USER MANUAL

Chess Endgames

SILICON CHESS

NOVEMBER 2026 · ANDROID AND iOS

FEWER PIECES. GREATER PRECISION. MASTER THE ENDGAME.

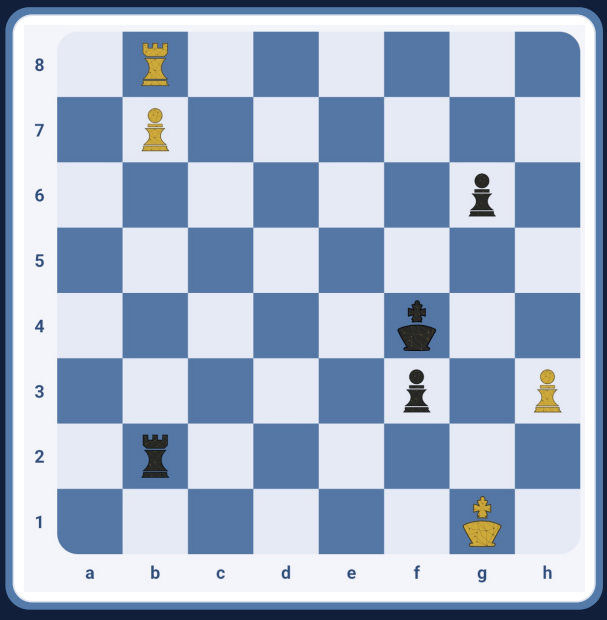
Learn to use the complete app: choose a position, solve its sequence and turn your mistakes into your next training session.

COMPLETE APP + DEMO SCOPE AND LIMITS

01 **CHOOSE**

02 **SOLVE**

03 **REPEAT**



Repetition deepens learning.

10,414 puzzles · 7 themes · 3 levels

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Your path to a precise endgame.

Start with the quick guide or tap a section. The contents, references and links back to the contents are clickable.

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How to use this manual

Manual for the complete app on Android and iOS. Pages 21 and 22 explain the DEMO. Official screenshots and their details illustrate how to use the app; positions, figures and layout may vary with your version and progress.

Reference: Official Chess Endgames page

QUICK START

03

Your first session, step by step.

In each puzzle, you must find and play a specific sequence. Learning continues when you return to what you found difficult.

1. **Create your profile.**
   Open Chess Endgames, enter a name or nickname and your initial Elo, and choose a level. Tap Start training.
2. **Choose an endgame family.**
   In Theme index, open the theme you want to work on. You can search by name and change the level before entering.
3. **Select a puzzle.**
   Tap its number on the map. If a preview appears, tap Open puzzle to begin.
4. **Solve the entire sequence.**
   Check whose turn it is. Move your piece and wait for the opponent's automatic reply. Continue until you have completed all your moves.
5. **Study the result.**
   If you succeed, review the continuation. If you make a mistake, look at your move and choose whether to retry or study the solution.
6. **Return to what you need to reinforce.**
   Open My mistakes to retry a position or create a test when enough mistakes are available. Progress is saved automatically.

The Chess Endgames question

What is the precise continuation, and how does my opponent respond to each of my moves?

> The installed app works offline. Your profile is local: you can train without an online account, email address or password.

FIRST LAUNCH

04

Your profile. Your starting level.

These instructions apply to Android phones and tablets, iPhone and iPad.

1. **Open Chess Endgames and enter Name or nickname.**
   You can use up to 40 characters. Choose a name that helps you recognize your progress on a shared device.

2. **Enter Your initial Elo.**
   Use your FIDE Elo, your rating on the platform where you usually play, or an estimate. The field accepts a whole number from 100 to 3500.

3. **Review the suggested level.**
   You can accept it or choose another. The ranges are a guide to difficulty; they are not an official classification or an access requirement.

4. **Tap Start training.**
   The app creates your profile and opens the index. The selected level is saved for that user.

Level	Suggested rating range
Intermediate	1000-1500
Advanced	1500-2000
High Level	2000-2500

You choose the level

You can change it in Theme index. A rise or fall in your rating does not automatically change the selected difficulty.

> Your initial Elo can only be edited before the first rated result. After that, the rating reflects that profile's training history.

THE COLLECTION

05

Seven families. Precision in each one.

The complete app contains 10,414 puzzles organized by the material and characteristics of the starting position.

Theme	Where to focus your attention
Pawn endgames	King activity, pawn races and promotion threats.
Rook endgames	Coordination between rook and king, activity and concrete resources.
Bishop endgames	Diagonals, square colors and the relationship with the pawns.
Knight endgames	Entry squares, maneuvers and coordination with the king.
Queen endgames	Checks, king safety and promotion possibilities.
Queen and rook endgames	Coordination and the resources these pieces offer in the position.
Mixed endgames	Other material combinations and their specific demands.

Each theme is available at **Intermediate, Advanced and High Level**. There are 500 puzzles for each combination of theme and level, except Queen and rook endgames at High Level, which contains 414.

Mixed endgames and a mixed-theme test are different

Mixed endgames is one of the seven families. A mixed-theme test combines puzzles from different families so that you identify the idea for yourself.

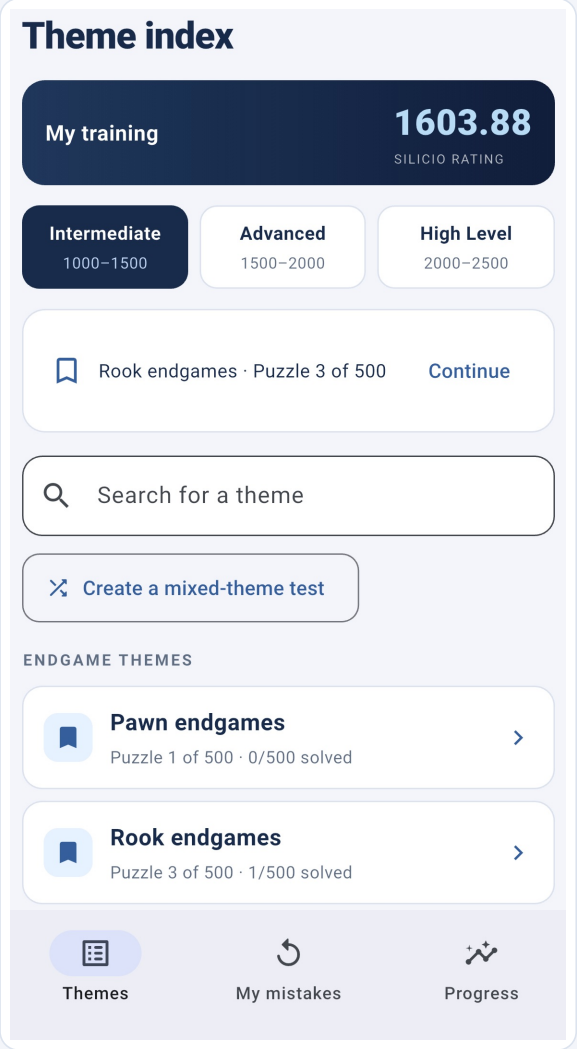
> You work through the sequence included in each puzzle. The solution’s final position does not have to be checkmate or the end of an entire game.

THEME INDEX

06

Choose today’s work.

The index brings together your user profile, rating, levels and endgame families.



Official index detail: level, search and theme cards.

Select the level. Tap Intermediate, Advanced or High Level. The cards show your progress at that difficulty.

Find a family. Search for a theme filters the names. Clear the search to see the complete collection again.

Open the card. Start, Continue or Review indicate how to enter that theme’s puzzles.

Resume your session. Continue resumes your training. If you have an unfinished test, you will see Resume test with its progress.

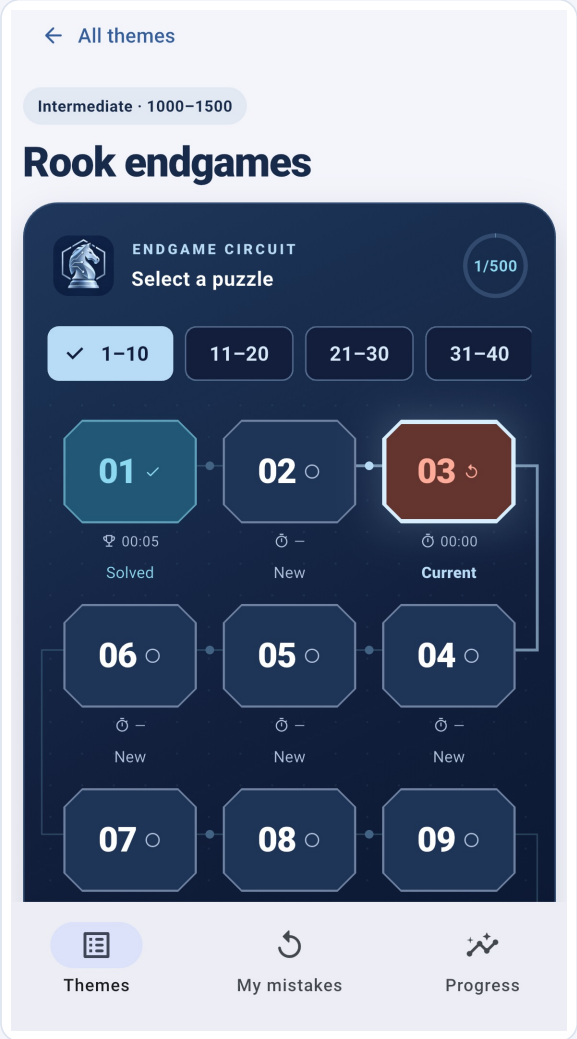
> The navigation gives access to My mistakes, My progress and Users. On a wide screen it may appear along the side; on a phone, in a bar or the header.

PUZZLE MAP

07

Your next move, wherever you choose.

The circuit lets you check your progress and open whichever puzzle number you want to work on.



Official puzzle circuit detail: selection, statuses and times.

Browse the groups. The collection is organized into groups of ten: 1-10, 11-20 and so on. Swipe the group row if you need to see more.

Tap a number to choose the puzzle. If a preview appears, tap Open puzzle or Continue at puzzle.

Read the status. New, In progress, Solved or Review guide you. The current selection shows where you are; it does not mean you have already solved it.

Check the times. Below the number, you will see your best successful time or, if you have not yet solved it, the last recorded time.

> You can choose another number without completing the earlier ones. A successful review improves the map status, even though the first rating result is kept.

THE BOARD

08

Few pieces. Your full attention.

Before touching a piece, check whose turn it is and the board orientation. Scroll when more content continues below.



Official board detail. The position is an example illustrating the controls.

Side to move. White to move or Black to move tells you which side to play. The board is oriented for that side at the start.

Two ways to move. Drag the piece to its destination, or tap its starting square and then the destination square.

Flip board. The flip control changes the perspective; it does not change the side you are playing.

Sound and time. The speaker enables or mutes the effects. The clock measures solving time; it is not a countdown.

> If a pawn promotes, choose a queen, rook, bishop or knight in the selector. An illegal destination does not count as an answer to the puzzle.

SOLVE

09

The first move opens the way.

A puzzle ends when you complete your entire sequence, including the necessary responses to your opponent's moves.

1. **Look before you move.**
   Identify the material, passed pawns, king activity and threats. Look for checks, captures and promotion possibilities.
2. **Calculate a continuation.**
   Anticipate the opponent's reply. An attractive move is only useful if you have checked how the position continues.
3. **Play your move.**
   Drag the piece or tap its starting and destination squares. If the move belongs to the prepared solution, the app continues with the opponent's reply.
4. **Wait, then decide again.**
   Read the message and examine the new position. The app plays the other side; you must solve every move required from your side.
5. **Complete the puzzle.**
   When you finish the sequence, Puzzle solved! appears, together with the time and rating information.

Precision throughout a sequence

The app checks the continuation prepared for the puzzle. Study the replies that appear and connect each move to the endgame's objective.

> When you solve a new puzzle without mistakes, the rating updates once you complete the sequence. Finding only the first move does not yet earn that result.

THE RESULT

10

Success, mistakes and your next step.

The result message lets you decide how to continue learning.

Message or control	What it means and how to continue
Puzzle solved!	You have completed the sequence. Review position lets you study it; Next puzzle moves on through the session.
Incorrect move	The legal move you tried remains on the board. The first mistake that affects your rating is recorded at that moment.
Retry puzzle	Restarts the attempt from the mistake dialog. You may also find Try again in the panel.
Review position	Closes the message so you can examine the position. After a mistake, you can compare your attempt with Study solution.

If you ask for help before solving a new puzzle, **View solution · counts as incorrect** opens a confirmation. **Keep thinking** returns you to your attempt; confirming **View solution** records the mistake if the puzzle had not yet been rated.

The first result is kept

Correcting it later helps you learn and improves the puzzle's status. It does not restore or deduct points again for a puzzle that has already been rated.

> In theme mode, Next unfinished puzzle looks for another puzzle without a first result. Next puzzle in the dialog follows the sequence. When appropriate, View theme results appears.

REVIEW THE SOLUTION

11

Understand every move.

After solving, making a mistake or viewing the solution, you can follow the line and examine the idea behind the sequence.



Official solution panel detail: notation and access to a new attempt.

Use the controls. Go to start, Previous move, Next move and Go to end let you navigate the continuation. Flip board changes the orientation.

Tap the notation. Select a move to display that position. The figurines distinguish White's pieces from Black's.

From the move to the idea

Return to the moment you had not anticipated. Check which threat is addressed, which piece gains activity or why a promotion changes the result.

> Once you understand the line, tap Solve again. The aim of the new attempt is to find the sequence for yourself.

RETRY AND TRACK YOUR TIME

12

Return until you recognize the idea.

Repetition helps you consolidate the endgame and improve your personal best without rating the same puzzle again.

1. **Restart the attempt.**
   Use Retry puzzle or Try again after a mistake. From the review, tap Solve again or Solve again · no rating change.

2. **Solve it again without consulting the line.**
   Look for the reason behind each move. If you remember it by heart, also check which opponent's reply requires that continuation.

3. **Compare your time.**
   A faster successful attempt can improve your best time. If you have not yet solved the position, the last recorded time is kept.

The clock…	How it works
Measures active time	It does not impose a limit or affect your rating.
Pauses	When you open dialogs, leave the puzzle, put the app in the background or review after the result.
Keeps your records	Your best successful time and last attempt help you review your training history.

Understand first, then become more fluent

A faster time is useful if you still see the idea. Take the time you need to study a reply you do not yet understand.

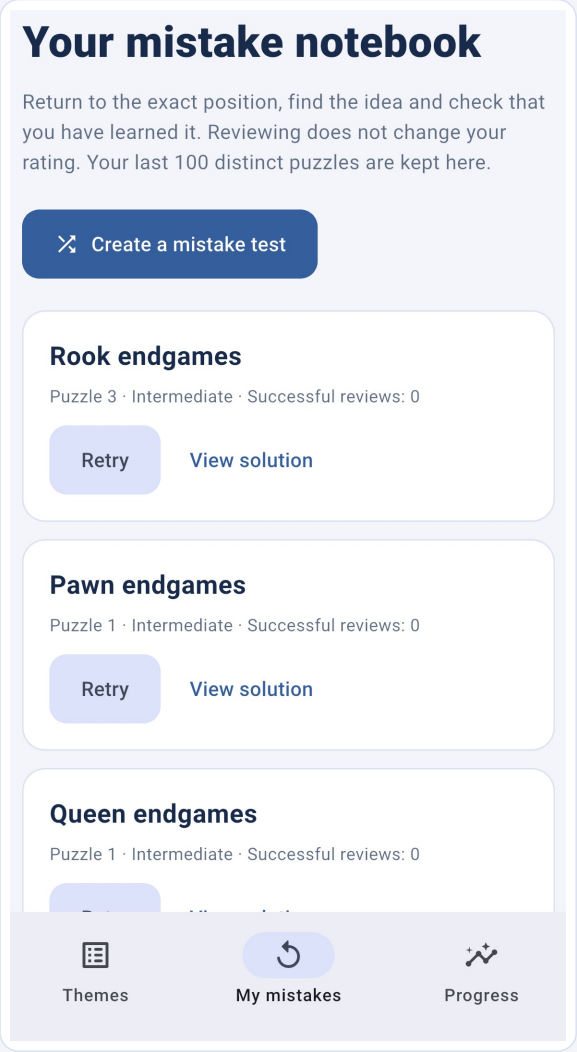
When you return to the map, a successful attempt can change the puzzle to Solved. That status reflects learning; the first rating result is kept.

MY MISTAKES

13

Your next training session is already here.

Your mistake notebook brings together positions worth returning to.



Official notebook detail: positions, Retry and View solution.

Open My mistakes. Each entry shows the theme, level and puzzle details, together with successful reviews.

Retry a position. Tap Retry to attempt it again. You can do this even if you have only one saved mistake.

Consult the line. View solution lets you study it before a new attempt. A puzzle that has already been rated does not change the rating again.

Keep what you have learned. Corrected mistakes remain available for review; they do not disappear when you solve them.

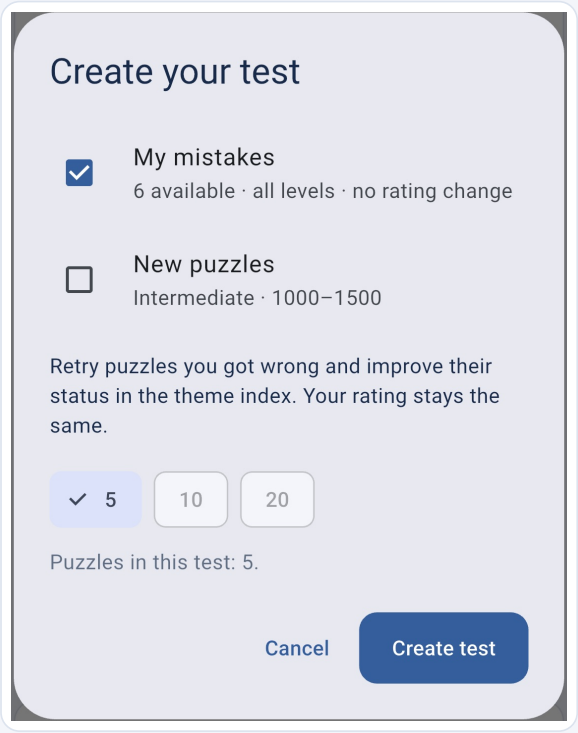
> The notebook keeps up to the 100 most recent distinct puzzles you got wrong. Getting one of them wrong again updates its entry without creating a duplicate.

MISTAKE TESTS

14

Bring together what you need to reinforce.

A mistake test organizes several positions from your notebook into one review session.



Official test creation dialog detail. Availability depends on your profile.

Collect five distinct mistakes. That is the minimum for Create a mistake test. Meanwhile, you can retry the positions individually.

Choose My mistakes. In Create your test, select that source. It can include puzzles you got wrong at different levels.

Choose the length. The options of 5, 10 or 20 depend on how many mistakes are available. Check the number shown and tap Create test.

Complete the review. Solve each puzzle and move on. At the end, View test results displays the session summary.

> This test does not change your rating. Its purpose is to solve your mistakes again and consolidate the ideas they contain.

MIXED-THEME TESTS

15

Recognize the idea without being told.

Tests of new puzzles combine themes at the level you selected in the index.

1. **Select the level first.**
   In Theme index, choose Intermediate, Advanced or High Level. Then tap Create a mixed-theme test.
2. **Choose New puzzles.**
   The app selects puzzles that have not yet been rated for your profile. This option and My mistakes are alternatives: you choose one source for the test.
3. **Set the size and begin.**
   Choose 5, 10 or 20 according to availability and tap Create test. If fewer than five new puzzles remain, the app may offer a shorter session with the actual number.
4. **Discover the theme for yourself.**
   In new puzzles, the theme stays hidden before your attempt. It is revealed afterward so you can connect the solution to its family.
5. **Review the summary.**
   At the end, tap View test results and then Keep training. These puzzles do affect your rating because they are first results.

Resume or replace a session

Resume test restores the unfinished test. If you create another, You have an unfinished session lets you Cancel or Start another. Replacing the session keeps the results and mistakes already recorded.

> One unfinished test is kept at a time. The theme is hidden in tests of new puzzles; a mistake test does show the theme.

SILICIO RATING

16

One result per puzzle and profile.

The training rating measures your progress within the app. It starts from the Elo you entered when creating the user.

Situation	Effect on the rating
New puzzle solved without mistakes	Adds points when you complete the entire sequence.
First incorrect legal move	Deducts points as soon as that mistake is recorded.
Viewing the solution of a new puzzle	When confirmed, it counts as incorrect if the puzzle had not yet been rated.
Retrying an already rated puzzle	Does not add or deduct points again, even if the review result changes.
Mistake test	Does not change the rating.
Test of new puzzles	Each first result does change the rating.

Before your first attempt, the app shows the possible gain and loss. Adjustments retain fractions of a point and depend on the difference between your rating and the puzzle's rating; there is no fixed amount for every case.

Rating, level and reference Elo

The rating changes with your first results. You change the level yourself. Your initial Elo is a reference and does not become an official equivalent of a FIDE or other platform rating.

> A corrected mistake can appear as Solved on the map while keeping its initial rating loss in the history. These describe different aspects of the same work.

MY PROGRESS

17

Understand what the figures mean.

My progress summarizes first results and helps you put your training in context.

Indicator	What it represents
Silicio rating	Your current training value within the app.
Rated puzzles	Puzzles that already have a first result for this profile.
Solved without mistakes	Puzzles completed correctly on their first attempt.
First-attempt accuracy	The proportion of correct first results; correcting them later does not rewrite that percentage.
Reference Elo	The value you entered as your starting point.
Chosen level	The difficulty you selected manually for your training.
Recent results	The 20 most recent rated results, with their rating changes.

The map and notebook add another perspective: they show what you have solved since, the times you have achieved and the positions you keep for review.

A useful session leaves you with something recognizable

When reviewing your progress, ask which resource you now detect more readily: a pawn race, a king maneuver, an intermediate check or piece coordination.

> Test results also update each puzzle's status in its corresponding theme. Your reviews are part of your progress, even though they do not count towards your rating again.

USERS, LANGUAGE AND SOUND

18

One device. Up to five training paths.

Each player keeps their own training history. Check the active user before you begin.

1. **Open Users.**
   Select an existing profile to continue its training or tap Add user to create another. The maximum is five.

2. **Edit the profile details.**
   The Edit icon lets you change the name. The initial Elo can only be changed before the first rated result. Confirm with Save user.

3. **Delete only if you want to erase that progress.**
   The Delete icon asks for confirmation. It removes that user's results, rating, mistakes and sessions; the other profiles are kept.

Language. The app uses Spanish or English according to your device preferences. To change it, check the language settings available on Android or iOS and reopen the app.

Sounds. Tap the speaker to enable or mute them. This preference is shared by the device's profiles. Check the media volume; on iPhone and iPad, Silent mode also affects playback.

Independent profiles, local data

Changing user changes the training history, level and results. Profiles are not online accounts and do not have their own passwords.

> Before deleting a profile or changing devices, read the next page. The app cannot undo a deletion or recover progress remotely.

KEEP YOUR PROGRESS

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What is saved and where.

Training data is kept locally. Understanding this scope helps you look after your work.

The app saves profiles, the selected level, results, rating, mistake notebook, times and unfinished sessions. The content and help are included so you can train offline after installation.

No synchronization between devices

This version does not offer its own function to export or restore progress. Nor does it automatically transfer your results to another phone, another platform or the DEMO.

Platform	What to keep in mind
Android	Data is local, and the app excludes it from automatic cloud backups and automatic transfer. Clearing its data or uninstalling can cause progress to be lost.
iOS / iPadOS	Device backups in iCloud or on a computer, and Apple's transfer options, depend on your settings and may include app data. The app does not control or guarantee recovery.

Your store purchase or download lets you manage installation, but it is not a backup of your progress. Before changing devices or deleting data, review the options and scope of the system you use.

> On iOS, offloading an app while keeping its documents and data is different from Delete App. Check which action you have selected; deleting the app or its data may erase local progress.

TRAINING SUGGESTION

20

Fewer pieces. Greater precision.

This routine is a suggestion for making the most of the app; adapt it to your time and the endgames you need to work on.

1. **Choose a suitable family and level.**
   Start with a theme that appears in your games or that you find difficult to solve. Keep your focus during a short session.
2. **Calculate before you move.**
   Look at king activity, threats and passed pawns. Anticipate the opponent's reply to your candidate move.
3. **Complete the sequence.**
   Do not stop at recognizing the first move. Check that you also understand the later replies.
4. **Review the point that surprised you.**
   Return to the solution's decisive move and explain which resource you had missed.
5. **Retry in another session.**
   Use My mistakes to check whether you can solve the position without consulting the solution. Then try a test of new puzzles to recognize ideas without knowing the theme.

Repetition deepens learning

The app gives you a specific position to return to. Use each review to recognize the resource and understand why the moves must follow one another precisely.

> The clock lets you observe your fluency, but it does not affect the rating. If a position needs more study, take time to understand it before seeking a faster time.

DEMO AND COMPLETE APP

21

How far the DEMO takes you.

The DEMO lets you practice using Chess Endgames with a specific selection from the collection.

Aspect	Browser DEMO	Complete app
Content	27 puzzles.	10,414 puzzles.
Themes	Pawn, rook and bishop endgames.	All seven endgame families.
Levels	All three levels; three puzzles per theme and level.	All three levels with the full catalog.
Repetition and time	No time limit on use; unlimited repetition of the 27 puzzles.	Unlimited repetition of the installed content.
Training	Solve, study solutions, review mistakes and try tests with the available material.	The same functions across the whole collection.
Connection	Required to load the DEMO.	Offline training after installation.
Progress	Local to the browser and profile used.	Local to the installation and user.

The total is **3 themes × 3 levels × 3 puzzles = 27**. The remaining themes and puzzles belong to the complete app.

> The DEMO does not require registration. Clearing browser data deletes its progress. That progress does not synchronize with the installed app.

Open the official Chess Endgames DEMO

TRY THE DEMO

22

A first tour of the training.

Use the DEMO to learn the controls and method before continuing with the full catalog.

1. **Open the DEMO in your browser.**
   You can use Try now, no sign-up or personalize a local profile with a name, initial Elo and level.
2. **Choose an available theme.**
   In the index, open pawn, rook or bishop endgames. You can switch between the three levels to try their difficulty.
3. **Select and enter.**
   On the map, tap one of the three available numbers. Check its preview and tap Open puzzle.
4. **Try the complete cycle.**
   Solve a sequence, review the solution and try it again. If you record mistakes, check the notebook; with five distinct mistakes, you can create a mistake test.
5. **Explore tests of new puzzles.**
   New puzzles are drawn from those not yet rated at that level. The available number may reduce the test-size options.

The limit is the available content

The DEMO offers 27 puzzles that you can repeat. The complete-version buttons and locked themes point you towards the rest of the collection.

> The page's Phone, Tablet or Full screen view changes the DEMO's presentation; it does not unlock more puzzles. Progress belongs to the browser you are using.

COMMON QUESTIONS

23

Find the next step.

These answers cover the most common questions during a session.

What happens	How to understand it or continue
I found the first move, but the puzzle does not end	You still need to complete your sequence. Wait for the opponent's automatic reply and continue.
I corrected a mistake, but my rating did not rise	Each puzzle is rated only once. Review improves learning, status and possibly time.
The mistake is still in My mistakes	This is normal: corrected positions are kept so you can continue reviewing them.
I cannot create a mistake test	You need at least five distinct puzzles you got wrong. You can retry them individually from the first one.
The 10 or 20 option does not appear	There are not enough puzzles available for that source and size. Check the number shown.
I cannot see the puzzle's theme	In a test of new puzzles, it is hidden before the attempt so you can discover the idea.
The level did not change when my rating rose	Difficulty is changed manually in Theme index.
I cannot hear sounds	Check the app's speaker control and media volume. On iPhone or iPad, also check Silent mode.
My progress does not appear on another device	Data is local; the app does not offer its own synchronization or progress import.

> If you need help, include Android or iOS, the app version, level, theme, puzzle number and the steps that led to your question.

HELP AND REFERENCES

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Keep training with precision.

Silicon Chess · www.siliconchess.com

Help inside the app. Open Help and privacy and select Help and training. The documentation is included for offline reading.

Chess Endgames support. In Help and privacy, tap Copy support email and write from your email app. Include the device, version, level, theme, puzzle number and the steps that led to your question.

Chess Endgames

Official website and resources

Silicon Chess · www.siliconchess.com

Chess Endgames · app catalog

Official Chess Endgames DEMO

Silicon Chess · Support

The app for your device

Android · Google Play

iPhone and iPad · App Store

Edition: November 2026. Manual for the complete app on Android and iOS, based on its interface, built-in help, official listings and screenshots. The solving and review sequence was checked in the DEMO on November 13, 2026.

For your next session

Choose an endgame. Find the sequence. Return to what you still need to understand.