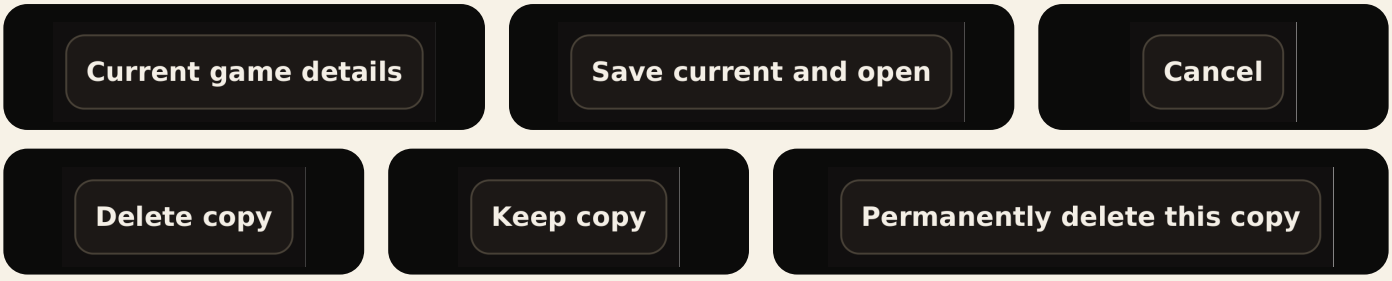
You can keep several states of a game. Decide which copy you need before opening or deleting it.

1. Use Current game details to improve the draft’s title and fields. Then save a copy with the updated details.
2. After selecting a copy, Cancel closes the selection. Save current and open lets you recover it while first keeping your open work.
3. Delete copy starts an additional confirmation. Check the title and date: deleting that library copy is permanent.
4. Keep copy cancels deletion. Permanently delete this copy removes that local copy; it does not by itself delete the active draft or original external files.

A PRACTICAL TIP

Before deleting material you may need, keep a PGN and, when offered, a backup with photos.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

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Keep a complete game outside the app

Save → Backup; or My games → Backup · save or restore

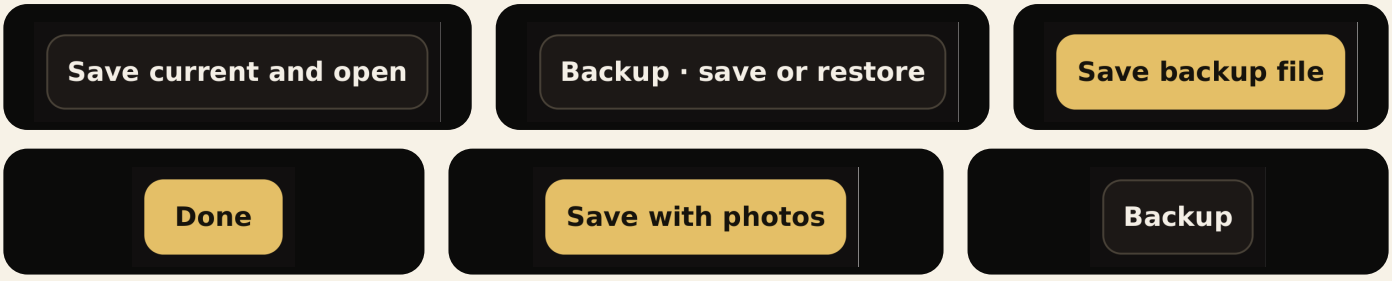
When your version offers Backup, you can save a game and its review material outside the app. This is useful before reinstalling or for keeping a copy independent of the app’s internal storage.

1. Open the game you want to keep. If it is another copy in My games, select it and use Save current and open. The backup is made from the open game; it does not automatically collect every entry in your library.
2. Open Backup and check the game’s title. Tap Save backup file. It can include photos, moves, uncertainties, corrections and history even while some readings remain unresolved; you do not need to finish the review to preserve your work.
3. Choose a destination in the system picker and wait for the completion message. Keep the Chess Capture extension, such as .chesscapture.zip. The picker’s name and appearance depend on your system and the destination you choose.
4. Check that the file is in the destination you chose. To save another game, open it and repeat the process. If you only need to share the moves, export a separate PGN: that format does not include photos or review history.

A PRACTICAL TIP

The file is not encrypted and may contain names, original photos and metadata. Keep it somewhere you trust. The app does not automatically send this backup to a cloud service.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

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Restore a copy and resume your work

Backup → Choose a backup to restore

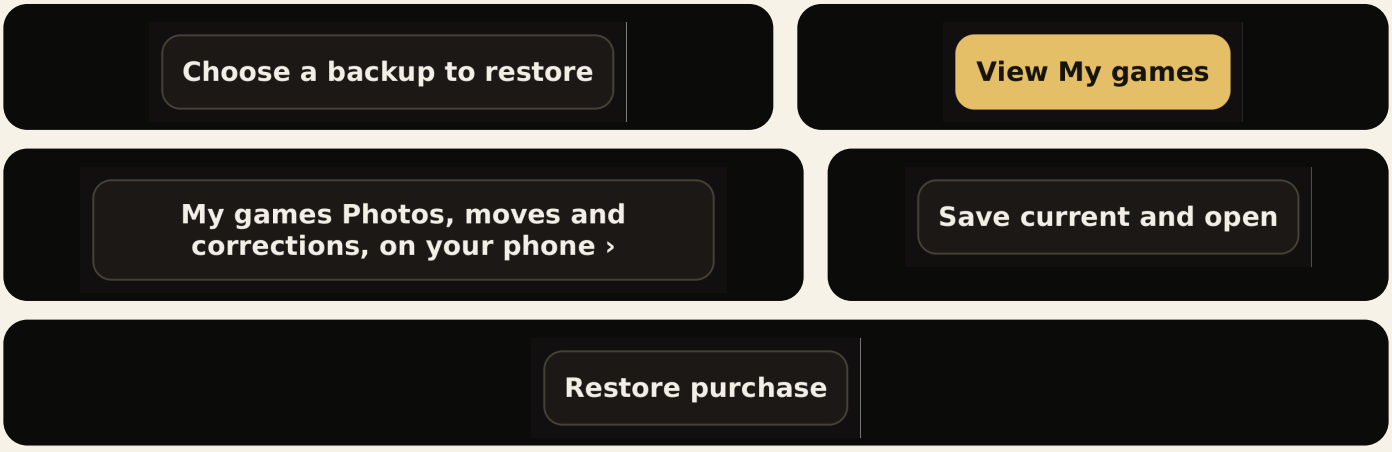
If your version offers restoration, use a backup file previously saved with Chess Capture. Importing adds a copy to My games; you then decide when to open it.

1. Open Backup from Save or My games. Tap Choose a backup to restore and find the .chesscapture.zip or .chesscapture file where you kept it. A PGN does not replace this file containing photos and corrections.
2. Wait for restoration to finish and read the result. The copy is added to My games without replacing the open game or earlier copies. If the result is uncertain, check the library before importing the file again.
3. Tap View My games, find the restored copy and select it. Use Save current and open to preserve your current work first. Check that its photos, moves and corrections appear; you can then continue reviewing and save a new copy.
4. If you meant to recover a purchased unlock, use Restore purchase in Reading and pricing with the relevant store account. That action restores your entitlement when applicable; games are recovered from their saved files, not from the purchase.

A PRACTICAL TIP

Restoring a purchase and restoring a game are different processes. Do not uninstall the app to correct a reading: first preserve any work you want to keep outside it.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

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From recovering your game to understanding it

Save → Analyze with Silicon Chess Doctor

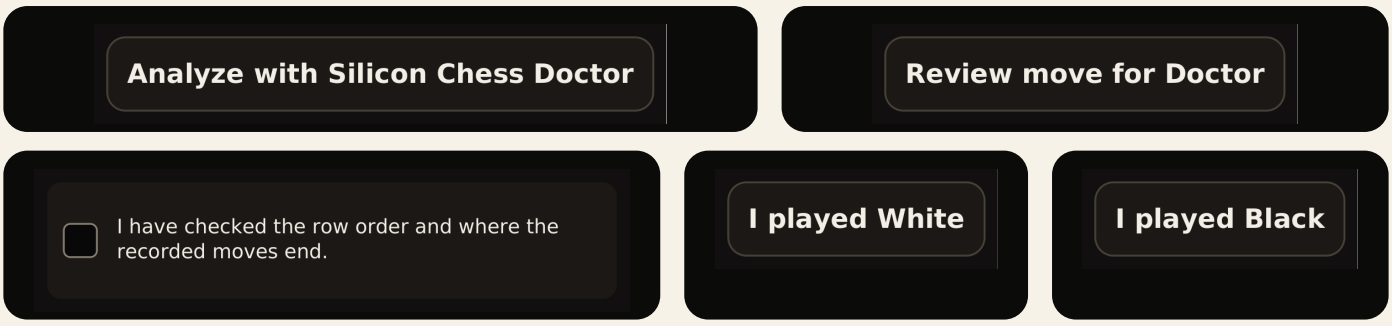
First you recover what was played; then you study the decisions. Doctor uses Stockfish 19 to analyze the game and explain it from your side of the board. Start with a reviewed transcription.

1. Review every move against the scoresheet and check where it ends. In Save, confirm that you checked the row order and the end of the recorded moves. If a reading is still pending, resolve it before requesting the report.
2. Tap Analyze with Silicon Chess Doctor. If the button says Review move for Doctor, use it to return to a pending cell. This helps you analyze the game you actually played without carrying a provisional reading into your study.
3. Choose I played White or I played Black according to your side. Doctor analyzes both colors but orients the board and explanations from the side you select. Also check the names and result so you can identify the report later.
4. Wait while the game is analyzed and the key moments are checked. Keep the report open until it finishes. If an access condition appears, check Reading and pricing; your version shows the applicable limits and available purchases.



Official screenshot: opening Doctor from Save.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

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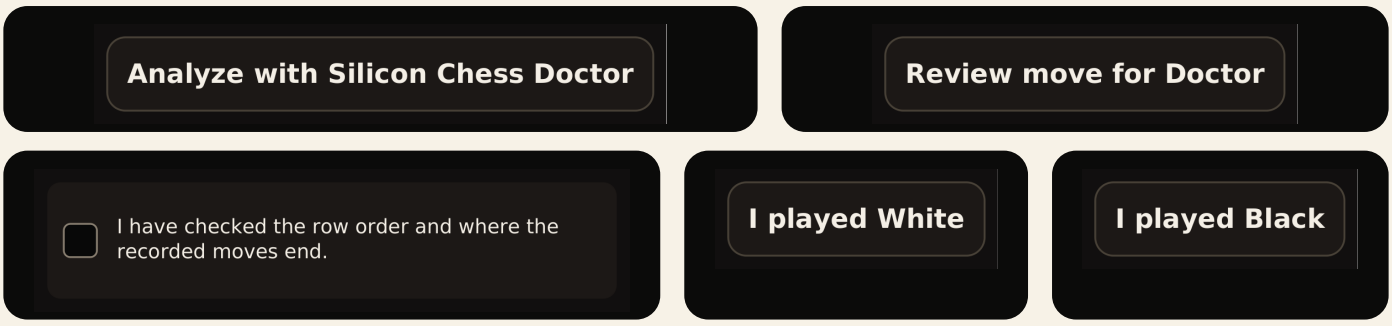
From recovering your game to understanding it · Continued

Save → Analyze with Silicon Chess Doctor

A PRACTICAL TIP

Doctor studies the sequence you provide. A mistranscribed move can change the entire analysis: review the photo first.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

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Study each finding on the board

Doctor report → Previous / Next finding

The report highlights study moments and pairs each position with an explanation. Work through them with a specific question: what happened, what reply was possible, and which idea deserves practice.

1. Use Previous and Next finding to change moments. Check the indicated move and read the explanation and What to practice. The finding number shows your place in the report; it is not the move number in the game.
2. Open Game moves to follow the actual continuation from that position. Step through it with the arrows or tap Play. Stop when something relevant changes: a piece comes under attack, a check appears, or a pawn structure changes.
3. Choose Possible reply to study a line that starts with your move and shows how your opponent could respond. Compare it with what happened in the game; an analyzed reply does not mean your opponent actually played it.
4. Tap See the idea to study Doctor's suggestion. Play through its moves and return to Game moves whenever you want to compare. Try to understand the difference on the board before moving to the report's next finding.

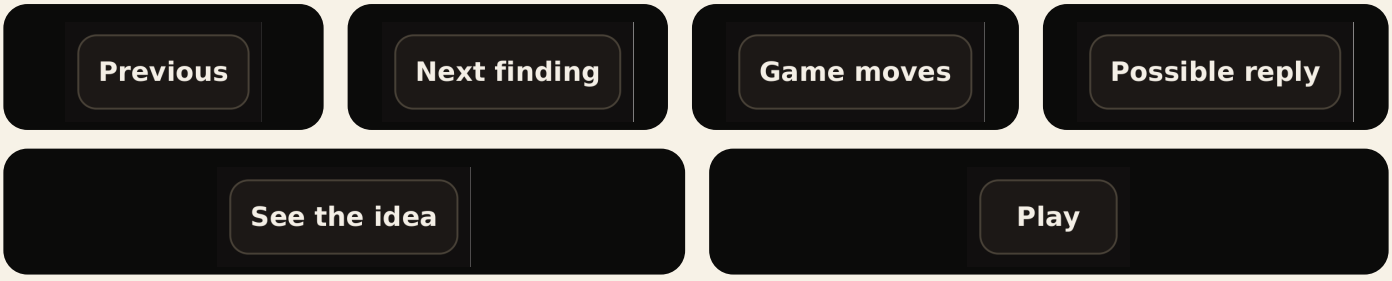


Official Android screenshot: a Doctor finding.

A PRACTICAL TIP

Do not memorize only the first move of a line. Also look at your opponent's reply and what makes the next move possible: that is often where the lesson lies.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

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Try your idea and return to the game

Doctor report → Try on the board / Full game

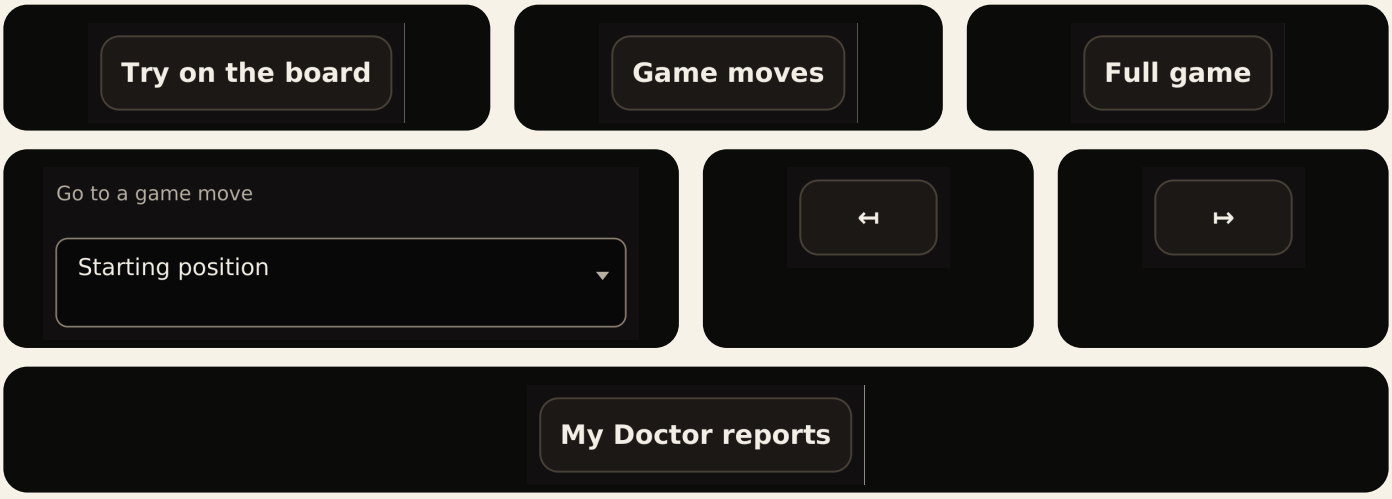
Turn the report into a study session. First consider an alternative, then play it, and finally compare it with the report's lines. This practice board does not replace your transcription.

1. At a finding, tap Try on the board. Move a piece and continue with legal moves to explore your idea. If you reach a promotion, choose the promotion piece you want; the board should not choose it for you.
2. To start again from the finding's position, tap Game moves. You can then return to Try on the board. Use this switch to compare plans; practice moves do not change the game recovered from your scoresheet.
3. Open Full game to recover the context. The selector lets you jump to a move, and the arrows take you to the start, the end, or the previous and next turn. Play follows the line you currently have selected.
4. When you finish, close the report. To return to it, go to My games and open My Doctor reports. Select the saved report: the app remembers your study position so you can continue without finding every position again.



Actual board and navigation controls in a Doctor report.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

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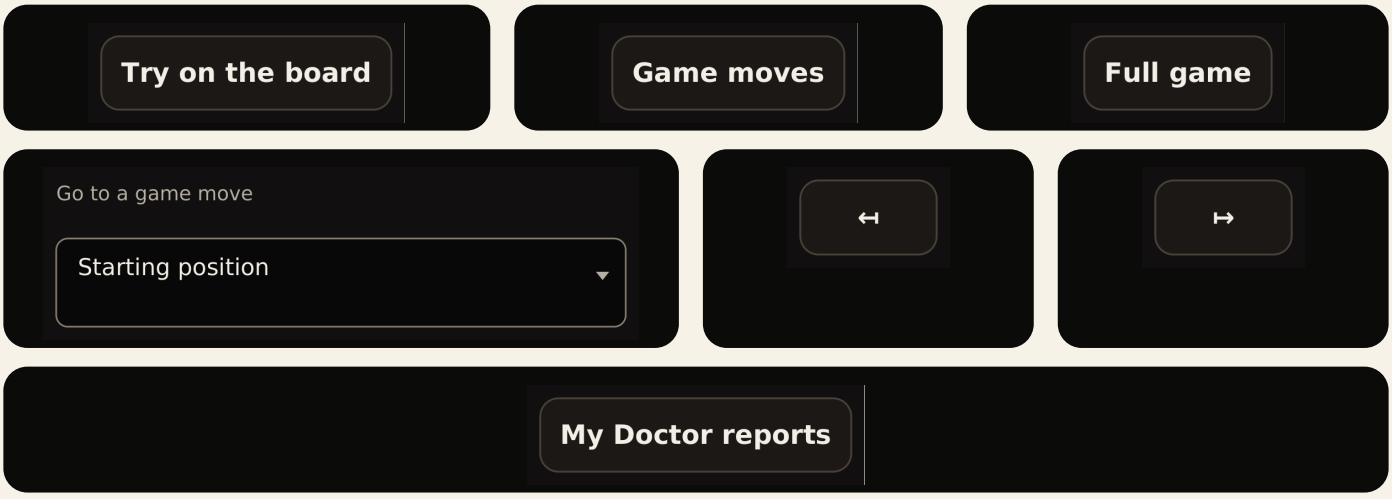
Try your idea and return to the game · Continued

Doctor report → Try on the board / Full game

A PRACTICAL TIP

A useful routine: look at the position, choose your move before moving, check the line, and explain in your own words what you would change next time.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3

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Check your access and restore a purchase

Home → Reading and pricing

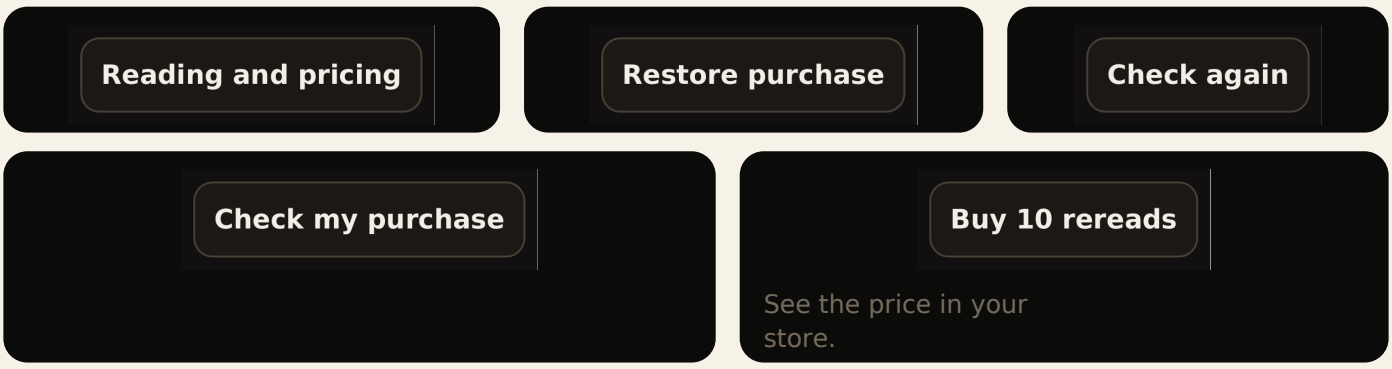
The app shows available access and the price offered by the store for your account. Prices may vary by country and currency.

1. Open Reading and pricing and review the allowance, on-device unlock status and conditions. Complete a purchase only through the official Google Play or App Store window.
2. If you already purchased the on-device unlock, use Restore purchase with the same store account. Check again refreshes the status when a purchase is still pending.
3. Packs of ten AI rereads are managed from their own screen. Check my purchase verifies a purchase of that pack; it does not restore the library.
4. If you switch from Android to iOS or vice versa, check the destination store’s conditions. Do not assume a purchase in one store transfers automatically to the other.

A PRACTICAL TIP

Before paying again for access you believe you purchased, check the account, receipt and store status.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

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What works offline and where it is stored

Home or More → Privacy and components

Chess Capture combines local work with optional services. Understanding that separation helps you choose how to work with your scoresheets.

1. Local recognition, review, the library and Doctor run on the device. You do not need a Chess Capture account for the local core.
2. An AI reread needs an internet connection and your permission. It sends move crops to OpenAI through the publisher’s server; inspect their content before accepting.
3. If your version offers dictation, local mode depends on the device and language. The phone’s speech service may process audio off the device and need an internet connection; permission is requested for that session.
4. Local copies depend on the app’s data. Save external files before uninstalling, clearing data or changing devices. A restored purchase is not a backup of your games.

A PRACTICAL TIP

Privacy and components includes the policy and licences. You can read the official policies using the links at the end of this manual.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

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Guided practice: recover your first scoresheet

A clear scoresheet → A copy with photos → A checked PGN

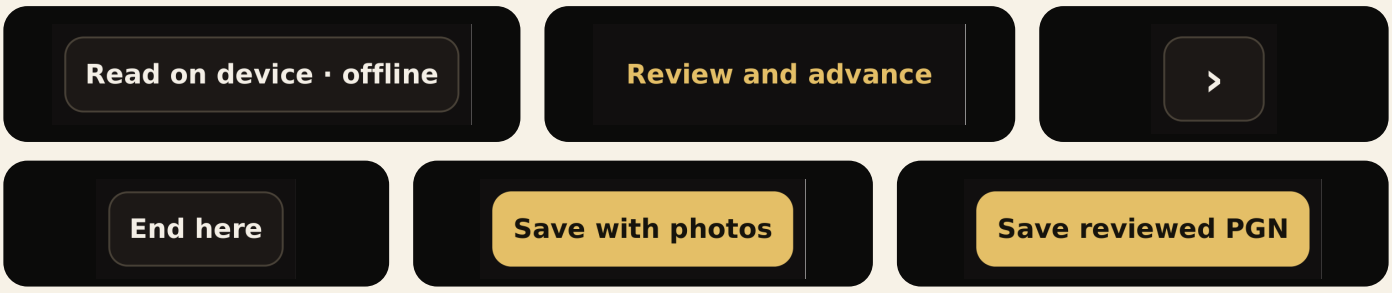
Work with a short game of your own. To try recognition before installing, the demo offers a sample scoresheet within its scan allowance.

1. Load and frame the image. Before reading, say which notation it uses and which move is written first. Check both on screen.
2. Review the first two turns by comparing the photo and suggestion. Confirm one by tapping the suggestion and the other through Another move → Review and advance. Observe the state change.
3. Navigate several moves using the arrows. Check that suggestions you only visited are still unreviewed. Then finish checking the game.
4. Mark the actual ending, enter a title, save with photos and export PGN in the installed app. Open the file and check the last move. Finally, reopen the copy from My games.

A PRACTICAL TIP

You have completed the workflow when you can explain what confirmed each move, where your PGN is, and where you kept the photo for later review.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3

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If the reading does not fit

Review → Locate the first difference from the paper

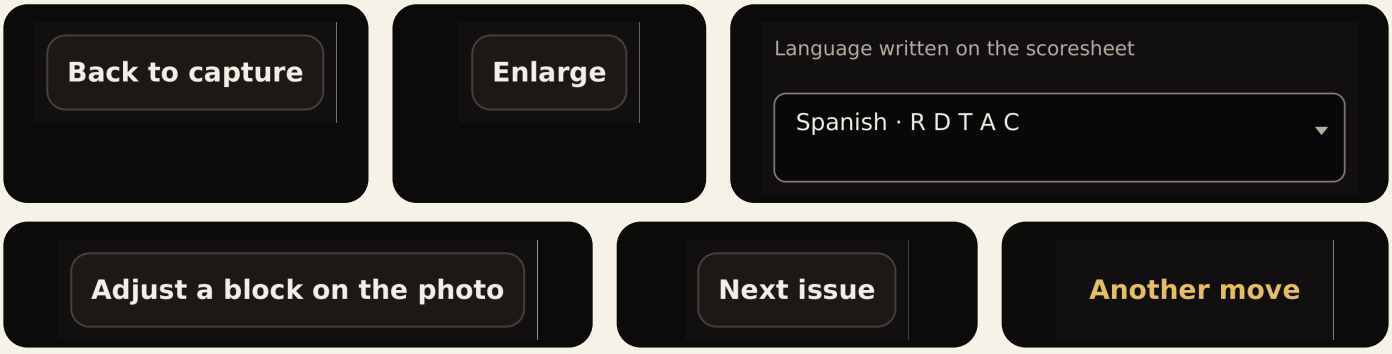
Start with a simple diagnosis: image, notation, structure and the first uncertain move. Keep your work while correcting it.

1. The photo is rotated or unclear: return to Capture, correct the orientation or choose a better image. Enlarge the photo to check whether the problem is in the original.
2. Pieces are confused: check whether the scoresheet uses Spanish or English initials. If rows are missing or columns are mixed, adjust the block and its actual numbering.
3. Many moves are pending: use Next issue and resolve the first break. The later sequence may depend on it.
4. The suggested move is legal but differs from the paper: use Another move or record the literal reading. Keep ? if you cannot distinguish a cell; return to it with a better source.

A PRACTICAL TIP

Do not clear the app’s data to fix a poor reading. You could lose the photos and corrections you need to recover it.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 3 · 4 · 5

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If you cannot save or open Doctor

03 Save → See what is missing

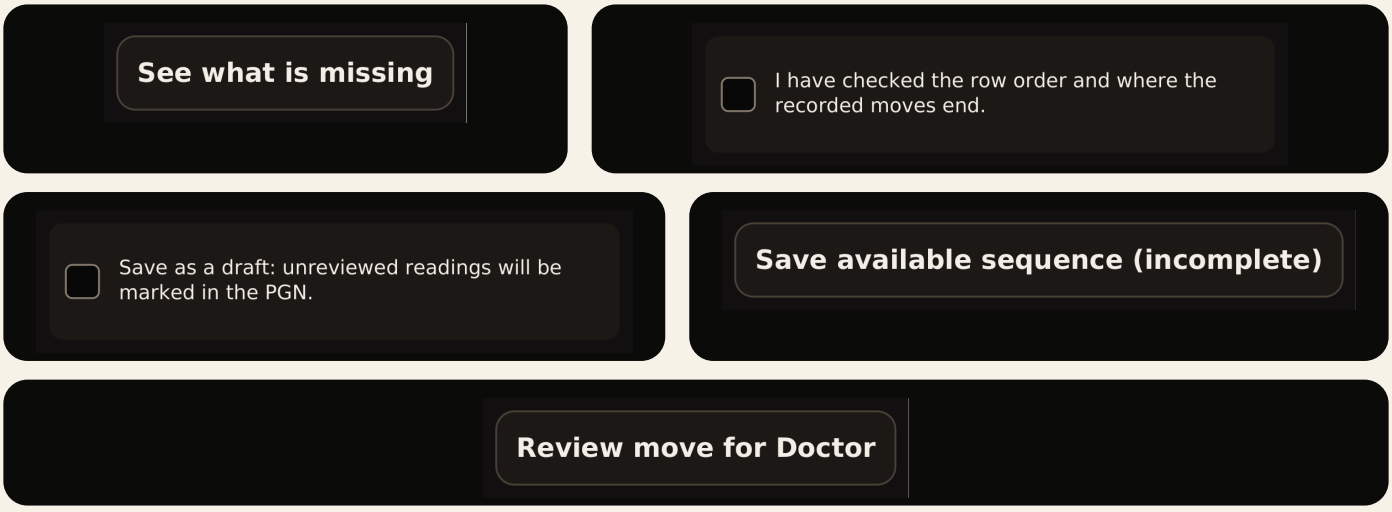
The save screen explains which requirement is missing. First check the game’s state and which edition you are using.

1. You are in the demo: PGN export and Doctor are blocked there. Download the official app to use those features according to your access.
2. Rows and ending have not been checked: return to the photo, verify the order and last move, and tick the checkbox. If unreviewed uncertainties remain, explicitly accept a draft or finish reviewing.
3. Only part can be saved: resolve the first gap, add the continuation or mark the actual ending. Save available sequence keeps your progress as incomplete.
4. Doctor asks you to review a move: check every half-move and the rows/ending checkbox. Its analysis needs a reviewed transcription of the game.

A PRACTICAL TIP

If saving ended with an uncertain-outcome notice, check the destination folder before repeating it. If you restored a purchase, recover your games from the copies you previously kept.

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

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Essential Chess Capture vocabulary

Quick reference for understanding notices

These terms appear during capture, review and saving.

1. Scoresheet: the sheet where moves are recorded. OCR: recognition of writing in an image. Crop: a photo fragment used to check a particular cell.
2. Full move: one White turn and one Black turn. Half-move: one side’s move. Thus, 16 full moves may represent 32 moves to review.
3. Suggestion: a reading you still need to check. Reviewed: a move you have confirmed. Revalidate: check a choice again after an earlier position changed.
4. PGN: a text format for exchanging games. Result *: an unconfirmed result or incomplete game, depending on context. Copy with photos: a local state for resuming review.
5. O-O and O-O-O: kingside and queenside castling. x: capture. +: check. #: mate. In standard English notation, K/Q/R/B/N represent king, queen, rook, bishop and knight.

A PRACTICAL TIP

Use the notation and handwriting as evidence. Engine evaluation belongs to the later study of the game.

Sources: 3

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Help, versions and official sources

Home or More → Privacy and components

This manual documents the Chess Capture workflow checked on 20 November 2026, using the official Android and iOS listings and the app’s public interface.

1. Official screenshots show the published app. Views identified as demo illustrate the shared capture and review workflow; their limits are explained in a dedicated chapter.
2. Control cards are enlarged documentary references based on the interface’s labels and colours. They help you recognise a button even if its size or position changes with the screen or version.
3. If an optional feature is absent, check the version and your device’s conditions. On iOS, check the app’s allowance; purchasing AI reread packs requires iOS 18 or later.
4. When requesting help, state Android/iOS, device model, version, the step where the problem occurs and the visible message. Save support report, when available, prepares reading information you can choose to share.

A PRACTICAL TIP

Official support: gpacheco@ajedrezdesilicio.com. Check the information in a report or photo before sending it.

Contact support →

Silicon Chess · Official website →

RECOGNIZE THE CONTROLS



Enlarged control details. Size and arrangement may vary.
Sources: 1 · 2 · 3 · 4 · 5

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Manual sources and links

Official documentation · Checked on 20 November 2026

The source numbers in each lesson refer to these official pages. Check purchase conditions in the store and the installed app.

1. 1. Google Play: Android description, access options and official screenshots. 2. App Store: iPhone/iPad availability, requirements and official screenshots.
2. 3. Official Chess Capture interface: capture and review workflow, controls and demo limits. 4 and 5. Official policies: handling of photos, local recognition, voice, AI and purchases by platform.

A PRACTICAL TIP

The English edition follows Traductor Ajedrez instructions: faithful meaning, natural chess terminology and personal, singular address. English brand: Silicon Chess · www.siliconchess.com.

1 · Android · Google Play →

2 · iOS · App Store →

3 · Official interface and demo →

4 · Android privacy policy →

5 · iOS privacy policy →