USER MANUAL

Chess Tactics

SILICON CHESS

NOVEMBER 2026 · PHONE AND TABLET

FIND THE IDEA.
MAKE YOUR MOVE.
LEARN FROM MISTAKES.

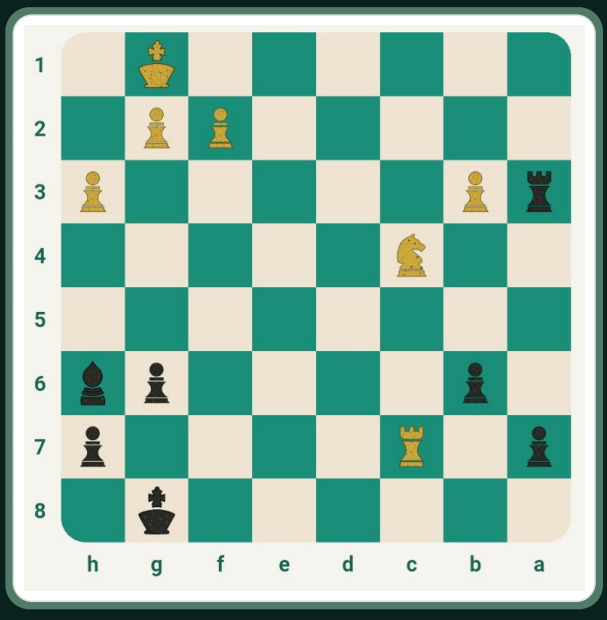
Learn to use the complete app: recognize the motif, solve the combination and turn your mistakes into your next training session.

COMPLETE APP + DEMO SCOPE AND LIMITS

01 **OBSERVE**

02 **SOLVE**

03 **REPEAT**



Repetition deepens learning.

12,589 puzzles · 48 themes · 3 levels

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Your path to the tactical idea.

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, with instructions for phones and tablets. Pages 23 and 24 explain the DEMO; platform availability is listed on page 26. Official screenshots illustrate the controls: positions, figures and layout may vary with your version and progress.

Reference: Official Chess Tactics page

QUICK START

03

Your first session, step by step.

Each position asks you to recognize a resource and follow it through to its conclusion. The work continues when you return to what you found difficult.

1. **Create your profile.**
   Open Chess Tactics, enter a name or nickname and your initial Elo, and choose a level. Tap Start training.

2. **Choose a theme.**
   In Theme index, search for the motif you want to practice or browse Tactical motifs and Checkmate patterns. Select the level before entering.

3. **Open a puzzle.**
   Tap its number on the map. If a preview appears, tap Open puzzle to begin.

4. **Solve the entire combination.**
   Check whose turn it is. Play your move, wait for the opponent's automatic reply and continue with your side's moves.

5. **Understand the result.**
   If you make a mistake, examine your attempt and decide whether to retry or study the solution. If you succeed, check that you understand the whole idea.

6. **Return to your mistakes.**
   In My mistakes, you can retry a position as soon as your first mistake is recorded, and create a test when enough mistakes are available. Progress is saved automatically.

The Chess Tactics question

What resource is hidden in this position, and how does my idea change after the opponent's reply?

> 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.

Set a starting point for your training. Your profile keeps your level, results, times and mistakes.

1. **Open Chess Tactics 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

48 themes to help you recognize the idea.

The complete app contains 12,589 unique puzzles. The index separates tactical motifs from checkmate patterns.

Group	What you will find
29 Tactical motifs	Forks, pins, deflections, sacrifices, intermediate moves, defensive resources and other concrete ideas.
19 Checkmate patterns	Positions with characteristic arrangements for attacking the king and delivering checkmate.

Level	Puzzles in the collection
Intermediate	4,731
Advanced	4,430
High Level	3,428

The number varies by theme and level. Check the figure on the card or map: not every combination contains the same number of puzzles.

When a card says Unavailable

Boden’s mate and Double bishop mate have no High Level puzzles in this edition. Your progress is not blocking them: change the level or choose another theme.

> The next two pages list the names in the index. A single puzzle can combine several ideas; the label points you towards the main motif.

TACTICAL MOTIFS

06

Find the resource you are looking for.

These are the 29 themes in the Tactical motifs group, in index order. You can find them with Search for a theme.

01	Fork
02	Pin
03	Skewer
04	X-ray attack
05	Discovered attack
06	Discovered check
07	Double check
08	Attraction
09	Deflection
10	Capture the defender
11	Clearance
12	Interference
13	Intermezzo
14	Quiet move
15	Defensive move
16	Sacrifice
17	Trapped piece
18	Hanging piece
19	Advanced pawn
20	Tactical promotion
21	Underpromotion
22	En passant
23	Tactical castling
24	Tactical zugzwang
25	Attacking f2 or f7
26	Exposed king
27	Kingside attack
28	Queenside attack
29	Collinear move

> The name guides your attention. Before moving, also check the opponent's threats and replies.

CHECKMATE PATTERNS

07

Recognize the net around the king.

These are the 19 themes in the Checkmate patterns group. The numbers continue the previous list for easy reference.

30 Back rank mate

31 Smothered mate

32 Anastasia’s mate

33 Arabian mate

34 Hook mate

35 Boden’s mate

36 Double bishop mate

37 Dovetail mate

38 Swallow’s tail mate

39 Epaulette mate

40 Corner mate

41 Balestra mate

42 Blind swine mate

43 Kill box mate

44 Pillsbury’s mate

45 Morphy’s mate

46 Triangle mate

47 Vuković mate

48 Opera mate

From the name to the position

Look at which pieces control the escape squares, which line needs to open and how the king responds. Then check the entire sequence.

Availability depends on the level. Boden’s mate and Double bishop mate have no High Level selection in this edition.

THEME INDEX

08

Choose which motif to work on today.

The index brings together your profile, rating, levels, search and training cards.

1. **Select the level.**
   Tap Intermediate, Advanced or High Level. The cards show the number of puzzles and your progress at that difficulty.
2. **Explore both groups.**
   Browse Tactical motifs and Checkmate patterns. You can choose a familiar motif to reinforce it or one you still find difficult to spot.
3. **Use Search for a theme.**
   Enter part of the name. Clear search restores the full list. If nothing matches, you will see No themes match that name.
4. **Open a card.**
   Start, Continue or Review take you into that theme's training. If Unavailable appears, change the level or choose another theme.
5. **Resume where you left off.**
   Continue restores your session. If you have an unfinished test, you will see Resume test with its progress.

One theme or a mix of themes

A theme helps you recognize a specific motif. Create a mixed-theme test combines new puzzles at your chosen level so you can discover the idea without knowing the theme in advance.

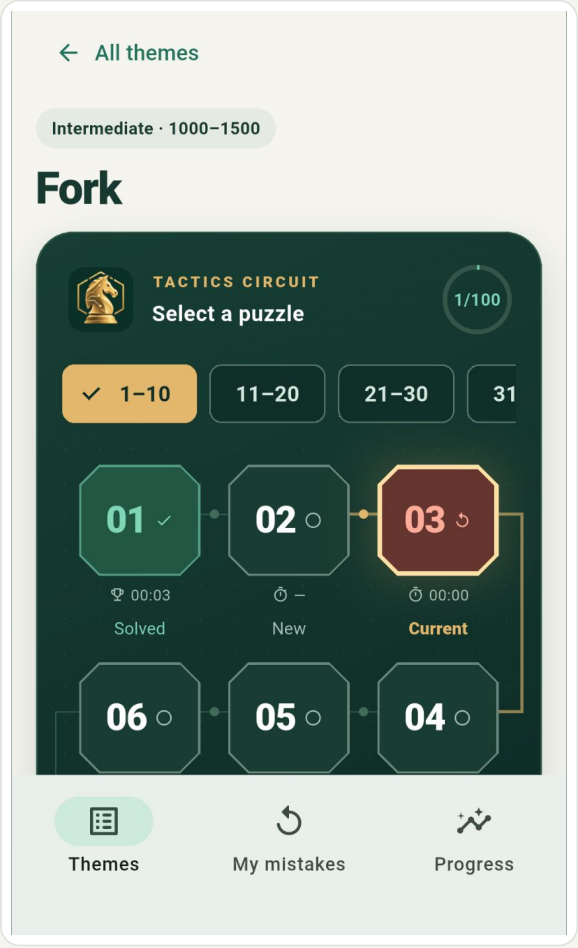
> The navigation gives access to My mistakes, My progress and Users. On a wide screen it may appear along the side; on a phone, in a bar or the header.

PUZZLE MAP

09

Your next move, wherever you choose.

The circuit lets you choose a position and see what you have worked on. You do not need to complete earlier puzzles to open another.



Official map detail: numbers, states and times. The number of puzzles depends on the theme and level.

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. Green marks a correct solution and red a puzzle to review; the current selection does not mean it is solved.

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.

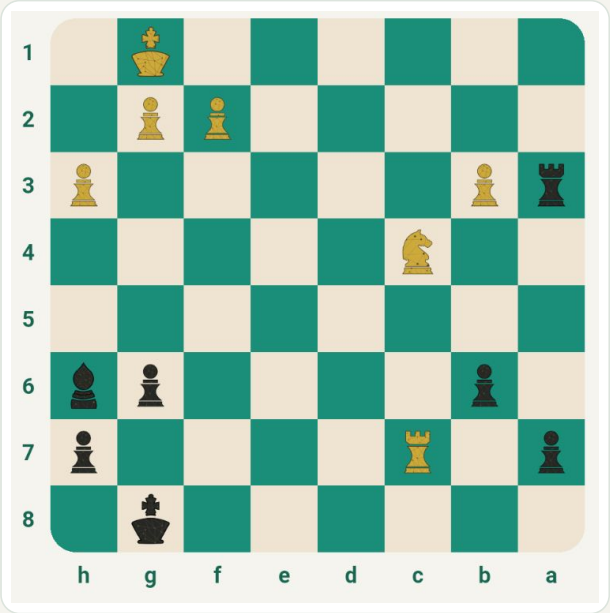
> You can choose another number without completing the earlier ones. A successful review improves the map status, even though the first rating result is kept.

THE BOARD

10

Study the position before touching a piece.

Check the side to move, board orientation and threats. Scroll if there are more controls or content below.



Official board detail. The squares and pieces illustrate touch interaction.

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

11

Find the idea. Complete the combination.

The puzzle ends when you solve the sequence recognized by the app. Finding the first move may be only the beginning.

1. **Look at the targets.**
   Locate the kings, undefended pieces and alignments. Check what the opponent threatens before choosing your move.
2. **Compare candidate moves.**
   Examine checks, captures and threats. If they do not solve the position, also consider defensive resources or a quiet move.
3. **Play your choice.**
   Drag the piece or tap its starting and destination squares. The app checks the answers prepared for that puzzle.
4. **Wait for the automatic reply.**
   The opponent moves and the position changes. Calculate again: you must solve every move required from your side.
5. **Reach the conclusion.**
   When you complete the sequence or deliver an accepted mate, Puzzle solved! appears, together with the time and rating information.

The tactic may end before checkmate

Some puzzles conclude with a material gain or another tactical outcome. You need to complete the puzzle, not play an entire game.

> The app also recognizes alternative mates included in the puzzle's answers. Your first successful rated result is recorded when you complete the solution, not when you find only its first move.

THE RESULT

12

Success, mistakes and your next step.

The messages distinguish the recorded result from the options available for continuing to learn.

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.

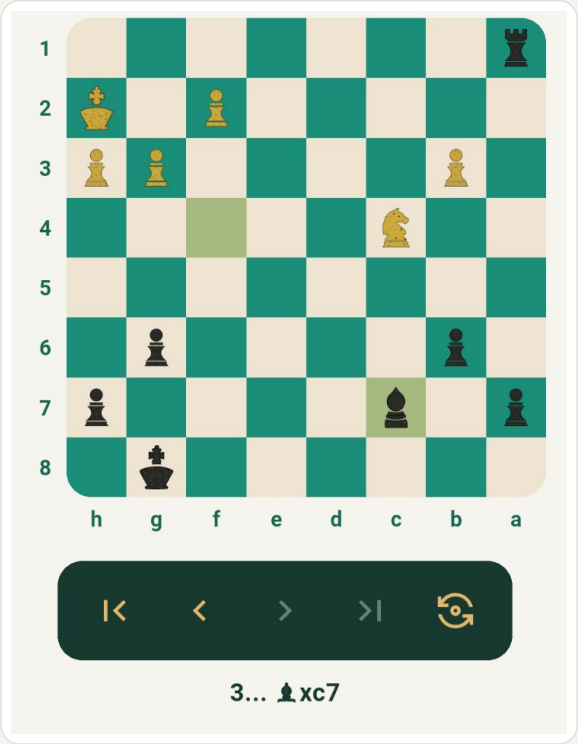
> In theme mode, Next unfinished puzzle looks for another puzzle without a first result. Next puzzle in the dialog follows the sequence. When appropriate, View theme results appears.

REVIEW THE SOLUTION

13

Understand the move and its reply.

After the result, follow the solution and observe what changes in each position. The notation also lets you navigate.



Official review detail: board, playback controls and selected move.

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

Tap a move. In the notation, select the move you want to review. The figurines distinguish White's pieces from Black's.

Return to the decisive moment. Compare your candidate with the solution: what threat does it create, which defender does it displace, and which reply did you miss?

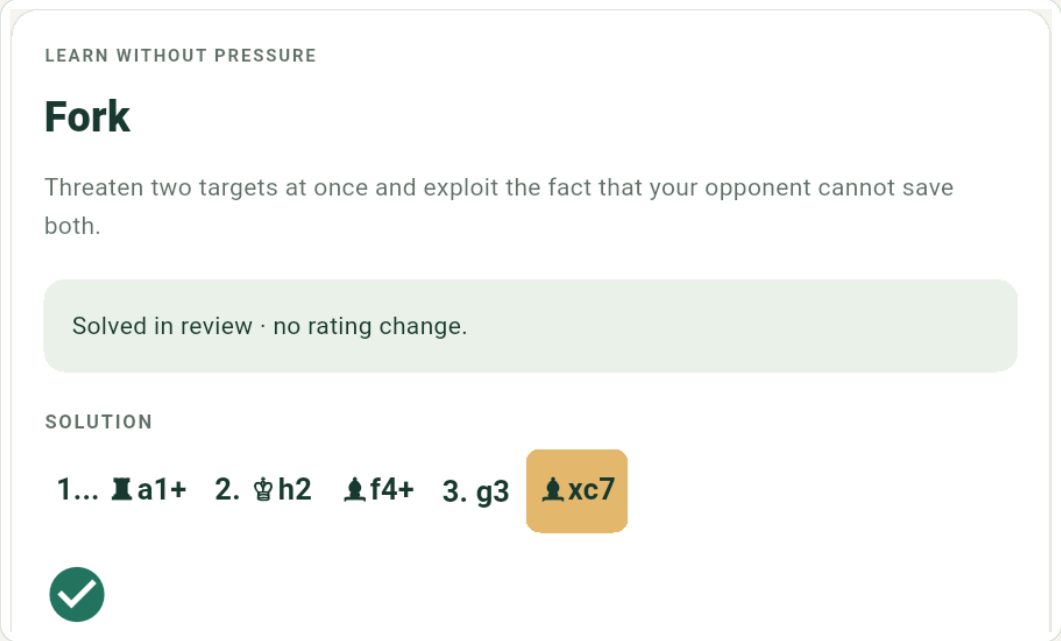
> If you solve with an accepted alternative mate, the review shows the mate you played. The notation is a study control, not a PGN export function.

REPEAT AND MEASURE

14

Return until you recognize the resource.

Repetition helps you consolidate the combination and improve your best time. The first rating result stays recorded.



Official solution detail: explanation of the motif, review status and notation.

Restart the attempt. After a mistake, use Retry puzzle or Try again. From the solution, tap Solve again or Solve again · no rating change.

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	It keeps your best successful time and your last attempt. A successful review can improve your best time.

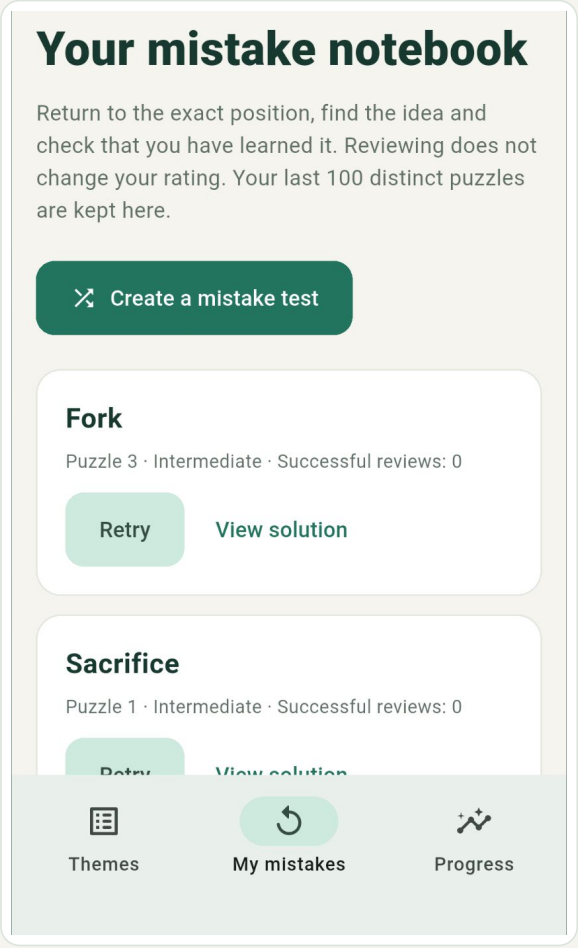
> Look for the reason behind each move before trying to play it faster. Correcting a mistake changes the map status, but does not rewrite the first result.

MY MISTAKES

15

Your next training session is already here.

My mistakes brings together specific positions to return to. Each one preserves the resource you need to reinforce.



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.

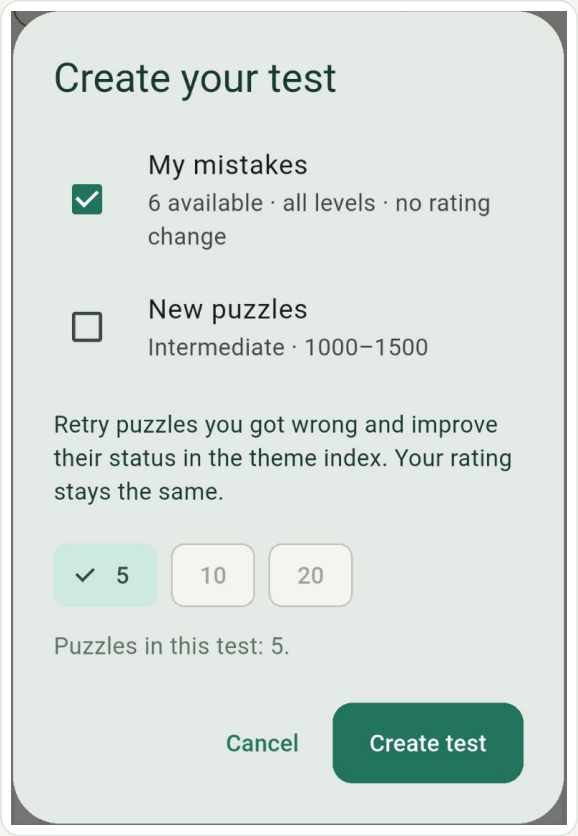
> The notebook keeps up to the 100 most recent distinct puzzles you got wrong. Getting one of them wrong again updates its entry without creating a duplicate.

MISTAKE TESTS

16

Turn your mistakes into a session.

A test brings together several positions from your notebook. You can start individual review as soon as one mistake is recorded.



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

17

Find the idea without knowing the theme.

Tests of new puzzles mix motifs from the chosen level. Here you must discover the resource for yourself.

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 the tactical motif.
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

18

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

19

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 a recognizable resource

When reviewing your progress, ask what you now spot more readily: an undefended piece, a pin, a deflection, an intermediate move or a mating net.

> 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

20

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's language preferences. Check those settings and reopen the app if you want to change it.

Sounds. Tap the speaker to enable or mute the effects. This preference is shared by the device's profiles. If you cannot hear anything, also check the media volume.

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

21

Your training is saved here.

Saving is automatic and local. Understanding its scope helps you preserve the work you have done.

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 or exportable backup

This version does not offer its own function to export or restore progress. Results do not transfer automatically to another device, another platform or the DEMO.

Situation	What to keep in mind
Close and reopen	You can continue with the data saved in that installation and the corresponding profile.
Change phone or tablet	The app does not have an online account that restores your progress. Check data availability before leaving your previous device behind.
Android	The app excludes its data from automatic cloud backups and automatic transfers between devices.
Clear data or uninstall	This can delete local progress. Deleting a profile removes that user's results.

The store purchase lets you manage installation; it is not a backup of your progress. For a specific question about your data, use Help and privacy and contact support.

> The DEMO saves its own progress in the browser. Clearing its data deletes that progress and does not affect a separate app installation.

TRAINING SUGGESTION

22

Observe. Calculate. Check. Repeat.

This routine is a suggestion for making the most of the app's functions. Adapt it to your time and the resources you need to train.

1. **Choose a suitable motif and level.**
   Start with an idea you tend to miss in your games. Work carefully through a small group of positions.

2. **Look for the conditions behind the combination.**
   Look at undefended pieces, alignments, overloaded defenders and king safety. Ask yourself what makes the tactic possible.

3. **Calculate the opponent's reply.**
   Check your candidate before moving. An attractive threat is not enough if the opponent has a reply that neutralizes it.

4. **Explain the mistake precisely.**
   During review, return to the move you had not anticipated. Identify the defense you missed or the move order you needed to follow.

5. **Repeat, then mix themes.**
   Return to My mistakes in another session. Then try a test of new puzzles to recognize the idea without the theme as a clue.

Repetition deepens learning

Use review to recognize the resource and reconstruct the combination. Aim to understand why it works as well as remember the moves.

> The clock helps you observe your fluency. Take more time to understand a position when you need to: time does not determine the rating.

DEMO AND COMPLETE APP

23

How far the DEMO takes you.

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

Aspect	Browser DEMO	Complete app
Content	27 puzzles.	12,589 puzzles.
Themes	Fork, Pin and Skewer.	48 themes: 29 tactical motifs and 19 checkmate patterns.
Levels	Three puzzles per theme at each of the three levels.	Intermediate, Advanced and High Level; the number varies by theme.
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 45 themes and the other 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 Tactics DEMO

TRY THE DEMO

24

Try the complete training cycle.

Use the DEMO to learn the controls and way of practicing before continuing with the full collection.

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 Fork, Pin or Skewer. 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

25

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.
A theme says Unavailable	There are no puzzles available for that combination of theme and level. Change the level or choose another theme.
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.
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

Keep finding the idea.

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 Tactics 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 Tactics

Official website and resources

Silicon Chess · www.siliconchess.com

Chess Tactics · catalog and availability

Official Chess Tactics DEMO

Silicon Chess · Support

Download the complete app

Android · Google Play

Available on Android, iPhone and iPad. Open the App Store.
Check the official catalog for updates. You can use the DEMO in a browser on your phone, tablet or computer.

Edition: November 2026. Manual based on the interface, built-in help, catalog and official screenshots. The solving, solution and review sequence was checked in the DEMO on November 13, 2026.

For your next session

Choose a motif. Calculate the reply. Return to the mistake you still need to understand.