SILICON CHESS

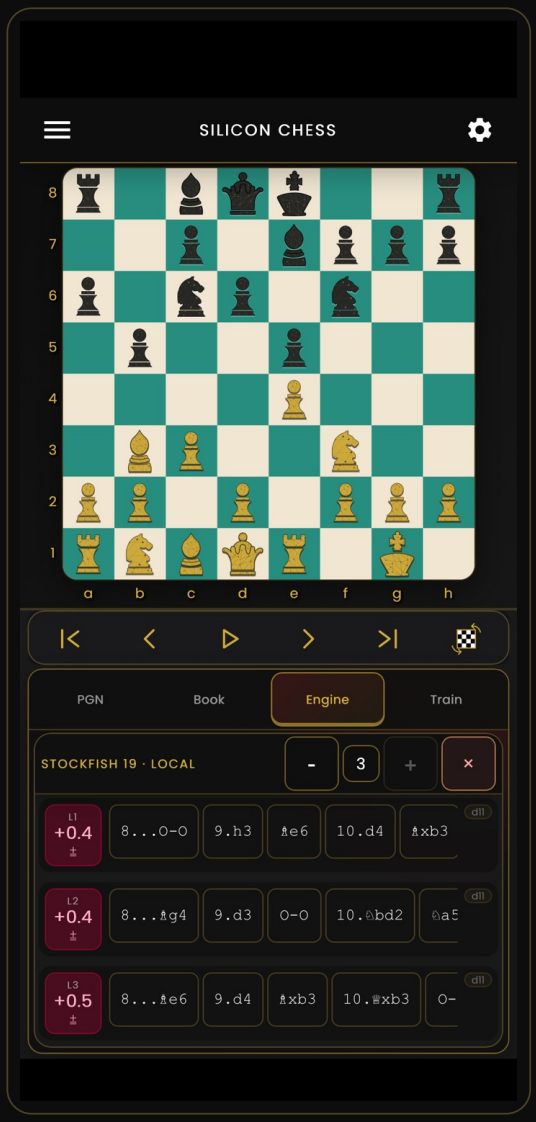
www.siliconchess.com

VISUAL USER MANUAL · ANDROID + iOS

Your board.
Every tool.
Step by step.

Recognize the control.
Find the route.
Learn how to use it.

Study, analyze, train and share with a guide that shows the controls beside each explanation.



193 illustrated pages · 3 practice studies

ICONS AND BUTTONS ACCESS ROUTES
PGN / FEN STOCKFISH TRAINING

FIND YOUR WAY AROUND

INTERACTIVE CONTENTS

Find what you need

Tap a topic to open it. The numbers show where each workflow begins.

10 Your chess study center
13 Take your board with you
15 What is free and what Premium adds
21 Buy and restore your Premium access
24 Trial, subscription and Academy
28 Get to know your workspace
31 Your first session in ten minutes
36 Open a game or a collection
39 Paste text and switch games
42 Read the game on the board
45 Enter your own moves
49 Give each study context
53 Compare without losing the main line
56 Organize, correct and refine your analysis
59 Explain what you saw in the position
63 Arrows, squares and diagrams
67 Dictate a game into PGN
70 FEN: a position in one line
73 Build a position in the editor
78 From a photo to the board
83 Organize your PGN databases
86 Save without mixing up your copies
91 Find and organize your studies
96 Back up and switch devices
101 Put Stockfish to work with you
103 Understand what the evaluation says

VISUAL MAP OF THE APP

Continue contents

INTERACTIVE CONTENTS

From analysis to practice

Tap a topic to open it. The numbers show where each workflow begins.

106 Explore a line and keep the idea
109 Consult Silicio Computer Book
112 Find games that reached your position
116 Turn a position into a game
119 Manage the clock and review the result
122 Blindfold: think without seeing the pieces
124 Memory: reproduce a game
127 Remember position: reconstruct the board
129 Reflexes: recognize the squares
132 Choose the right format
136 Create a diagram that explains an idea
140 Show a sequence in a GIF
143 Create an MP4 video of the game
146 Prepare an A5 PDF sheet
149 Print an annotated game
151 Make the board comfortable to use
154 Sound, power and recovery
157 Prepare to study without internet
162 Analyze a game you have just played
166 Build a repertoire line
170 Prepare a lesson to share
173 Access, engine and voice
177 Files, positions and exports
183 What you should be clear about
186 The vocabulary you need
191 Official links and scope of this guide
193 Open. Understand. Check. Save.

VISUAL MAP OF THE APP

Back to contents

BEFORE YOU BEGIN

See the control. Follow the route.

Each explanation includes an image of the icon, button or field you need to recognize. The route tells you where to open it.

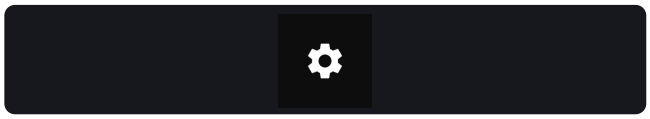
1 · Find the entry point

The three-line menu and the gear have different roles. The menu contains study actions; the gear opens settings.



Open board menu

Top-left corner of the board screen.

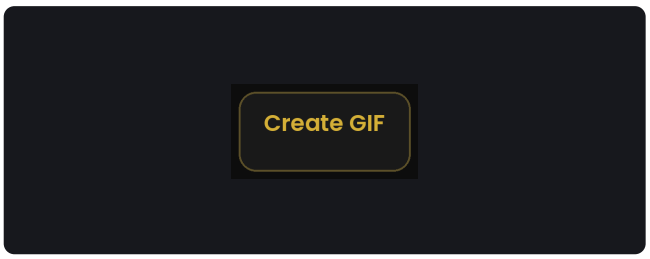


Open preferences

Gear in the top-right corner.

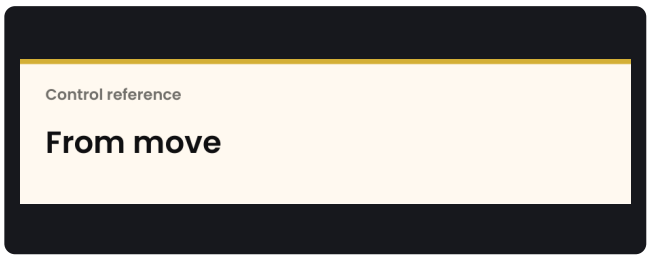
2 · Open the named option

For example, to export an animation, open Menu and tap Create GIF. Then use the controls in that window. Options shown together as alternatives are not a sequence of taps.



Create GIF

Menu



From move

Menu → Create GIF

3 · Recognize the actual control

Some buttons have icons; others use text. Enlarged or recomposed details help you recognize them; they are not full-screen captures. System references are identified: file pickers, purchases and share sheets may look different on Android and iOS.

Your practice study file

Download and save the PGN file. In the app, open Menu > Load PGN and select the file.

Download practice PGN

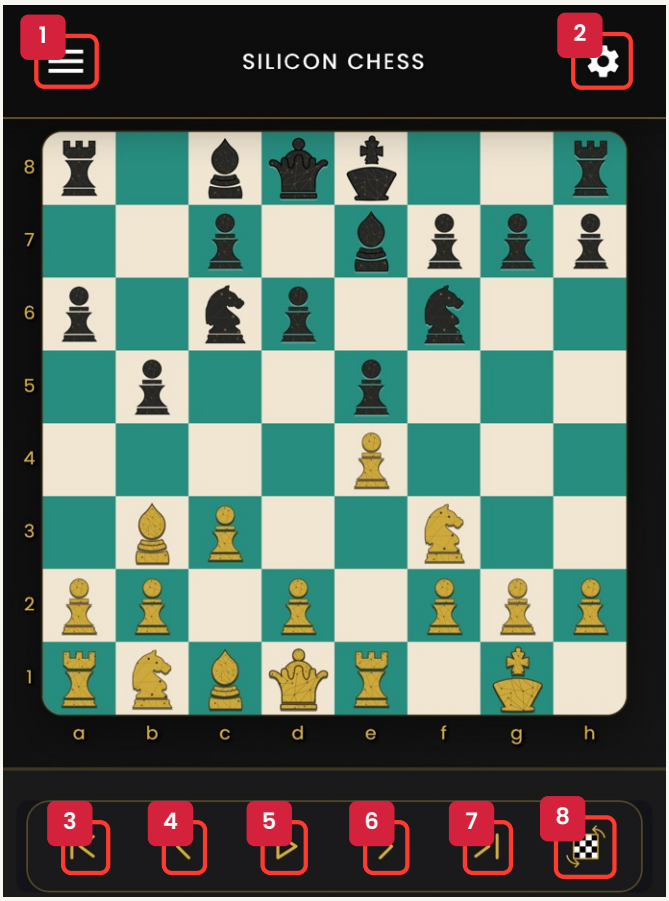
3 exercises to follow the manual

Scan to download

INTERFACE MAP

Menu, Settings and move navigation

Official iPhone screenshot. The menu is at the top left and Settings at the top right. The row below the board navigates moves and changes the board orientation. Numbers identify independent controls.



1 **Three-line menu**



2 **Settings: gear**



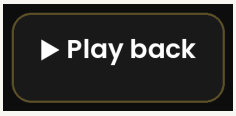
3 **Go to the beginning**



4 **Previous move**



5 **Play / stop**



6 **Next move**



7 **Go to the end**



8 **Flip the board**



INTERFACE MAP

Tabs and PGN actions

Detail from an official screenshot. Tap PGN/FEN to open the tools sheet for copying, pasting, voice, details, diagrams, printing and FEN. Annotate and Save are different buttons. The pen above opens drawing controls; it is not Annotate.

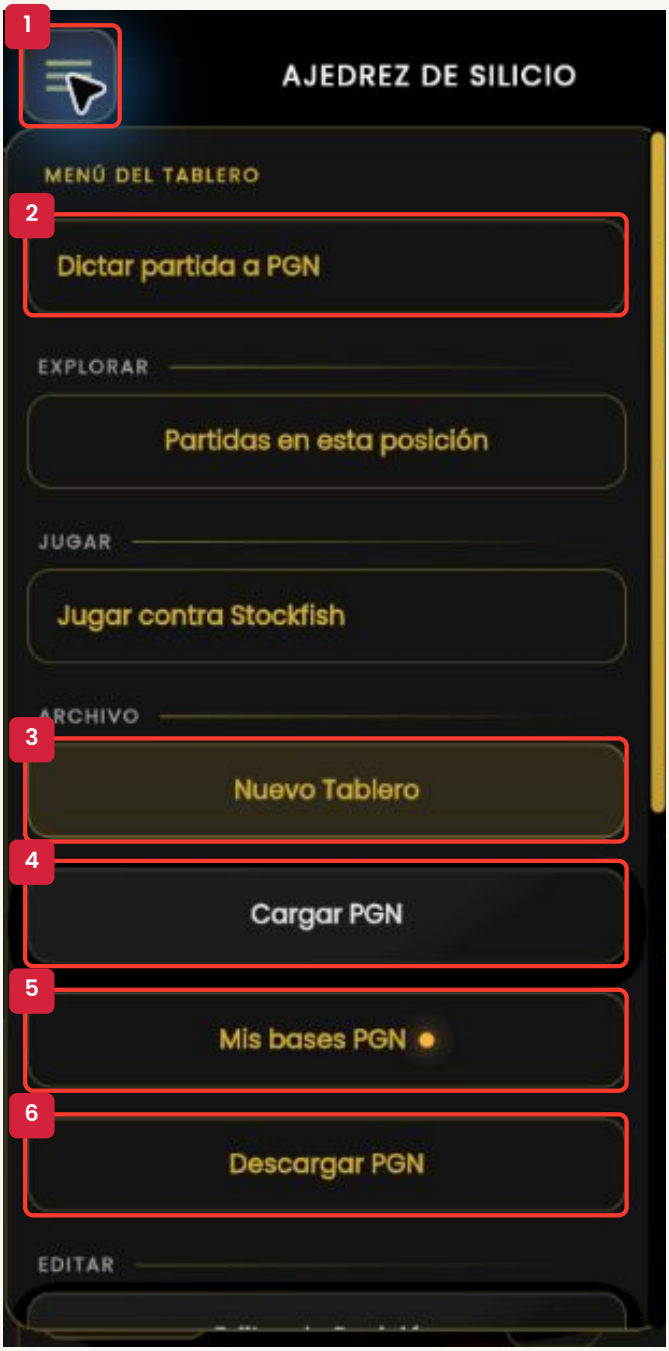


1. Enlarge the panel
2. PGN tab
3. Book tab
4. Engine tab
5. Train tab
6. Open PGN/FEN tools
7. Annotate the selected move
8. Save the game to a database
9. Show drawing controls

INTERFACE MAP

The open menu: named actions

Authentic reference from an earlier Android version; order may vary. Actions are identified by their labels and do not require a separate icon. Open Menu, then tap the action row. Scroll the menu for more. The reference interface is in Spanish.



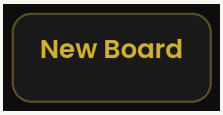
1 **Open the menu here**



2 **Dictate game to PGN**



3 **New Board**



4 **Load PGN**



5 **My PGN databases**



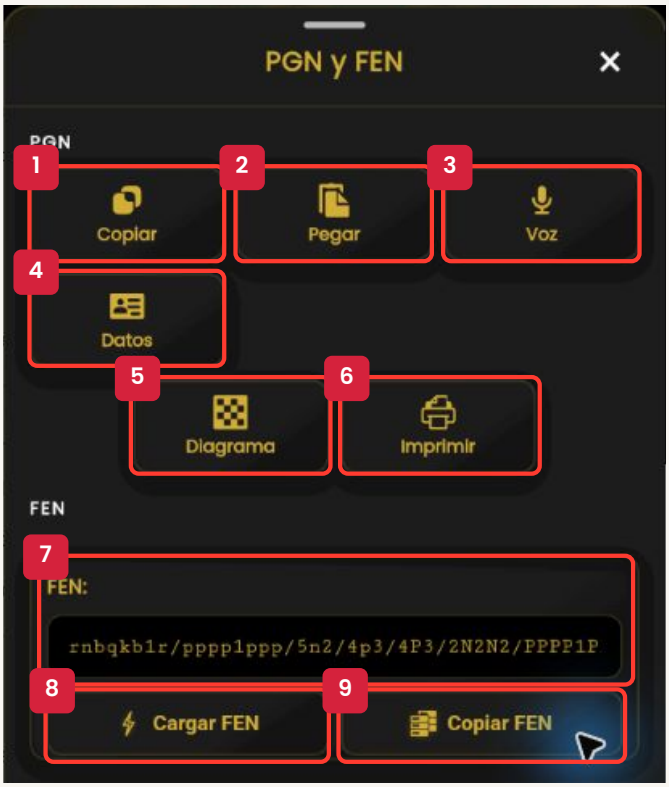
6 **Download PGN**



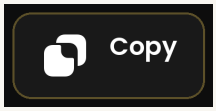
INTERFACE MAP

The intermediate PGN and FEN sheet

Authentic earlier Android reference, with controls checked against the current edition. Open it by tapping PGN/FEN in the panel header. PGN tools work with the game; the FEN field and its two buttons work with one position. The reference interface is in Spanish.



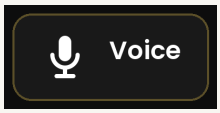
1 **Copy the PGN**



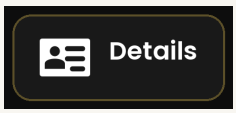
2 **Paste a PGN**



3 **Voice: open dictation**



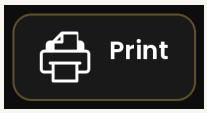
4 **Game details**



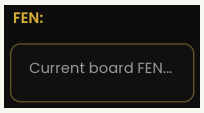
5 **Insert diagram**



6 **Print PGN**



7 **FEN position field**



8 **Load FEN**



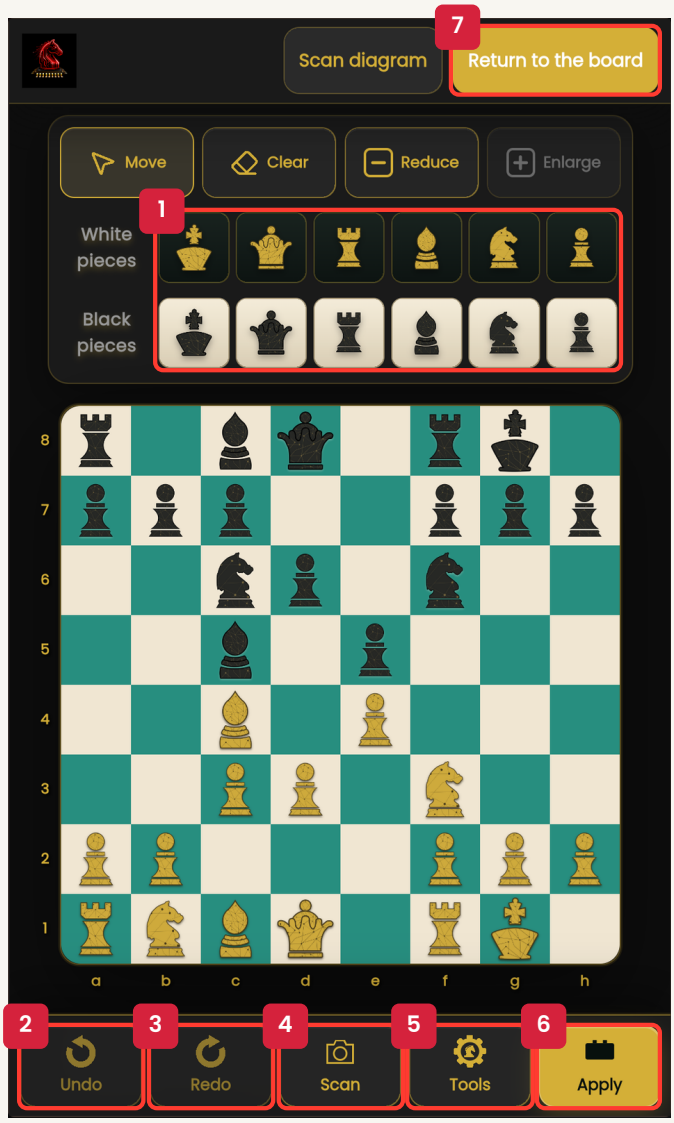
9 **Copy FEN**



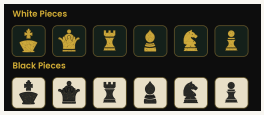
INTERFACE MAP

The editor: pieces and tools

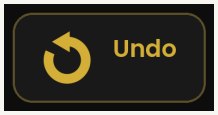
Official Android screenshot. Piece palettes are above the board and the main actions are in the bottom toolbar. Tap Tools to open Position, Transform and Rules. Change the side to move in Position; castling and en passant are in Rules.



1 **White and black pieces**



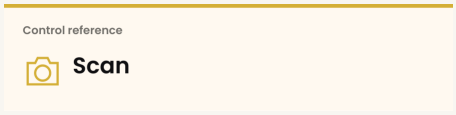
2 **Undo in the editor**



3 **Redo in the editor**



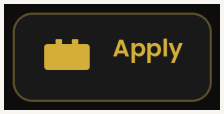
4 **Scan a diagram**



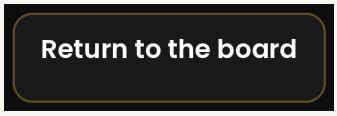
5 **Open Tools**



6 **Apply to the board**



7 **Return to the board**



START HERE

Your chess study center

A game can become a lesson, an opening repertoire and a training exercise. This manual guides you through that entire journey.

STUDY

Open a PGN, play through the moves and understand the ideas with comments, variations and diagrams. Your analysis keeps a structure you can return to.



Open board menu

Top-left corner of the board screen.



Load PGN

Menu



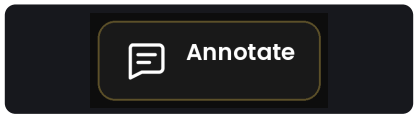
PGN

First tab in the lower panel.



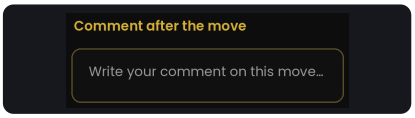
Tap a PGN move

PGN



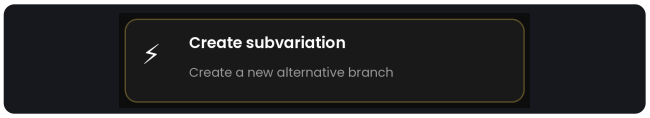
Annotate

PGN tab → select a move → Annotate.



Comment after the move

Select move → Annotate



Create subvariation

Select move → Move piece

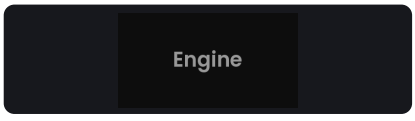


Diagram

PGN/FEN

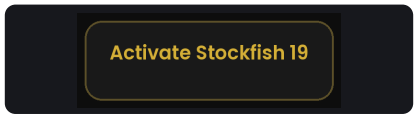
CHECK

Use Stockfish to test your candidate moves. Consult the opening book or find games that reached the same position.



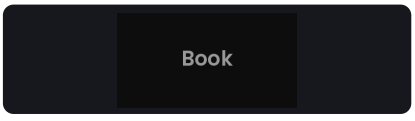
Engine

Third tab in the lower panel.



Activate Stockfish 19

Engine



Book

Second tab in the lower panel.

Enlarged control details · References and scope

START HERE · CONTINUED

Your chess study center

Controls for “CHECK”



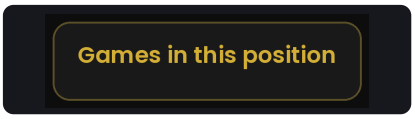
Open Silicio Computer Book

Book



Open board menu

Top-left corner of the board screen.



Games in this position

Menu

TRAIN

Play a position against the engine. Practice visualization, move recall, position reconstruction and quick square recognition.



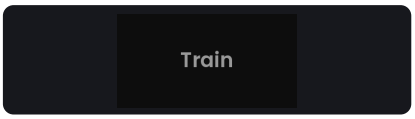
Open board menu

Top-left corner of the board screen.



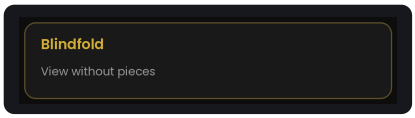
Play against Stockfish 19

Menu

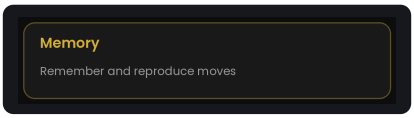


Train

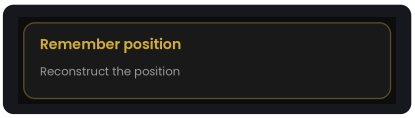
Fourth tab in the lower panel.



Blindfold

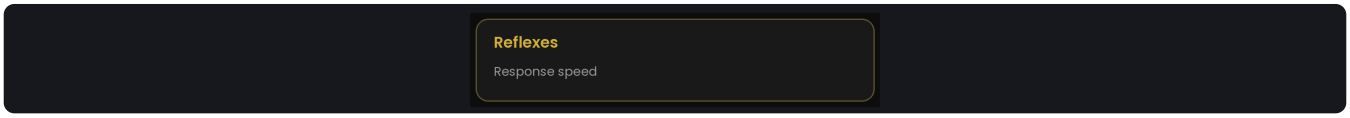


Memory



Remember position

Where: Train



Reflexes

Where: Train

START HERE · CONTINUED

Your chess study center

SAVE AND SHARE

Organize local databases, export the editable PGN and create images, animations, videos or printable material. Choose the format that suits the task.



Open board menu

Top-left corner of the board screen.



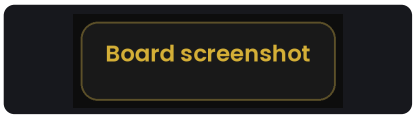
My PGN databases

Menu



Download PGN

Menu



Board screenshot



Create GIF



Create MP4

Where: Menu



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Print

PGN/FEN

How to read this guide

If you have just installed the app, follow pages 13-31. For a specific task, tap its entry in the contents. The examples suggest what to do and how to check that you have succeeded.

This guide uses “tap” for Android, iPhone and iPad. Some controls move depending on the screen size. The tool's name will help you recognize it.

INSTALLATION

Take your board with you

Download the official app. You can start with the free features and activate Premium when you want to take your study further.

ANDROID

Google Play · Silicon Chess

Android 7.0 or later. The store confirms compatibility with your particular device.

OPEN GOOGLE PLAY

iPHONE AND iPAD

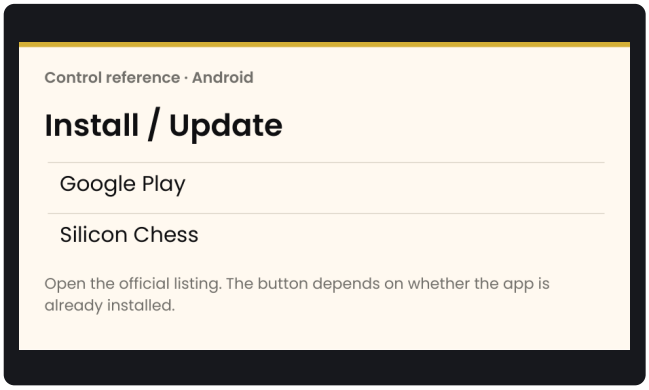
App Store · Silicon Chess

iOS / iPadOS 26.0 or later. Use the same Apple account when you need to restore your purchase.

OPEN APP STORE

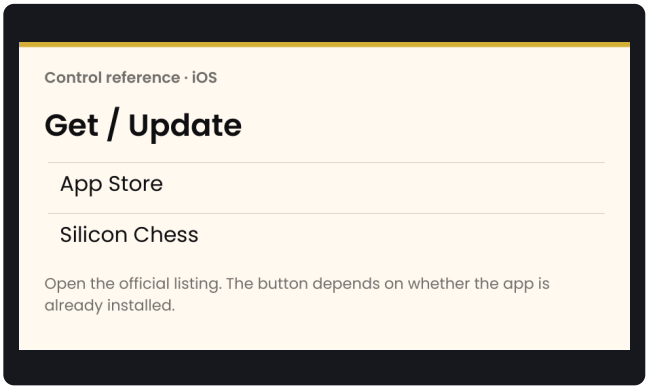
1 Install or update

Open the link for your operating system, check the red knight icon and tap Install or Get. If you already have the app, check for an update.



Install / Update

Application listing on Google Play.



Get / Update

Application listing on the App Store.

INSTALLATION · CONTINUED

Take your board with you

2 Open the app

Go to the board. You do not need to create an account to study with the free features. Have a PGN file ready for the practice session on page 31.

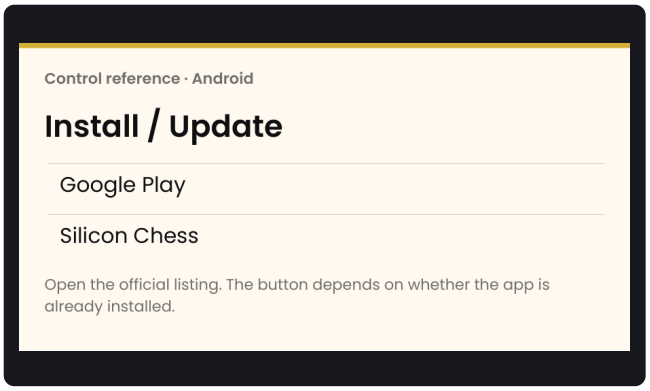


PGN

Where: First tab in the lower panel.

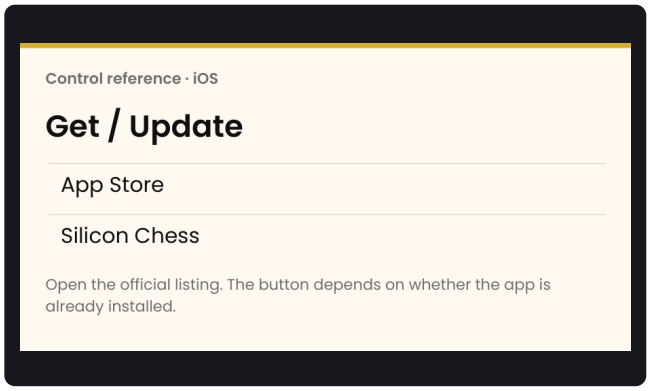
The links and QR codes are interactive

Tap the button if you are reading on the same phone. Scan the QR code if you have the manual open on another device. The current Premium price appears in the store before you confirm.



Install / Update

Application listing on Google Play.



Get / Update

Application listing on the App Store.

ACCESS

What is free and what Premium adds

The free app is a complete study tool. Premium expands your analysis, training and content creation options.

Board, PGN/FEN, variations and annotations

Free: Yes
Premium: Yes



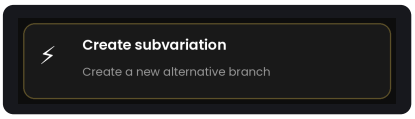
PGN

First tab in the lower panel.



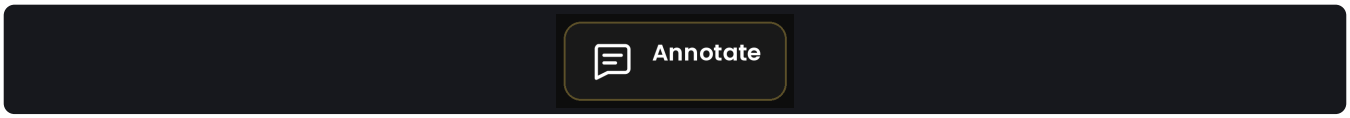
PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Create subvariation

Select move → Move piece



Annotate

Where: PGN tab → select a move → Annotate.

Editor and diagram recognition

Free: Yes
Premium: Yes



Open board menu

Top-left corner of the board screen.



Position Editor

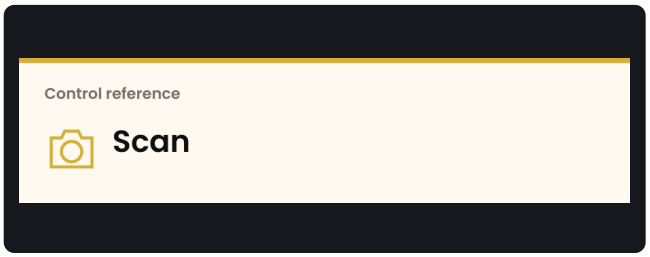
Menu

Enlarged control details · References and scope

ACCESS · CONTINUED

What is free and what Premium adds

Controls for “Editor and diagram recognition”



Scan

Where: Menu → Position Editor

Local library and copies of your PGNs

Free: Yes
Premium: Yes



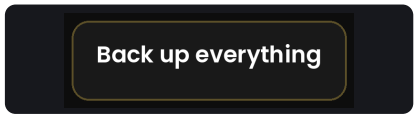
Open board menu

Top-left corner of the board screen.



My PGN databases

Menu

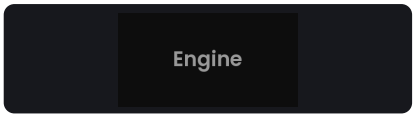


Back up everything

Menu → My PGN databases → Show details

Stockfish 19: analysis lines

Free: 1 line
Premium: Up to 3



Engine

Third tab in the lower panel.



Activate Stockfish 19

Engine



-

Engine → Activate Stockfish 19

ACCESS · CONTINUED

What is free and what Premium adds

Controls for “Stockfish 19: analysis lines”



+

Where: Engine → Activate Stockfish 19

Dictate game to PGN and Reflexes

Free: Yes
Premium: Yes



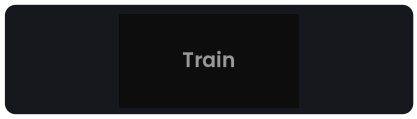
Open board menu

Top-left corner of the board screen.



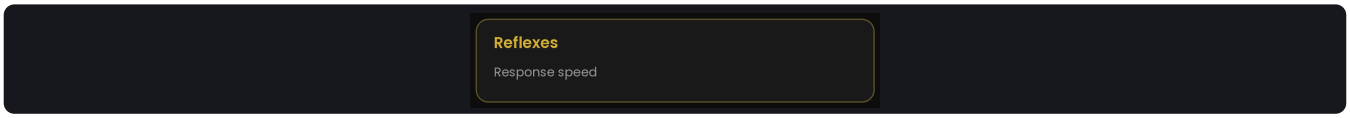
Dictate game to PGN

Menu



Train

Fourth tab in the lower panel.



Reflexes

Where: Train

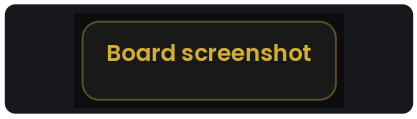
Board screenshot and PGN printing

Free: Yes
Premium: Yes



Open board menu

Top-left corner of the board screen.



Board screenshot

Menu



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.

ACCESS · CONTINUED

What is free and what Premium adds

Controls for “Board screenshot and PGN printing”



Print

Where: PGN/FEN

Play against Stockfish and Computer Book

Free: -
Premium: Yes



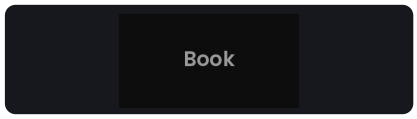
Open board menu

Top-left corner of the board screen.



Play against Stockfish 19

Menu



Book

Second tab in the lower panel.



Open Silicio Computer Book

Where: Book

Find games by position

Free: -
Premium: Yes



Open board menu

Top-left corner of the board screen.



Games in this position

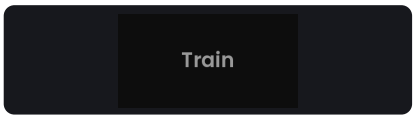
Menu

ACCESS · CONTINUED

What is free and what Premium adds

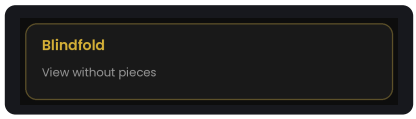
Blindfold, Memory and Remember position

Free: -
Premium: Yes



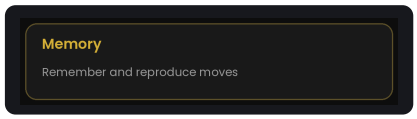
Train

Fourth tab in the lower panel.



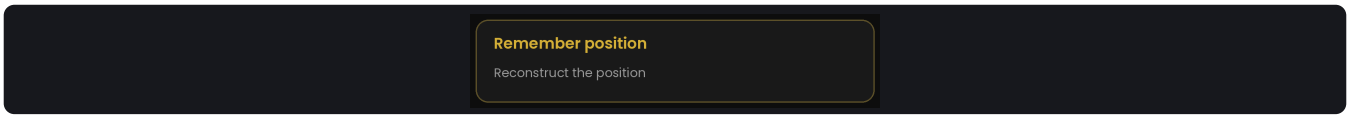
Blindfold

Train



Memory

Train



Remember position

Where: Train

Create GIFs, MP4s and A5 PDF sheets

Free: -
Premium: Yes



Open board menu

Top-left corner of the board screen.



Create GIF

Menu



Create MP4

Menu



A5 PDF sheet

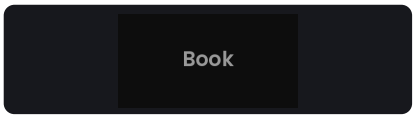
Where: Menu

ACCESS · CONTINUED

What is free and what Premium adds

Applies to the current mobile editions

The same division of features applies on Android and iOS. The opening book requires internet on Android; on iOS it is included locally. Finding games by position requires a connection on both.



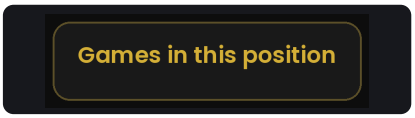
Book

Second tab in the lower panel.



Open Silicio Computer Book

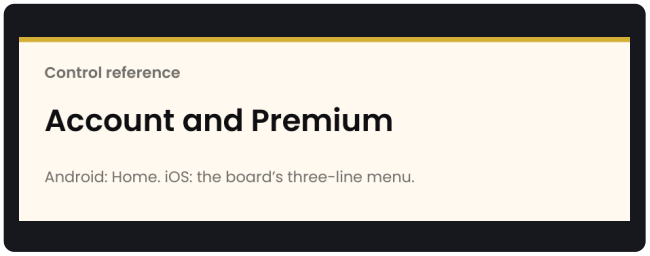
Book



Games in this position

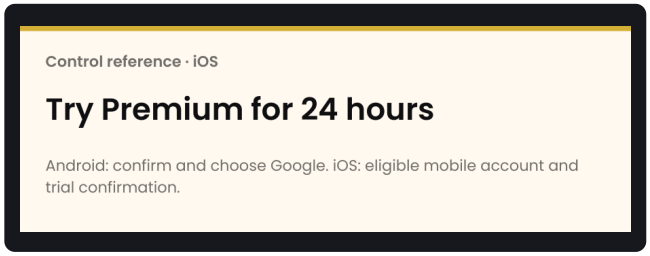
Menu

An active Premium trial or Academy benefit enables the Premium tools. Your account, access authorization and local files serve different purposes; see pages 21, 24 and 96.



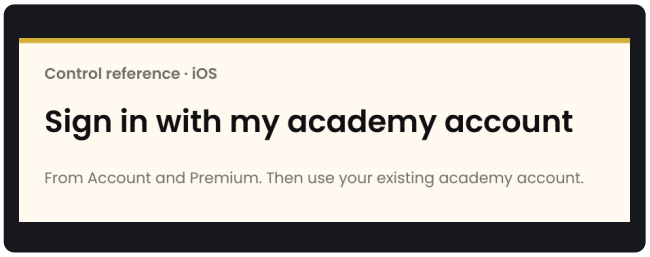
Account and Premium

Android: Home. iOS: board menu.



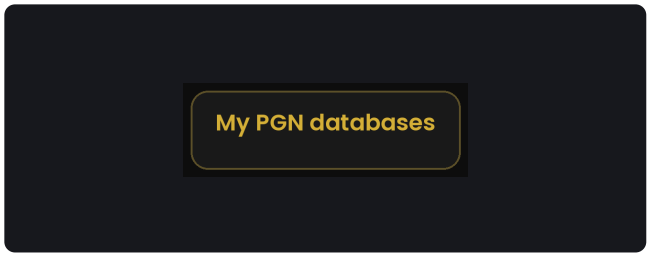
Try Premium for 24 hours

Account and Premium. On iOS, sign in to the mobile account before starting the trial.



Sign in with my academy account

Android: Home → Account and Premium. iOS: Menu → Account and Premium.



My PGN databases

Menu

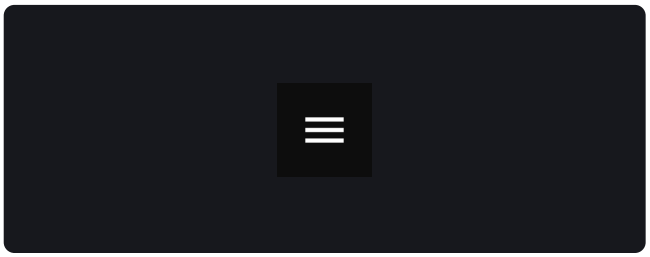
ACCESS

Buy and restore your Premium access

Your purchase is confirmed through your operating system's store. You do not need to create an app password to buy or restore it.

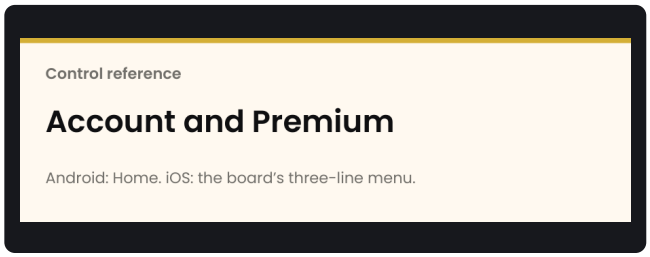
1 Open Account and Premium

On Android, open it from the home screen. On iPhone or iPad, open the board's three-line menu at the top left and choose Account and Premium.



Open board menu

Top-left corner of the board screen.

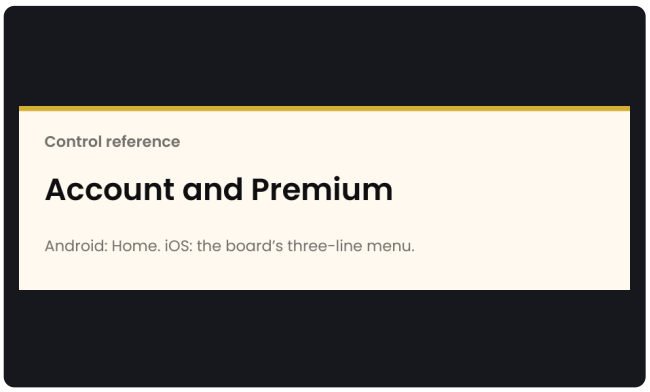


Account and Premium

Android: Home. iOS: board menu.

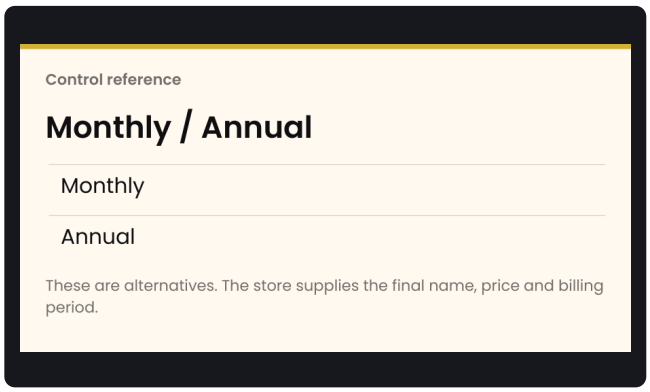
2 Choose your plan

Select the available monthly or annual option. Review the price, currency, billing period and terms in the official Google Play or Apple purchase sheet.



Account and Premium

Android: Home. iOS: board menu.



Monthly / Annual

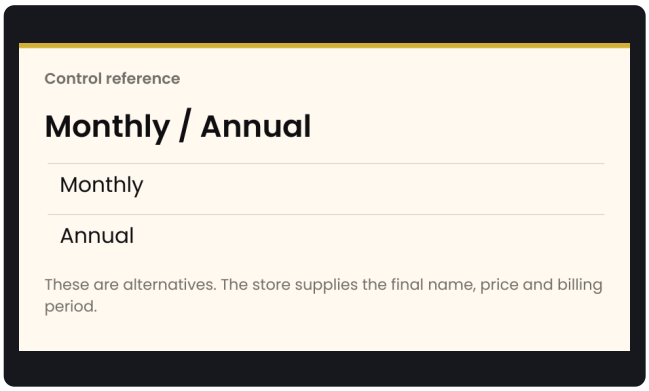
Android: Home → Account and Premium. iOS: Menu → Account and Premium.

ACCESS · CONTINUED

Buy and restore your Premium access

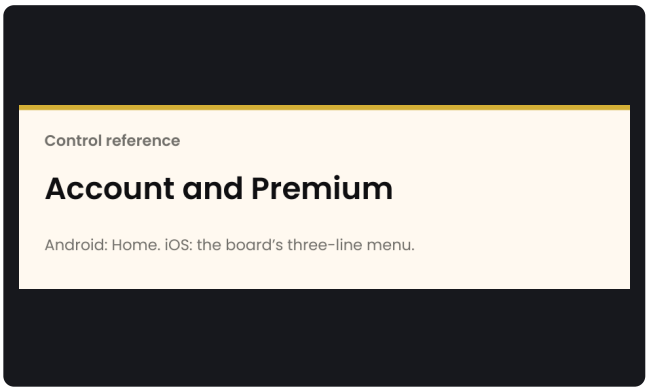
3 **Confirm and check**

Authorize the purchase using the method requested by your device. Wait for validation and check your Premium status. If it is pending, wait or resolve its status in the store.



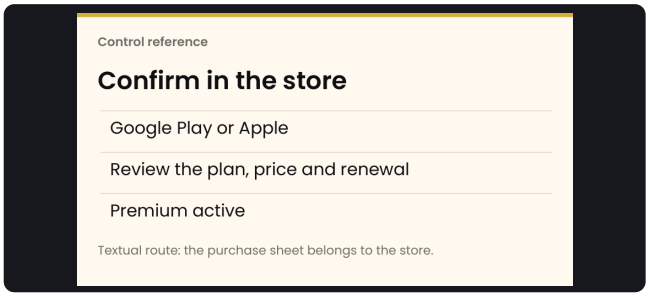
Monthly / Annual

Android: Home → Account and Premium. iOS: Menu → Account and Premium.



Account and Premium

Android: Home. iOS: board menu.



Confirm in the store

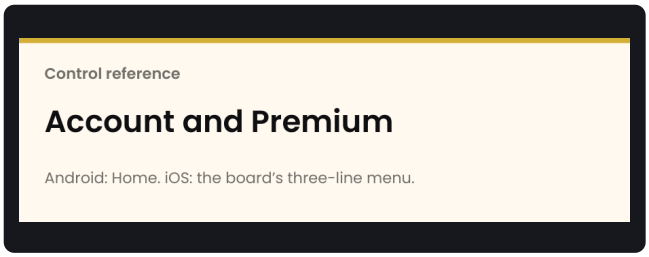
Where: Textual route: the purchase sheet belongs to the store.

ACCESS · CONTINUED

Buy and restore your Premium access

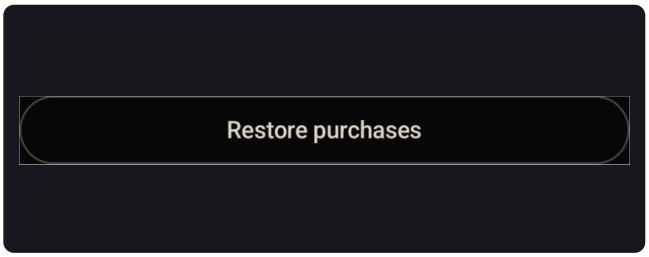
4 **Already purchased? Restore it**

Connect to the internet and use the same Play Store or App Store account that made the purchase. In Account and Premium, tap Restore purchases. If your subscription is still active, restoring it does not mean making another purchase.



Account and Premium

Android: Home. iOS: board menu.



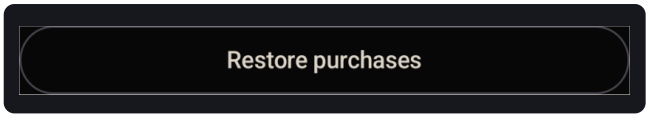
Restore purchases

Android: Home → Account and Premium. iOS: Menu → Account and Premium. Use the purchasing store account.

Each purchase belongs to its store

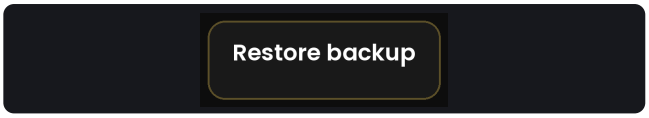
A Google Play subscription enables Android access. An Apple subscription enables iPhone/iPad access. A purchase from one store cannot be restored in the other, even if you use the same email address. A mobile purchase does not include web or Windows access either.

Restore purchases recovers your paid access. To recover your games on another device, you need to import the PGNs or backup you saved: page 96.



Restore purchases

Android: Home → Account and Premium. iOS: Menu → Account and Premium. Use the purchasing store account.



Restore backup

Menu → My PGN databases → Show details

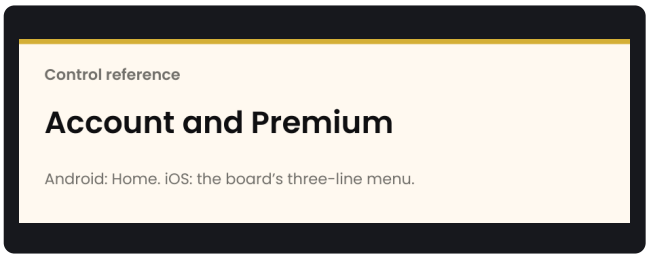
ACCESS

Trial, subscription and Academy

Choose the route that matches your situation. The optional trial and a store subscription are separate processes.

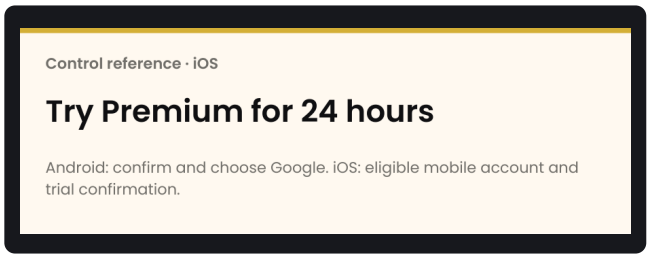
Free 24-hour trial

If you are eligible, you can activate Premium for 24 elapsed hours, with no payment card and no automatic renewal. Closing the app does not pause the trial. When it ends, you keep your files and the free features. Switching devices does not reset your eligibility.



Account and Premium

Android: Home. iOS: board menu.

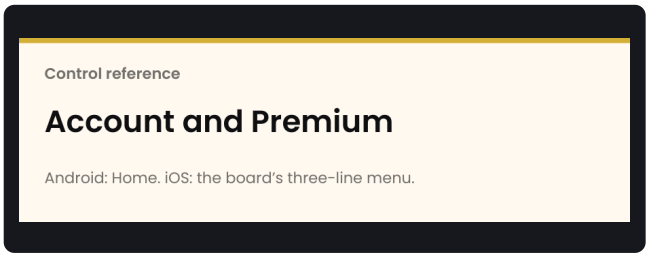


Try Premium for 24 hours

Account and Premium. On iOS, sign in to the mobile account before starting the trial.

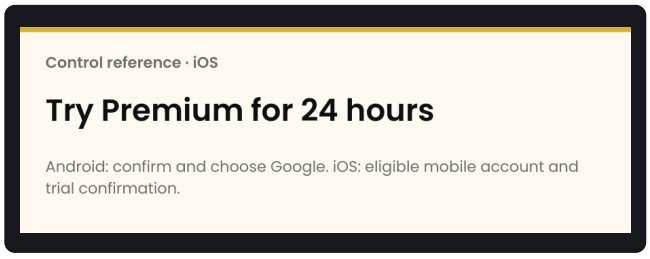
How to start the trial

Android: Account and Premium → Try Premium free for 24 hours → confirm → choose your Google account. iOS: sign in with your mobile account's email and password; if you need to create one, confirm your email address. Tap Try Premium for 24 hours and Start without charge.



Account and Premium

Android: Home. iOS: board menu.



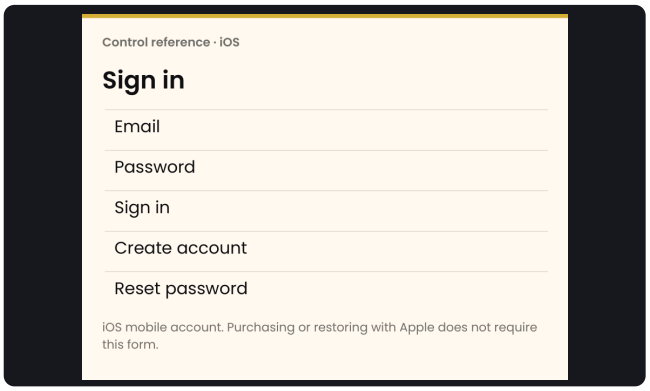
Try Premium for 24 hours

Account and Premium. On iOS, sign in to the mobile account before starting the trial.

ACCESS · CONTINUED

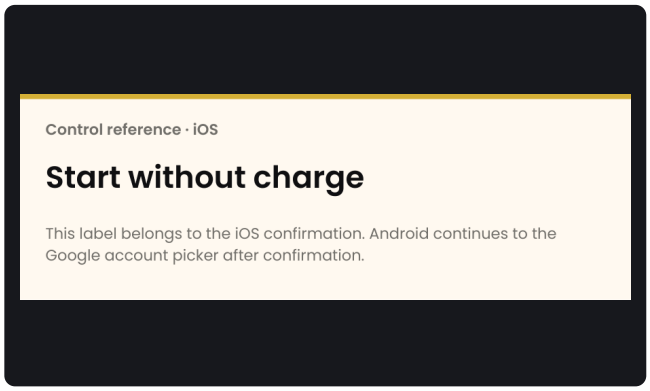
Trial, subscription and Academy

Controls for “How to start the trial”



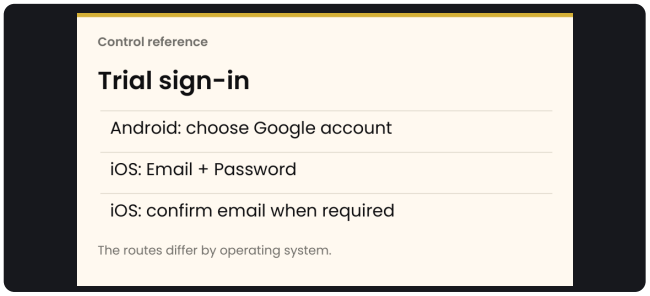
Sign in

Sign-in form opened from Account and Premium; for Academy access, choose the Academy option first.



Start without charge

Account and Premium → 24-hour free trial option → activation prompt.



Trial sign-in

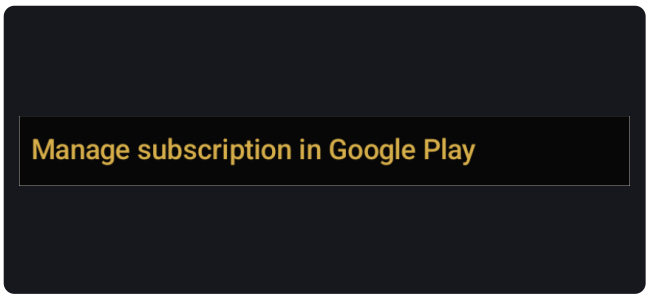
Where: The routes differ by operating system.

ACCESS · CONTINUED

Trial, subscription and Academy

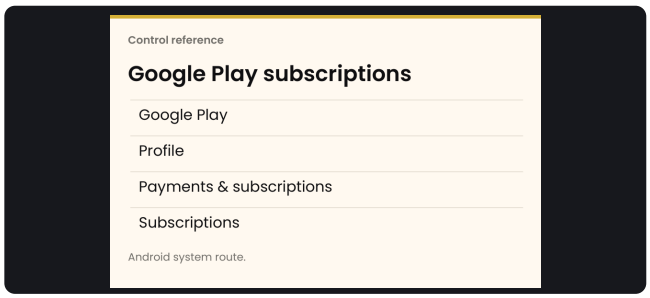
Manage a purchased subscription

Monthly and annual plans renew automatically until you cancel them in the store. Android: Google Play → profile → Payments & subscriptions → Subscriptions. iOS: Settings → your name → Subscriptions, or Manage subscriptions in the app. Uninstalling does not cancel renewal.



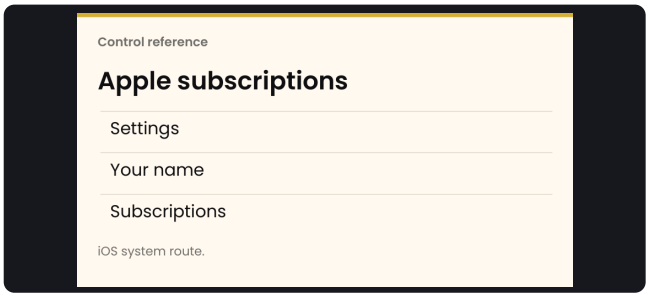
Manage subscriptions

Android: Google Play → profile → Payments & subscriptions → Subscriptions. iOS: Settings → your name → Subscriptions, or Account and Premium.



Google Play subscriptions

Android system route.



Apple subscriptions

Where: iOS system route.

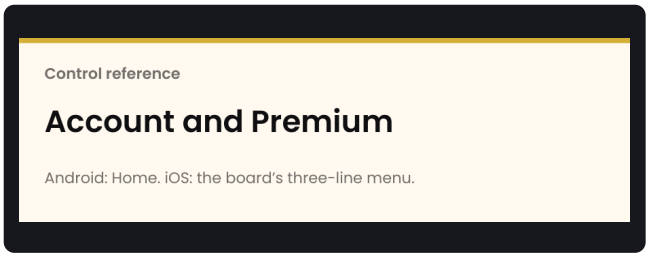
Enlarged control details · References and scope

ACCESS · CONTINUED

Trial, subscription and Academy

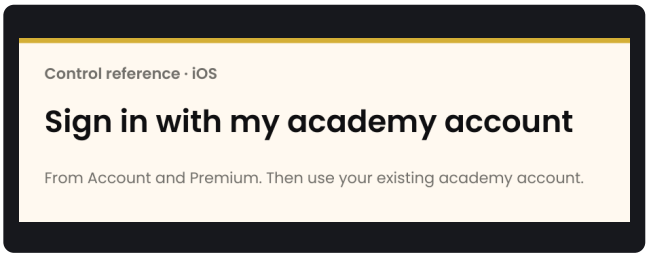
If you are an Academy member

In Account and Premium, choose Sign in with my academy account and use your usual credentials. Then select Continue to the app. The benefit requires active membership and access; it does not cancel a store subscription you already have.



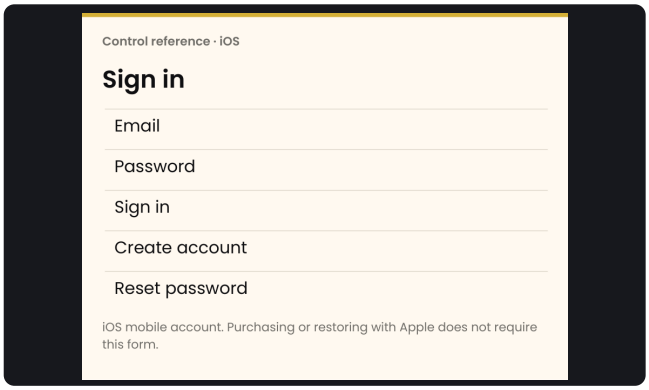
Account and Premium

Android: Home. iOS: board menu.



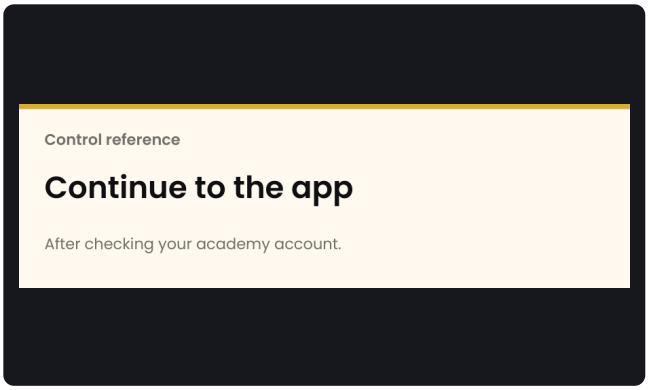
Sign in with my academy account

Android: Home → Account and Premium. iOS: Menu → Account and Premium.



Sign in

Sign-in form opened from Account and Premium; for Academy access, choose the Academy option first.



Continue to the app

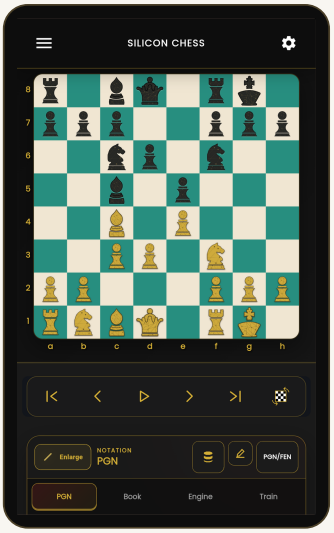
After checking your academy account.

Direct links to manage subscriptions and official help: page 191. For full details on activating your Academy benefit, use the dedicated members' guide.

FIRST STEPS

Get to know your workspace

The board shows the position; the study panel brings together the information and tools you need to work on it.



REFERENCE VIEW

Official Android view. On iPhone and iPad, the equivalent tools adapt to the available space.

Below, each step includes enlarged controls and the route to find them.

1 Menu and settings

The three-line menu groups actions such as opening, downloading, editing and sharing. The gear opens the board preferences.



Open board menu

Top-left corner of the board screen.

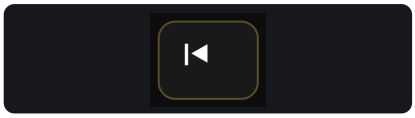


Open preferences

Gear in the top-right corner.

2 Board and navigation

Below the board, you can go to the start, step back, play back, step forward, go to the end and flip the board. The selected move determines the position you see.



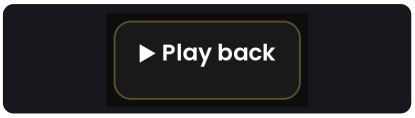
First move

First navigation button below the board.



Previous move

Second navigation button below the board.



Play / stop

Third navigation button below the board.

FIRST STEPS · CONTINUED

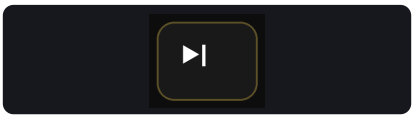
Get to know your workspace

Controls for step 2



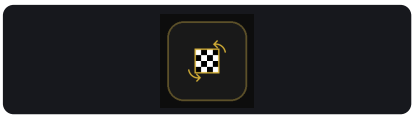
Next move

Fourth navigation button below the board.



Last move

Fifth navigation button below the board.



Flip the board

Last button in the navigation row.



Tap a PGN move

Where: PGN

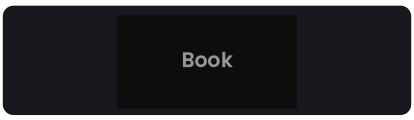
3 Four tabs

PGN brings together the game and its notes; Book shows continuations; Engine contains the analysis; Train offers the exercises.



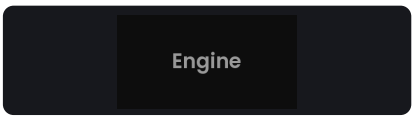
PGN

First tab in the lower panel.



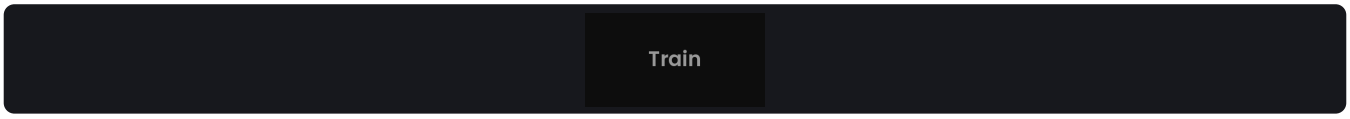
Book

Second tab in the lower panel.



Engine

Third tab in the lower panel.



Train

Where: Fourth tab in the lower panel.

FIRST STEPS · CONTINUED

Get to know your workspace

4 **Expand when you need more room**

Use Enlarge to give the panel more space. On a tablet, the wider layout lets you see more information at once. On a phone, follow the instruction to use portrait orientation. Scroll the panel if a control is out of view.



Resize panel

Where: Left side of the panel header.

One rule that prevents confusion

Before analyzing, annotating, training or creating a sheet, select the exact move. The board and the highlighted move should match the position you want to work on.



Tap a PGN move

Where: PGN

Other controls in this workflow



PGN/FEN · page icon on narrow screens

Where: PGN panel header, PGN/FEN button.

GUIDED PRACTICE

Your first session in ten minutes

Let's study a position from the Ruy Lopez. The aim is to complete a simple sequence of tasks and then repeat it with your own games.

1 Open the practice study file

Load the Practice_Study_EN.pgn file included with this guide. Choose “01 · Ruy Lopez”. You can also enter the line shown below directly on the board.



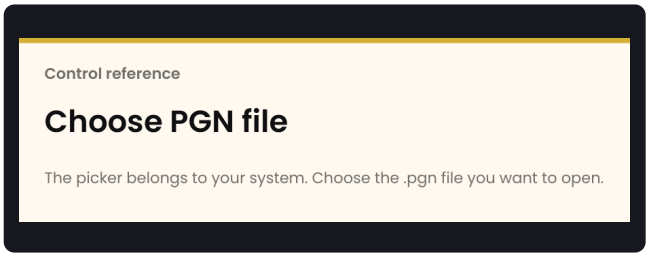
Open board menu

Top-left corner of the board screen.



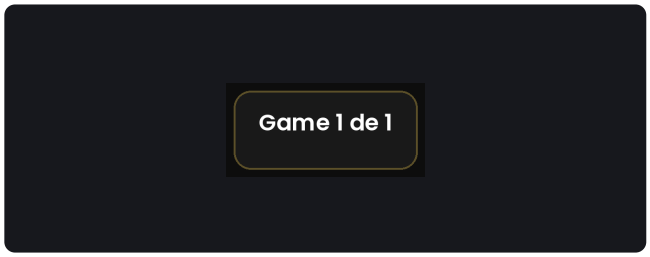
Load PGN

Menu



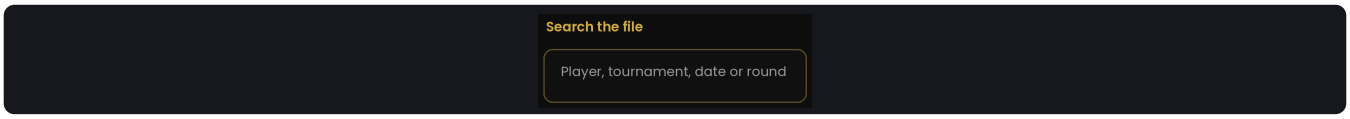
Choose PGN file

Native picker opened by Load, Import or Restore.



Game 1 de 1

PGN



Search the file

Where: PGN → Game selector

Your practice study file

Download and save the PGN file. In the app, open Menu > Load PGN and select the file.

Download practice PGN

Ruy Lopez · Pawn endgame · Remember position

Scan to download

Enlarged control details · References and scope

GUIDED PRACTICE · CONTINUED

Your first session in ten minutes

2 Reach the position

Advance to 5...Be7. Look at the kings, the developed pieces and the central pawns. Think about what would change after 6.d3 or 6.Re1.



Tap a PGN move

PGN



Next move

Fourth navigation button below the board.



Previous move

Second navigation button below the board.

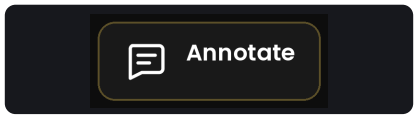
3 Annotate an idea

Tap Annotate and write after the move: “Black prepares to castle. Compare d3 and Re1.” Save the comment.



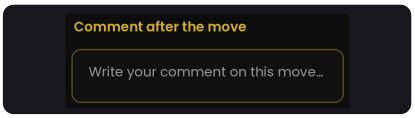
Tap a PGN move

PGN



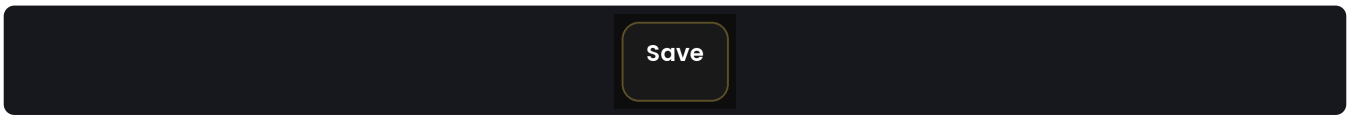
Annotate

PGN tab → select a move → Annotate.



Comment after the move

Select move → Annotate



Save

Where: Select move → Annotate

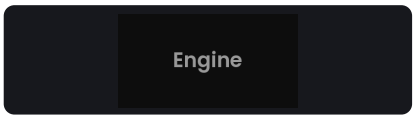
Enlarged control details · References and scope

GUIDED PRACTICE · CONTINUED

Your first session in ten minutes

4 Check and save

Open Engine and activate Stockfish. Examine a candidate move without treating its evaluation as an automatic answer. Save the study in a database and export a PGN copy.



Engine

Third tab in the lower panel.



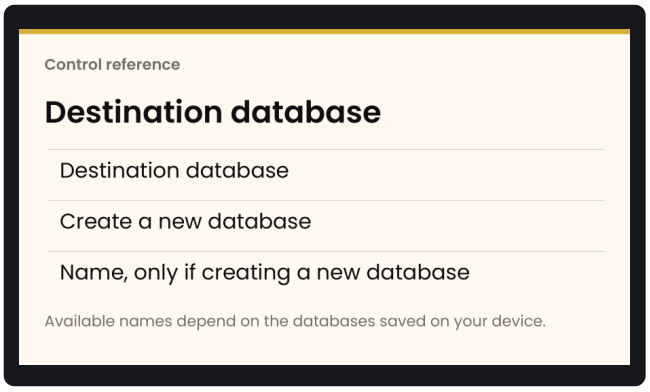
Activate Stockfish 19

Engine



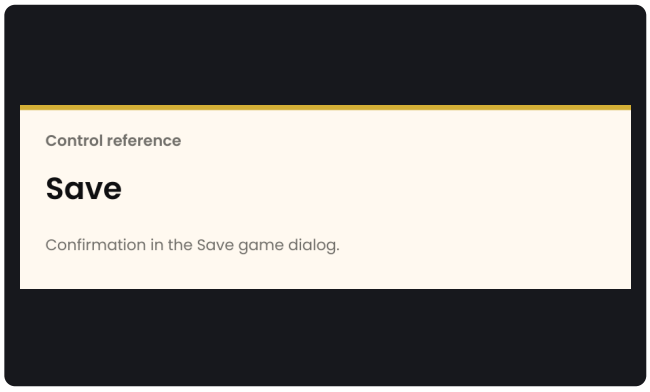
Save

PGN tab, next to Annotate.



Destination database

PGN tab → Save, when saving a game that is not yet linked to a database.



Save

Save game → choose Destination database; enter a name if creating a new database.



Open board menu

Top-left corner of the board screen.



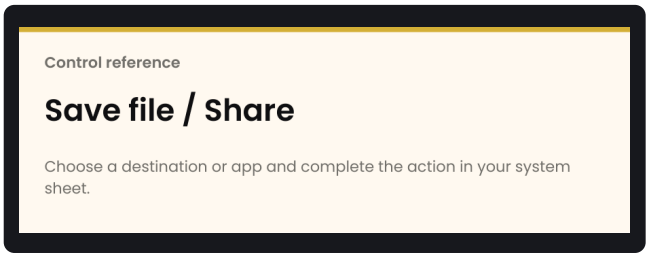
Download PGN

Menu

GUIDED PRACTICE · CONTINUED

Your first session in ten minutes

Controls for step 4



Save file / Share

Where: Native sheet shown after exporting.

```
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 *
```

How to know you have finished

You can reopen the study, reach 5...Be7 and read your comment. The exported file lets you continue on another device or share the editable material.



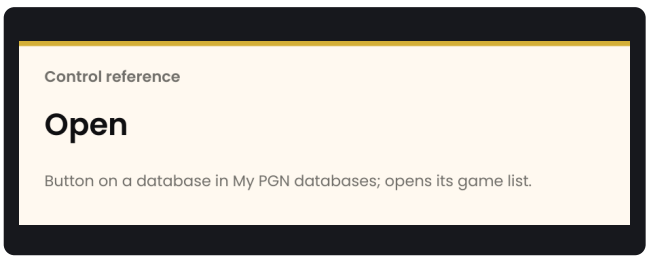
Open board menu

Top-left corner of the board screen.



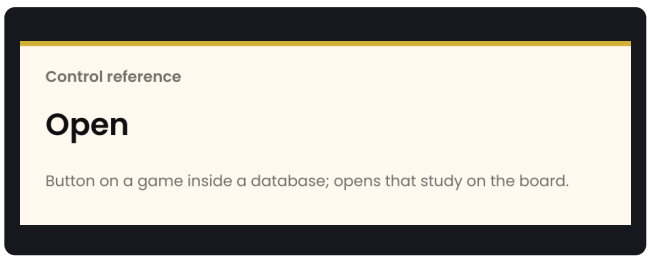
My PGN databases

Menu



Open

Menu → My PGN databases



Open

Menu → My PGN databases → Open

GUIDED PRACTICE · CONTINUED

Your first session in ten minutes



Tap a PGN move

Where: PGN

A PGN file uses international piece letters: N = knight, B = bishop, R = rook. The Spanish explanations use C, A and T. The asterisk indicates an undefined result.

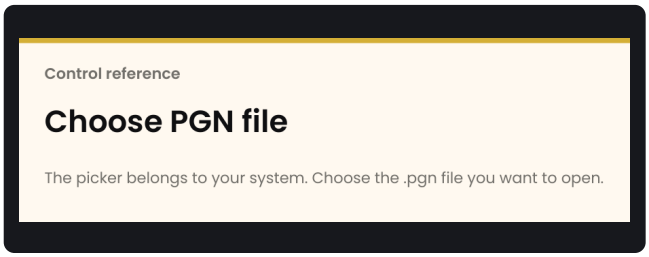
GAMES AND PGN

Open a game or a collection

PGN is the interchange format for chess games. A file can contain one game or a collection with comments and variations.

1 Prepare the file

Save the .pgn somewhere you can find it: Downloads, Files or a provider you use. If it is in the cloud, wait for the download to finish.



Choose PGN file

Where: Native picker opened by Load, Import or Restore.

2 Load the PGN

Open the board menu and tap Load PGN. In the Android or iOS file picker, locate the file and select it. The file picker's labels depend on your operating system.



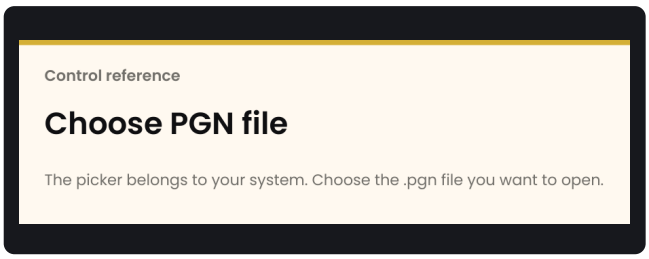
Open board menu

Top-left corner of the board screen.



Load PGN

Menu



Choose PGN file

Where: Native picker opened by Load, Import or Restore.

GAMES AND PGN · CONTINUED

Open a game or a collection

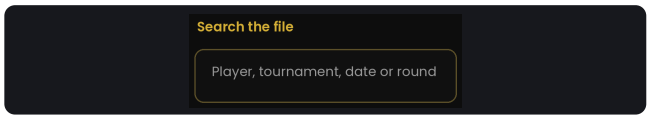
3 Choose the game

If the file contains several games, use the list or game selector. Identify the one you need by its players, tournament, date or result, and open it.



Game 1 de 1

PGN



Search the file

PGN → Game selector

4 Check what opened

Review the players and the start and end of the line. Tap a move in the middle and confirm that the board changes. If the game had notes or variations, check that they appear.



Tap a PGN move

PGN



First move

First navigation button below the board.

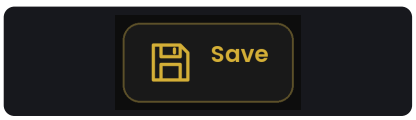


Last move

Fifth navigation button below the board.

Opening does not overwrite the original

You work with a copy in the app. To keep your changes, save the study in your library and export an updated PGN. The file you received does not change automatically.



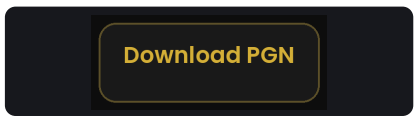
Save

PGN tab, next to Annotate.



Open board menu

Top-left corner of the board screen.



Download PGN

Menu

GAMES AND PGN · CONTINUED

Open a game or a collection

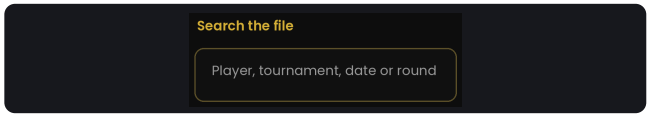
Try it

Open the practice study file and switch between the opening, the pawn ending and the memory position. They are three games within a single file.



Game 1 de 1

PGN



Search the file

PGN → Game selector

GAMES AND PGN

Paste text and switch games

If you receive the moves as text, you can bring them onto the board without first creating a separate file.

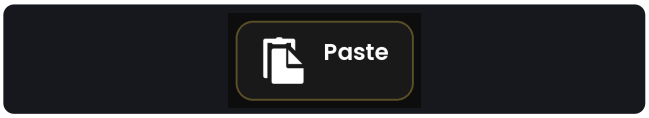
Paste a game

Copy the complete PGN from the original message or document. In the app, open PGN/FEN and choose Paste, or use Paste PGN if it appears as a shortcut. Follow the import prompt and check the result.



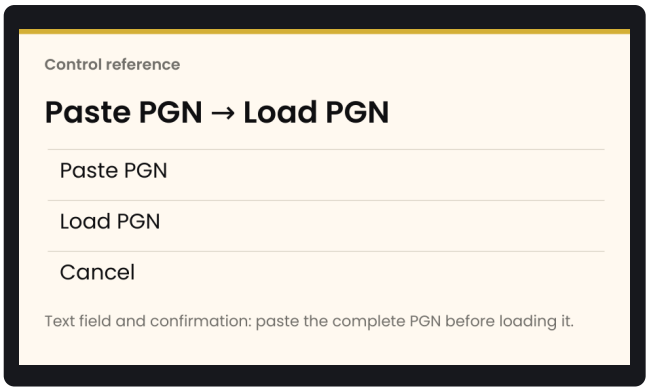
PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Paste

PGN/FEN



Paste PGN → Load PGN

Where: PGN → PGN/FEN → Paste

What to copy

Include the headers in square brackets, the moves and the result. If there are comments in braces and variations in parentheses, keep those characters too. Avoid copying webpage titles along with the PGN.

GAMES AND PGN · CONTINUED

Paste text and switch games

Switch within a collection

Open the loaded PGN's game selector and choose another game. Before switching, save the game you have edited. The game list in an open file does not by itself constitute a permanent database.



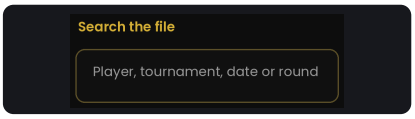
Save

PGN tab, next to Annotate.



Game 1 de 1

PGN

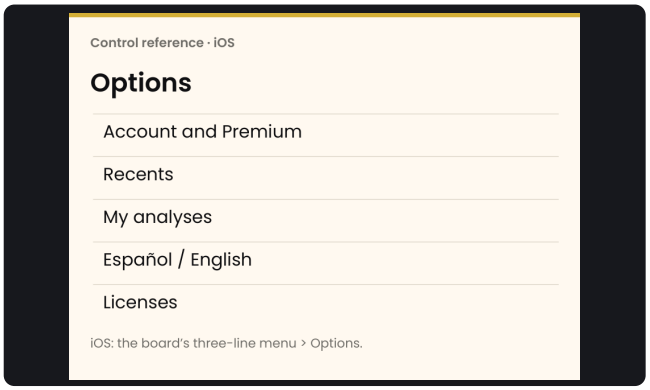


Search the file

PGN → Game selector

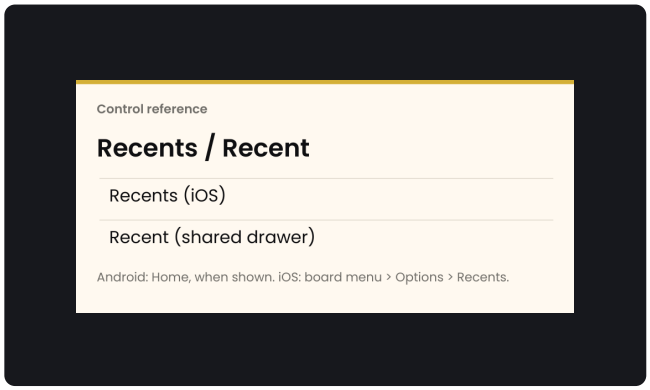
Recent and My analyses

Use Recent to return to files or studies you have opened, and My analyses to locate analyses retained by the app when those options are available on your screen. To organize material by theme, use My PGN databases.



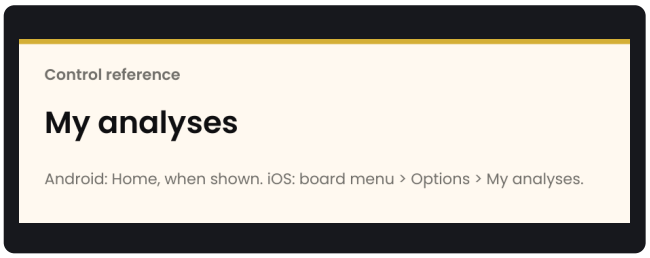
Options

iOS: board menu, Options row.



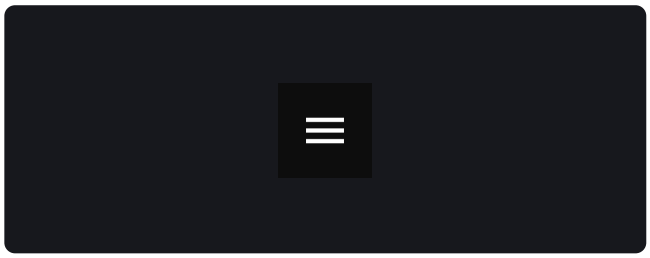
Recents / Recent

iOS: Menu → Options. Android: Home, when shown.



My analyses

iOS: Menu → Options. Android: Home, when shown.



Open board menu

Top-left corner of the board screen.

Enlarged control details · References and scope

GAMES AND PGN · CONTINUED

Paste text and switch games

Controls for “Recent and My analyses”



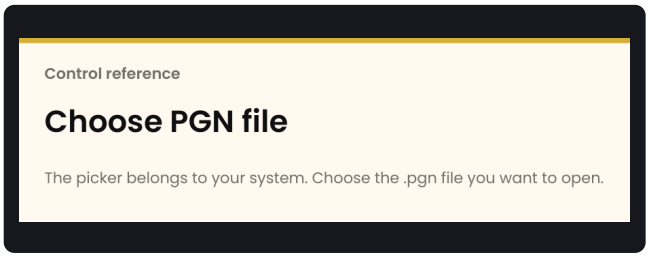
My PGN databases

Where: Menu

If the text does not import

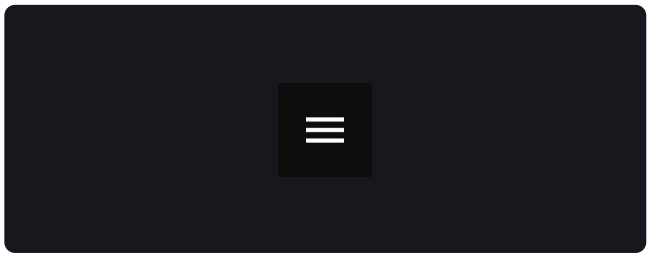
Check for cut-off fragments, unclosed parentheses or moves that do not fit the position. First try the short line on page 31. Do not change PGN letters or symbols as though they were ordinary prose.

When another app offers Open with or Share, you can use a compatible option shown by your operating system. If Silicon Chess does not appear, save the file and open it through Load PGN.



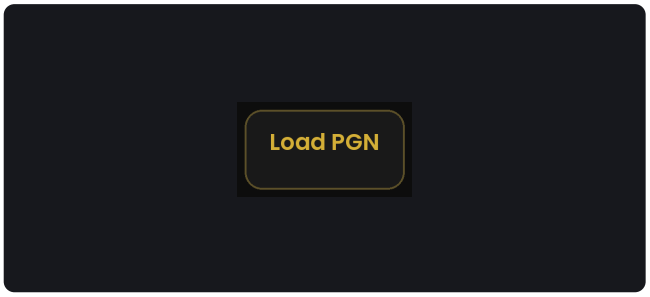
Choose PGN file

Native picker opened by Load, Import or Restore.



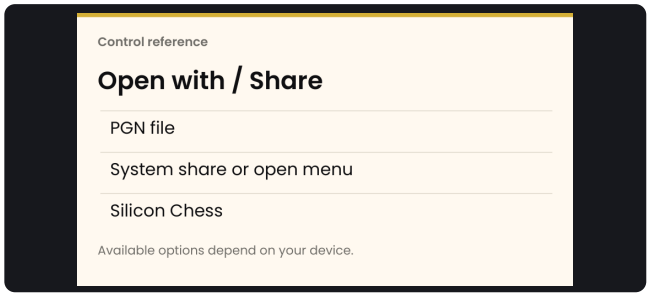
Open board menu

Top-left corner of the board screen.



Load PGN

Menu



Open with / Share

Available options depend on your device.

GAMES AND PGN

Read the game on the board

The PGN acts as a map. Tapping a move takes you directly to its position, whether it belongs to the main line or a variation.



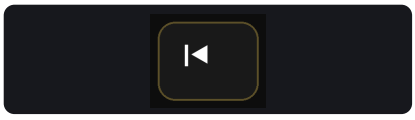
REFERENCE VIEW

Official iPhone view. The PGN and board remain linked to the selected move.

Below, each step includes enlarged controls and the route to find them.

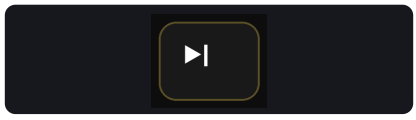
1 Navigate with a purpose

Use the start and end controls to get your bearings; the back and forward controls step through one move at a time. Tap a move directly when you already know where you want to stop.



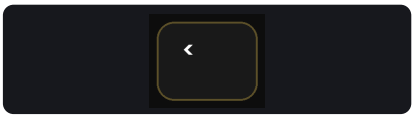
First move

First navigation button below the board.



Last move

Fifth navigation button below the board.



Previous move

Second navigation button below the board.



Next move

Fourth navigation button below the board.



Tap a PGN move

PGN

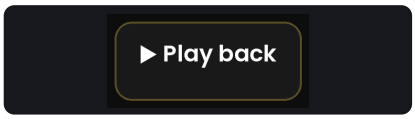
Enlarged control details · References and scope

GAMES AND PGN · CONTINUED

Read the game on the board

2 Play back and stop

Automatic playback runs through the moves. Stop at a critical position and return to manual navigation to study a decision.



Play / stop

Third navigation button below the board.



Next move

Fourth navigation button below the board.



Previous move

Second navigation button below the board.

3 Read the branches too

A variation represents an alternative from an earlier position. Tap a move inside it and follow its continuation; then select the main line to return.

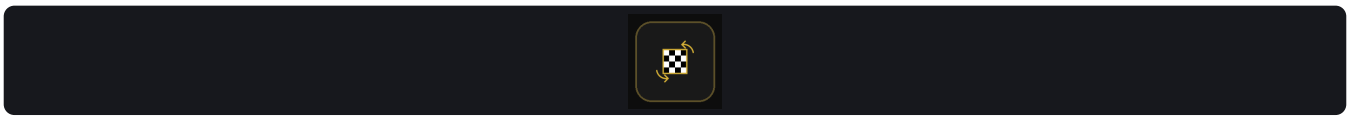


Tap a PGN move

Where: PGN

4 Adjust your perspective

Flip the board when studying from Black's side. Changing the orientation does not change whose turn it is or alter the game.



Flip the board

Where: Last button in the navigation row.

Enlarged control details · References and scope

GAMES AND PGN · CONTINUED

Read the game on the board

A reading exercise

In the first game of the practice file, compare 3...a6 with the variation 3...Nf6. They are alternative replies to 3.Bb5; you should not play them consecutively.



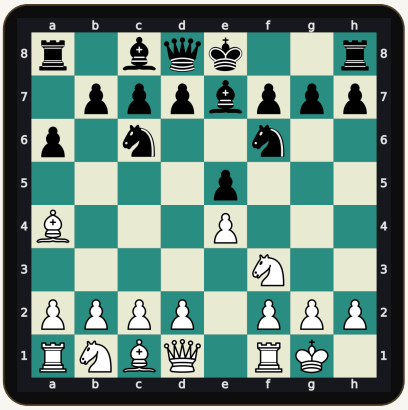
Tap a PGN move

Where: PGN

GAMES AND PGN

Enter your own moves

You can build a game from the starting position or continue from any legal position you have loaded.



PRACTICE DIAGRAM

After 5...Be7 · White to move

Below, each step includes enlarged controls and the route to find them.

1 Start from the right place

For a new game, save your work first and use New board. To continue a study, select the move from which you want to work.



Save

PGN tab, next to Annotate.



Open board menu

Top-left corner of the board screen.



New Board

Menu



Tap a PGN move

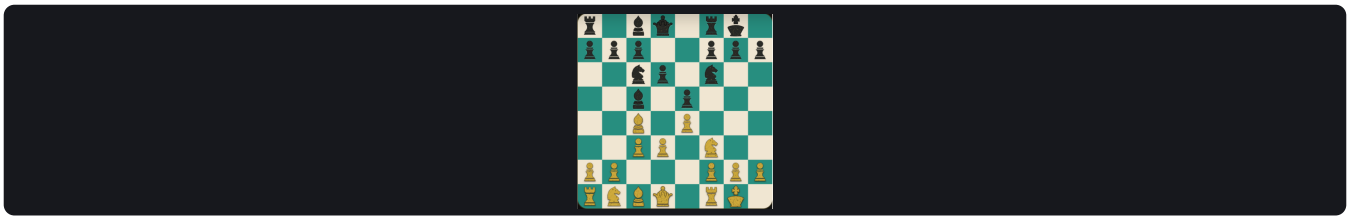
Where: PGN

GAMES AND PGN · CONTINUED

Enter your own moves

2 Move a piece

Tap the piece and then its destination square, or drag it if that feels more comfortable. The board accepts legal moves; a piece that will not move may belong to the side that is not on move, or its move may leave its king in check.

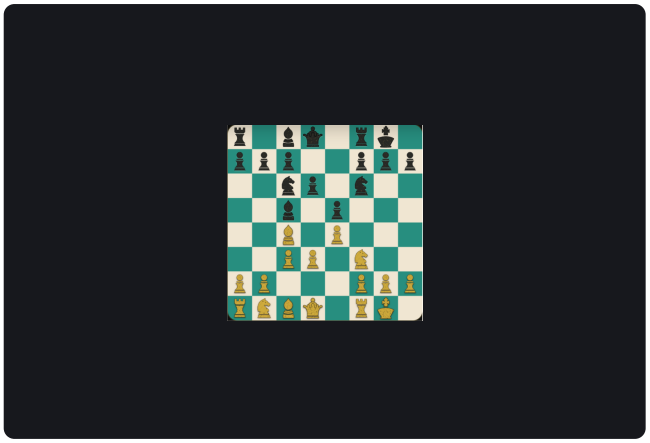


Tap piece and destination / drag

Where: Squares on the board.

3 Handle the special cases

To castle, make the king's move when the position permits it. When a pawn reaches the last rank, choose a promotion piece from the options presented by the app.



Tap piece and destination / drag

Squares on the board.

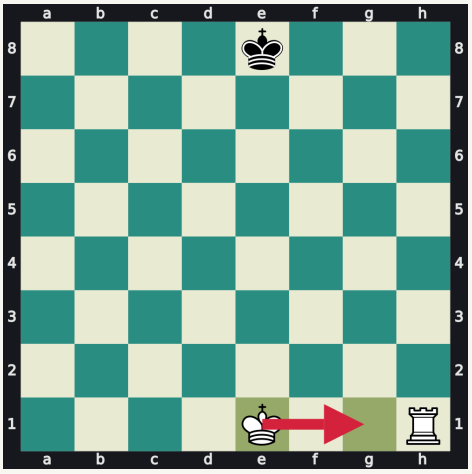


Promotion

Step detail

GAMES AND PGN · CONTINUED

Enter your own moves



Castling: move the king

In this legal example, tap the king on e1 and then g1, or drag it. The rook completes castling automatically. The arrow shows the king's move.

Teaching diagram · not a screenshot

4 Check the PGN

The new move should appear in the notation, and the turn should pass to the other side. If another continuation already exists, you are working with an alternative: page 53.



Tap a PGN move

Where: PGN

Before using New board

Save and export anything you want to keep. This action starts another study; it should not be your first response to an annotation mistake.



Save

PGN tab, next to Annotate.



Open board menu

Top-left corner of the board screen.



Download PGN

Menu

Enlarged control details · References and scope

GAMES AND PGN · CONTINUED

Enter your own moves



New Board

Where: Menu

Practice diagram: position after 5...Be7. White to move. The moves d3 and Re1 are candidates to compare, not automatic recommendations from the manual.

GAMES AND PGN

Give each study context

Game details help you recognize, find and share a game with a clear header.

1 Open Details

In the PGN/FEN tools or the PGN toolbar, tap Details. Review the fields that identify the game.



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.

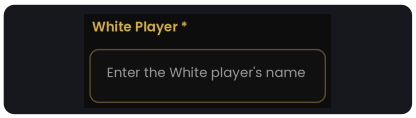


Details

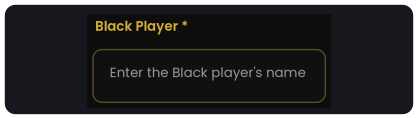
PGN/FEN

2 Fill in what you need

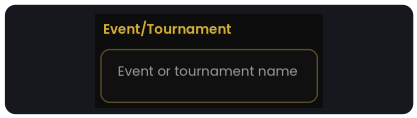
Enter the players, tournament, location, date and round as appropriate. The Elo fields are useful when you know the ratings; you do not need to invent them to save a study.



White Player *

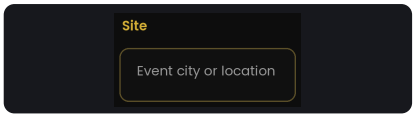


Black Player *

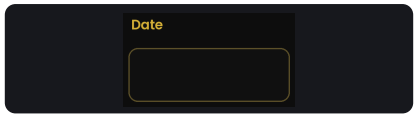


Event/Tournament

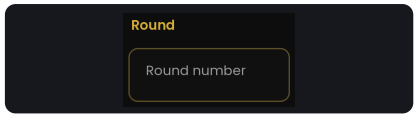
Where: PGN/FEN → Details



Site



Date



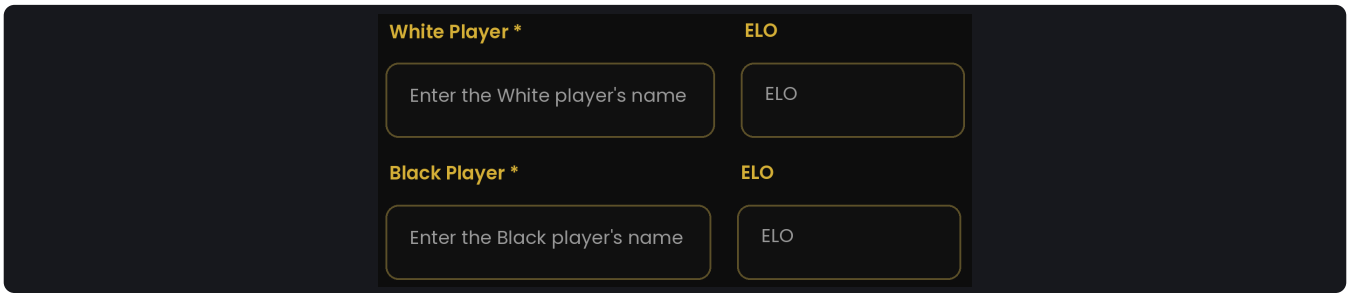
Round

Where: PGN/FEN → Details

GAMES AND PGN · CONTINUED

Give each study context

Controls for step 2

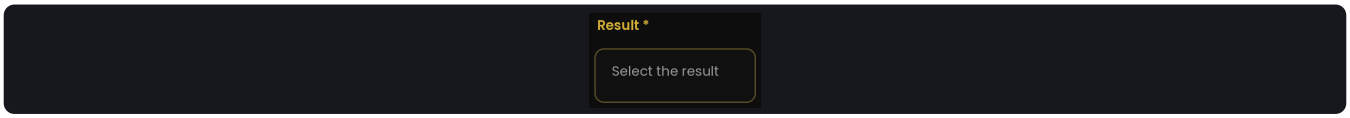


Elo · White and Black

Where: Step detail

3 Choose the correct result

1-0 means a win for White; 0-1, a win for Black; 1/2-1/2, a draw. Use * for a study position or a game without a defined result.

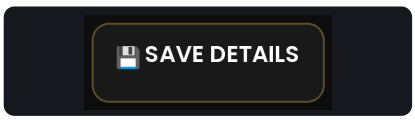


Result *

Where: PGN/FEN → Details

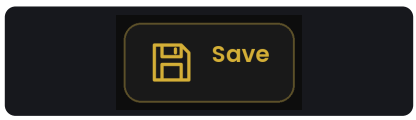
4 Save your changes

Confirm the details and then update the study in the library. If you already sent a PGN, export a new copy so it includes the corrected header.



SAVE DETAILS

PGN/FEN → Details



Save

PGN tab, next to Annotate.



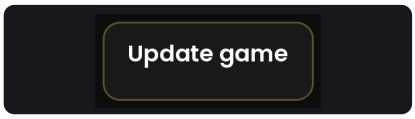
My PGN databases

Menu

GAMES AND PGN · CONTINUED

Give each study context

Controls for step 4



Update game

Open and edit a library game. Return to My PGN databases → its database; Update game is then available.



Open board menu

Top-left corner of the board screen.

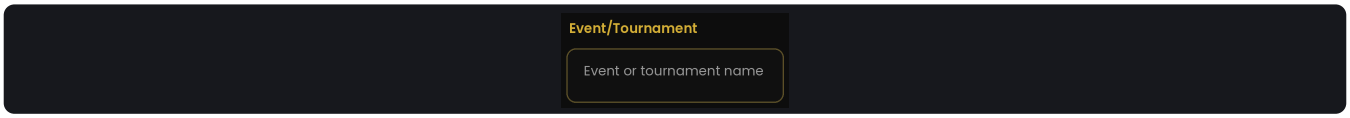


Download PGN

Menu

A useful name

"Ruy Lopez · reply to 3...a6"

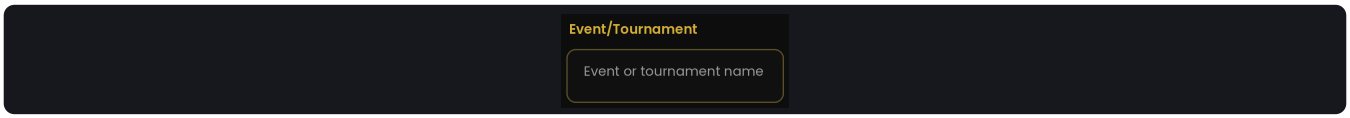


Event/Tournament

Where: PGN/FEN → Details

An endgame study

"Pawn ending · White to move"



Event/Tournament

Where: PGN/FEN → Details

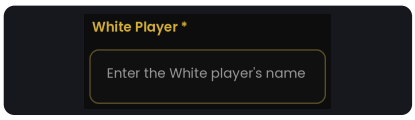
Enlarged control details · References and scope

GAMES AND PGN · CONTINUED

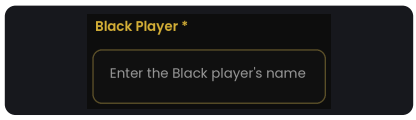
Give each study context

One of your own games

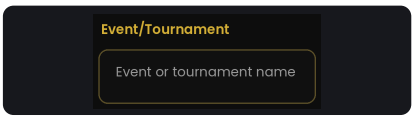
The actual players, tournament and date



White Player *

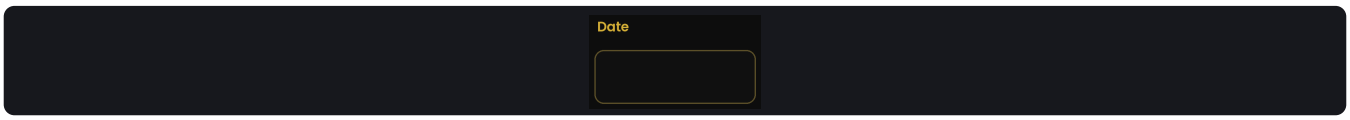


Black Player *



Event/Tournament

Where: PGN/FEN → Details

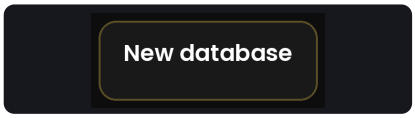


Date

Where: PGN/FEN → Details

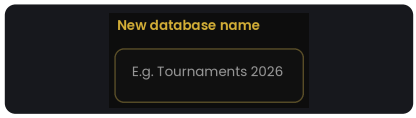
Your aim is to find it later

Use consistent names for databases and studies. “My games 2026”, “Ruy Lopez as White” and “Pawn endings” tell you more than “New” or “Test 2”.



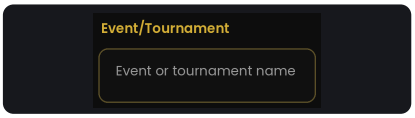
New database

Menu → My PGN databases



New database name

Menu → My PGN databases → New database



Event/Tournament

PGN/FEN → Details

Enlarged control details · References and scope

VARIATIONS

Compare without losing the main line

A variation stores an alternative idea alongside the move that was played. This lets you compare plans without creating separate files.

1 Select the decision point

In the practice file, tap 3.Bb5. You need to be before the reply by Black that you want to compare.

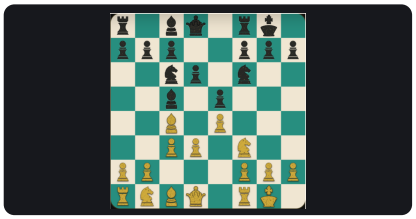


Tap a PGN move

Where: PGN

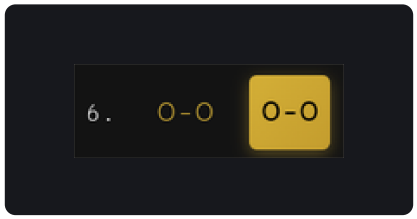
2 Play the alternative

Enter 3...Nf6 instead of 3...a6. If it already appears in the practice file, select that branch. To practice creating it, first enter the main line from scratch; when you play the alternative, choose Create subvariation. Replace move deletes continuations.



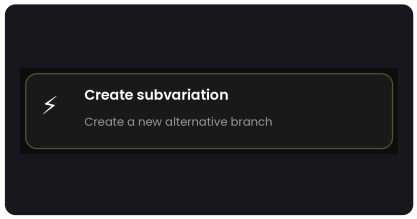
Tap piece and destination / drag

Squares on the board.



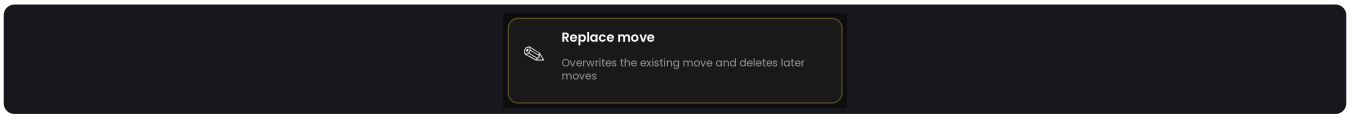
Tap a PGN move

PGN



Create subvariation

Select move → Move piece



Replace move

Where: Select move → Move piece

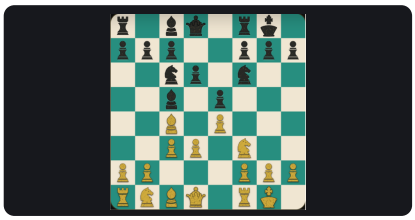
Enlarged control details · References and scope

VARIATIONS · CONTINUED

Compare without losing the main line

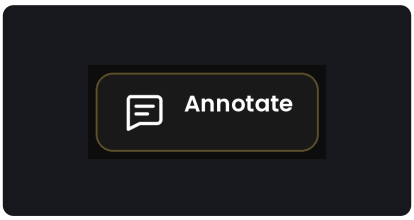
3 Develop the idea

Continue with 4.O-O and annotate why that branch deserves study. You do not need to write twenty moves: a short line and an explanation may be enough.



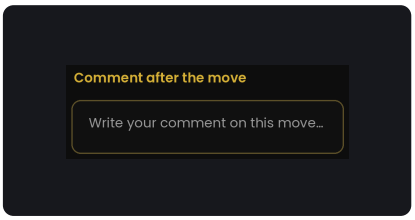
Tap piece and destination / drag

Squares on the board.



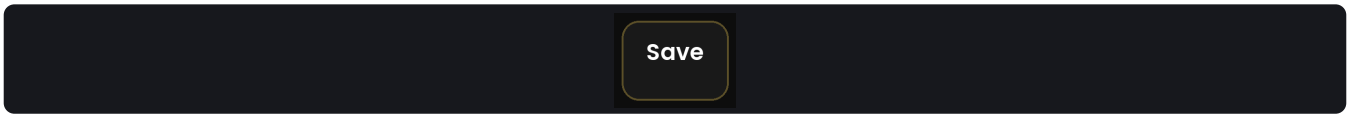
Annotate

PGN tab → select a move → Annotate.



Comment after the move

Select move → Annotate



Save

Where: Select move → Annotate

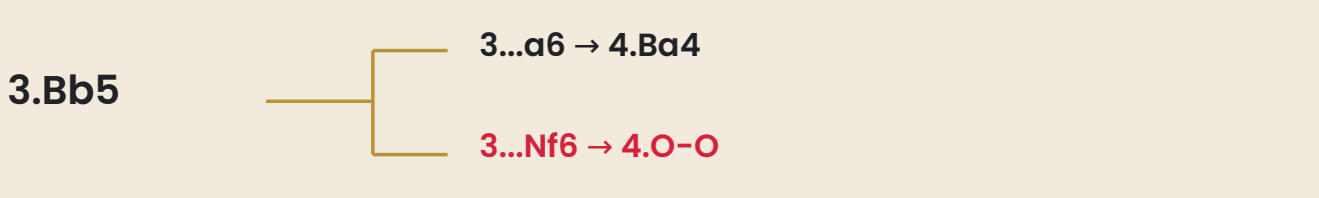
4 Return and compare

Tap 3...a6 in the main line and continue with 4.Ba4. Then return to the variation. Check that both alternatives are still available.



Tap a PGN move

Where: PGN



VARIATIONS · CONTINUED

Compare without losing the main line

A common mistake

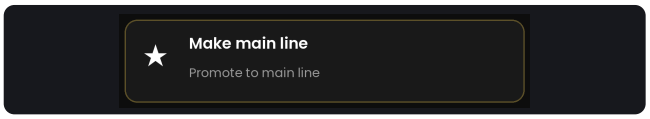
To create an alternative reply for Black on move 3, first select 3.Bb5. If you select 3...a6 and move a white piece, you will be proposing a different fourth move for White.



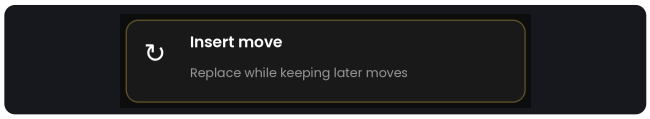
Tap a PGN move

Where: PGN

Other controls in this workflow



Make main line



Insert move

Where: Select move → Move piece

VARIATIONS

Organize, correct and refine your analysis

A variation tree is useful when you can distinguish your main recommendation from the alternatives you have checked.

Undo and Redo

Use Undo to reverse the last supported edit and Redo to restore it. Stepping back one move on the board only changes the visible position; it is not the same as undoing an edit.



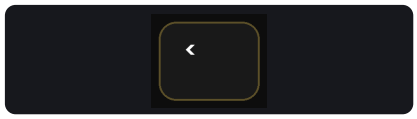
Undo

PGN



Redo

PGN



Previous move

Second navigation button below the board.

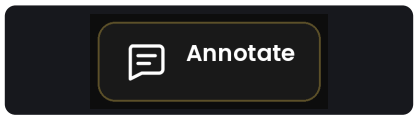
Make a variation the main line

Select a move in the branch, open Annotate and look under Game structure. Use the option to promote the variation when that continuation should become your main reference.



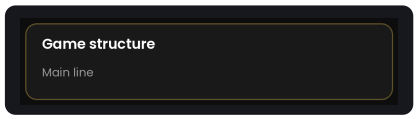
Tap a PGN move

PGN



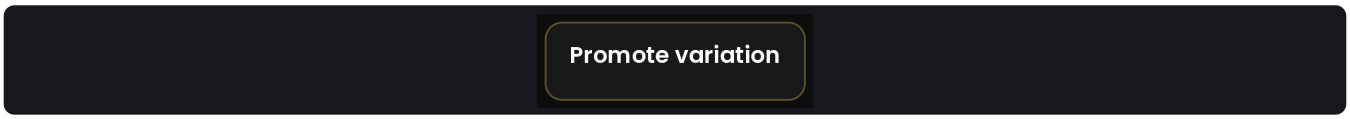
Annotate

PGN tab → select a move → Annotate.



Game structure

Select move → Annotate



Promote variation

Where: Select move → Annotate → Game structure

Enlarged control details · References and scope

VARIATIONS · CONTINUED

Organize, correct and refine your analysis

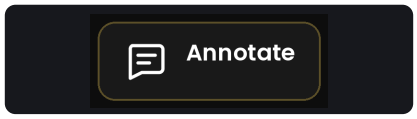
Delete a continuation

In the game structure options, check whether you are removing a variation or cutting a line short. Read the confirmation and check where the section to be removed begins. Export the original first, then save your changes as another version.



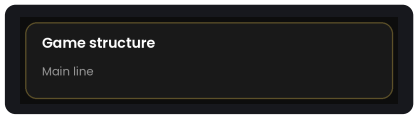
Tap a PGN move

PGN



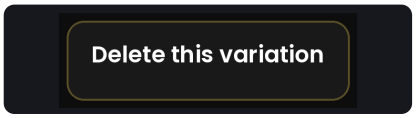
Annotate

PGN tab → select a move → Annotate.

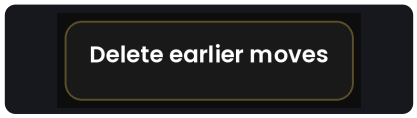


Game structure

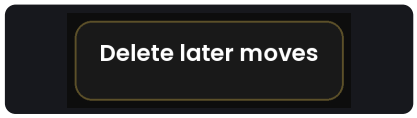
Select move → Annotate



Delete this variation



Delete earlier moves



Delete later moves

Where: Select move → Annotate → Game structure



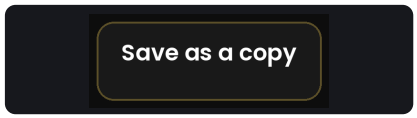
Open board menu

Top-left corner of the board screen.



Download PGN

Menu



Save as a copy

With a library game open: My PGN databases → its linked database. Save as a copy after editing.

Clear annotations

In Annotate, choose a specific clearing action. Delete comments and variations throughout the game also removes symbols and diagrams, leaving the game details and main line. Do not use this complete cleanup to correct a single note.



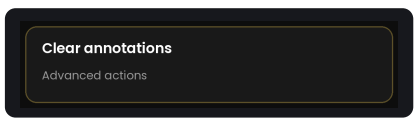
Tap a PGN move

PGN



Annotate

PGN tab → select a move → Annotate.



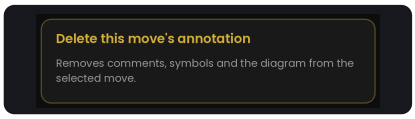
Clear annotations

Select move → Annotate

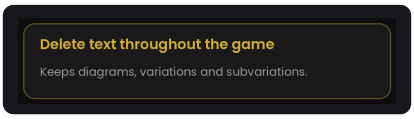
VARIATIONS · CONTINUED

Organize, correct and refine your analysis

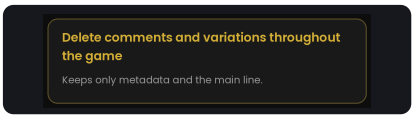
Controls for “Clear annotations”



Delete this move's annotation



Delete text throughout the game



Delete comments and variations throughout the game

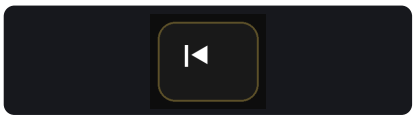
Where: Select move → Annotate → Clean up annotations

A readable repertoire

Keep the line you intend to play as the main line, add a few relevant alternatives and explain the reason behind each decision. A variation with no associated idea is often hard to remember.

Check the result

After reorganizing, return to the start and go through the branches. Save the study only once you have confirmed that the main line is the one you wanted.



First move

First navigation button below the board.



Tap a PGN move

PGN



Save

PGN tab, next to Annotate.

Enlarged control details · References and scope

ANNOTATIONS

Explain what you saw in the position

The moves show what happened. Your comments explain threats, plans and decisions so the analysis remains useful when you return to it.

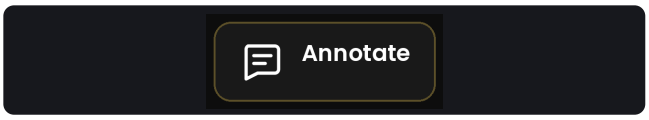
1 Select a move and tap Annotate

The Annotate move window applies to the selected move. Check the move before writing.



Tap a PGN move

PGN

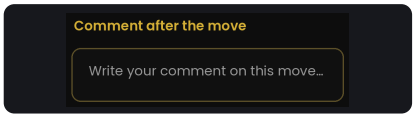


Annotate

PGN tab → select a move → Annotate.

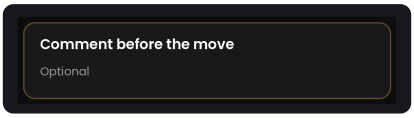
2 Write a brief explanation

In Comment after the move, describe one concrete idea: “Black prepares to castle; compare d3 and Re1.” To introduce the decision before it happens, expand Comment before the move.



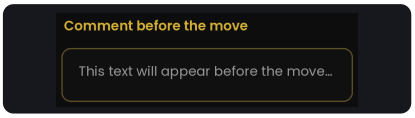
Comment after the move

Select move → Annotate



Comment before the move

Select move → Annotate

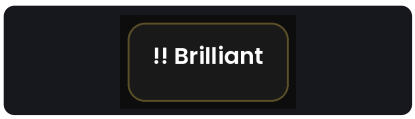


Comment before the move

Select move → Annotate → Comment before the move

3 Add symbols thoughtfully

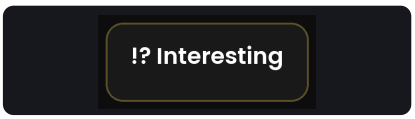
Move assessment offers !!, !, !?, ?!, ? and ??. Additional sections provide symbols and positional evaluation. Use a symbol when you can explain the reason for it.



!! Brilliant



! Good



!? Interesting

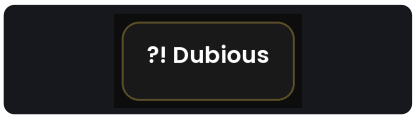
Where: Select move → Annotate

Enlarged control details · References and scope

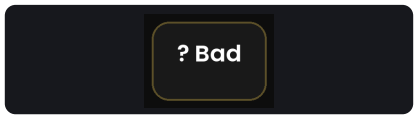
ANNOTATIONS · CONTINUED

Explain what you saw in the position

Controls for step 3



?! Dubious

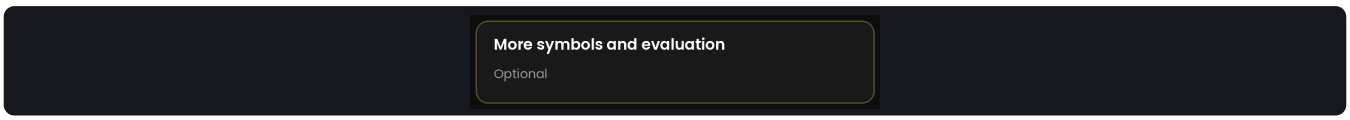


? Bad



?? Blunder

Where: Select move → Annotate

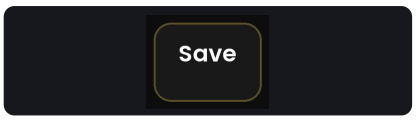


More symbols and evaluation

Where: Select move → Annotate

4 Save and read it again

Tap Save. Check the comment in the PGN and update the game in your library. Exporting PGN preserves the analysis in an editable format.



Save

Select move → Annotate



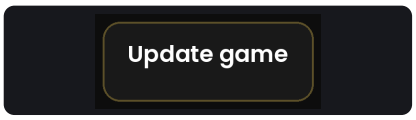
Save

PGN tab, next to Annotate.



My PGN databases

Menu



Update game

Open and edit a library game. Return to My PGN databases → its database; Update game is then available.



Open board menu

Top-left corner of the board screen.



Download PGN

Menu

ANNOTATIONS · CONTINUED

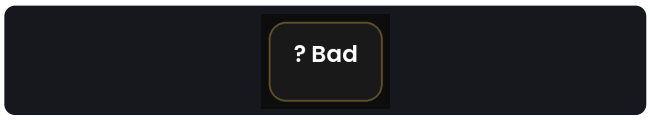
Explain what you saw in the position

! / ?

Good move / mistake



! Good



? Bad

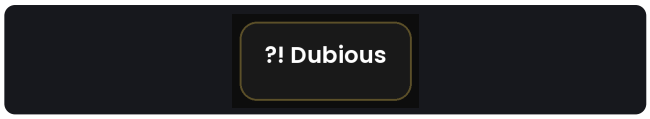
Where: Select move → Annotate

!? / ?!

Interesting / dubious



!? Interesting



?! Dubious

Where: Select move → Annotate

!! / ??

Brilliant / blunder



!! Brilliant



?? Blunder

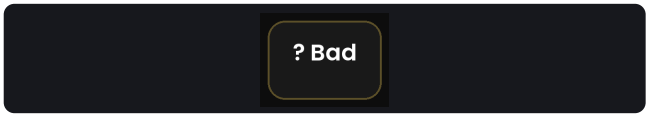
Where: Select move → Annotate

ANNOTATIONS · CONTINUED

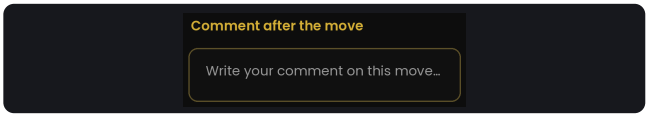
Explain what you saw in the position

From judgment to explanation

"? Loses" teaches little. "? Allows a pin that prevents the pawn from being defended" connects the evaluation to a cause you can recognize in another game.



? Bad



Comment after the move

Where: Select move → Annotate

Enlarged control details · References and scope

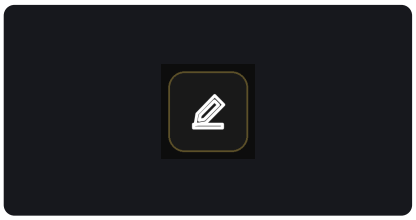
ANNOTATIONS

Arrows, squares and diagrams

Visual markings help explain an idea on the board. A diagram inserted into the PGN indicates where you want a position to appear when printing.

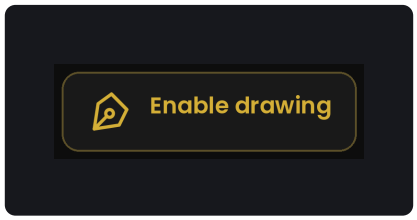
1 Enable the drawing controls

Open the drawing controls, tap Enable drawing and choose a color. In Settings, you can keep these controls visible.



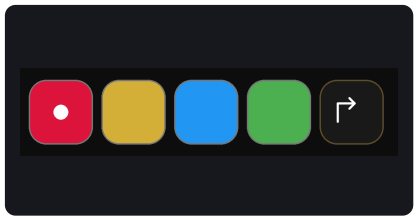
Show touch drawing controls

Pen in the panel header, beside PGN/FEN.



Enable drawing

PGN → Drawing controls



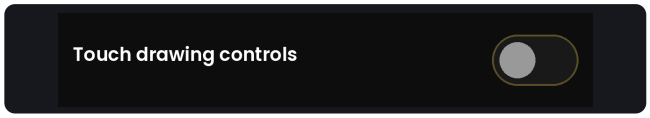
Drawing tools

PGN → Drawing controls → Enable drawing



Open preferences

Gear in the top-right corner.



Touch drawing controls

Settings

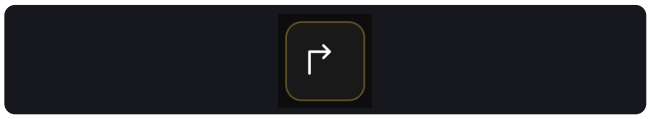
2 Highlight an idea

Tap a square to highlight it or drag from the starting square to the destination to draw an arrow. Knight arrow lets you draw an L-shaped arrow. Exit drawing mode to move pieces again.



Enable drawing

PGN → Drawing controls

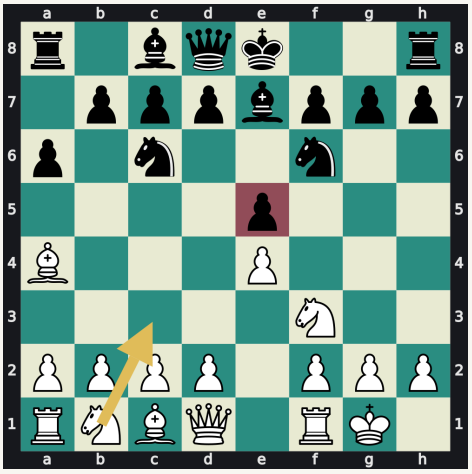


Enable knight arrow

PGN → Drawing controls → Enable drawing

ANNOTATIONS · CONTINUED

Arrows, squares and diagrams



Drawing: mark and drag

With drawing enabled, tap e5 to mark the square. For the arrow, drag from b1 to c3. These marks explain the position; they do not play a move. Turn drawing off to move pieces again.

Teaching diagram · not a screenshot

3 Remove unnecessary markings

Tap a marked square again to toggle its highlight, or use Clear Markings to clear the current position. One threat and one key square are usually enough.



Open board menu

Top-left corner of the board screen.



Clear Markings

Menu

4 Insert a diagram into the notation

Go to the position and use Diagram, or Annotate → Insert diagram. When you later print the PGN, that marker indicates that the board should appear. You can remove it from the annotation.



Tap a PGN move

PGN



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



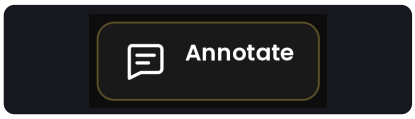
Diagram

PGN/FEN

ANNOTATIONS · CONTINUED

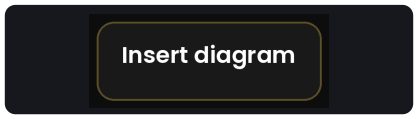
Arrows, squares and diagrams

Controls for step 4



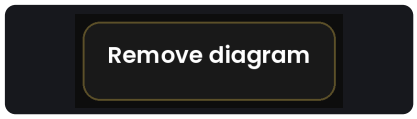
Annotate

PGN tab → select a move → Annotate.



Insert diagram

Select move → Annotate



Remove diagram

Select move → Annotate



Print

Where: PGN/FEN

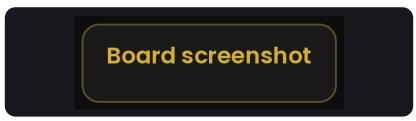
Two different purposes

A screenshot preserves the position's visual appearance. A PGN preserves the game and its annotations; whether another program displays colors or diagrams depends on the annotation formats it supports.



Open board menu

Top-left corner of the board screen.



Board screenshot

Menu



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Diagram

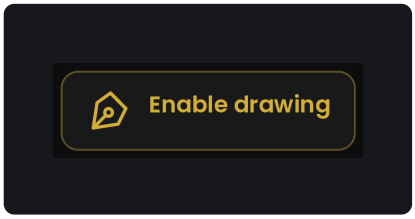
Where: PGN/FEN

ANNOTATIONS · CONTINUED

Arrows, squares and diagrams

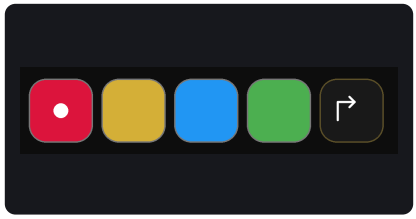
Try it

Mark an important square, create a screenshot and then insert a diagram into the PGN. Review both results: the first is an image, while the second is part of the study.



Enable drawing

PGN → Drawing controls



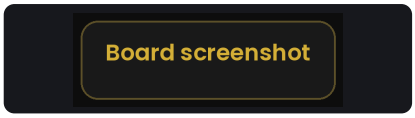
Drawing tools

PGN → Drawing controls → Enable drawing



Open board menu

Top-left corner of the board screen.



Board screenshot

Menu



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Diagram

PGN/FEN

ANNOTATIONS

Dictate a game into PGN

Say the moves aloud and check how they are added to the draft. The app's dictation tool is designed for chess moves, not for writing comments.

1 Prepare a new game

First save the study you have open. Use New Board, then open Dictate game to PGN from the menu, or Voice from PGN/FEN. This exercise starts from the initial position on both systems.



Save

PGN tab, next to Annotate.



Open board menu

Top-left corner of the board screen.



New Board

Menu



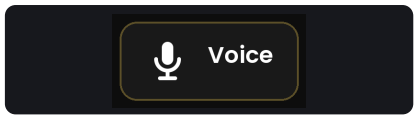
Dictate game to PGN

Menu



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.

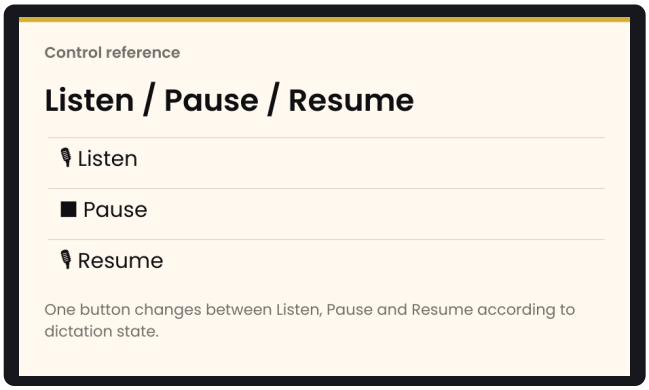


Voice

PGN/FEN

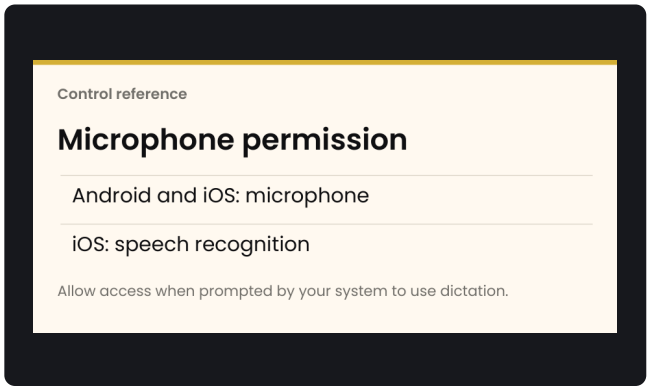
2 Start listening

Tap Listen and allow microphone access when prompted. On iOS, you may also be asked to allow speech recognition. Say the moves slowly and clearly.



Listen / Pause / Resume

Menu → Dictate game to PGN



Microphone permission

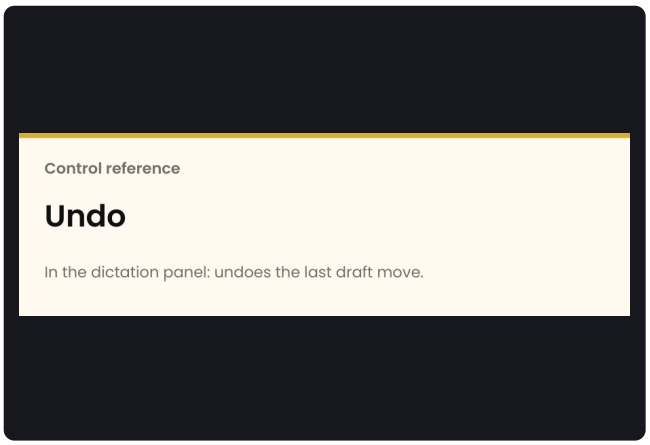
Allow access when prompted by your system to use dictation.

ANNOTATIONS · CONTINUED

Dictate a game into PGN

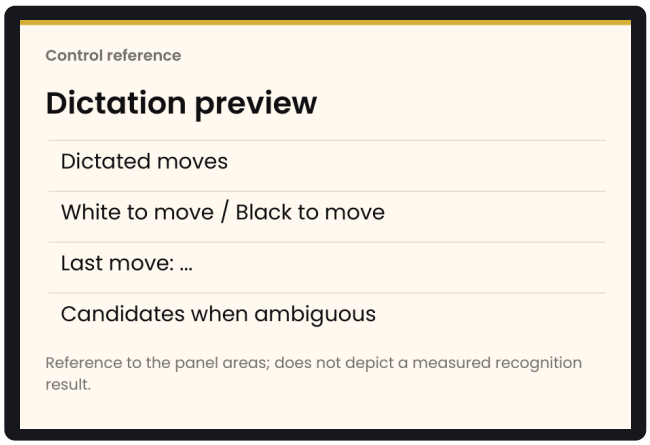
3 Try a short sequence

Say: “e four, e five, knight f three, knight c six.” Check each move and the side to move in the preview. If a move is ambiguous, choose the correct option; use Undo to make a correction.



Undo

Menu → Dictate game to PGN

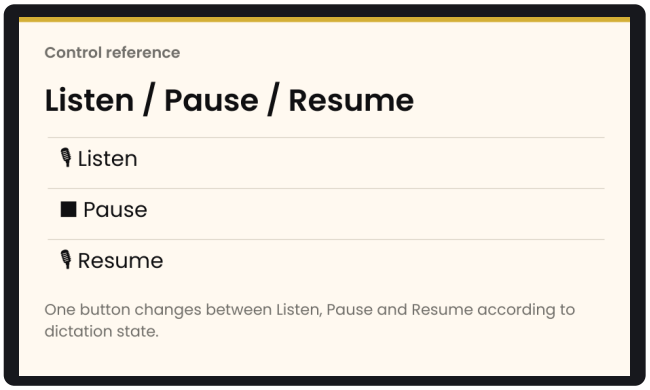


Dictation preview

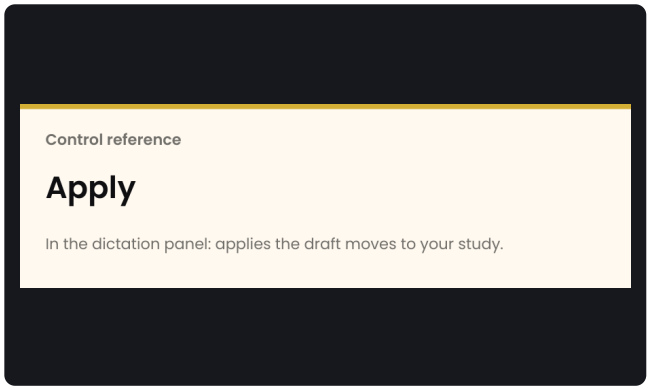
Reference to the panel areas; does not depict a measured recognition result.

4 Review before applying

Pause listening, check the sequence and tap Apply. Resume lets you continue dictating. Under How to dictate and options, you can find help and the Continuous and Precise modes.



Listen / Pause / Resume



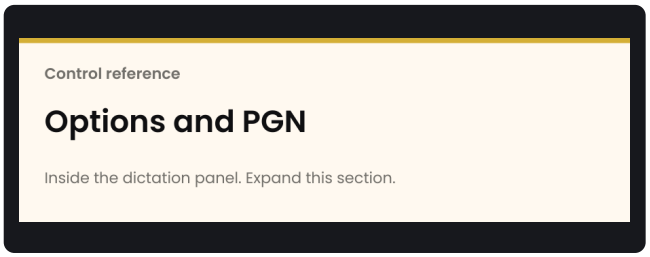
Apply

Where: Menu → Dictate game to PGN

ANNOTATIONS · CONTINUED

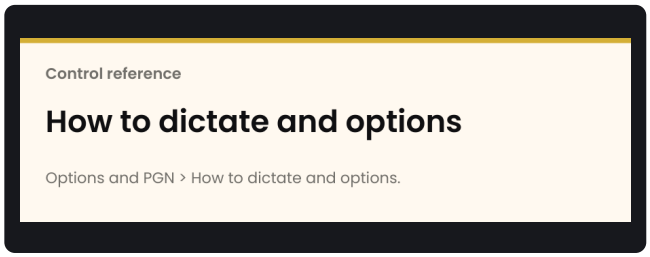
Dictate a game into PGN

Controls for step 4



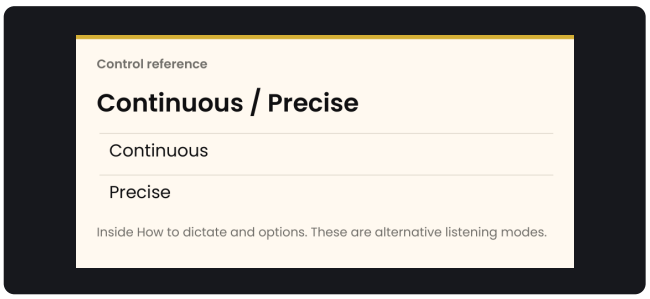
Options and PGN

Menu → Dictate game to PGN



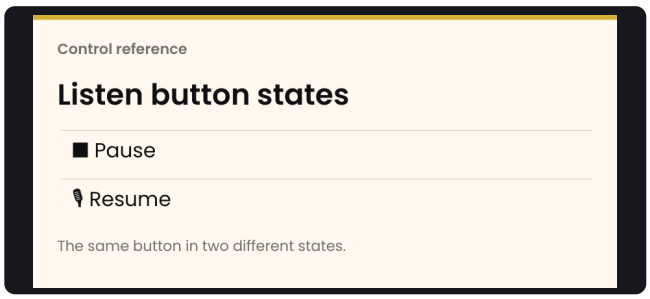
How to dictate and options

Menu → Dictate game to PGN → Options and PGN



Continuous / Precise

Menu → Dictate game to PGN → Options and PGN → How to dictate and options



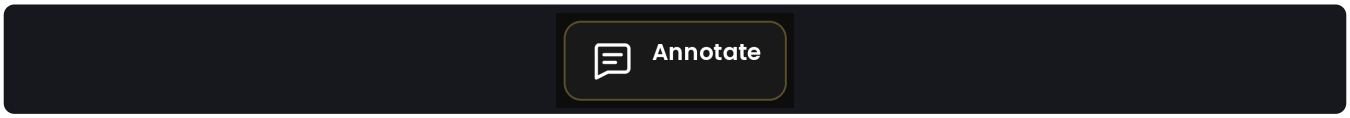
Listen button states

The same button in two different states.

Dictate the moves as on a scoresheet

Without a piece name, a square is interpreted as a pawn move. You can say “castle kingside” or “castle queenside.” A capture such as “bishop takes e five” is only accepted if it is legal in the position.

Recognition depends on the system's speech service and may need an internet connection. The app does not save recordings. For written notes about a move, use Annotate: page 59.



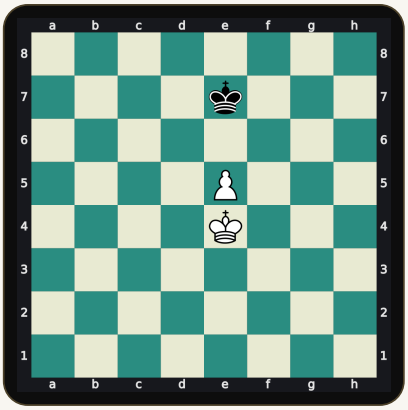
Annotate

Where: PGN tab → select a move → Annotate.

POSITIONS

FEN: a position in one line

FEN describes where the pieces are and whose turn it is. It is the quickest way to exchange an individual position.



PRACTICE DIAGRAM

White to move

Below, each step includes enlarged controls and the route to find them.

1 Copy a position

Go to the move you want and open PGN/FEN → Copy FEN. You can paste that text into a note or send it to someone else.



Tap a PGN move

PGN



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Copy FEN

PGN/FEN

2 Load a FEN you received

In PGN/FEN, paste the string into the FEN field and tap Load FEN. Save your previous study before replacing it with a new position.



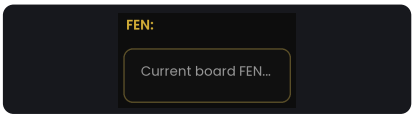
Save

PGN tab, next to Annotate.



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



FEN:

PGN/FEN

POSITIONS · CONTINUED

FEN: a position in one line

Controls for step 2



Load FEN

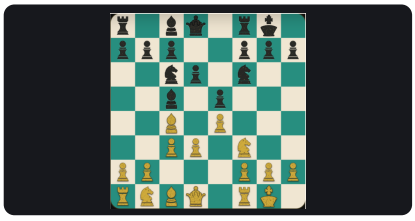
Where: PGN/FEN

3 Check the details

Check the pieces, orientation and side to move. A FEN can also store castling rights, en passant information and counters; these are not decorative details.

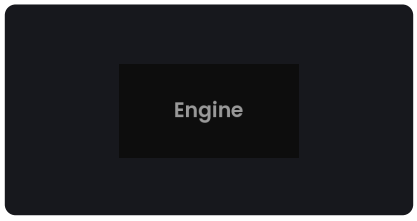
4 Continue from there

Play, analyze or open the editor. When exporting a PGN that starts from that position, preserve its starting-position tags so another reader can reconstruct it.



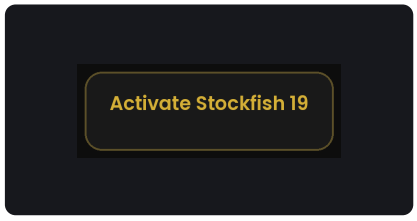
Tap piece and destination / drag

Squares on the board.



Engine

Third tab in the lower panel.



Activate Stockfish 19

Engine



Open board menu

Top-left corner of the board screen.



Position Editor

Menu



Download PGN

Menu

Enlarged control details · References and scope

POSITIONS · CONTINUED

FEN: a position in one line

```
8/4k3/8/4P3/4K3/8/8/8 w - - 0 1
```

FEN and PGN store different things

FEN is a logical snapshot of a position. It does not include the entire game, its variations or your comments. To preserve the complete study, use PGN.



Copy FEN

PGN/FEN



Download PGN

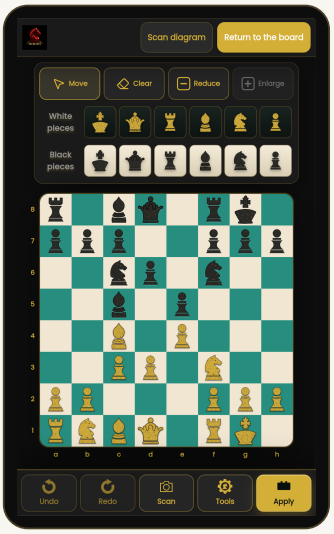
Menu

Enlarged control details · References and scope

POSITIONS

Build a position in the editor

The Position Editor lets you prepare an exercise without entering all the preceding moves.



REFERENCE VIEW

Official Android editor. On mobile, Tools groups the additional controls.

Below, each step includes enlarged controls and the route to find them.

1 Open Position Editor

Open the editor from the board menu. You can start from the current position or use Clear to prepare another one from scratch.



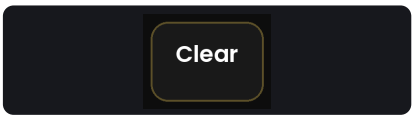
Open board menu

Top-left corner of the board screen.



Position Editor

Menu



Clear

Menu → Position Editor → Tools → Position

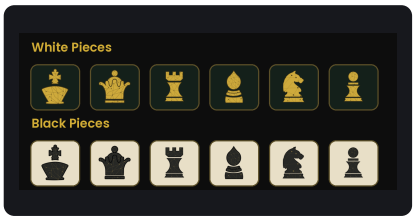
Enlarged control details · References and scope

POSITIONS · CONTINUED

Build a position in the editor

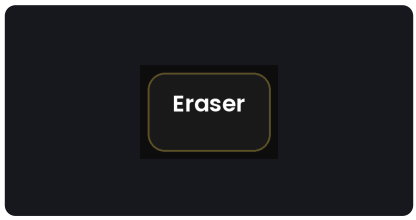
2 Place and correct the pieces

Select a white or black piece from the palette and tap its square. Use Eraser to remove it. Undo and Redo help correct recent changes. Initial restores the starting position.



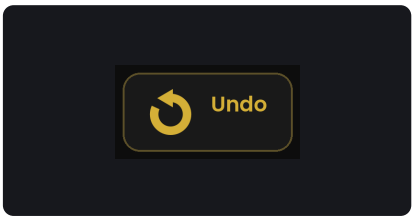
White / black piece palette

Menu → Position Editor



Eraser

Menu → Position Editor → Tools → Position



Undo

Menu → Position Editor



Redo

Menu → Position Editor



Initial

Menu → Position Editor → Tools → Position

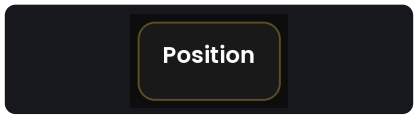
3 Set the position's state

In Tools, check whose turn it is, the castling rights and the other available details. Flipping the view does not change the turn or turn white pieces into black pieces.



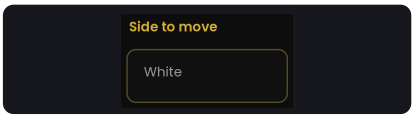
Tools

Menu → Position Editor



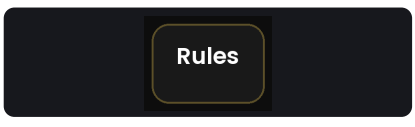
Position

Menu → Position Editor → Tools



Side to move

Menu → Position Editor → Tools → Position



Rules

Menu → Position Editor → Tools



White: kingside castling

Menu → Position Editor → Tools → Rules



White: queenside castling

Menu → Position Editor → Tools → Rules

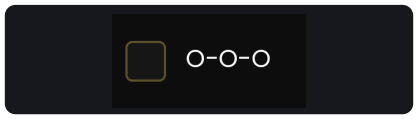
POSITIONS · CONTINUED

Build a position in the editor

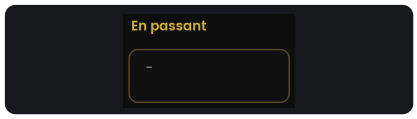
Controls for step 3



Black: kingside castling

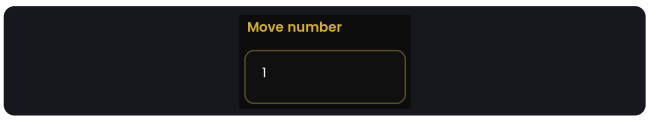


Black: queenside castling



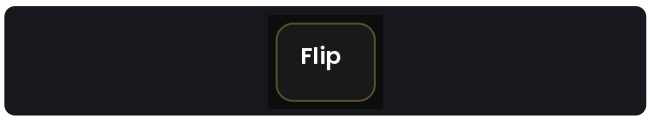
En passant

Where: Menu → Position Editor → Tools → Rules



Move number

Menu → Position Editor → Tools → Rules



Flip

Menu → Position Editor → Tools → Position

4 Apply and check

Tap Apply or Apply to the board. If the app reports an invalid position, correct it: both kings must be present and the setup must be legal before you continue.



Apply

Where: Menu → Position Editor

Enlarged control details · References and scope

POSITIONS · CONTINUED

Build a position in the editor

Transform with a purpose

Tools includes operations such as mirroring, rotation and swapping colors. These do transform the position. Afterwards, check each king, the side to move and the special rights before applying it.



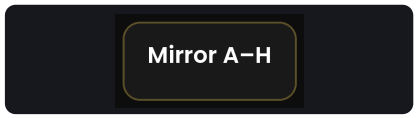
Tools

Menu → Position Editor



Transform

Menu → Position Editor → Tools

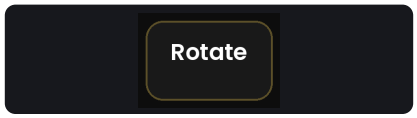


Mirror A-H

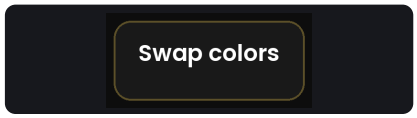
Menu → Position Editor → Tools → Transform



Reverse sides

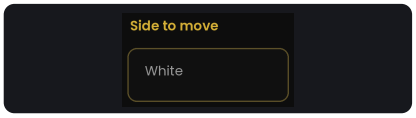


Rotate



Swap colors

Where: Menu → Position Editor → Tools → Transform



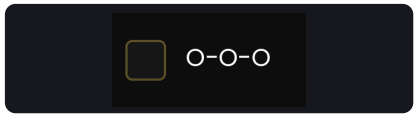
Side to move

Menu → Position Editor → Tools → Position



White: kingside castling

Menu → Position Editor → Tools → Rules



White: queenside castling

Menu → Position Editor → Tools → Rules



Black: kingside castling



Black: queenside castling

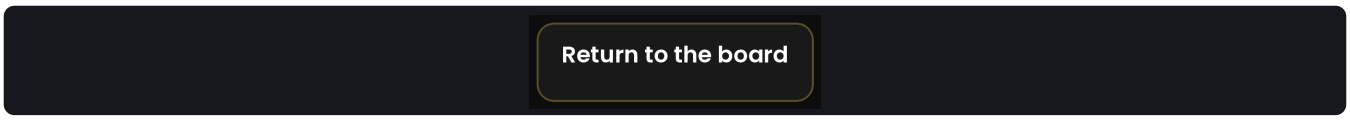
Where: Menu → Position Editor → Tools → Rules

Enlarged control details · References and scope

POSITIONS · CONTINUED

Build a position in the editor

Other controls in this workflow



Return to the board

Where: Menu → Position Editor

Enlarged control details · References and scope

POSITIONS

From a photo to the board

Scan diagram recognizes the pieces in a chess diagram and brings the result into the editor. The final review is still yours.

1 Open Scan diagram

In the Position Editor, choose Scan diagram. Use Take photo or Choose image. If requested, grant camera access to take a photo.



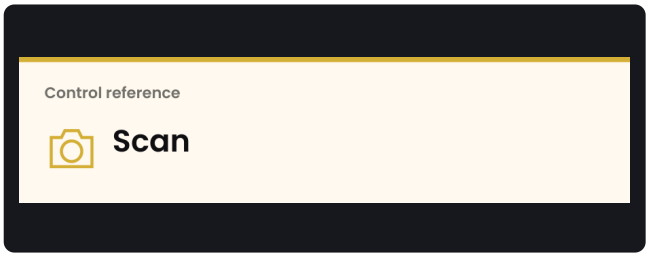
Open board menu

Top-left corner of the board screen.



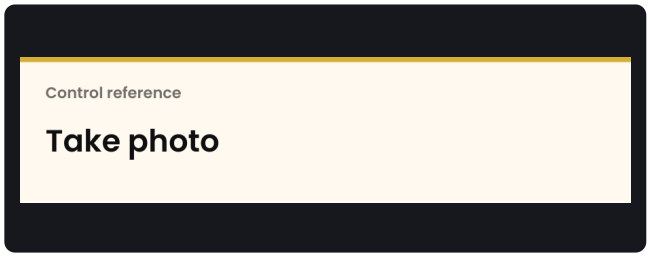
Position Editor

Menu



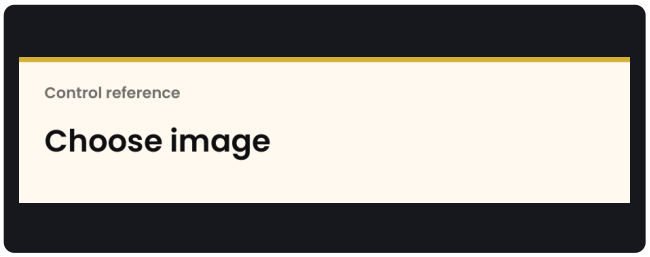
Scan

Menu → Position Editor



Take photo

Menu → Position Editor → Scan



Choose image

Where: Menu → Position Editor → Scan

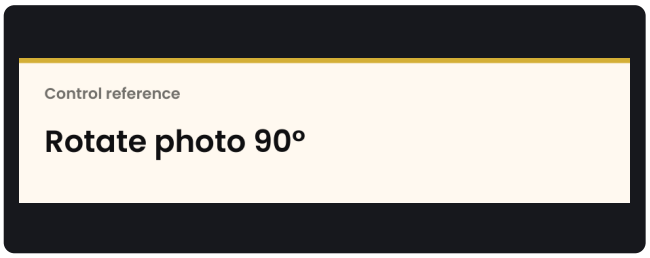
Enlarged control details · References and scope

POSITIONS · CONTINUED

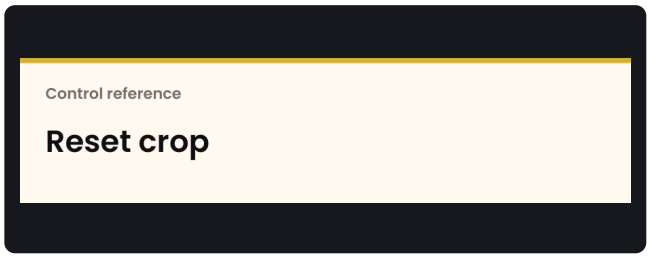
From a photo to the board

2 Crop the board

Choose a sharp image taken straight on. Adjust the crop to the board area, leaving out surrounding text and unnecessary margins, and tap Apply crop.

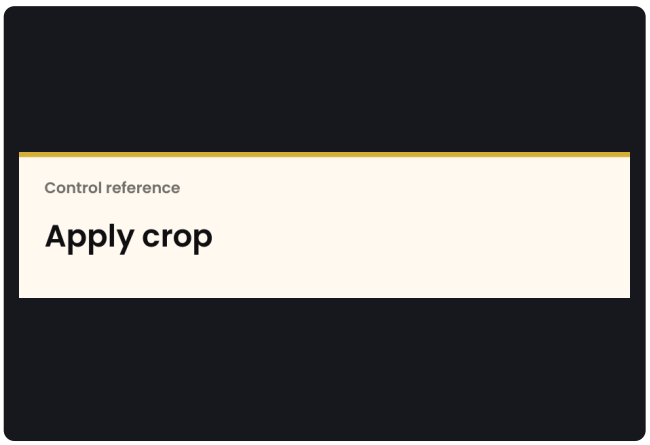


Rotate photo 90°



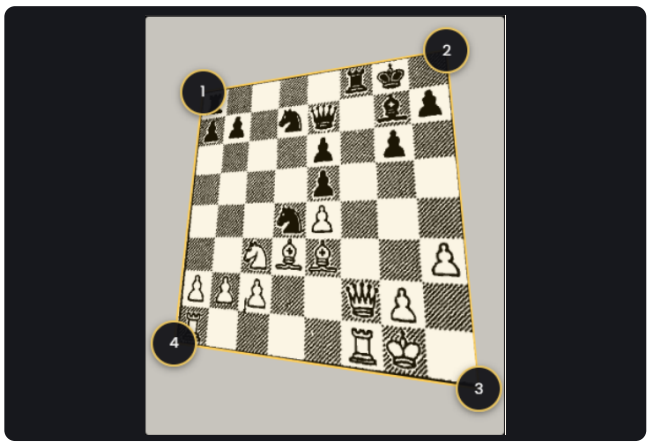
Reset crop

Where: Editor → Scan → Take photo or Choose image → crop.



Apply crop

Editor → Scan → Take photo or Choose image → adjust the four corners.



The four corners

Drag points 1-4 to the outline of the 64 squares. Example from the shared interface.

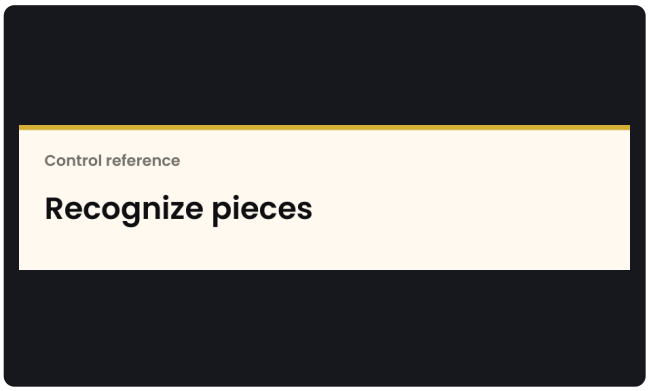
Enlarged control details · References and scope

POSITIONS · CONTINUED

From a photo to the board

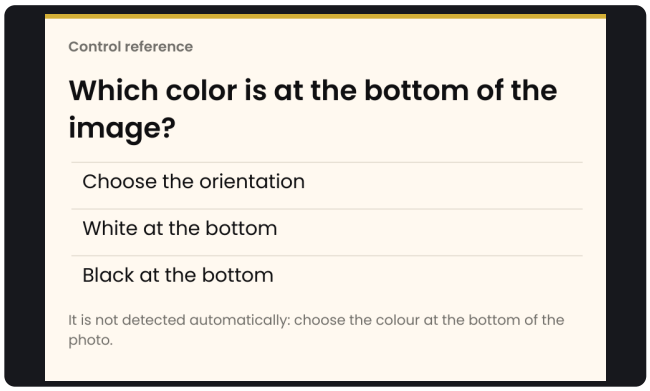
3 Recognize and orient

Tap Recognize pieces. Specify which color is at the bottom of the image and whose turn it is; orientation is not detected automatically. Then choose Open in editor.



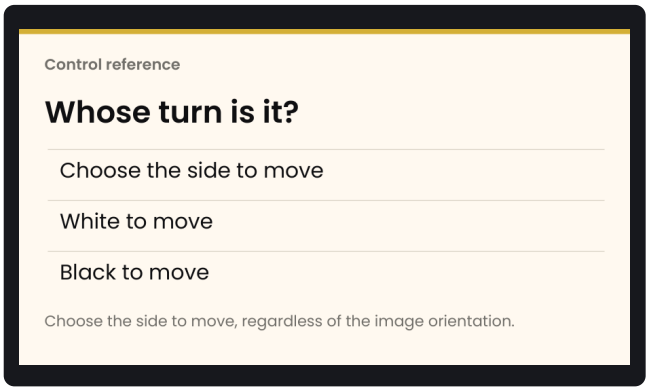
Recognize pieces

Scan → selected or photographed image → Apply crop.



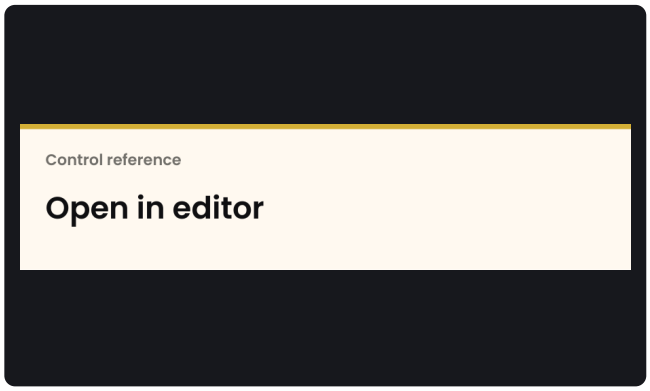
Which color is at the bottom of the image?

Scan → Apply crop → Recognize pieces.



Whose turn is it?

Scan → Apply crop → Recognize pieces.



Open in editor

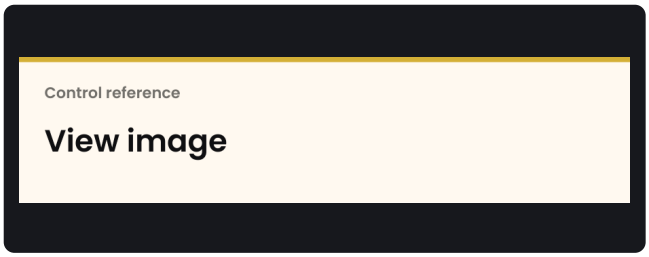
After recognition: check the bottom color and side to move, then send the position to the editor.

POSITIONS · CONTINUED

From a photo to the board

4 Review and apply

Compare each piece using View image. In the editor, correct the side to move, castling and en passant details where appropriate: the photo does not establish those rights. Finally, apply the position to the board.



View image

In the editor, after Scan → Recognize pieces → Send to editor.



White / black piece palette

Menu → Position Editor



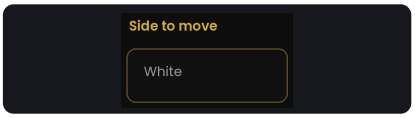
Tools

Menu → Position Editor



Position

Menu → Position Editor → Tools



Side to move

Menu → Position Editor → Tools → Position



Rules

Menu → Position Editor → Tools



White: kingside castling

Menu → Position Editor → Tools → Rules



White: queenside castling

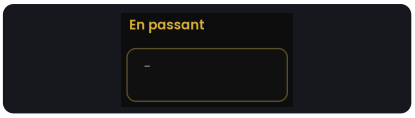
Menu → Position Editor → Tools → Rules



Black: kingside castling



Black: queenside castling



En passant

Where: Menu → Position Editor → Tools → Rules

POSITIONS · CONTINUED

From a photo to the board

Controls for step 4



Apply

Where: Menu → Position Editor

01 Photo

02 Crop

03 Review

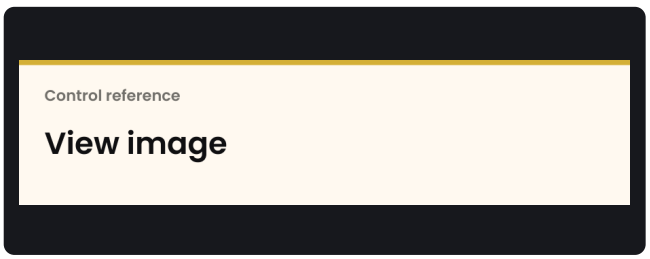
04 Editor

What to expect from this tool

It recognizes a diagram of pieces; it does not convert a handwritten scoresheet or an entire book into PGN. A blurry or tilted photo, or one with unusual pieces, may require corrections.

Start with an easy test

Use a simple diagram with only a few pieces. Compare the result with the image before moving on to denser positions. Recognition runs locally.



View image

In the editor, after Scan → Recognize pieces → Send to editor.



White / black piece palette

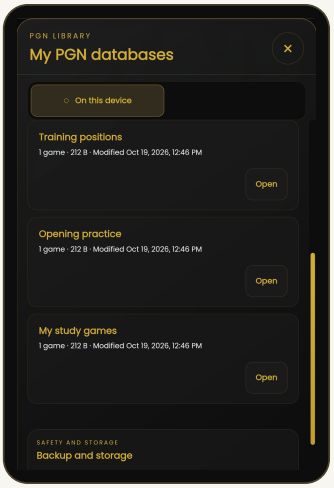
Menu → Position Editor

Enlarged control details · References and scope

LIBRARY

Organize your PGN databases

My PGN databases is your working library on this device. A database groups games you want to study together.



REFERENCE VIEW

Official Android library. Databases are held in the app's local storage.

Below, each step includes enlarged controls and the route to find them.

1 Open My PGN databases

Open it from the menu or the library shortcut. Check the On this device tab.



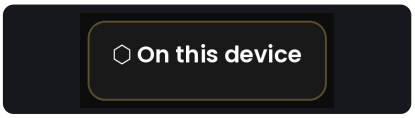
Open board menu

Top-left corner of the board screen.



My PGN databases

Menu

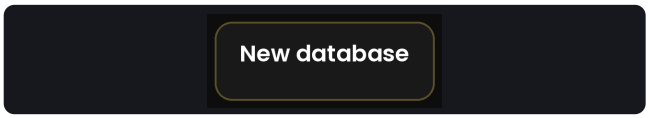


On this device

Menu → My PGN databases

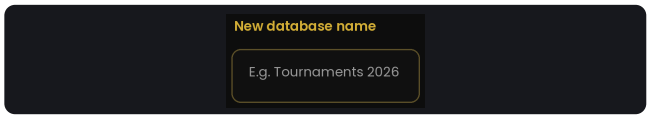
2 Create a useful database

Tap New database and give it a recognizable name: “My games 2026”, “Ruy Lopez as White” or “Pawn endings”.



New database

Menu → My PGN databases



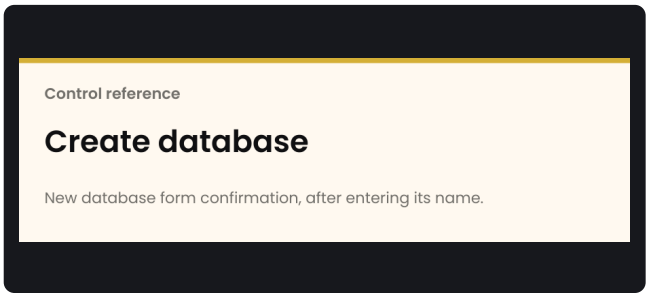
New database name

Menu → My PGN databases → New database

LIBRARY · CONTINUED

Organize your PGN databases

Controls for step 2

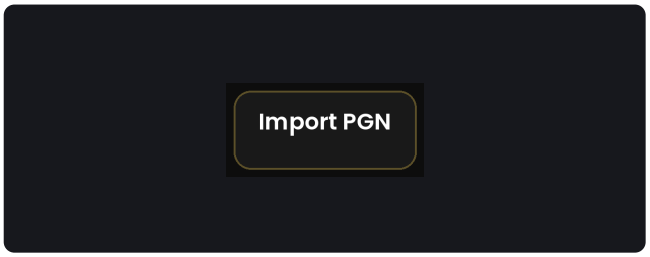


Create database

Where: New database form confirmation, after entering its name.

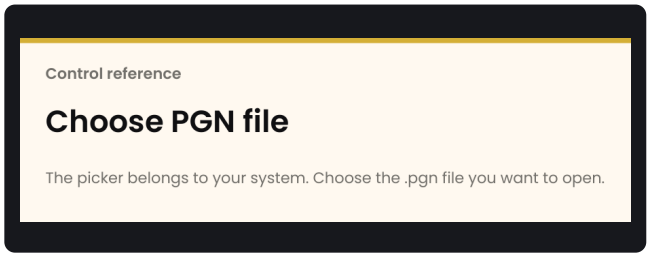
3 Import material

Use Import PGN to add a file. Check the destination database and the number of games imported.



Import PGN

Menu → My PGN databases



Choose PGN file

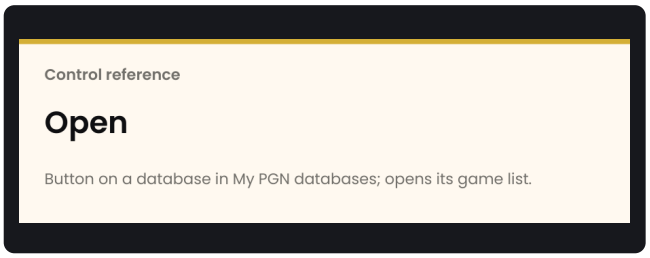
Native picker opened by Load, Import or Restore.

LIBRARY · CONTINUED

Organize your PGN databases

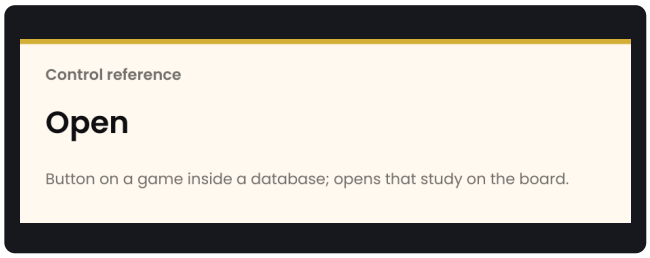
4 Open and study

Open a database, choose a game and return to the board. When you finish, update the corresponding game or save a copy if you want to keep another version.



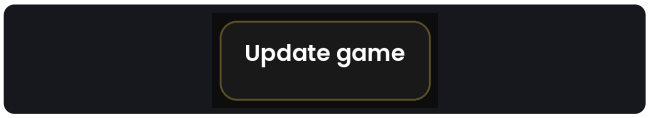
Open

Menu → My PGN databases



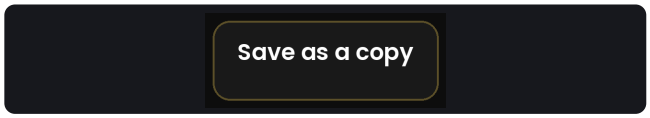
Open

Menu → My PGN databases → Open



Update game

Open and edit a library game. Return to My PGN databases → its database; Update game is then available.

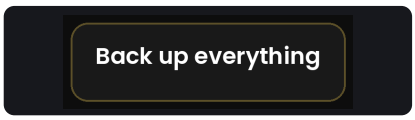


Save as a copy

With a library game open: My PGN databases → its linked database. Save as a copy after editing.

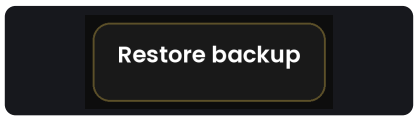
Your account is not cloud storage for games

Signing in or activating Premium does not automatically sync the library between Android, iPhone and iPad. To transfer it, export and restore a backup or import the PGNs: page 96.



Back up everything

Menu → My PGN databases → Show details



Restore backup

Menu → My PGN databases → Show details



Import PGN

Menu → My PGN databases

LIBRARY

Save without mixing up your copies

Saving in the library, downloading a file and recovering a session meet different needs.

1 Save the current game

Tap Save in the PGN panel, or Add current game in the library. Choose an existing database or create a new one with a clear name.



Save

PGN tab, next to Annotate.



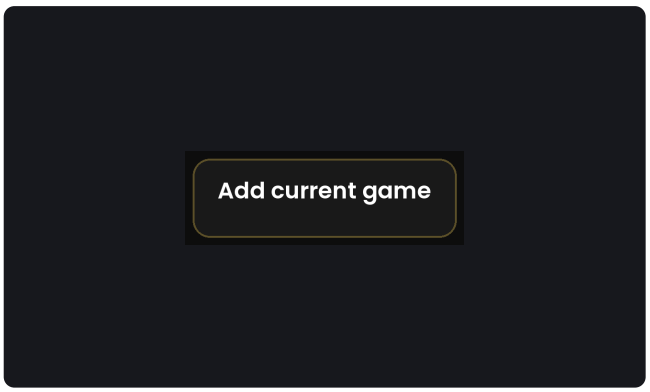
Open board menu

Top-left corner of the board screen.



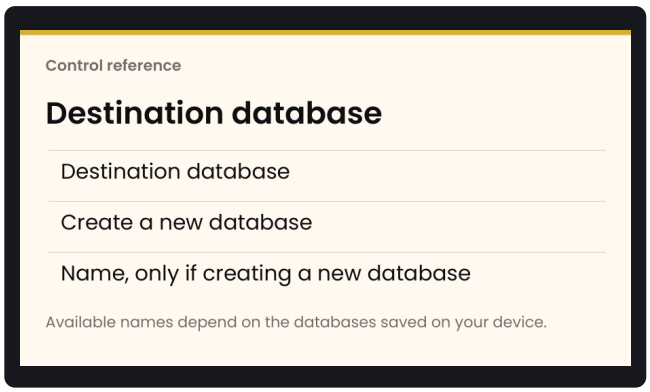
My PGN databases

Menu



Add current game

Menu → My PGN databases → Open



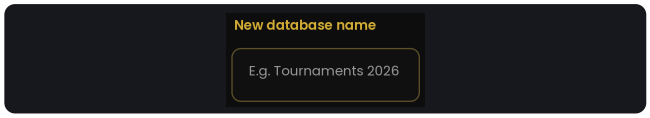
Destination database

PGN tab → Save, when saving a game that is not yet linked to a database.



New database

Menu → My PGN databases



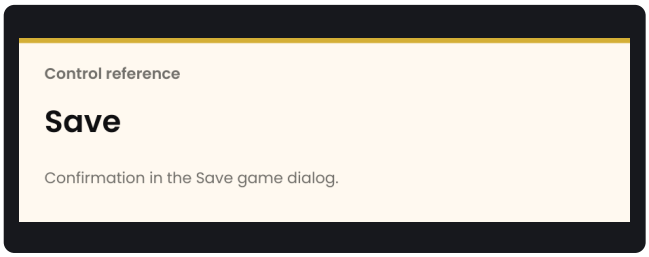
New database name

Menu → My PGN databases → New database

LIBRARY · CONTINUED

Save without mixing up your copies

Controls for step 1

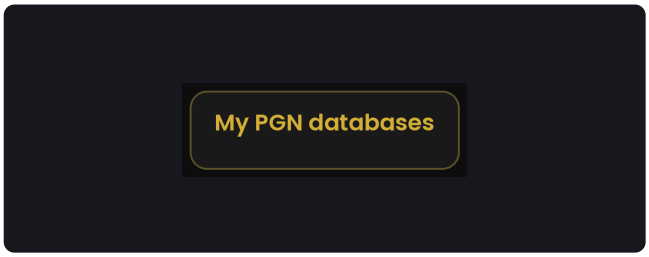


Save

Where: Save game → choose Destination database; enter a name if creating a new database.

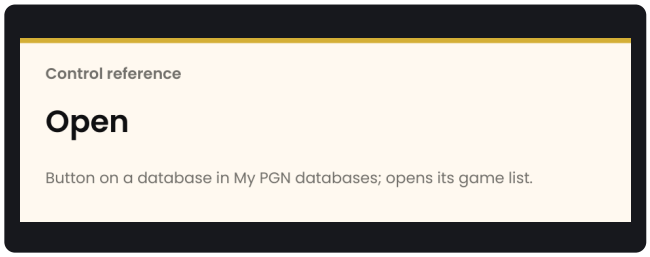
2 Update as you continue working

If you opened a game from the library and want to keep a single version, use Update game or the save-changes action shown by the app.



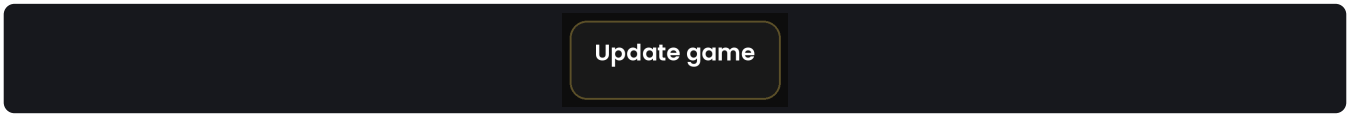
My PGN databases

Menu



Open

Menu → My PGN databases



Update game

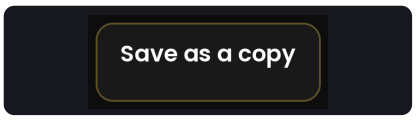
Where: Open and edit a library game. Return to My PGN databases → its database; Update game is then available.

LIBRARY · CONTINUED

Save without mixing up your copies

3 Keep an alternative version

Save the original version, make your changes and use Save as a copy without updating the previous version. You can distinguish it under Details → Event/Tournament. An identical copy in the same database may be rejected as a duplicate.



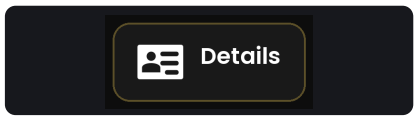
Save as a copy

With a library game open: My PGN databases → its linked database. Save as a copy after editing.



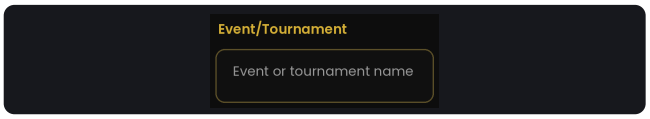
PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Details

PGN/FEN



Event/Tournament



SAVE DETAILS

Where: PGN/FEN → Details

4 Export an external copy

Download PGN saves the current game. Export or Export copy from a database combines its games into a PGN. Choose an external destination and open the file to check its contents.



Open board menu

Top-left corner of the board screen.



Download PGN

Menu



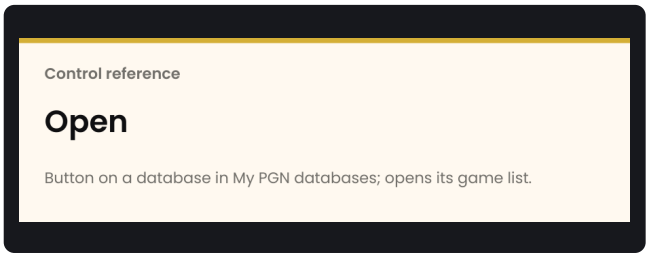
My PGN databases

Menu

LIBRARY · CONTINUED

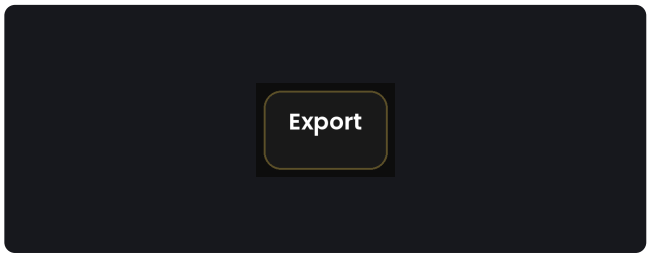
Save without mixing up your copies

Controls for step 4



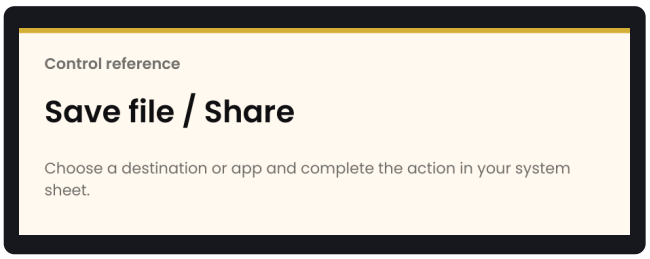
Open

Menu → My PGN databases



Export

Menu → My PGN databases → Open



Save file / Share

Where: Native sheet shown after exporting.

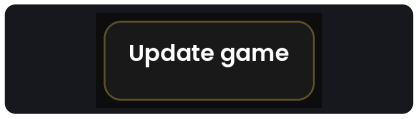
Three questions before closing

Is the game saved in the correct database? Did I update the version I intended to? Do I have an external copy of the important material? Automatic recovery helps, but it does not replace these decisions.



Save

PGN tab, next to Annotate.



Update game

Open and edit a library game. Return to My PGN databases → its database; Update game is then available.



Download PGN

Menu

LIBRARY · CONTINUED

Save without mixing up your copies

Saving in the app does not automatically overwrite the original PGN in Files, Downloads, iCloud or Drive. Export again when you want to provide an updated version.



Download PGN

Where: Menu

Enlarged control details · References and scope

LIBRARY

Find and organize your studies

A small, well-organized library lets you return to an idea in seconds. Keep a structure you can explain in one sentence.

Search and rename

Use the database or game search to find your material. Rename a database when its content takes on a different purpose; a thematic title is more useful than a date on its own.



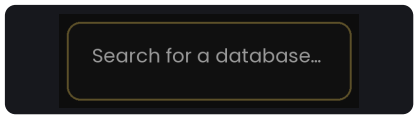
Open board menu

Top-left corner of the board screen.



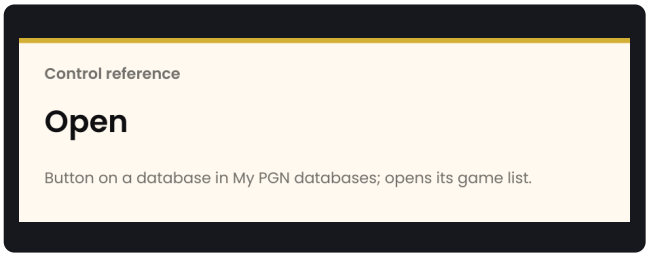
My PGN databases

Menu



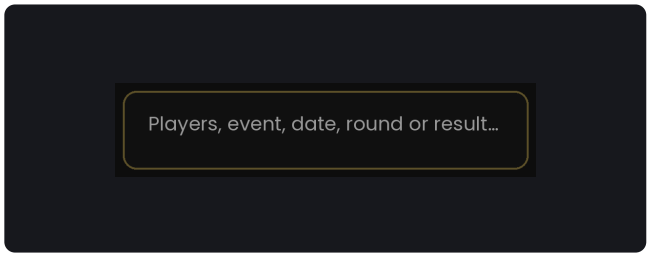
Search for a database…

Menu → My PGN databases



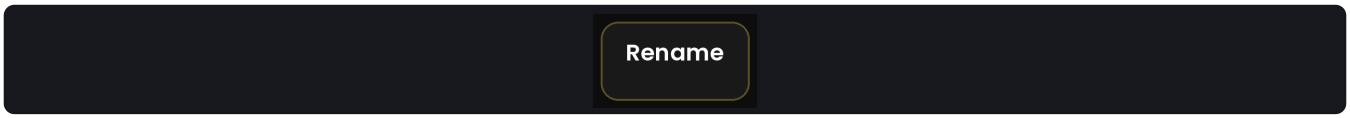
Open

Menu → My PGN databases



Players, event, date, round or result…

Menu → My PGN databases → Open



Rename

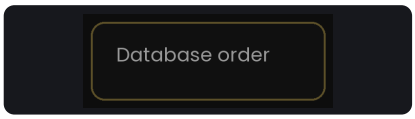
Where: Menu → My PGN databases → Open

LIBRARY · CONTINUED

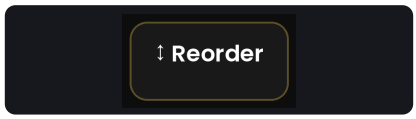
Find and organize your studies

Order games

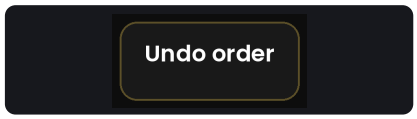
Inside a database, use Reorder and the available controls to set your study sequence. Where applicable, Undo order lets you reverse the recent reorganization.



Database order

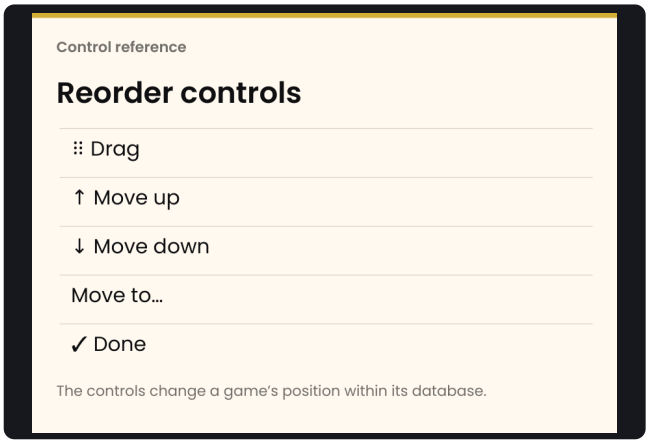


↕ Reorder



Undo order

Where: Menu → My PGN databases → Open



Reorder controls

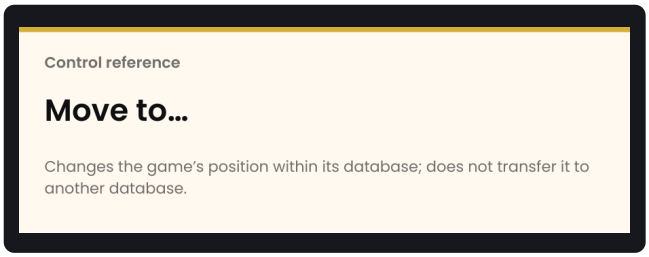
Where: The controls change a game's position within its database.

LIBRARY · CONTINUED

Find and organize your studies

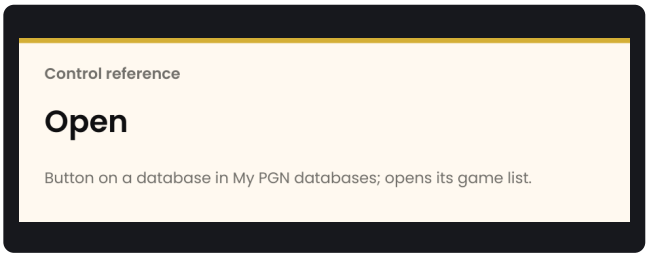
Move or keep a study in another database

Use Move to… to transfer a game and check the destination before confirming. To keep the study in another database as well, open the destination database and use Add current game. Save as a copy keeps another version in the linked database.



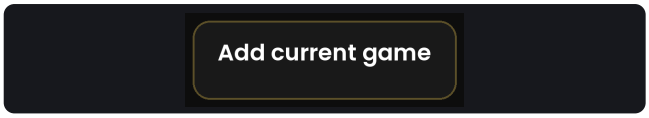
Move to…

Menu → My PGN databases → Open



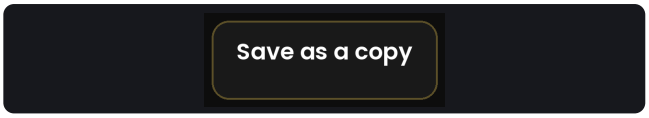
Open

Menu → My PGN databases



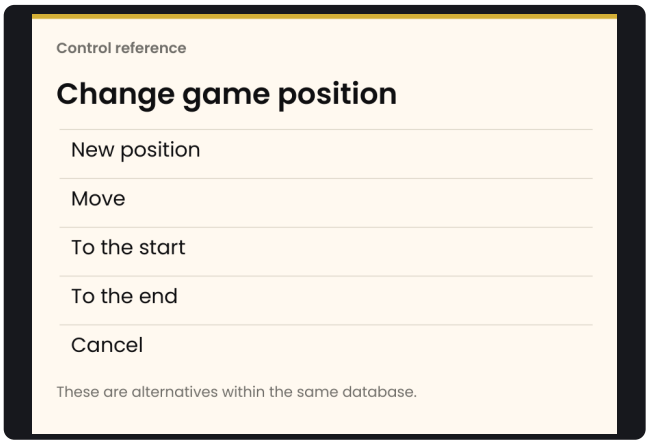
Add current game

Menu → My PGN databases → Open



Save as a copy

With a library game open: My PGN databases → its linked database. Save as a copy after editing.



Change game position

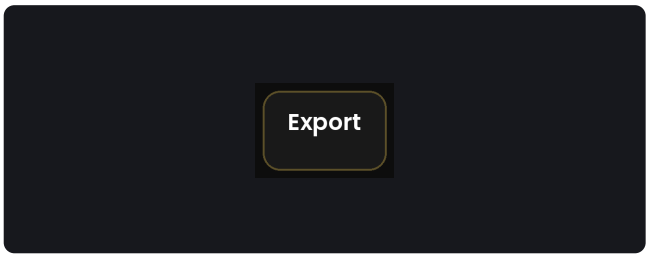
Where: These are alternatives within the same database.

LIBRARY · CONTINUED

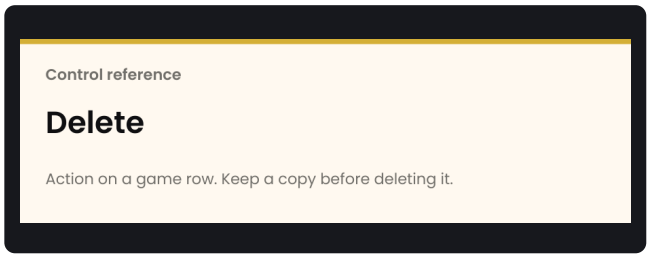
Find and organize your studies

Export or delete

Exporting a database combines its games into a PGN. If you plan to delete material, first use the backup option when it appears and check that the copy has been saved.



Export



Delete

Where: Menu → My PGN databases → Open

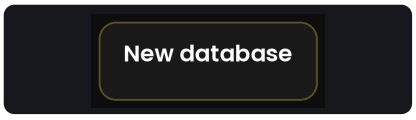


Back up and delete

Where: Menu → My PGN databases → Open

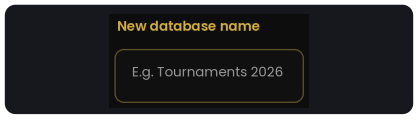
A repertoire example

Create “Ruy Lopez as White”. Put a model game first, then Black's main replies, and your exercises at the end. Your library becomes a study path.



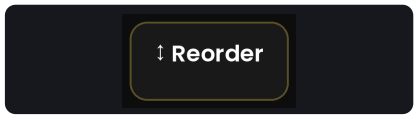
New database

Menu → My PGN databases



New database name

Menu → My PGN databases → New database



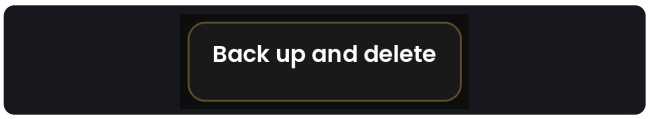
↕ Reorder

Menu → My PGN databases → Open

LIBRARY · CONTINUED

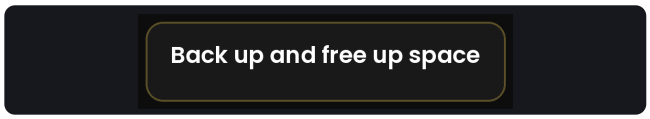
Find and organize your studies

Deleting or freeing up space can remove local material. Do not confuse these actions with closing a database or clearing a search filter.



Back up and delete

Menu → My PGN databases → Open



Back up and free up space

Menu → My PGN databases → Show details

LIBRARY

Back up and switch devices

Your library deserves a copy outside the app. Make one before changing phones, uninstalling or clearing app data.

1 Save and create the backup

First save the open study in a database: the ZIP does not include an unsaved board. In My PGN databases, expand Backup and storage using Show details if needed, choose Back up everything and save the ZIP outside the app.



Save

PGN tab, next to Annotate.



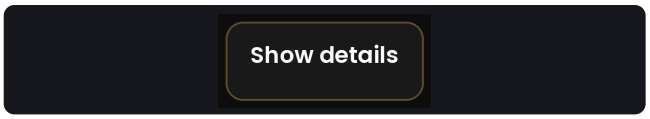
Open board menu

Top-left corner of the board screen.



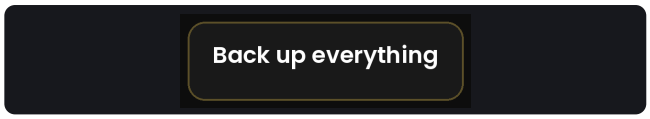
My PGN databases

Menu



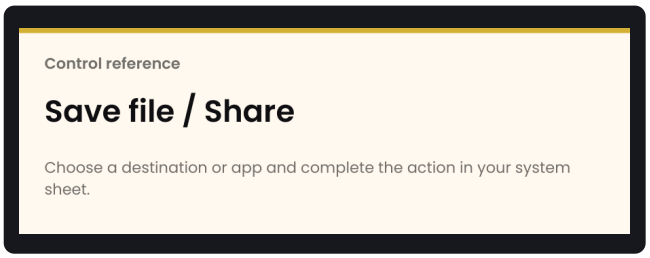
Show details

Menu → My PGN databases



Back up everything

Menu → My PGN databases → Show details



Save file / Share

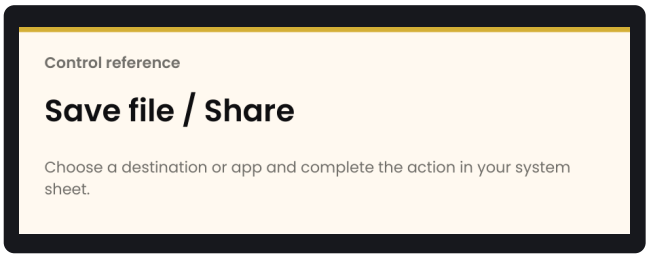
Where: Native sheet shown after exporting.

LIBRARY · CONTINUED

Back up and switch devices

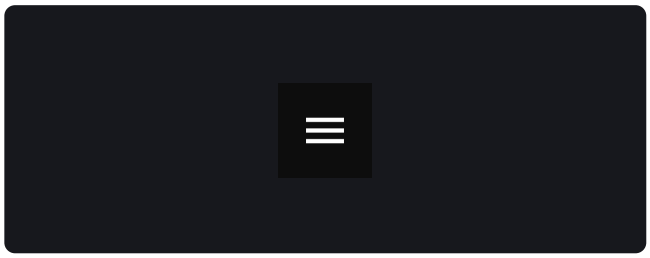
2 Verify the copy

Check the name, date and that the file has actually been saved. Keep individual PGNs as well for studies you need to open in other programs.



Save file / Share

Native sheet shown after exporting.



Open board menu

Top-left corner of the board screen.



Download PGN

Where: Menu

3 Transfer it to the other device

Transfer the ZIP through your preferred file provider. In the destination app, use Restore backup and Merge safely. It merges with the existing material and skips exact duplicates.



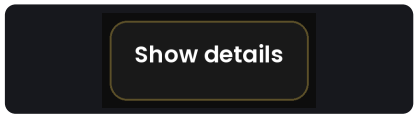
Open board menu

Top-left corner of the board screen.



My PGN databases

Menu



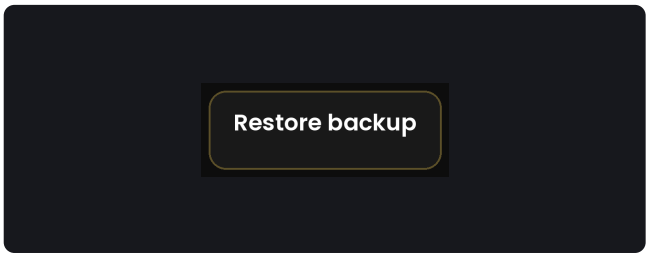
Show details

Menu → My PGN databases

LIBRARY · CONTINUED

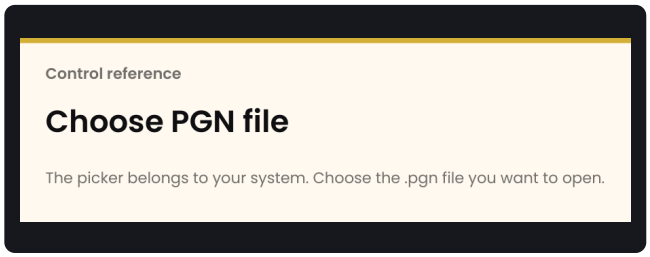
Back up and switch devices

Controls for step 3



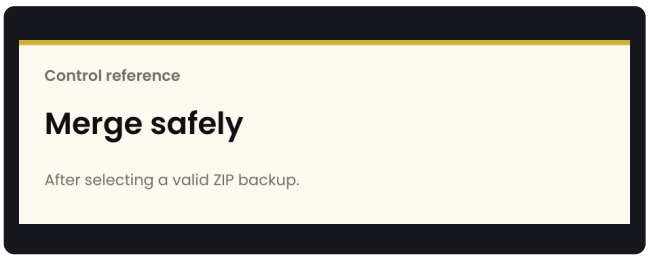
Restore backup

Menu → My PGN databases → Show details



Choose PGN file

Native picker opened by Load, Import or Restore.

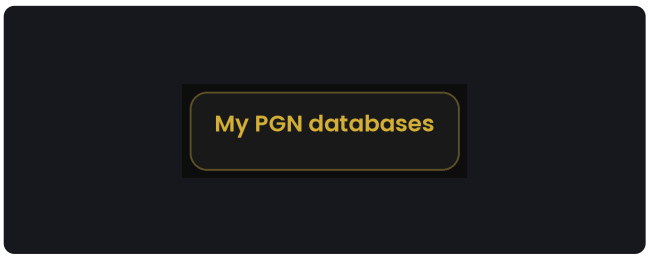


Merge safely

Where: Menu → My PGN databases → Show details → Restore backup → Choose file

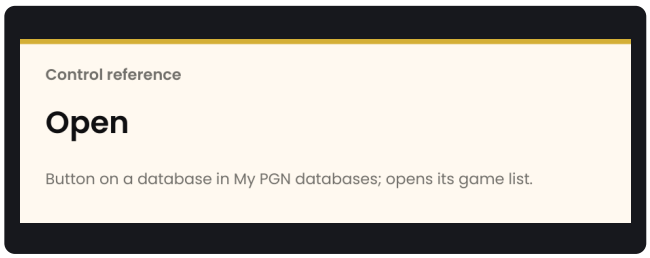
4 Check the restored library

Review the database names, game counts and a study with variations and comments. Only then consider freeing up space on the previous device.



My PGN databases

Menu



Open

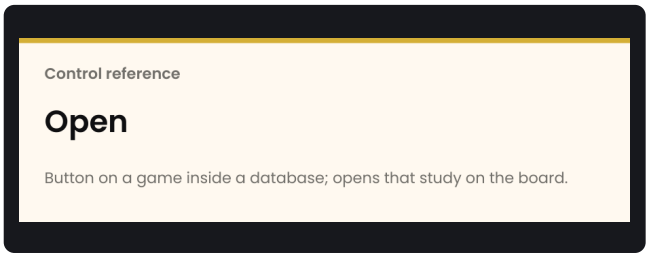
Menu → My PGN databases

Enlarged control details · References and scope

LIBRARY · CONTINUED

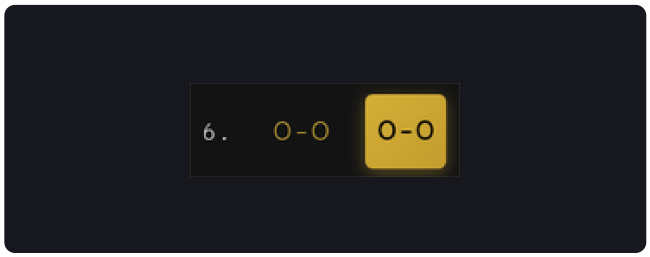
Back up and switch devices

Controls for step 4



Open

Menu → My PGN databases → Open

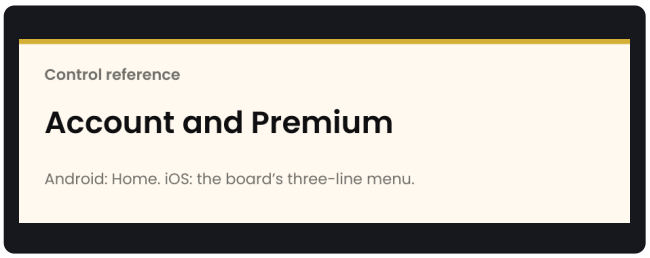


Tap a PGN move

PGN

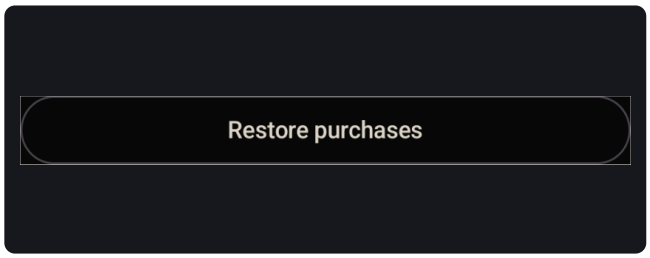
Backup and Premium are independent

Restore your purchase through the store if you need to recover Premium. Restore the ZIP or import PGNs to recover your studies. One operation does not replace the other.



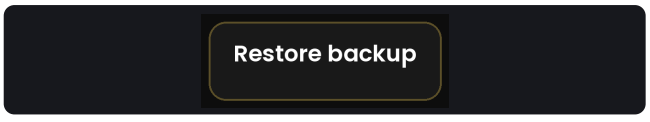
Account and Premium

Android: Home. iOS: board menu.



Restore purchases

Android: Home → Account and Premium. iOS: Menu → Account and Premium. Use the purchasing store account.



Restore backup

Menu → My PGN databases → Show details



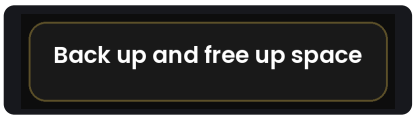
Import PGN

Menu → My PGN databases

LIBRARY · CONTINUED

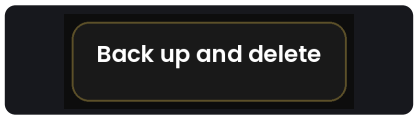
Back up and switch devices

Back up and free up space, or Back up and delete, add a deletion step. If you only want a backup copy, choose Back up everything.



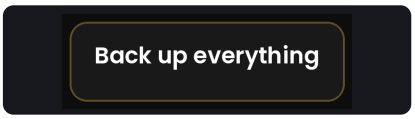
Back up and free up space

Menu → My PGN databases → Show details



Back up and delete

Menu → My PGN databases → Open



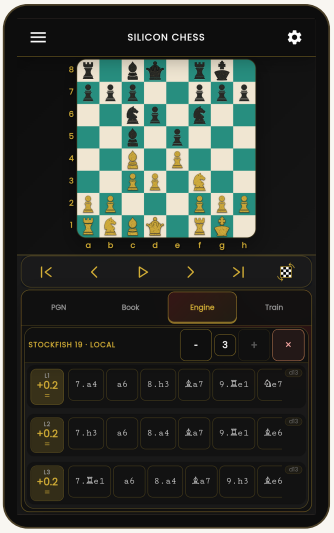
Back up everything

Menu → My PGN databases → Show details

ANALYSIS

Put Stockfish to work with you

The engine calculates from the visible position. Use it to test specific questions after thinking for yourself.



REFERENCE VIEW

Official Android view with three Premium lines. The free mode allows one analysis line.

Below, each step includes enlarged controls and the route to find them.

1 Select the position

Tap the critical move in the PGN. Check whose turn it is and ask a question: “Can I capture the pawn?” or “What changes if I castle?”

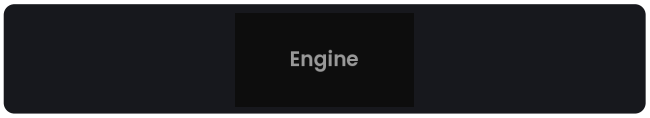


Tap a PGN move

Where: PGN

2 Open Engine and activate it

Open the Engine tab and tap Activate Stockfish 19. The lines update as it calculates.



Engine

Third tab in the lower panel.



Activate Stockfish 19

Engine

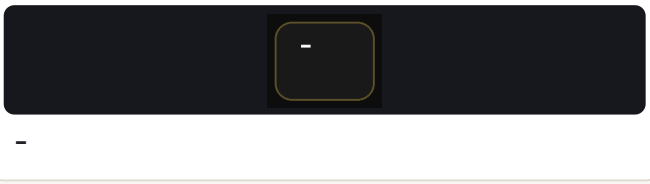
Enlarged control details · References and scope

ANALYSIS · CONTINUED

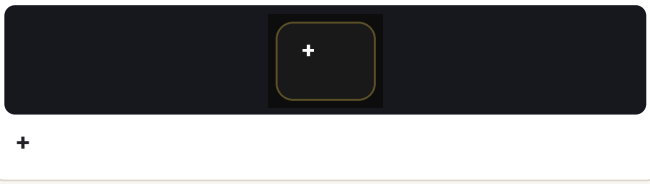
Put Stockfish to work with you

3 Choose how many lines to compare

With free access, you can analyze one line. With Premium, you can request up to three to compare candidate moves in parallel. More lines divide the calculation effort.



-



+

Where: Engine → Activate Stockfish 19

4 Stop once you have learned something

Turn the engine off when you finish. If you open a training exercise or a game against the engine, the app manages incompatibilities between modes.



×

Where: Engine → Activate Stockfish 19

A good question improves your analysis

Before activating Stockfish, write down two candidate moves and one reason for each. Then compare the opponent's first reply and the point where your evaluation changes.

Enlarged control details · References and scope

ANALYSIS

Understand what the evaluation says

The engine's number is an estimate of the position. Always consider it alongside the variation that explains it.

The images show where to read the evaluation. The example values are for teaching and do not match the number visible in those images.

+0.70

The evaluation favors White. The number is approximately seven tenths of a pawn on the engine's scale, not necessarily material you will win.



Where the evaluation appears

Where: Engine · Reference image: it does not represent the example value.

−1.20

The evaluation favors Black. The sign refers to the sides; flipping the board does not reverse it.



Where the evaluation appears

Where: Engine · Reference image: it does not represent the example value.

0.00 or close

The engine estimates equality based on the calculation available. Even so, the position may demand difficult decisions.



Where the evaluation appears

Where: Engine · Reference image: it does not represent the example value.

ANALYSIS · CONTINUED

Understand what the evaluation says

M3

The engine announces a mating sequence. Check the symbol or line to identify the favored side, and play through the main defense.



Where the evaluation appears

Where: Engine · Reference image: it does not represent the example value.

Depth

This shows how far the search has progressed. A newly calculated line can change as the search deepens; it is not an absolute guarantee.



Where the evaluation appears

Where: Engine · Reference image: it does not represent the example value.

An example of reasoning

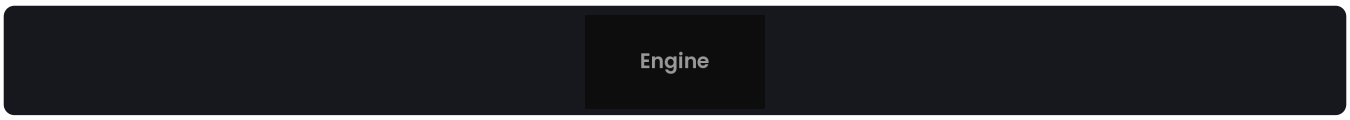
If your candidate move changes the evaluation from +0.7 to −1.2, do not stop at “it is bad”. Look for the reply that explains the change: an undefended piece, a pin, checkmate or an unfavorable ending.

The numbers on this page are teaching examples. They are not measured evaluations of the Ruy Lopez position used in the practice file.

ANALYSIS · CONTINUED

Understand what the evaluation says

Other controls in this workflow



Engine

Where: Third tab in the lower panel.

Enlarged control details · References and scope

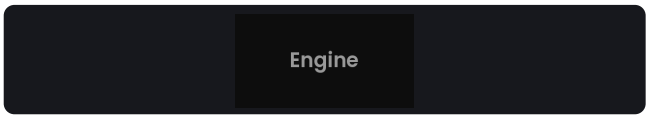
ANALYSIS

Explore a line and keep the idea

The continuations calculated by the engine are not added to the PGN automatically. You decide which ones deserve a place in your study.

1 Open an engine variation

With Stockfish running, tap a move in one of its lines. The Engine variation view opens; on a phone, it uses the main board, while wider screens may display an additional board.



Engine

Third tab in the lower panel.



Tap a move in the engine line

Engine → Activate Stockfish 19

2 Follow your opponent's reply

Use the navigation controls to follow the continuation. Look for the move that explains the evaluation: a concrete threat or an improvement in the position.



First move

First navigation button below the board.



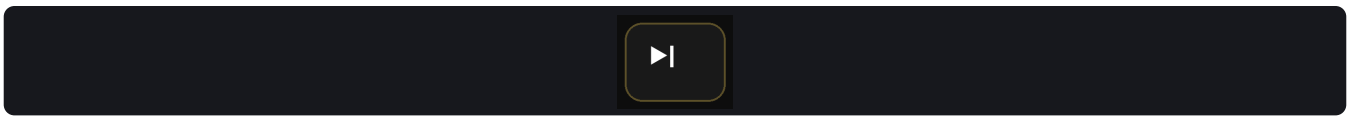
Previous move

Second navigation button below the board.



Next move

Fourth navigation button below the board.



Last move

Where: Fifth navigation button below the board.

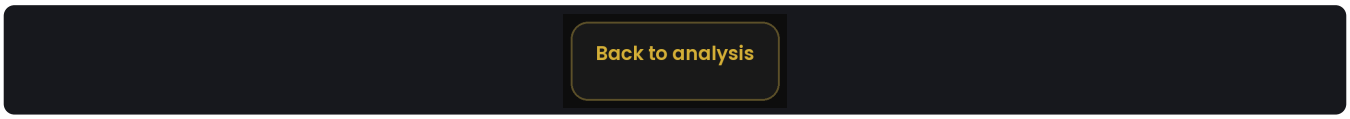
Enlarged control details · References and scope

ANALYSIS · CONTINUED

Explore a line and keep the idea

3 Return without changing the study

Tap Back to analysis to restore the original position. Exploring a line this way does not save it in your game.



Back to analysis

Where: Engine → Activate Stockfish 19 → Tap a move in the engine line

4 Add it when it is useful

Open the variation again and, before leaving, use Add line to PGN. This adds the complete continuation received from the engine, not just the moves up to the one you tapped. Review the branch, add an explanation and save.



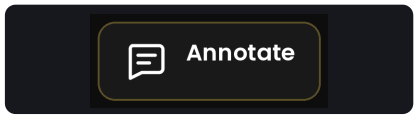
Tap a move in the engine line

Engine → Activate Stockfish 19



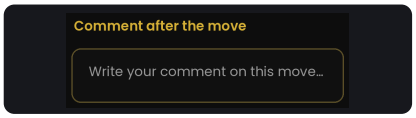
Add line to PGN

Engine → Activate Stockfish 19 → Tap a move in the engine line



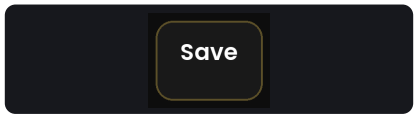
Annotate

PGN tab → select a move → Annotate.



Comment after the move

Select move → Annotate



Save

Select move → Annotate



Save

PGN tab, next to Annotate.

01 **Your candidate**

02 **Opponent reply**

03 **Lesson learned**

04 **Saved PGN**

Enlarged control details · References and scope

ANALYSIS · CONTINUED

Explore a line and keep the idea

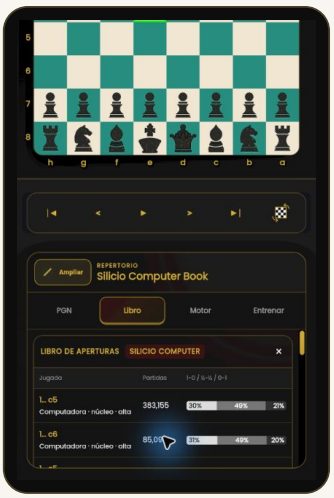
Practice with two candidates

In the Ruy Lopez, write down your reason for d3 and for Re1. Examine one reply by Black in each case. Save only the lines that explain a difference you have understood.

OPENINGS

Consult Silicio Computer Book

The opening book shows which continuations appear in its reference database and the results of those games.



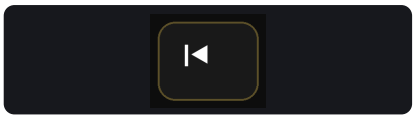
REFERENCE VIEW

Reference detail from Android, in Spanish. The book keeps the name Silicio Computer Book in both editions.

Below, each step includes enlarged controls and the route to find them.

1 Go to an opening position

Start from the initial position and follow the line you are studying. Open Book and, if the button appears, Open Silicio Computer Book.



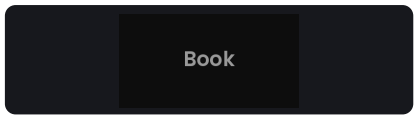
First move

First navigation button below the board.



Next move

Fourth navigation button below the board.



Book

Second tab in the lower panel.



Open Silicio Computer Book

Where: Book

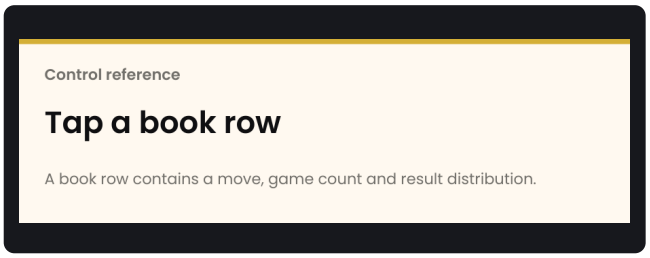
Enlarged control details · References and scope

OPENINGS · CONTINUED

Consult Silicio Computer Book

2 Read each row

Look at the candidate move, the number of games and the 1-0 / ½-½ / 0-1 distribution. These represent White wins, draws and Black wins in the sample.

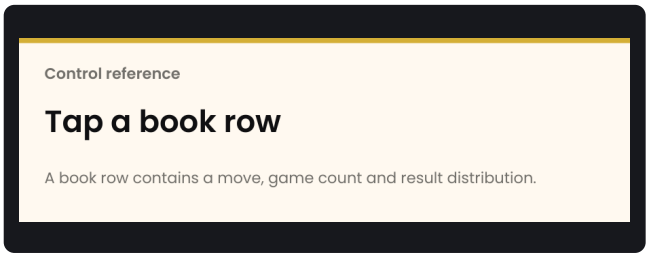


Tap a book row

Where: Book → Open Silicio Computer Book

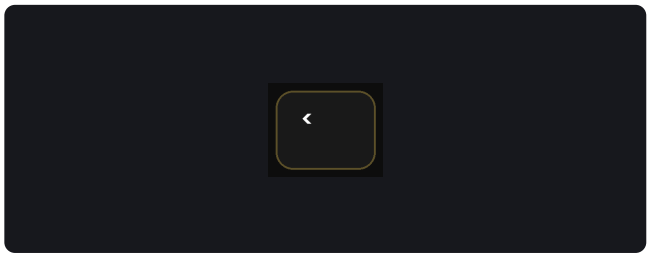
3 Try a continuation

Tapping a row plays that move in your study. Go back to compare another. If a continuation already exists, keep the alternative as a variation.



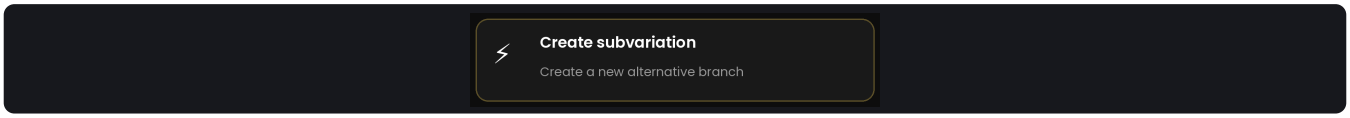
Tap a book row

Book → Open Silicio Computer Book



Previous move

Second navigation button below the board.



Create subvariation

Where: Select move → Move piece

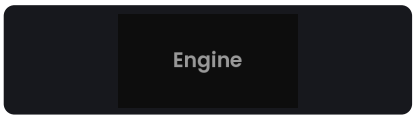
Enlarged control details · References and scope

OPENINGS · CONTINUED

Consult Silicio Computer Book

4 Combine references with calculation

Choose a move that interests you, analyze the new position and explain the plan it suggests. Popularity does not replace understanding or a tactical check.



Engine

Third tab in the lower panel.



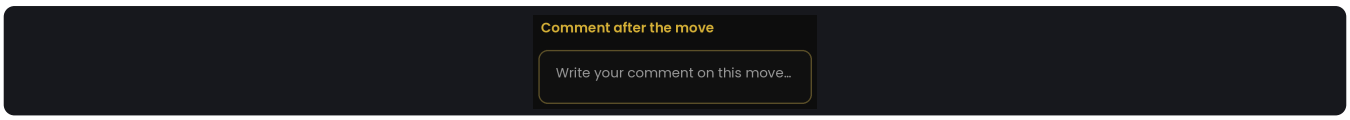
Activate Stockfish 19

Engine



Annotate

PGN tab → select a move → Annotate.



Comment after the move

Where: Select move → Annotate

Connection and coverage

Android accesses the book over the internet. On iOS, the book is included locally with active Premium access. “Out of book” means this reference has no data for the position; it does not mean the move is illegal or bad.

REFERENCE GAMES

Find games that reached your position

Games in this position lets you find specific games and study how play continued.

1 Prepare the search

Go to the position you want to study; at least one move must have been played from the start. Open the menu → Games in this position. You need an internet connection and Premium access.



Open board menu

Top-left corner of the board screen.

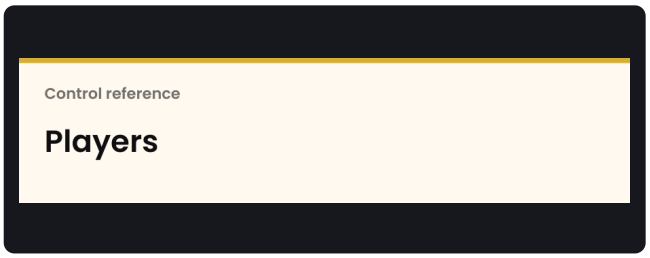


Games in this position

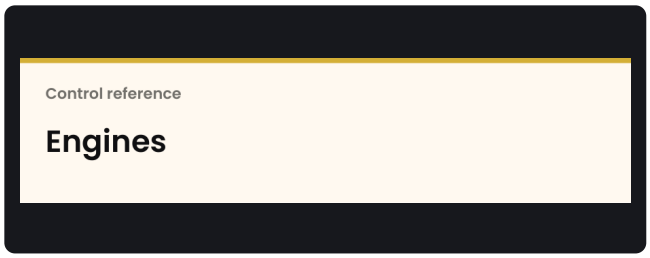
Menu

2 Choose the source and search

Players searches Lichess Elite, and Engines searches CCRL. Tap Search current position. If you then change the position, tap again to search for the new one.

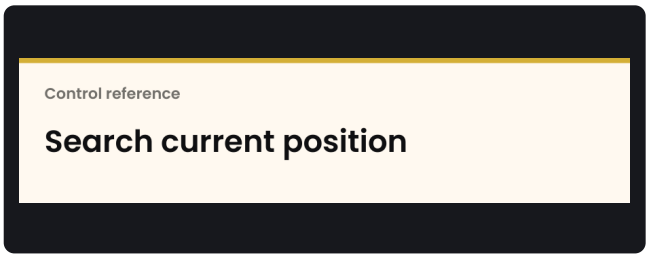


Players



Engines

Where: Menu → Games in this position



Search current position

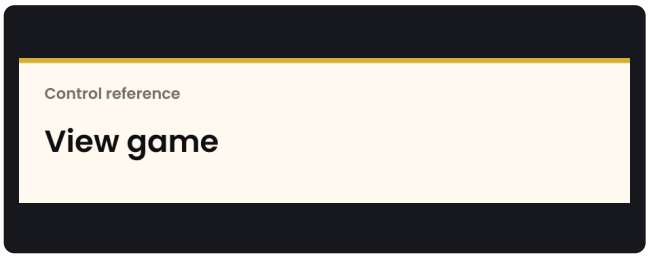
Where: Menu → Games in this position

REFERENCE GAMES · CONTINUED

Find games that reached your position

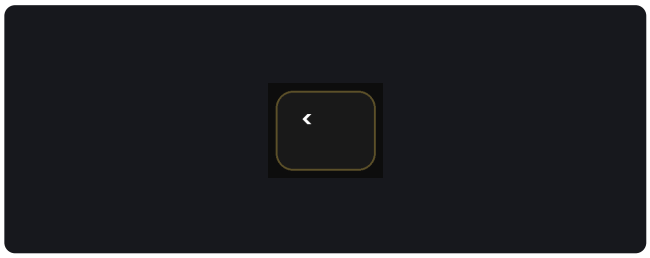
3 **Browse without replacing your study**

Tap View game and follow the continuation. Back to results returns to the list; Back to my analysis restores your study. Load 25 more adds to the available results.



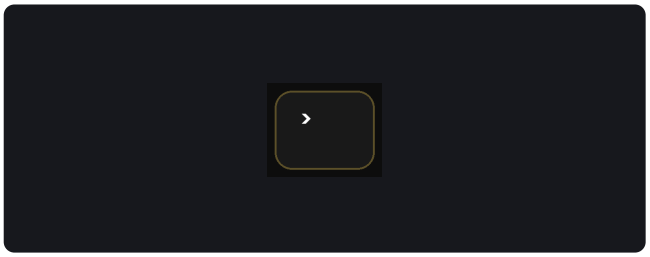
View game

Menu → Games in this position



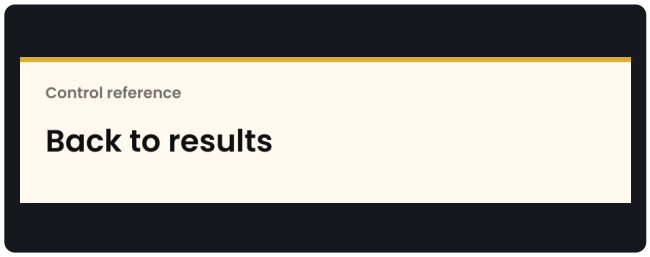
Previous move

Second navigation button below the board.



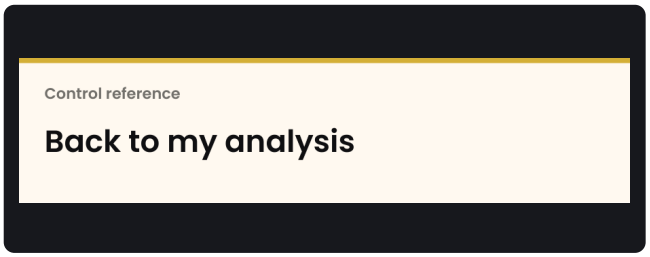
Next move

Fourth navigation button below the board.



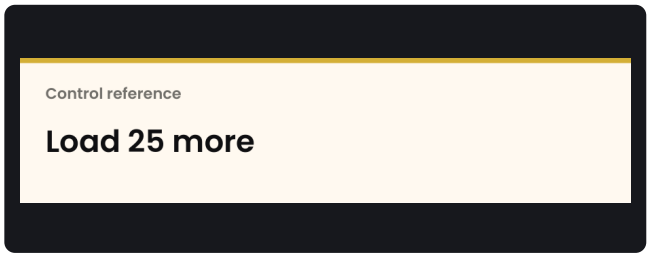
Back to results

Menu → Games in this position → View game



Back to my analysis

Menu → Games in this position → View game



Load 25 more

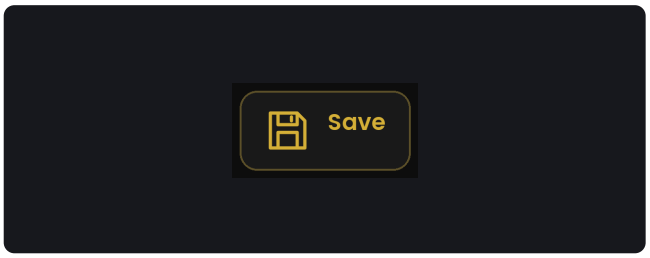
Menu → Games in this position

REFERENCE GAMES · CONTINUED

Find games that reached your position

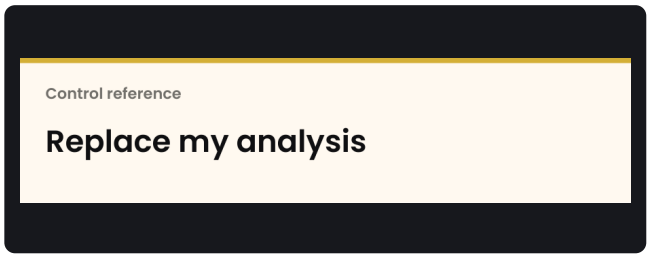
4 Add a reference game

To work on and save that game, use Replace my analysis after saving your previous study. Then add the new game to a database. The preview alone is not a permanent import.



Save

PGN tab, next to Annotate.



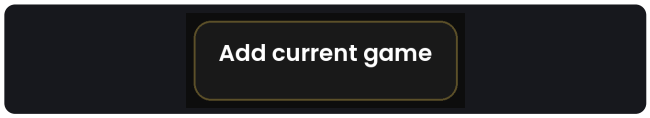
Replace my analysis

Menu → Games in this position



My PGN databases

Menu



Add current game

Menu → My PGN databases → Open

What “this position” means

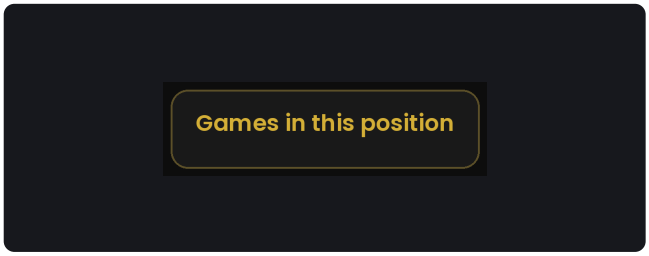
The search looks for an exact match, including the side to move and the relevant rights. It does not search for similar structures. No results from one source does not prove that nobody has played the position.

REFERENCE GAMES · CONTINUED

Find games that reached your position

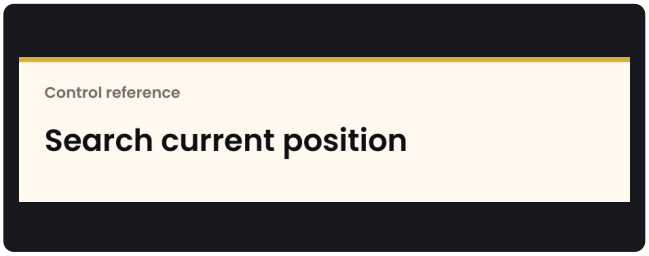
Study a complete idea

Search for an early position in your repertoire, open a reference game and follow at least five moves. Note how the pieces develop and which pawn break is being prepared.



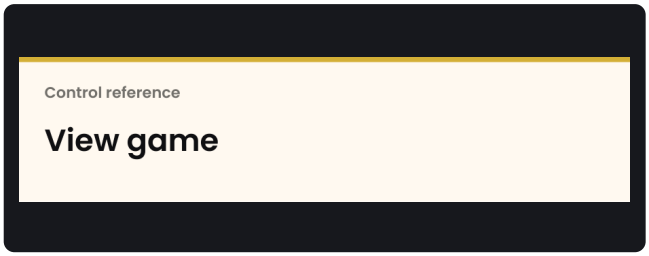
Games in this position

Menu



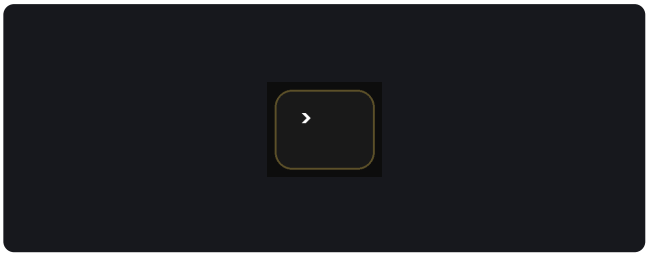
Search current position

Menu → Games in this position



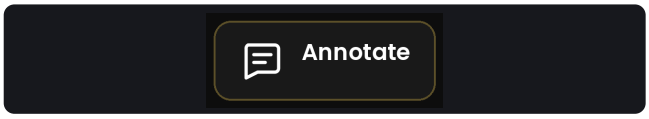
View game

Menu → Games in this position



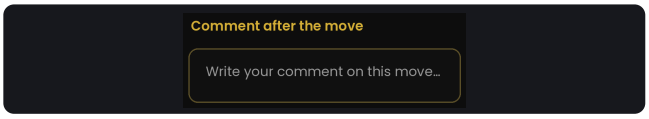
Next move

Fourth navigation button below the board.



Annotate

PGN tab → select a move → Annotate.



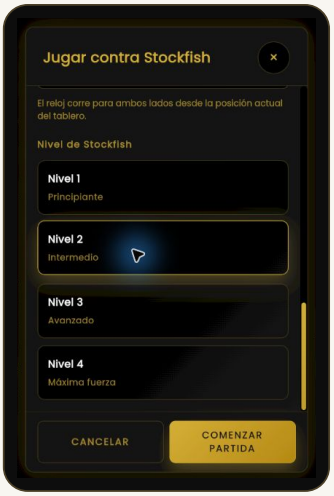
Comment after the move

Select move → Annotate

PLAY AGAINST THE ENGINE

Turn a position into a game

You can practice from the start, from an imported game or from a position prepared in the editor.



REFERENCE VIEW

Reference detail from Android, in Spanish. The four levels range from Beginner to Full strength.

Below, each step includes enlarged controls and the route to find them.

1 Choose your starting point

Select the position and save the study. Open the three-line menu and tap Play against Stockfish 19.



Tap a PGN move

PGN



Save

PGN tab, next to Annotate.



Open board menu

Top-left corner of the board screen.



Play against Stockfish 19

Where: Menu

Enlarged control details · References and scope

PLAY AGAINST THE ENGINE · CONTINUED

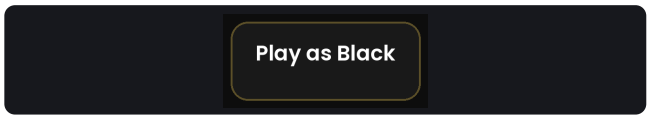
Turn a position into a game

2 Choose your color

Choose to play White or Black. The position's side to move is respected: if it is your opponent's turn, the engine will make the first move.



Play as White

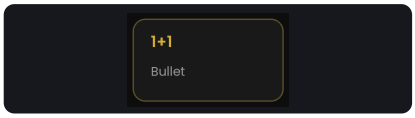


Play as Black

Where: Menu → Play against Stockfish 19

3 Set the clock

You can choose 1+1, 3+2, 5+3 or 10+0. The first number is minutes per side; the second is the increment in seconds per move. A custom time control is also available.



1+1

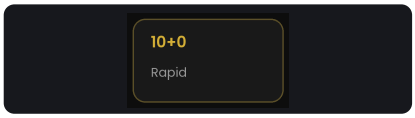


3+2

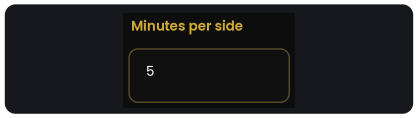


5+3

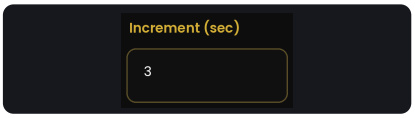
Where: Menu → Play against Stockfish 19



10+0



Minutes per side



Increment (sec)

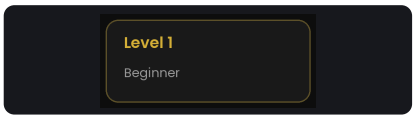
Where: Menu → Play against Stockfish 19

PLAY AGAINST THE ENGINE · CONTINUED

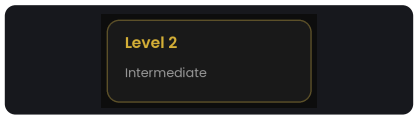
Turn a position into a game

4 Select the level and start

Level 1: Beginner; 2: Intermediate; 3: Advanced; 4: Full strength. Choose one that lets you practice the idea and tap Start game.



Level 1



Level 2

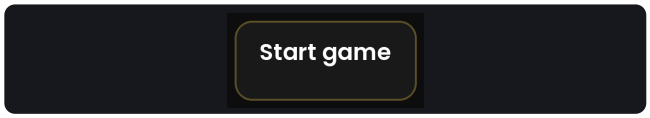


Level 3

Where: Menu → Play against Stockfish 19



Level 4



Start game

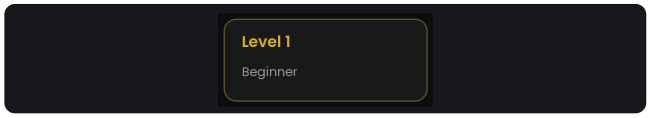
Where: Menu → Play against Stockfish 19

A first exercise to try

Load the pawn ending from the workbook, choose White, level 1 and a comfortable time control. Play to observe the kings' activity, then analyze your decisions. The level is a practice setting, not a certified Elo rating.



Play as White



Level 1

Where: Menu → Play against Stockfish 19

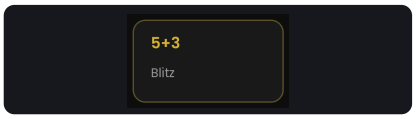
PLAY AGAINST THE ENGINE

Manage the clock and review the result

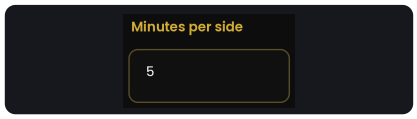
During the game, make your decisions on the board. When it ends, return to your study to understand what happened.

What the increment means

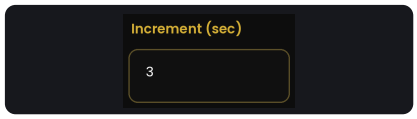
In 5+3, you start with five minutes and receive three seconds after each of your own moves. The custom time control allows 1-180 minutes per side and a 0-60 second increment.



5+3



Minutes per side



Increment (sec)

Where: Menu → Play against Stockfish 19

Stopping and leaving the app

Stop game ends play mode and returns control to your study. If you send the app to the background, the game against the engine stops; do not treat this as a guaranteed pause that will resume on its own. Keep the app visible while you play.



Open board menu

Top-left corner of the board screen.



Play against Stockfish 19

Menu

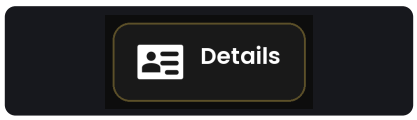
When the game ends

The app reports the game endings it detects, including time running out. When saving a study document, review its Details: the result of the game against the engine does not necessarily overwrite the historical result in an imported PGN.



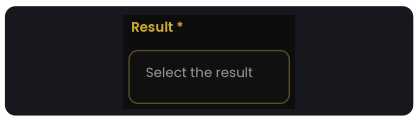
PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Details

PGN/FEN



Result *

PGN/FEN → Details

Enlarged control details · References and scope

PLAY AGAINST THE ENGINE · CONTINUED

Manage the clock and review the result

Controls for “When the game ends”



SAVE DETAILS

PGN/FEN → Details



Save

PGN tab, next to Annotate.

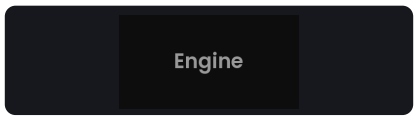
Learn from a decision

Select a moment when you were unsure, start the analysis and compare your move with an alternative. Add a comment and save that version as a study, with the result appropriate to the document.



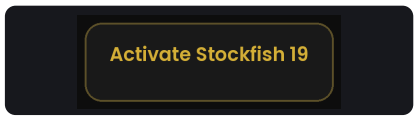
Tap a PGN move

PGN



Engine

Third tab in the lower panel.



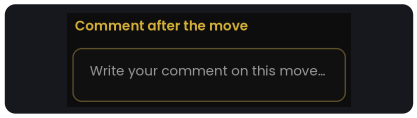
Activate Stockfish 19

Engine



Annotate

PGN tab → select a move → Annotate.



Comment after the move

Select move → Annotate



Save

Select move → Annotate



Save

Where: PGN tab, next to Annotate.

Enlarged control details · References and scope

PLAY AGAINST THE ENGINE · CONTINUED

Manage the clock and review the result

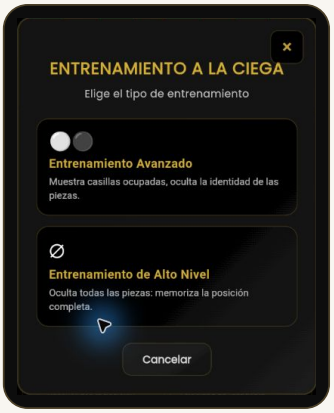
A short exercise you can repeat

Play the same position three times. In each attempt, deliberately change one decision and observe the engine's reply. Keep your explanation of what you learned, not just the sequence of moves.

TRAINING

Blindfold: think without seeing the pieces

Train your visualization with a position or game you have chosen. You can adjust how much information remains visible.



REFERENCE VIEW

Reference detail from Android, in Spanish. Both modes are selected under Blindfold.

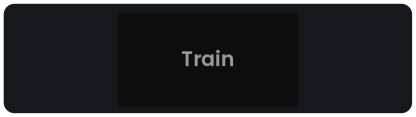
Below, each step includes enlarged controls and the route to find them.

1 Prepare something manageable

Load a position you know and observe the pieces, pawns and side to move. Start with a few pieces if you still find it difficult to hold the image in your mind.

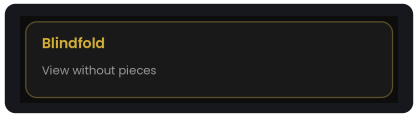
2 Open Train → Blindfold

Choose Advanced Training to see the occupied squares without identifying the pieces, or High-Level Training to hide them all.



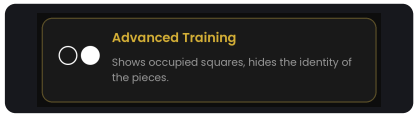
Train

Fourth tab in the lower panel.



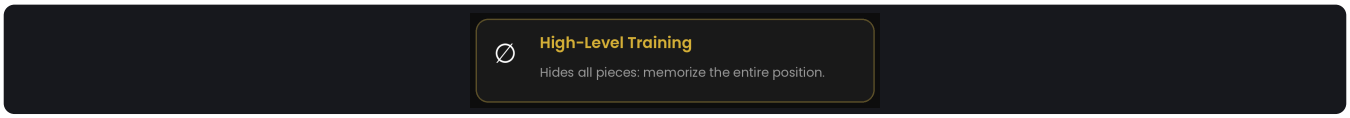
Blindfold

Train



Advanced Training

Train → Blindfold View without pieces



High-Level Training

Where: Train → Blindfold View without pieces

TRAINING · CONTINUED

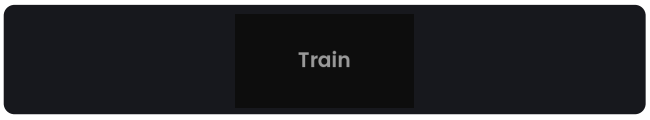
Blindfold: think without seeing the pieces

3 **Reconstruct it in your mind**

Name the pieces and their squares. Follow a short continuation and try to identify threats and controlled squares without revealing the board.

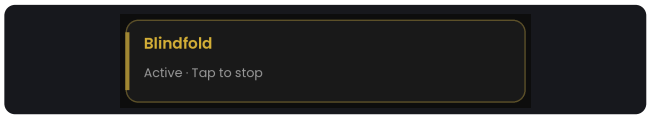
4 **Reveal and check**

Return to Train and tap Blindfold when it says “Active · Tap to stop”. Compare your mental image with the actual position. Repeat with a small, specific goal.



Train

Fourth tab in the lower panel.



Blindfold · Active · Tap to stop

Train tab: Blindfold card when marked Active.

A practical progression

First remember the kings and pawns. Then include the major and minor pieces. Once you are comfortable with a position, follow two or three more moves; you do not need to start with an entire game.

Other controls in this workflow



×

Where: Blindfold mode picker. Does not stop the active mode.

TRAINING

Memory: reproduce a game

Recall one side's moves while the app replies for the other. The exercise uses the entire main line from its beginning.

1 Prepare the line you want to learn

Load at least four complete moves from the initial position: eight individual moves. Study the move order and ideas first. The practice workbook already meets this requirement.

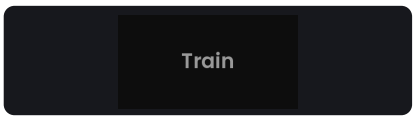


Load PGN

Where: Menu

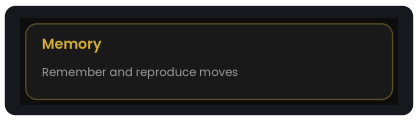
2 Choose Train → Memory

Select White or Black. If you choose White, you reproduce White's moves and the app replies as Black; if you choose Black, the roles are reversed.



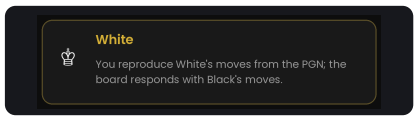
Train

Fourth tab in the lower panel.



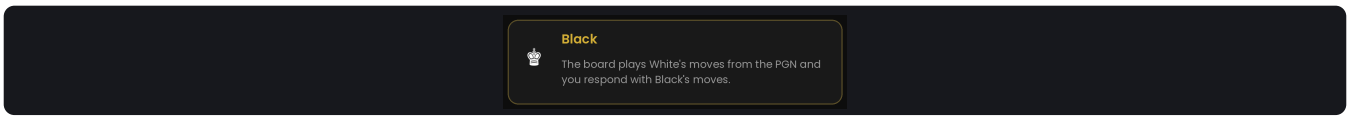
Memory

Train



White

Train → Memory Remember and reproduce moves



Black

Where: Train → Memory Remember and reproduce moves

3 Reproduce the saved sequence

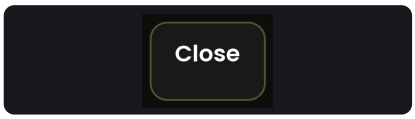
The aim is to recall the PGN, even if another move might also be good. If you make a mistake, observe the exercise's response and try again; mistakes are counted.

TRAINING · CONTINUED

Memory: reproduce a game

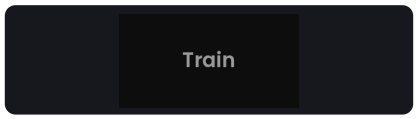
4 Review when you finish

The result shows your mistakes. Close or stop the training mode to return to your study. Repeat with the other color once you have mastered the first.



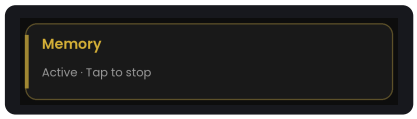
Close

Memory result window after finishing.



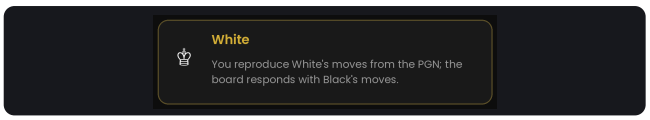
Train

Fourth tab in the lower panel.

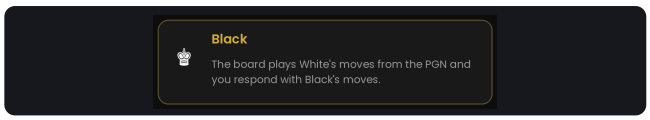


Memory · Active · Tap to stop

Train tab: Memory card when marked Active.



White



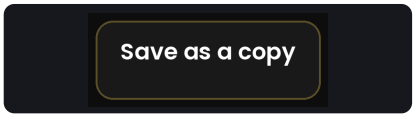
Black

Where: Train → Memory Remember and reproduce moves

01	02	03	04
Your move	PGN reply	Your move	PGN reply

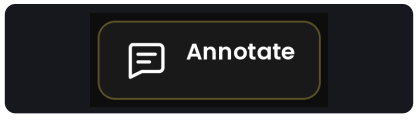
To train a specific variation

Save a copy of the study and make that branch the main line before starting. Selecting an intermediate move does not limit the exercise to that point: Memory follows the complete main line.



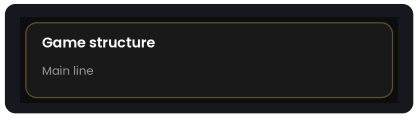
Save as a copy

With a library game open: My PGN databases → its linked database. Save as a copy after editing.



Annotate

PGN tab → select a move → Annotate.

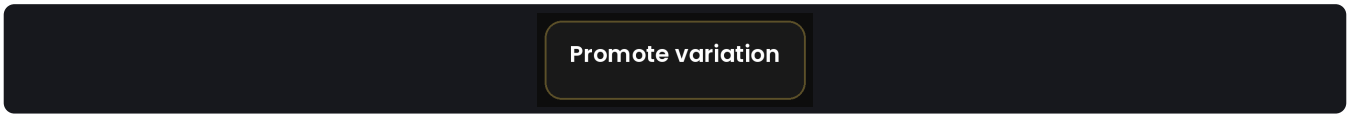


Game structure

Select move → Annotate

TRAINING · CONTINUED

Memory: reproduce a game



Promote variation

Where: Select move → Annotate → Game structure

Other controls in this workflow



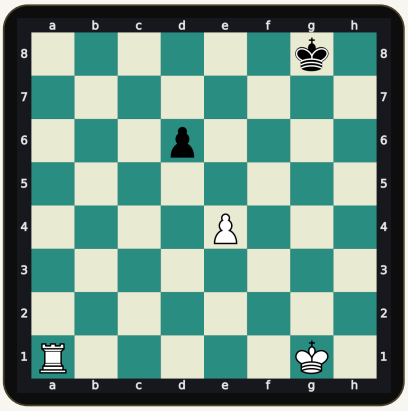
×

Where: Memory side-selection window.

TRAINING

Remember position: reconstruct the board

Observe a position, hide its pieces and put them back. The task here is to remember their arrangement, not a sequence of moves.



PRACTICE DIAGRAM

5 pieces · White to move

Below, each step includes enlarged controls and the route to find them.

1 Observe before starting

Select the position and mentally group the pieces: kings, pawns, active pieces and important empty squares.

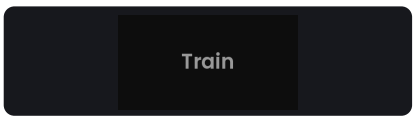


Tap a PGN move

Where: PGN

2 Open Train → Remember position

Tap Start when you are ready. The pieces are hidden, and you have two minutes to reconstruct the position.



Train

Fourth tab in the lower panel.



Remember position

Train



Start

Train → Remember position
Reconstruct the position

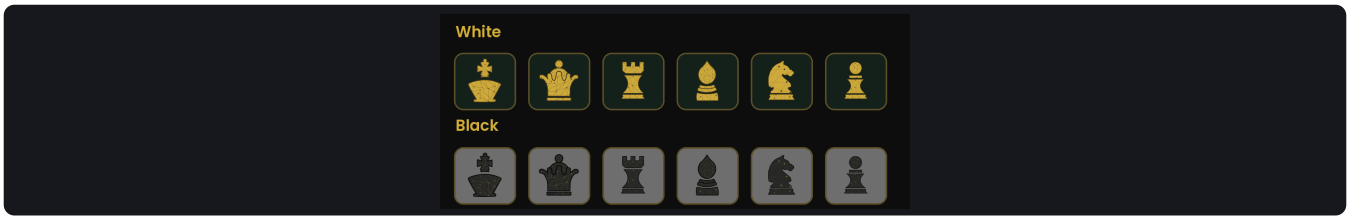
Enlarged control details · References and scope

TRAINING · CONTINUED

Remember position: reconstruct the board

3 Place each piece

Tap a square and choose the piece and color from the palette. The system checks your placements and counts mistakes; choosing the right piece type is not enough if the color is wrong.

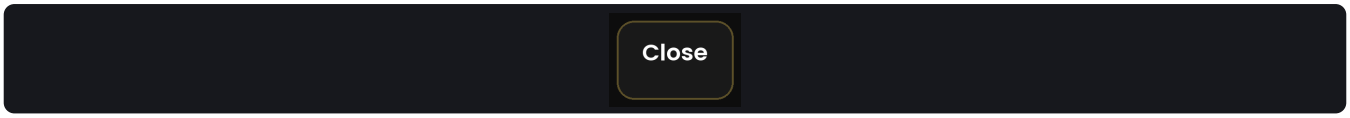


Select piece and color

Where: During Position recall, tap a board square.

4 Read the result

The exercise ends when you complete the position or run out of time. Review your time and mistakes, return to the study and repeat once you have identified what you forgot.



Close

Where: Position recall result, after the exercise ends.

Start with five pieces

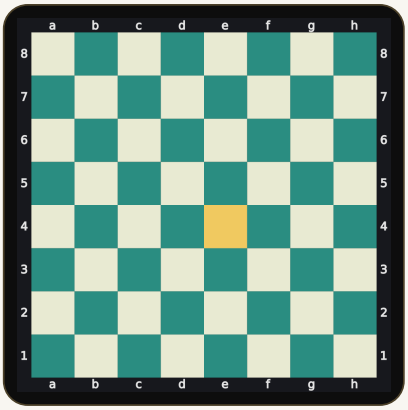
The third position in the workbook contains two kings, a rook and two pawns. Once you can reconstruct it easily, choose a middlegame position with more relationships between the pieces.

Practice diagram: White Kg1, Ra1 and a pawn on e4; Black Kg8 and a pawn on d6. In English notation and international PGN, K stands for king and R for rook.

TRAINING

Reflexes: recognize the squares

A short routine to become more comfortable with board coordinates. This training is available for free.



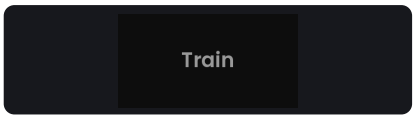
PRACTICE DIAGRAM

Example: e4

Below, each step includes enlarged controls and the route to find them.

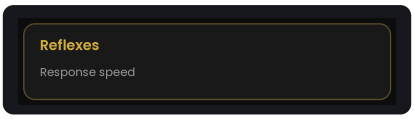
1 Open Train → Reflexes

Read the instructions. Keep the coordinates visible if you are just becoming familiar with files and ranks.



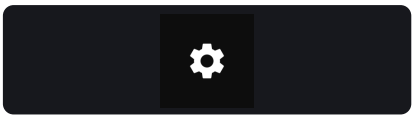
Train

Fourth tab in the lower panel.



Reflexes

Train



Open preferences

Gear in the top-right corner.



Coordinates

Where: Settings

Enlarged control details · References and scope

TRAINING · CONTINUED

Reflexes: recognize the squares

2 Tap Start

A square's name will appear in the center of the board for one second. Tap that square as quickly as you can.



Start

Where: Train → Reflexes Response speed

3 Score for thirty seconds

Each correct answer earns one point. Keep going even if you make a mistake: the aim is to respond accurately throughout the session.

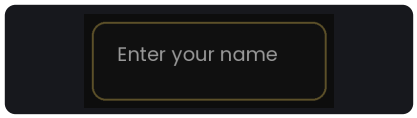
4 Check your results

When the session ends, review your score. If the option appears, save your name in the local rankings. View Rankings and Start another exercise let you keep practicing.



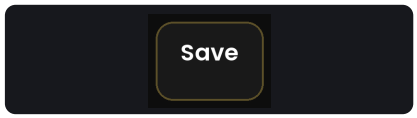
View Rankings

Train → Reflexes Response speed



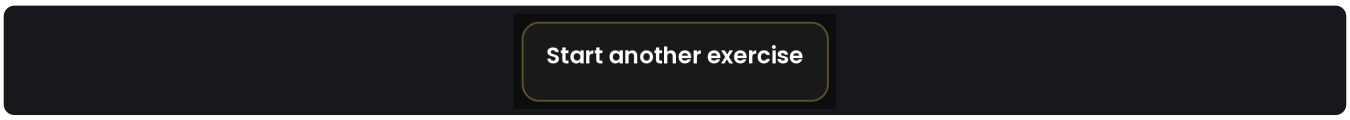
Enter your name

Reflexes result, only if you qualify for the Top 10.



Save

After qualifying for the Reflexes Top 10 → enter your name → Save.



Start another exercise

Where: Train → Reflexes → View Ranking.

TRAINING · CONTINUED

Reflexes: recognize the squares

Accuracy first, then speed

The files run from a to h and the ranks from 1 to 8. Reflexes presents the board with White at the bottom and restores the previous orientation when you leave. Memorize each square by its name and check the coordinates when you are unsure.

The rankings belong to the app's local environment. They should not be interpreted as a worldwide ranking or a measure of your Elo.

EXPORT AND SHARE

Choose the right format

Keep an editable PGN first. Then create the format that best explains your work to its recipient.

Continue the analysis

Use…: Download PGN
Remember…: The current game, with variations and comments. For a whole database, use Export inside it.



Open board menu

Top-left corner of the board screen.



Download PGN

Menu



My PGN databases

Menu



Export

Where: Menu → My PGN databases → Open

Send the moves as text

Use…: Copy PGN
Remember…: Copies them to the clipboard; it does not create a file by itself.



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Copy

PGN/FEN

EXPORT AND SHARE · CONTINUED

Choose the right format

Exchange a position

Use…: Copy FEN
Remember…: Preserves the position and its state, not the history of the study.



PGN/FEN · page icon on narrow screens
PGN panel header, PGN/FEN button.



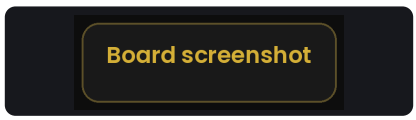
Copy FEN
PGN/FEN

Show a moment

Use…: Screenshot / Share diagram
Remember…: An image to view; include PGN or FEN if the recipient needs to analyze it.



Open board menu
Top-left corner of the board screen.



Board screenshot
Menu



Share diagram
Menu

Show a sequence

Use…: GIF or MP4
Remember…: Only a section of the main line, not every branch.



Open board menu
Top-left corner of the board screen.



Create GIF
Menu



Create MP4
Menu

EXPORT AND SHARE · CONTINUED

Choose the right format

Create a visual sheet

Use…: A5 PDF sheet
Remember…: The current diagram and main-line notation.



Open board menu

Top-left corner of the board screen.



A5 PDF sheet

Menu

Print an annotated lesson

Use…: Print PGN
Remember…: Comments, variations and inserted diagrams.



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Print

PGN/FEN

Protect your library

Use…: Back up everything
Remember…: A ZIP of games saved in databases.



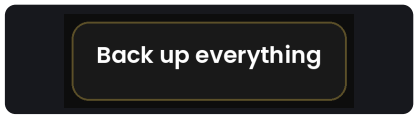
Open board menu

Top-left corner of the board screen.



My PGN databases

Menu



Back up everything

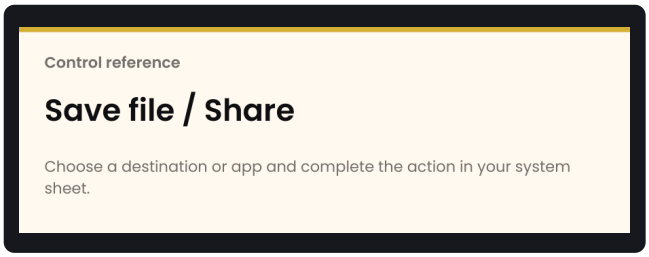
Menu → My PGN databases → Show details

EXPORT AND SHARE · CONTINUED

Choose the right format

Complete the final step

After exporting, choose the destination and check the file. If the share sheet appears, select the app and complete the sending process there; opening that sheet does not mean the recipient has already received the material.



Save file / Share

Where: Native sheet shown after exporting.

EXPORT AND SHARE

Create a diagram that explains an idea

A well-presented position can serve as an exercise, a reminder or the starting point for a chess discussion.

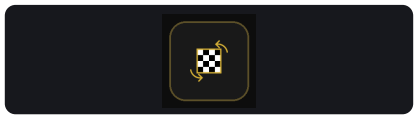
1 Prepare the board

Select the position, orient the board and add a few relevant markings. Check the side to move before capturing it.



Tap a PGN move

PGN



Flip the board

Last button in the navigation row.



Enable drawing

PGN → Drawing controls



Drawing tools

Where: PGN → Drawing controls → Enable drawing

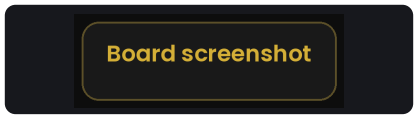
2 Open Board screenshot

Choose Quick screenshot if you only need an image of the board. Use Editorial composition to prepare a presentation with text.



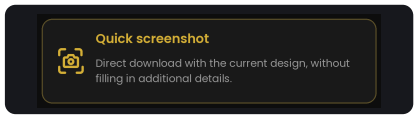
Open board menu

Top-left corner of the board screen.



Board screenshot

Menu



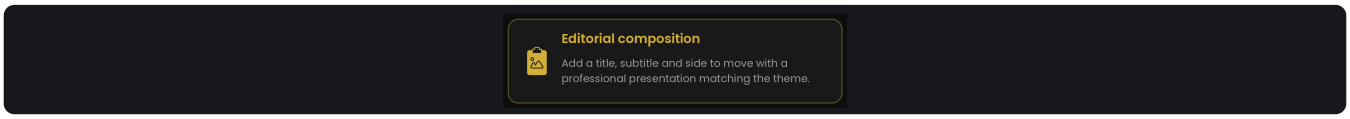
Quick screenshot

Menu → Board screenshot

EXPORT AND SHARE · CONTINUED

Create a diagram that explains an idea

Controls for step 2

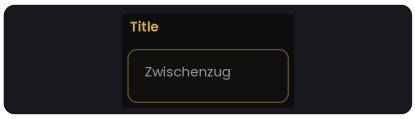


Editorial composition

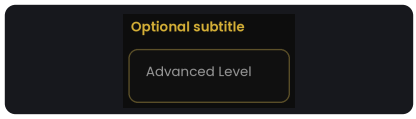
Where: Menu → Board screenshot

3 Add a useful title

Enter a title and, if needed, a subtitle. The title allows up to 60 characters and the subtitle up to 90. Check the side-to-move setting: Automatic, White or Black.



Title

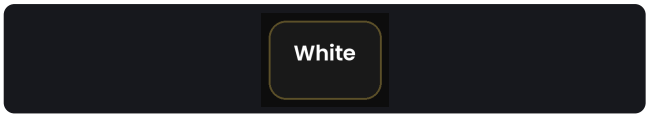


Optional subtitle



Automatic

Where: Menu → Board screenshot → Editorial composition



White



Black

Where: Menu → Board screenshot → Editorial composition

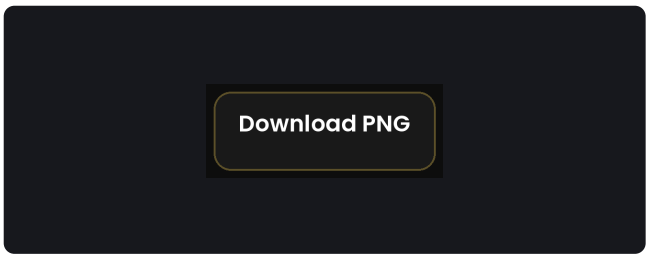
Enlarged control details · References and scope

EXPORT AND SHARE · CONTINUED

Create a diagram that explains an idea

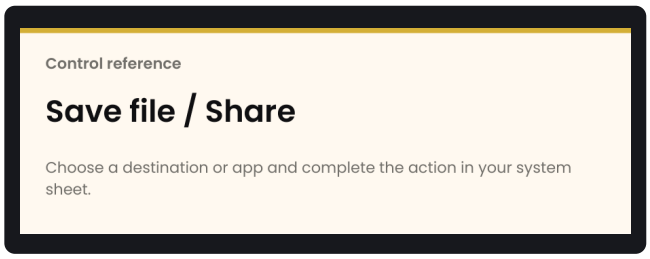
4 Review and download

Check the preview and tap Download PNG. To send that composition with its title and subtitle, share the saved file. Share diagram creates another compact image of the board; it does not reuse the editorial composition.



Download PNG

Menu → Board screenshot → Editorial composition



Save file / Share

Native sheet shown after exporting.



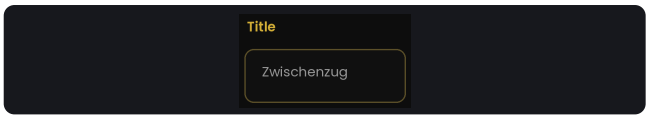
Share diagram

Where: Menu

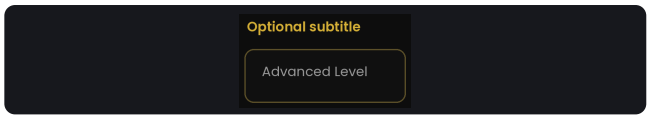
01	02	03	04
Position	Question	Side to move	Image

A composition example

Title: “Find a plan.” Subtitle: “Compare d3 and Re1 before starting the engine.” A specific question teaches more than a generic label such as “Interesting position.”



Title



Optional subtitle

Where: Menu → Board screenshot → Editorial composition

Enlarged control details · References and scope

EXPORT AND SHARE · CONTINUED

Create a diagram that explains an idea

The image is a visual presentation. To let someone else move the pieces and continue the analysis, also attach the PGN or FEN.

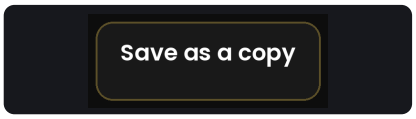
EXPORT AND SHARE

Show a sequence in a GIF

A GIF animates a short section of the main line using the board's appearance. It is useful for showing a sequence without asking the recipient to open the PGN.

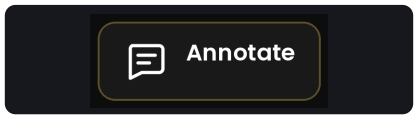
1 Choose the sequence to show

Check that the line you want to export is the main line. To show a variation, work on a copy and promote it first.



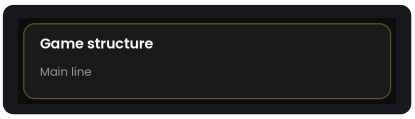
Save as a copy

With a library game open: My PGN databases → its linked database. Save as a copy after editing.



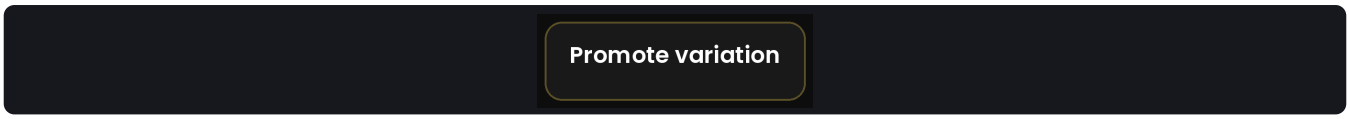
Annotate

PGN tab → select a move → Annotate.



Game structure

Select move → Annotate



Promote variation

Where: Select move → Annotate → Game structure

2 Open Create GIF

Set From move and To move. In this selector, 0 is the initial position, and each move by White or Black counts as one unit.



Open board menu

Top-left corner of the board screen.



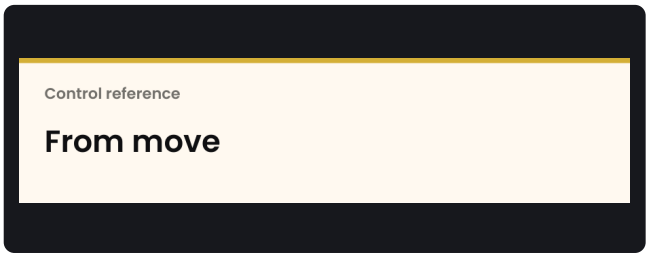
Create GIF

Menu

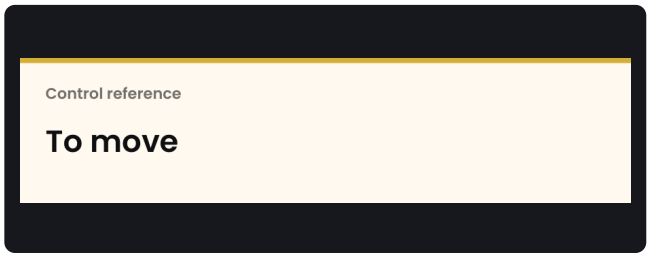
EXPORT AND SHARE · CONTINUED

Show a sequence in a GIF

Controls for step 2



From move

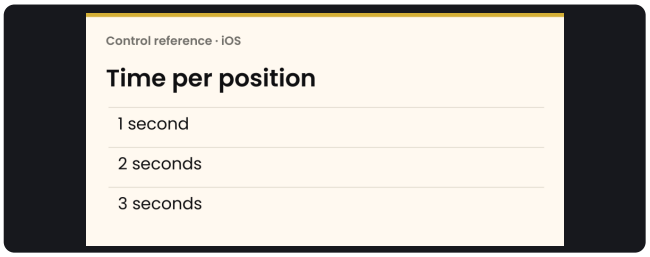


To move

Where: Menu → Create GIF

3 Adjust the speed

Choose Time per position from the available options. On iOS, these are 1, 2 or 3 seconds. For an explanation, allow enough time to recognize each change.



Time per position

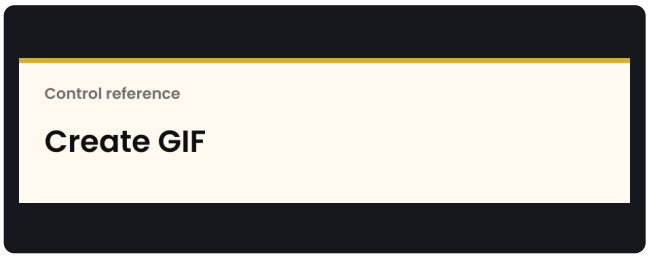
Where: Menu → Create GIF

EXPORT AND SHARE · CONTINUED

Show a sequence in a GIF

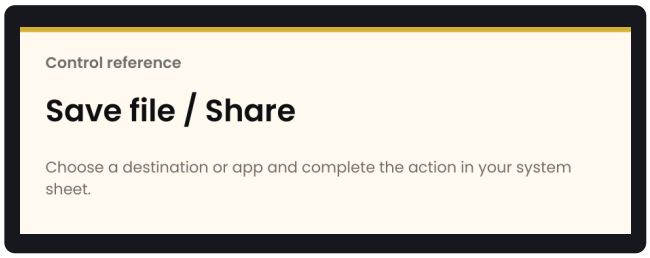
4 Generate and check

Tap Create GIF, keep the app visible and save the result. The engine may stop to free up resources. Play the file to check the start, end and orientation.



Create GIF

Menu → Create GIF



Save file / Share

Native sheet shown after exporting.



8 individual moves · 9 positions

Sequence limit

A maximum of 40 individual moves: the equivalent of 20 complete moves. Including the sequence's starting position, there can be up to 41 images. For example, 0 to 8 produces nine positions.

Only the main line is exported, without comments or variations. On iOS, the GIF is vertical, 540 × 675 pixels. If a sequence is too demanding, create a shorter one; the original PGN is not trimmed.

EXPORT AND SHARE

Create an MP4 video of the game

An MP4 presents a sequence of moves in a video file. You can save it and share it through apps that accept this format.

1 Prepare a clear line

Choose the main line you want to show and check the colors, pieces and markings. Side branches and comments are not turned into video scenes.

2 Define the sequence

Open Create MP4 and enter From move and To move. It uses the same count of individual moves and the same maximum of 40 as the GIF.



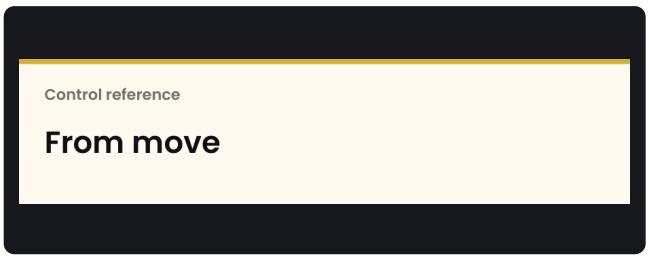
Open board menu

Top-left corner of the board screen.

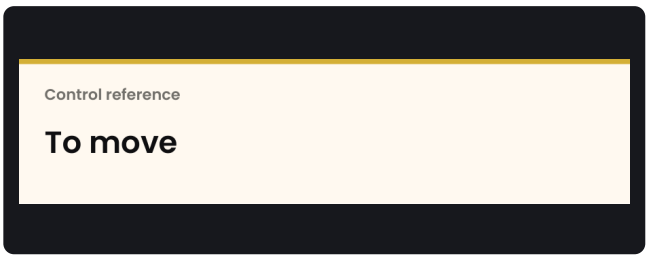


Create MP4

Menu



From move



To move

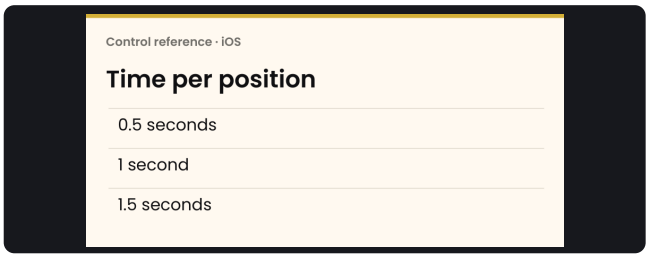
Where: Menu → Create MP4

EXPORT AND SHARE · CONTINUED

Create an MP4 video of the game

3 Choose Time per position

On iOS, you can select 0.5, 1 or 1.5 seconds. A very fast clip may look attractive but be difficult to study; check that each change is understandable.

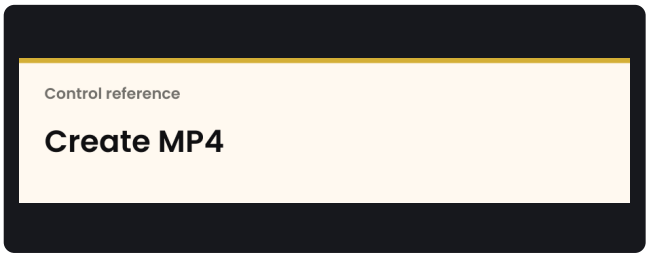


Time per position

Where: Menu → Create MP4

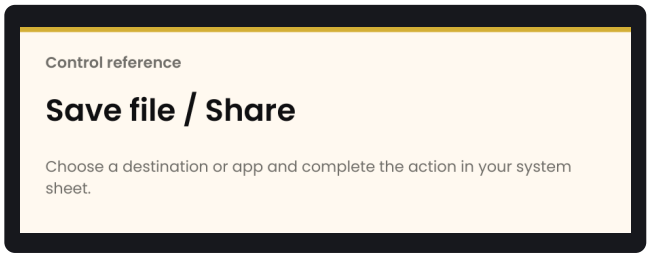
4 Generate, save and play

Tap Create MP4, wait with the app visible and confirm the destination. Open the finished file and check that it ends in the intended position.



Create MP4

Menu → Create MP4



Save file / Share

Native sheet shown after exporting.

What the video contains

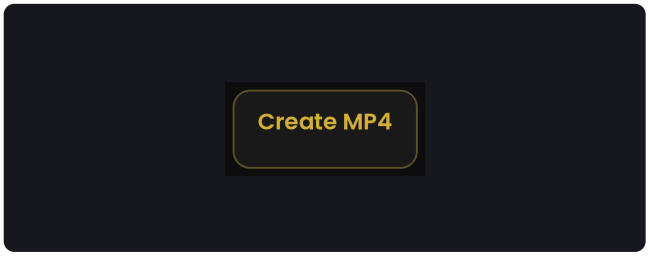
On iOS, the app generates a vertical 720 × 900 pixel MP4 without sound. Creation takes place locally. It does not add narration or music; for a full explanation, also share a note or the annotated PGN.

EXPORT AND SHARE · CONTINUED

Create an MP4 video of the game

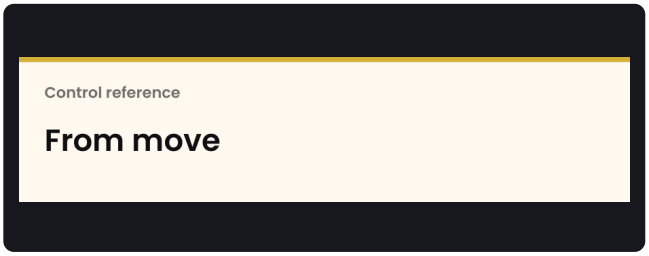
Your first video

Export the first eight individual moves of the opening in the workbook. Check that nine positions are shown, including the initial one, and that the final move is 4...Nf6.



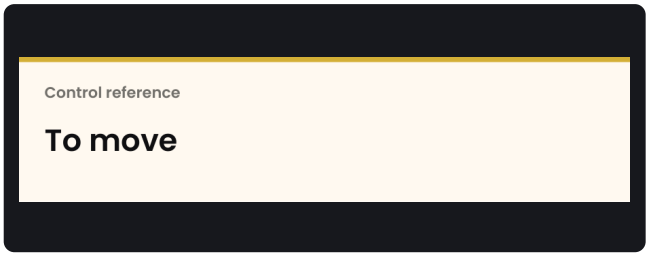
Create MP4

Menu

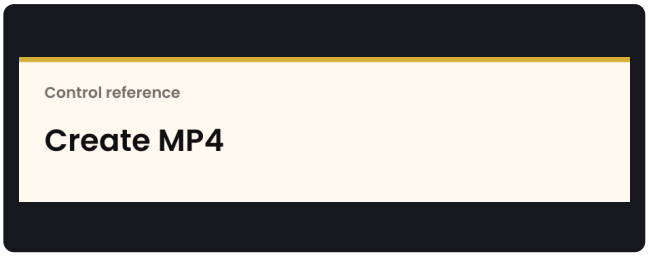


From move

Menu → Create MP4



To move



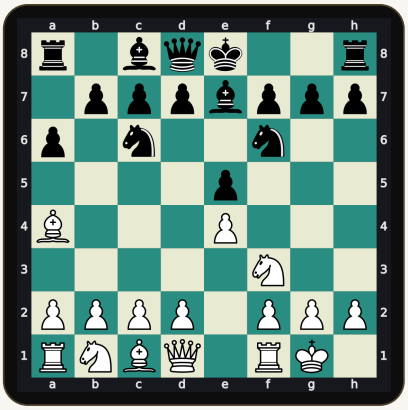
Create MP4

Where: Menu → Create MP4

EXPORT AND SHARE

Prepare an A5 PDF sheet

The sheet brings together a key position and the study's main-line notation in a compact document.



PRACTICE DIAGRAM

After 5...Be7 · White to move

Below, each step includes enlarged controls and the route to find them.

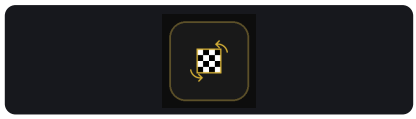
1 Select the key moment

Tap the move whose diagram you want to show. Orient the board and keep only the markings that help explain the position.



Tap a PGN move

PGN



Flip the board

Last button in the navigation row.



Enable drawing

PGN → Drawing controls

2 Complete Details

Review the players, event/tournament, date and result. The sheet uses the study's details together with the side to move and the current position.



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Details

PGN/FEN



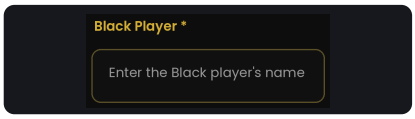
White Player *

PGN/FEN → Details

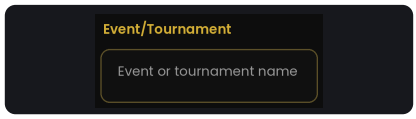
EXPORT AND SHARE · CONTINUED

Prepare an A5 PDF sheet

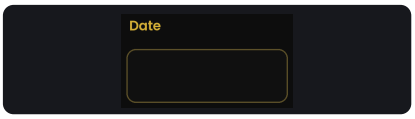
Controls for step 2



Black Player *

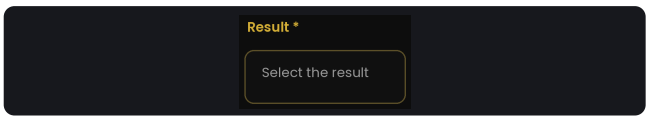


Event/Tournament



Date

Where: PGN/FEN → Details



Result *



SAVE DETAILS

Where: PGN/FEN → Details

3 Choose A5 PDF sheet

Open the option from the menu and wait for it to be generated. The notation covers the entire main line, not just the visible section.



Open board menu

Top-left corner of the board screen.



A5 PDF sheet

Menu

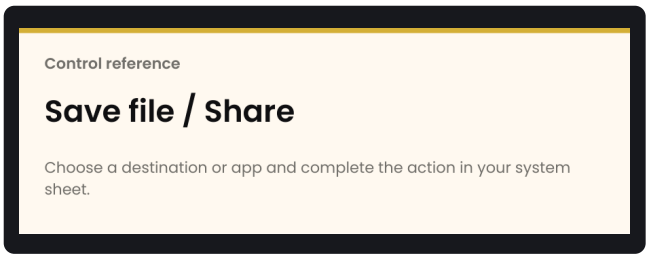
Enlarged control details · References and scope

EXPORT AND SHARE · CONTINUED

Prepare an A5 PDF sheet

4 **Save and review**

Choose the destination and open the PDF. Confirm that the diagram, side to move and details are correct. On iOS, the sheet supports up to six pages; for longer material, prepare a shorter copy or use another output.



Save file / Share

Where: Native sheet shown after exporting.

If you need every comment

Use Print PGN for a lesson with variations, notes and several diagrams. The A5 sheet is a compact visual format and does not replace the complete PGN study.



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Print

PGN/FEN

EXPORT AND SHARE

Print an annotated game

Print PGN turns the notation, its variations and comments into reading material. You can first mark where diagrams should appear.

1 Prepare the lesson

Review the comments and variations. At each important position, use Diagram or Annotate → Insert diagram.



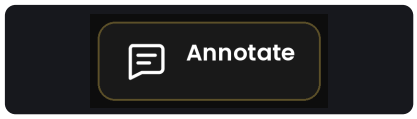
PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



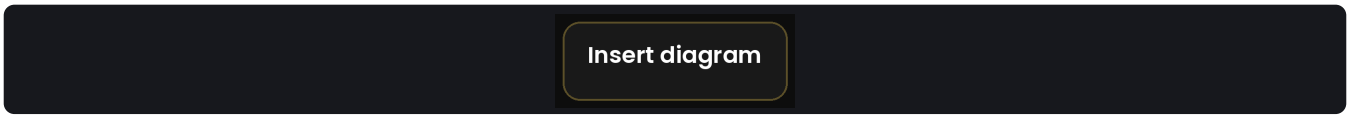
Diagram

PGN/FEN



Annotate

PGN tab → select a move → Annotate.



Insert diagram

Where: Select move → Annotate

2 Print the game

Open PGN/FEN → Print. Review the preview or system dialog and select the printer or available destination.



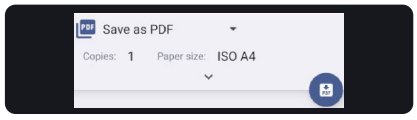
PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Print

PGN/FEN



Print / Save as PDF

PGN → PGN/FEN → Print

EXPORT AND SHARE · CONTINUED

Print an annotated game

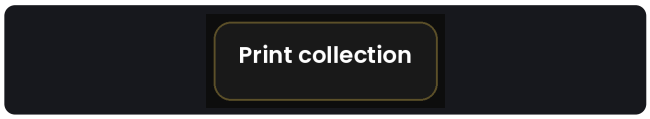
3 Or print a collection

When the open file contains several games, go to its list and choose Print collection. Check that these are the games you want to provide.



Game 1 de 1

PGN

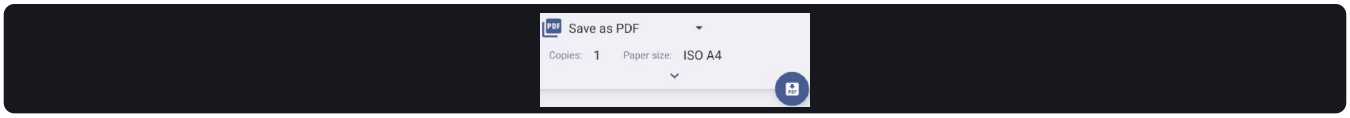


Print collection

PGN → Game selector

4 Adapt the destination to your system

Android may offer Save as PDF in its print dialog. iOS uses the native print sheet; its options depend on the device and destination. Follow the selector that appears, without looking for an identical button on both systems.



Print / Save as PDF

Where: PGN → PGN/FEN → Print

> **Printing limits on iOS**
>
> Up to 25 games together and 24 diagrams per document. If you exceed the limit, split the collection or reduce the diagrams in a copy. The A5 sheet's six-page maximum does not apply as a general limit to Print PGN.

Keep the editable PGN alongside the printed material. You can then correct a note or add a variation without rebuilding the lesson from the PDF.

YOUR STUDY ENVIRONMENT

Make the board comfortable to use

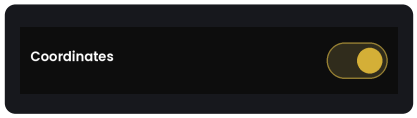
Customizing the appearance should help you recognize the position and stay focused while you study.

Coordinates and aids

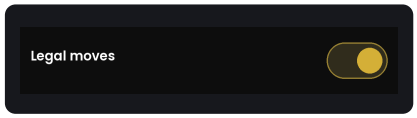
In Board settings, turn on Coordinates if you are learning notation. Legal moves helps you recognize available destinations; Last move makes it easier to follow what changed. You can adjust the zoom to fit your screen.



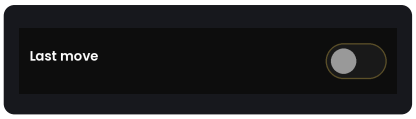
Open preferences
Gear in the top-right corner.



Coordinates
Settings



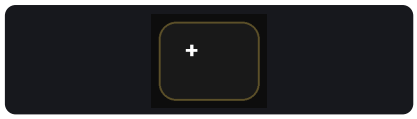
Legal moves
Settings



Last move



–



+

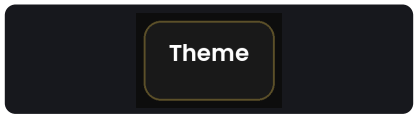
Where: Settings

Theme, board and pieces

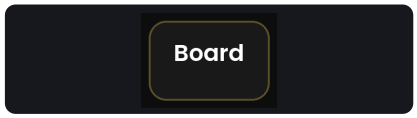
Use Theme for the overall appearance, Board for the squares and Pieces for the piece set. Choose a combination that makes bishops, pawns and the two sides' colors easy to distinguish.



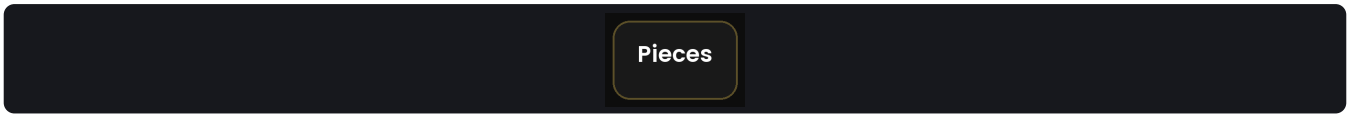
Open preferences
Gear in the top-right corner.



Theme
Settings



Board
Settings



Pieces

Where: Settings

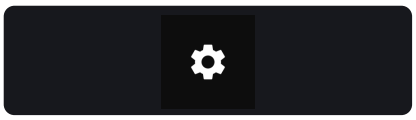
Enlarged control details · References and scope

YOUR STUDY ENVIRONMENT · CONTINUED

Make the board comfortable to use

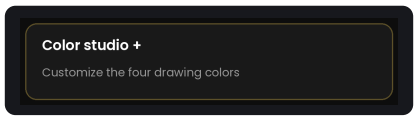
Color with meaning

Customize the palettes and drawing colors. Keep a simple convention: one color for threats and another for plans, for example. Accompany the marking with an explanation so you do not rely on color alone.



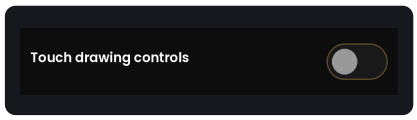
Open preferences

Gear in the top-right corner.



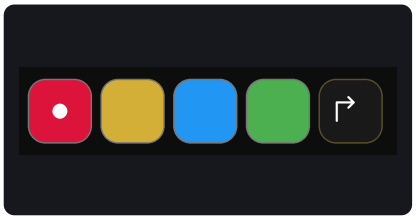
Color studio Customize the four drawing colors +

Settings



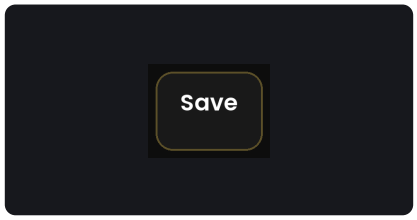
Touch drawing controls

Settings



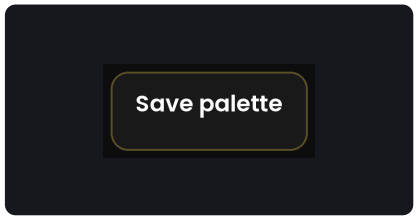
Drawing tools

PGN → Drawing controls → Enable drawing



Save

Settings → Board

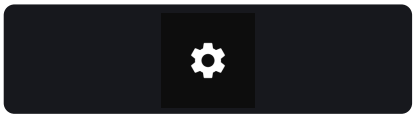


Save palette

Settings → Board

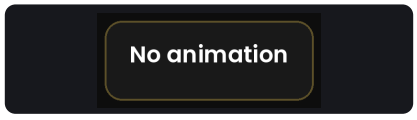
Animation and focus

Adjust the animation using the available options: No animation, Fast or Smooth. Focus mode reduces secondary elements; use Exit focus mode to restore the normal view.



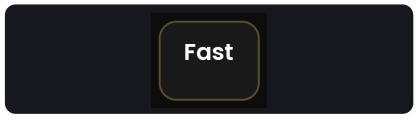
Open preferences

Gear in the top-right corner.



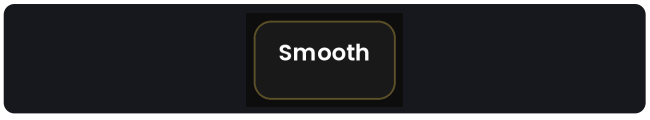
No animation

Settings



Fast

Settings



Smooth



Focus mode

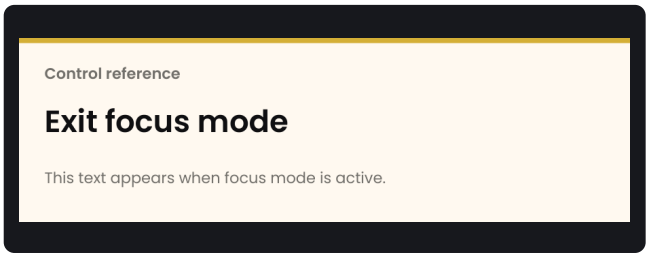
Where: Settings

Enlarged control details · References and scope

YOUR STUDY ENVIRONMENT · CONTINUED

Make the board comfortable to use

Controls for “Animation and focus”

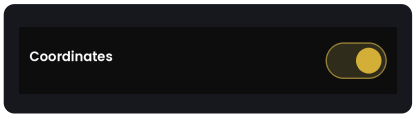


Exit focus mode

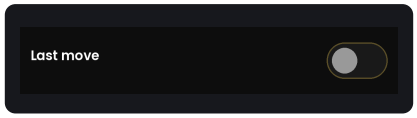
Where: Control displayed while focus mode is active.

A useful starting setup

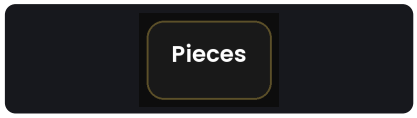
Visible coordinates, the last move highlighted, easy-to-distinguish pieces and moderate animation. Keep the appearance consistent during your first sessions so you can recognize the controls quickly.



Coordinates



Last move



Pieces

Where: Settings

Enlarged control details · References and scope

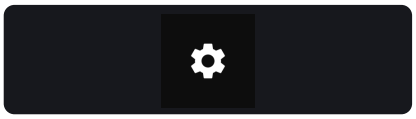
YOUR STUDY ENVIRONMENT

Sound, power and recovery

These preferences help you adapt the board to where you study and how long you plan to use it.

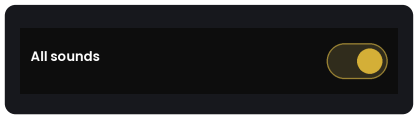
Sound by activity

Adjust the overall sound and the available categories for moves, results, the interface or training. Muting the app does not change the content of your studies.



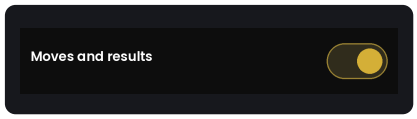
Open preferences

Gear in the top-right corner.



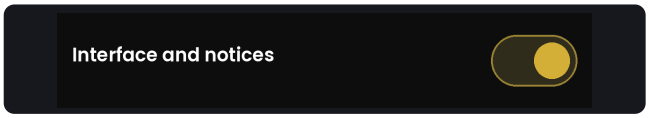
All sounds

Settings



Moves and results

Settings



Interface and notices

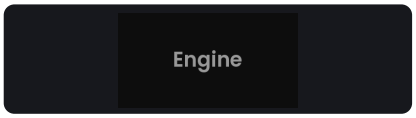


Training

Where: Settings

Engine and power

Turn off Stockfish when you do not need to calculate. Comparing several lines requires more work than one. Some exports and training modes stop the analysis to reserve resources.



Engine

Third tab in the lower panel.



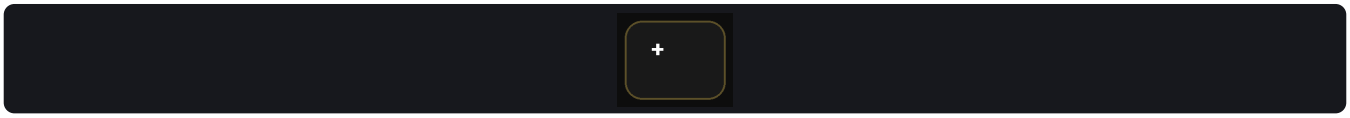
×

Engine → Activate Stockfish 19



-

Engine → Activate Stockfish 19



+

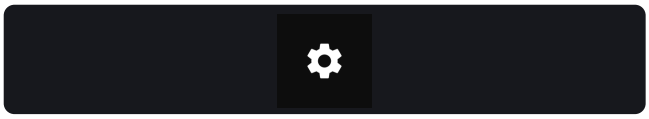
Where: Engine → Activate Stockfish 19

YOUR STUDY ENVIRONMENT · CONTINUED

Sound, power and recovery

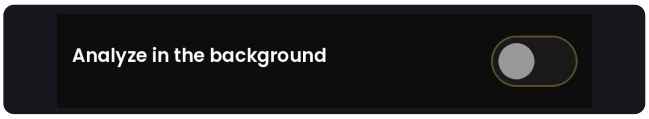
What “background” means here

The preference to continue analysis in the background allows calculation when you switch tabs within the board. It does not promise that the engine will keep working with the phone locked or the app closed.



Open preferences

Gear in the top-right corner.



Analyze in the background

Settings

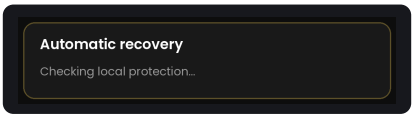
Automatic recovery

This feature helps you resume work after an interruption. Explicitly save important studies and make external copies. Reset board preferences changes usage settings; it is not a tool for recovering games.



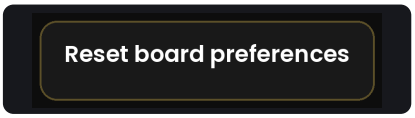
Open preferences

Gear in the top-right corner.



Automatic recovery Checking local protection...

Settings



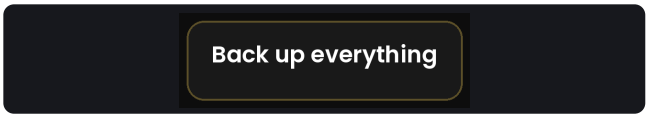
Reset board preferences

Settings



Save

PGN tab, next to Annotate.



Back up everything

Menu → My PGN databases → Show details

YOUR STUDY ENVIRONMENT · CONTINUED

Sound, power and recovery

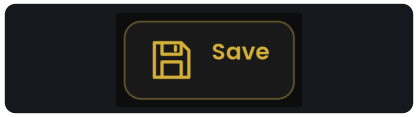
A closing routine

Finish the exercise, stop the engine, save the game and export what matters. If you are creating a video or a sheet, keep the app visible until you can confirm the resulting file.



×

Engine → Activate Stockfish 19



Save

PGN tab, next to Annotate.



Download PGN

Menu

Enlarged control details · References and scope

CONNECTION AND DATA

Prepare to study without internet

Much of the work takes place on the device. Some queries, permissions and validations need external services.

Board, downloaded PGNs, editor, library and notes

Local work. You do not need an account for free features.



Open board menu

Top-left corner of the board screen.



Load PGN

Menu



Position Editor

Menu



My PGN databases

Menu

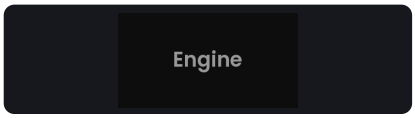


Annotate

PGN tab → select a move → Annotate.

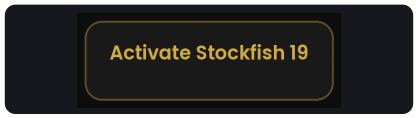
Stockfish: calculation and play

Local engine. Premium features require valid authorization.



Engine

Third tab in the lower panel.



Activate Stockfish 19

Engine

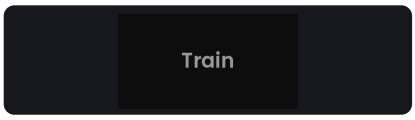


Play against Stockfish 19

Menu

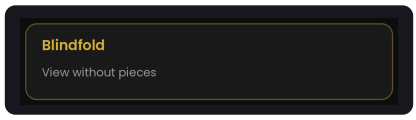
Blindfold, Memory, Remember position and Premium exports

Local processing with active access; reconnect periodically for validation.



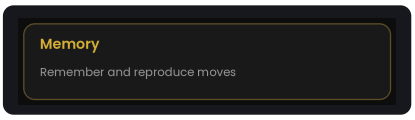
Train

Fourth tab in the lower panel.



Blindfold

Train



Memory

Train

CONNECTION AND DATA · CONTINUED

Prepare to study without internet

Controls for “Blindfold, Memory, Remember position and Premium exports”



Remember position

Train



Create GIF

Menu



Create MP4

Menu

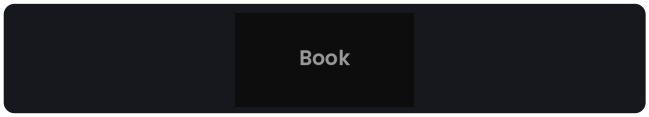


A5 PDF sheet

Where: Menu

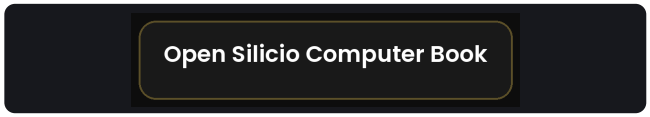
Computer Book

Android: internet. iOS: book included locally with Premium.



Book

Second tab in the lower panel.



Open Silicio Computer Book

Book

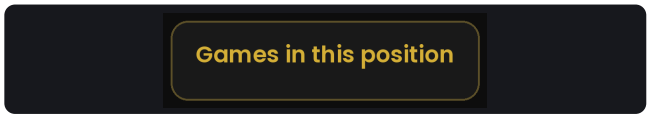
Games by position

Internet on both platforms.



Open board menu

Top-left corner of the board screen.



Games in this position

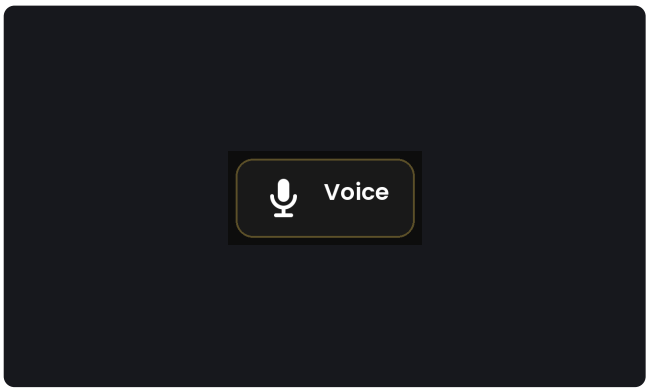
Menu

CONNECTION AND DATA · CONTINUED

Prepare to study without internet

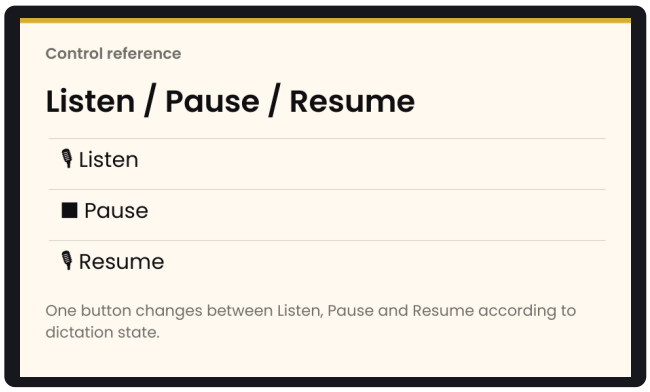
Dictation

May need internet, depending on the speech service and language.



Voice

PGN/FEN

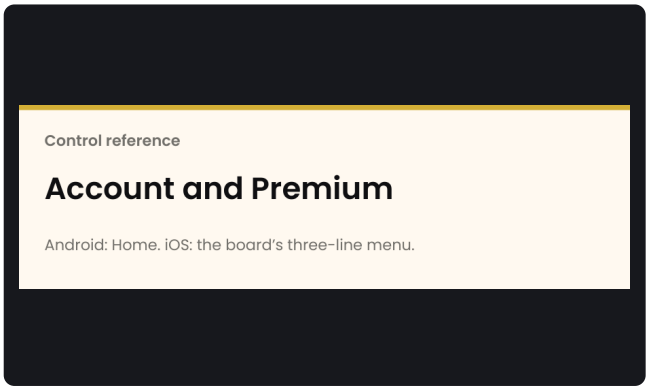


Listen / Pause / Resume

Menu → Dictate game to PGN

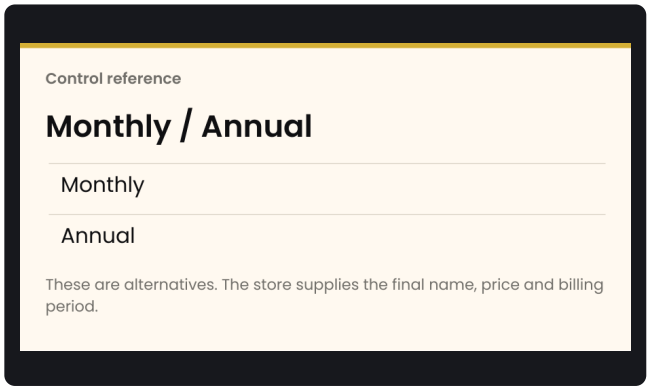
Buying, restoring, signing in or starting a trial

Internet. Cloud files may also need to be downloaded.



Account and Premium

Android: Home. iOS: board menu.



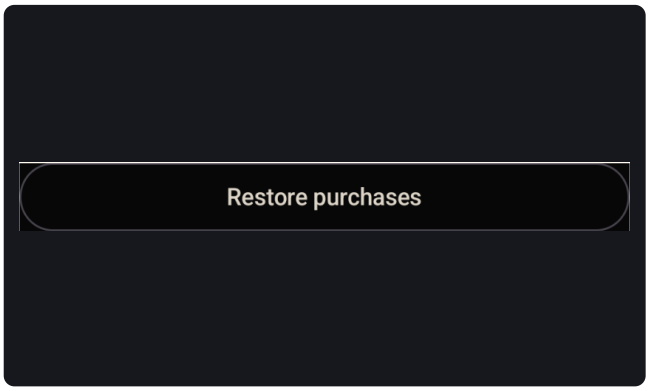
Monthly / Annual

Android: Home → Account and Premium. iOS: Menu → Account and Premium.

CONNECTION AND DATA · CONTINUED

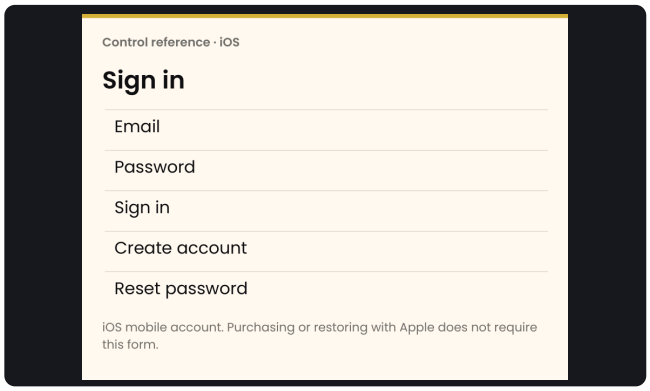
Prepare to study without internet

Controls for “Buying, restoring, signing in or starting a trial”



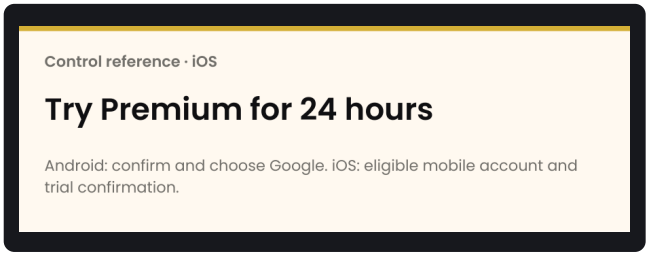
Restore purchases

Android: Home → Account and Premium. iOS: Menu → Account and Premium. Use the purchasing store account.



Sign in

Sign-in form opened from Account and Premium; for Academy access, choose the Academy option first.



Try Premium for 24 hours

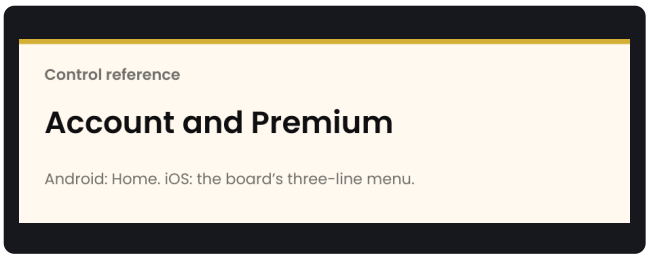
Where: Account and Premium. On iOS, sign in to the mobile account before starting the trial.

CONNECTION AND DATA · CONTINUED

Prepare to study without internet

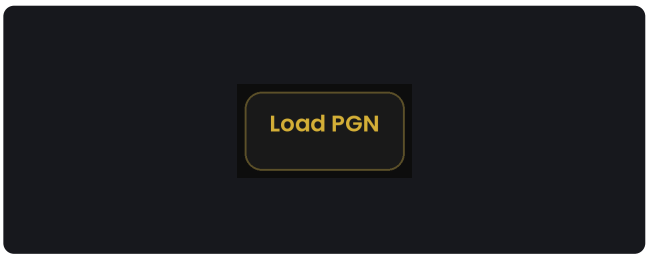
Before you travel

Open the app with an internet connection, check Premium and download your PGNs. Purchase authorization may last up to seven days offline, without extending beyond its expiry; a device restart may require validation. The trial keeps its time limit, and Academy access requires more frequent validation.



Account and Premium

Android: Home. iOS: board menu.



Load PGN

Menu

Signing in does not automatically upload your library. Camera and microphone access are requested when you use their tools. See the official policies and support links on page 191.

A COMPLETE SESSION

Analyze a game you have just played

Goal: turn one of your own games into three decisions you can improve in the next one.

1 Open and organize

Load the PGN and complete the players, tournament, date and result. Save it in “My annotated games” before you begin.



Open board menu

Top-left corner of the board screen.



Load PGN

Menu



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



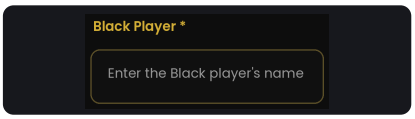
Details

PGN/FEN



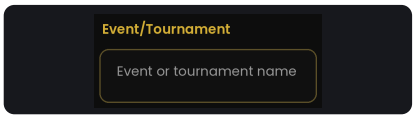
White Player *

PGN/FEN → Details

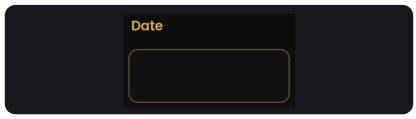


Black Player *

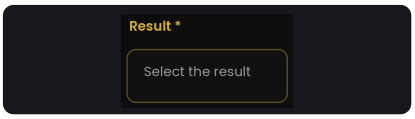
PGN/FEN → Details



Event/Tournament



Date



Result *

Where: PGN/FEN → Details



SAVE DETAILS

PGN/FEN → Details



Save

PGN tab, next to Annotate.

A COMPLETE SESSION · CONTINUED

Analyze a game you have just played

2 Review without the engine

Mark three moments when you were unsure. Write down what you thought during the game and which alternative you considered. Do not yet revise your recollection using the engine's answer.



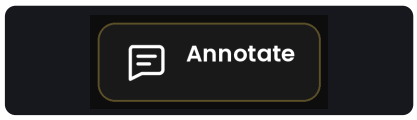
Previous move

Second navigation button below the board.



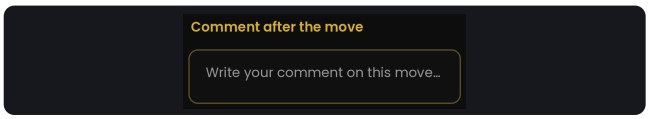
Next move

Fourth navigation button below the board.

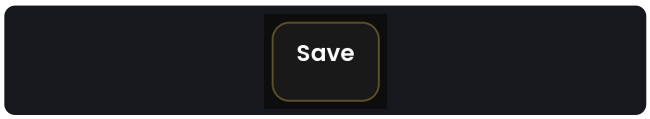


Annotate

PGN tab → select a move → Annotate.



Comment after the move



Save

Where: Select move → Annotate

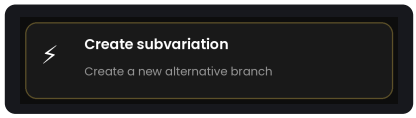
3 Compare candidates

Return to each moment, create a variation and play your alternative. Start Stockfish to find the opponent's reply that confirms or refutes your idea.



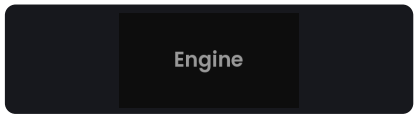
Tap a PGN move

PGN



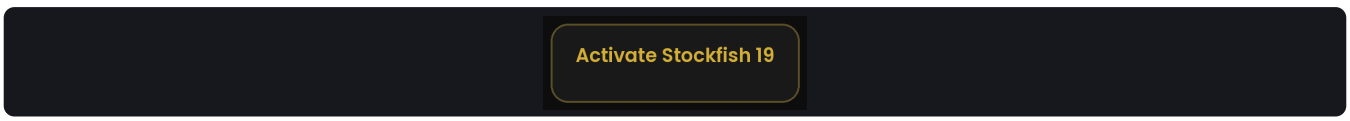
Create subvariation

Select move → Move piece



Engine

Third tab in the lower panel.



Activate Stockfish 19

Where: Engine

A COMPLETE SESSION · CONTINUED

Analyze a game you have just played

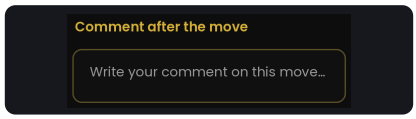
4 Draw a lesson

Rewrite each comment with a specific cause: an undefended piece, coordination, an exposed king or a difficult ending. Add a diagram at the most instructive position.



Annotate

PGN tab → select a move → Annotate.



Comment after the move

Select move → Annotate



Save

Select move → Annotate

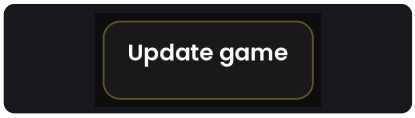


Diagram

Where: PGN/FEN

5 Save and repeat

Update the game and export the PGN. Choose one of the positions and play it against the engine to practice the decision you have just studied.



Update game

Open and edit a library game. Return to My PGN databases → its database; Update game is then available.



Open board menu

Top-left corner of the board screen.



Download PGN

Menu



Play against Stockfish 19

Where: Menu

Enlarged control details · References and scope

A COMPLETE SESSION · CONTINUED

Analyze a game you have just played

Expected result

A PGN with three annotated moments, short variations and a practical conclusion for each moment. This document will be more useful than a list of evaluations without explanations.

A COMPLETE SESSION

Build a repertoire line

Goal: learn what you want to play, why you want to play it and how to remember the move order.

1 Create a database around a theme

For example, “Ruy Lopez as White.” Open a model game or build a short line from the start.



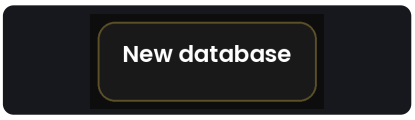
Open board menu

Top-left corner of the board screen.



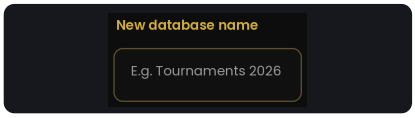
My PGN databases

Menu



New database

Menu → My PGN databases



New database name

Menu → My PGN databases → New database



Load PGN

Menu

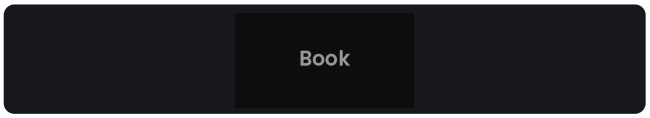


New Board

Menu

2 Consult references

Use Computer Book to compare continuations. Search for games in a position that interests you and study the plans that appear after the opening.



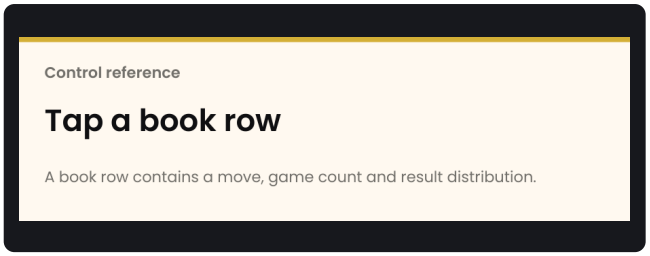
Book

Second tab in the lower panel.



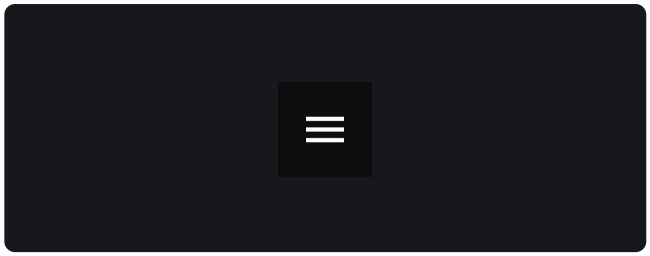
Open Silicio Computer Book

Book



Tap a book row

Book → Open Silicio Computer Book



Open board menu

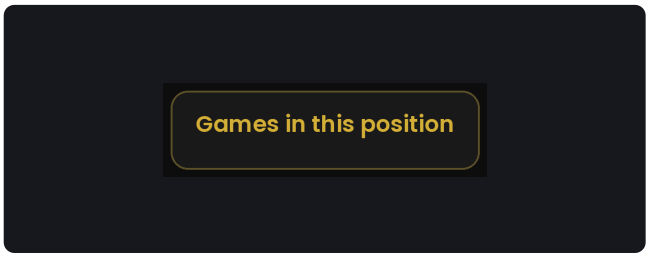
Top-left corner of the board screen.

Enlarged control details · References and scope

A COMPLETE SESSION · CONTINUED

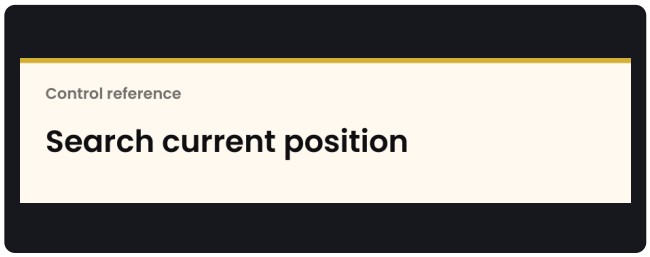
Build a repertoire line

Controls for step 2



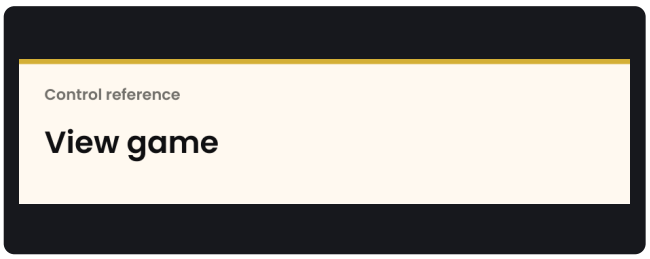
Games in this position

Menu



Search current position

Menu → Games in this position

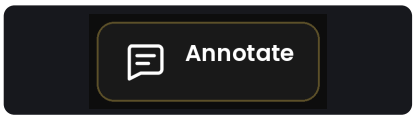


View game

Where: Menu → Games in this position

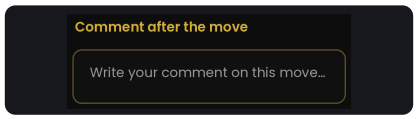
3 Write down your choice

Keep the line you intend to prepare as the main line. Add an explanation about development, the center and king safety; limit the branches to relevant replies by your opponent.



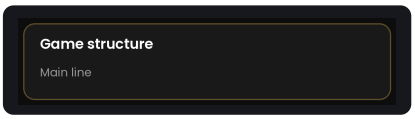
Annotate

PGN tab → select a move → Annotate.



Comment after the move

Select move → Annotate



Game structure

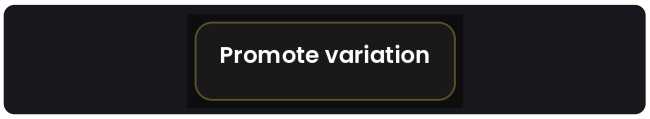
Select move → Annotate

Enlarged control details · References and scope

A COMPLETE SESSION · CONTINUED

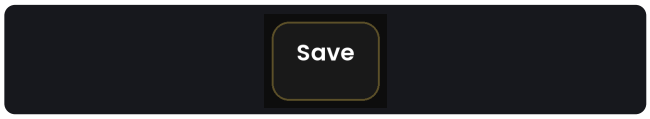
Build a repertoire line

Controls for step 3



Promote variation

Select move → Annotate → Game structure

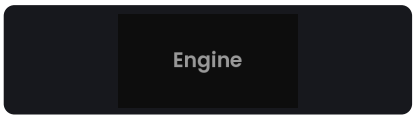


Save

Select move → Annotate

4 Check the tactics

Use the engine to verify the critical points. Include only lines that clarify a decision or prevent a specific mistake.



Engine

Third tab in the lower panel.



Activate Stockfish 19

Engine



Tap a move in the engine line

Engine → Activate Stockfish 19

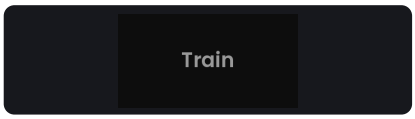


Add line to PGN

Where: Engine → Activate Stockfish 19 → Tap a move in the engine line

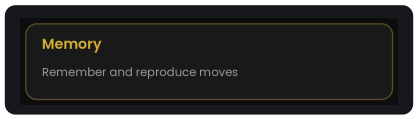
5 Train your memory

Load the main line in Memory and choose your color. To practice a side branch, save a copy and promote it to the main line. Repeat until you remember both the move order and its purpose.



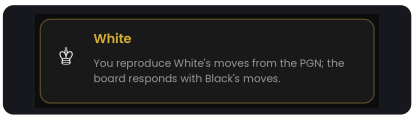
Train

Fourth tab in the lower panel.



Memory

Train



White

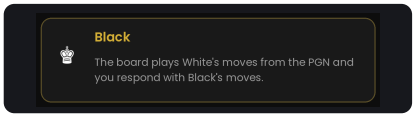
Train → Memory Remember and reproduce moves

Enlarged control details · References and scope

A COMPLETE SESSION · CONTINUED

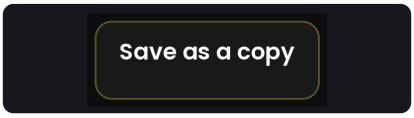
Build a repertoire line

Controls for step 5



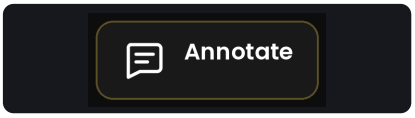
Black

Train → Memory Remember and reproduce moves



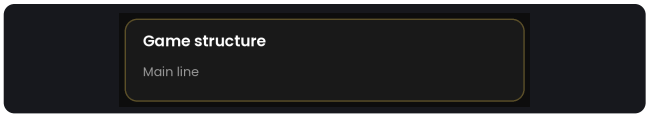
Save as a copy

With a library game open: My PGN databases → its linked database. Save as a copy after editing.



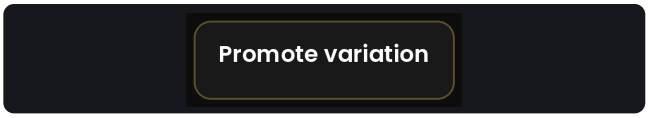
Annotate

PGN tab → select a move → Annotate.



Game structure

Select move → Annotate



Promote variation

Select move → Annotate → Game structure

Expected result

A database with an explained main line, selected alternatives and a sequence you can reproduce. Book statistics and evaluations help; your repertoire also needs ideas you can remember.

A COMPLETE SESSION

Prepare a lesson to share

Goal: provide an explanation someone else can read, visualize and continue studying.

1 Choose a single idea

Select a position from your study: a threat, a pawn break or a choice between candidates. Define a question the recipient can understand.

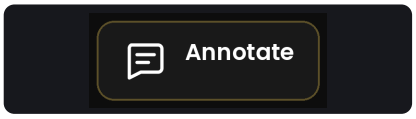


Tap a PGN move

Where: PGN

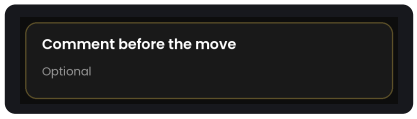
2 Separate the question and explanation

Add a comment before the move to pose the question and another after it to explain the answer. Check that a variation does not reveal the solution too early in your material.



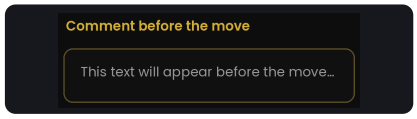
Annotate

PGN tab → select a move → Annotate.



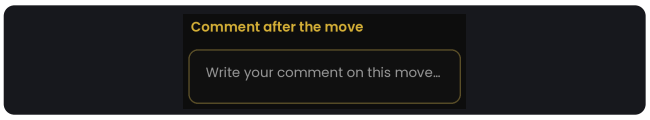
Comment before the move

Select move → Annotate

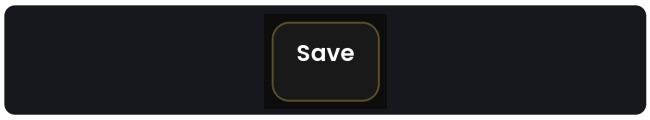


Comment before the move

Select move → Annotate → Comment before the move



Comment after the move



Save

Where: Select move → Annotate

Enlarged control details · References and scope

A COMPLETE SESSION · CONTINUED

Prepare a lesson to share

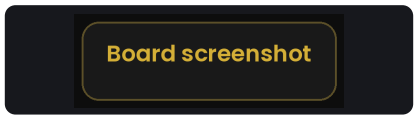
3 Prepare the visual material

Create an editorial composition with a title and the side to move. If move order matters, generate a short GIF or MP4 of the main line.



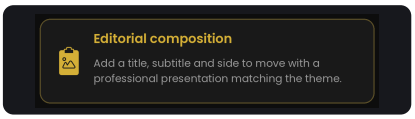
Open board menu

Top-left corner of the board screen.



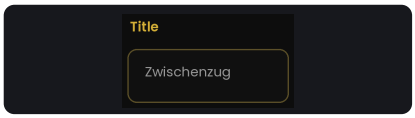
Board screenshot

Menu

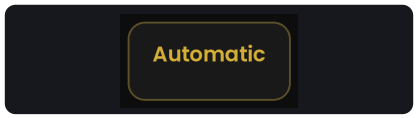


Editorial composition

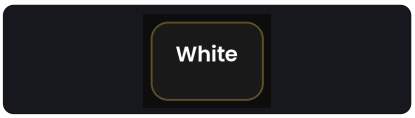
Menu → Board screenshot



Title



Automatic



White

Where: Menu → Board screenshot → Editorial composition



Black

Menu → Board screenshot → Editorial composition



Create GIF

Menu



Create MP4

Menu

4 Choose the reading document

Use A5 PDF sheet for a compact presentation of a position, or Print PGN for a lesson with notes, branches and several diagrams.



Open board menu

Top-left corner of the board screen.



A5 PDF sheet

Menu



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.

A COMPLETE SESSION · CONTINUED

Prepare a lesson to share

Controls for step 4



Print

Where: PGN/FEN

5 Attach the editable study

Export the PGN too. Open the final files and check the position, side to move, text and destination before sending them.



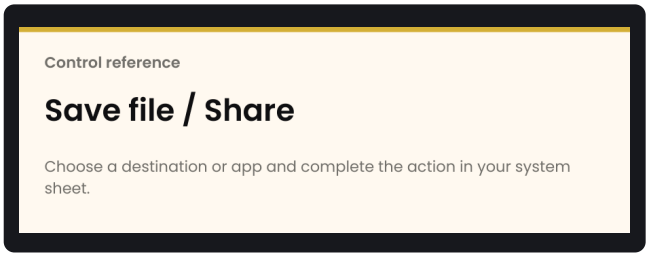
Open board menu

Top-left corner of the board screen.



Download PGN

Menu



Save file / Share

Where: Native sheet shown after exporting.

Expected result

Clear visual material and a PGN that lets the recipient continue working. The image introduces the idea; the editable file lets the student explore their own questions.

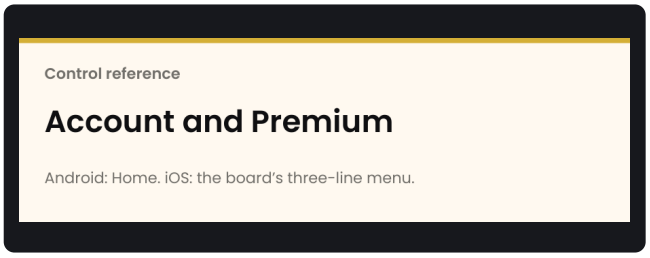
TROUBLESHOOTING

Access, engine and voice

Start by checking the status and the specific feature. Do not delete your data to resolve an access problem.

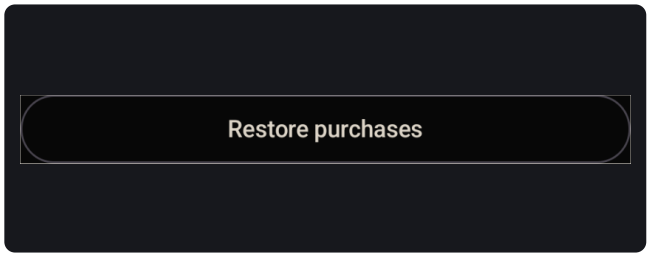
Premium does not appear

Check your connection, the store where you purchased and the purchasing account. Use Account and Premium → Restore purchases. A Google Play purchase cannot be restored through Apple.



Account and Premium

Android: Home. iOS: board menu.



Restore purchases

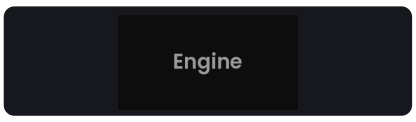
Android: Home → Account and Premium. iOS: Menu → Account and Premium. Use the purchasing store account.

The purchase is pending

Check its status in the store and wait for confirmation. Do not repeat purchases while the first one is still pending.

I only see one engine line

One line is free. For two or three, you need active Premium access and must adjust the number using the engine controls.



Engine

Third tab in the lower panel.



-

Engine → Activate Stockfish 19



+

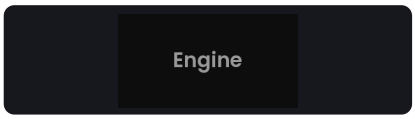
Engine → Activate Stockfish 19

TROUBLESHOOTING · CONTINUED

Access, engine and voice

The engine does not respond

Check that it is turned on and that the position is valid. End any active training or game that may be using the engine, then try again.



Engine

Third tab in the lower panel.



Activate Stockfish 19

Engine



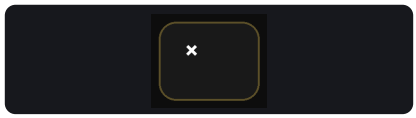
Play against Stockfish 19

Menu



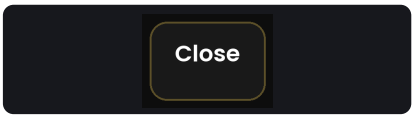
×

Blindfold mode picker. Does not stop the active mode.



×

Memory side-selection window.

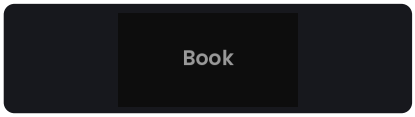


Close

Position recall result, after the exercise ends.

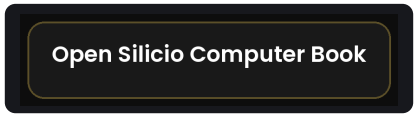
Book or search returns no data

On Android, check your internet connection for Book. On both systems, search needs a connection and a position with at least one move played from the start. A source may have no matches.



Book

Second tab in the lower panel.



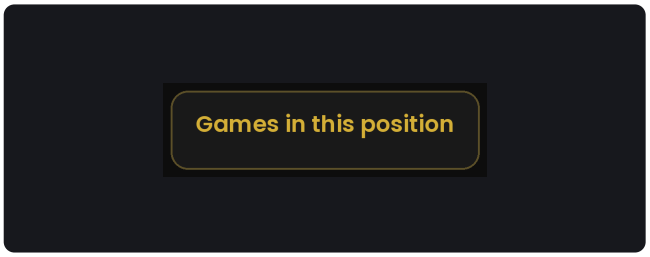
Open Silicio Computer Book

Book



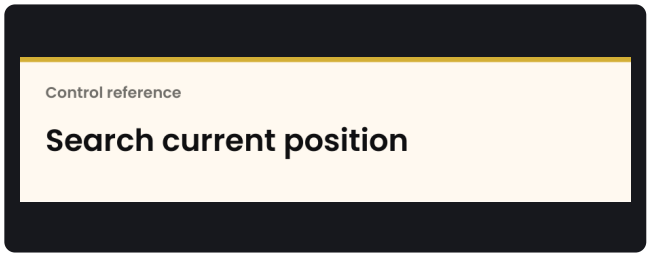
Open board menu

Top-left corner of the board screen.



Games in this position

Menu



Search current position

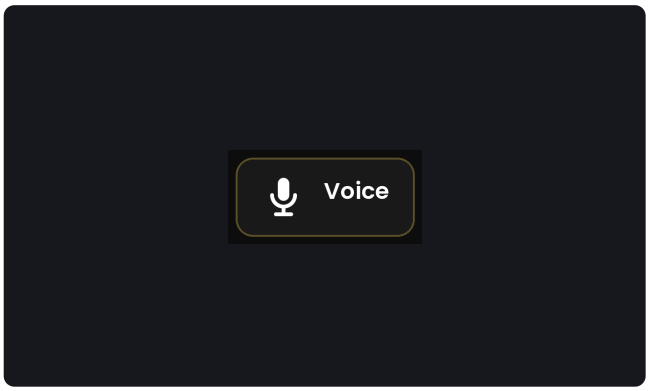
Menu → Games in this position

TROUBLESHOOTING · CONTINUED

Access, engine and voice

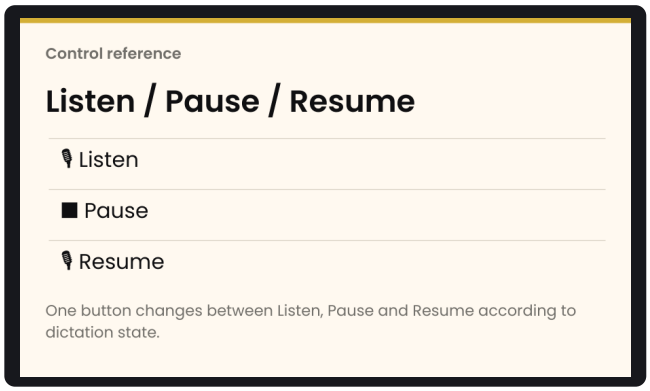
I cannot dictate

Check microphone and speech recognition permissions in system settings, along with the language and connection. Return to Listen and try a short sequence.



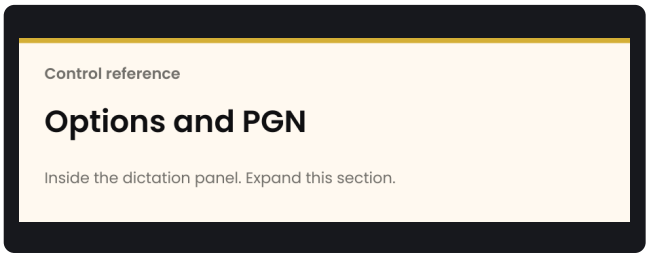
Voice

PGN/FEN



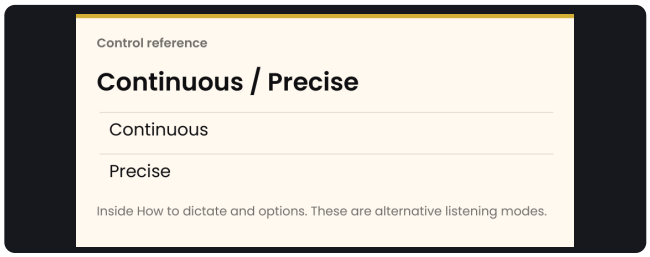
Listen / Pause / Resume

Menu → Dictate game to PGN



Options and PGN

Menu → Dictate game to PGN



Continuous / Precise

Menu → Dictate game to PGN → Options and PGN → How to dictate and options

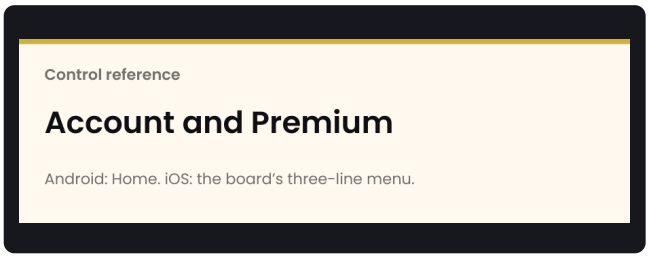
Enlarged control details · References and scope

TROUBLESHOOTING · CONTINUED

Access, engine and voice

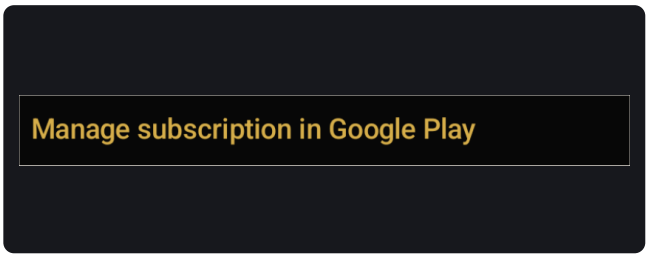
I want to stop future charges

Manage the subscription in the store that bills you. Signing out, deleting the account or uninstalling does not cancel renewal.



Account and Premium

Android: Home. iOS: board menu.



Manage subscriptions

Android: Google Play → profile → Payments & subscriptions → Subscriptions. iOS: Settings → your name → Subscriptions, or Account and Premium.

If you need help, send your operating system, app version, a short description, the steps that lead to the problem and a screenshot of the message. Do not send passwords or verification codes. Links and contact: page 191.

TROUBLESHOOTING

Files, positions and exports

Protect the open study first. Then check the format, what the action covers and the tool's limits.

The file will not open

Check that it is a text PGN. A renamed PDF, image or ZIP is not a PGN. Library ZIP files open with Restore backup. On iOS, the PGN limit is 15 MB.



Open board menu

Top-left corner of the board screen.



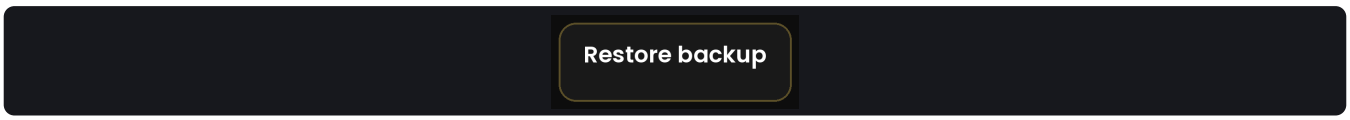
Load PGN

Menu



My PGN databases

Menu



Restore backup

Where: Menu → My PGN databases → Show details

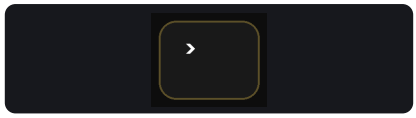
I went back, but the moves are still there

Navigation changes the position without deleting moves. To correct an edit, use Undo or the game's structural actions.



Previous move

Second navigation button below the board.



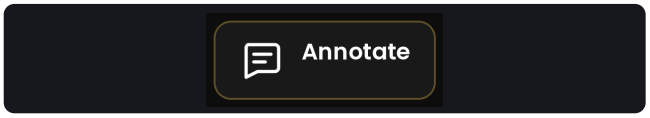
Next move

Fourth navigation button below the board.



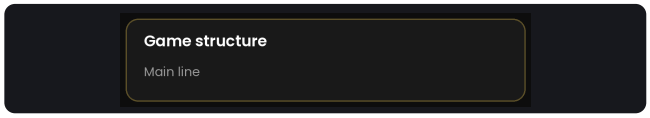
Undo

PGN



Annotate

PGN tab → select a move → Annotate.



Game structure

Select move → Annotate

TROUBLESHOOTING · CONTINUED

Files, positions and exports

The study is missing from the ZIP

Save the game inside a database and create the backup again. An unsaved board is not part of the database ZIP.



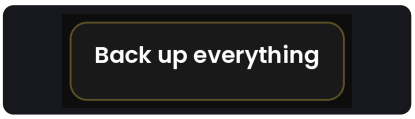
Save

PGN tab, next to Annotate.



My PGN databases

Menu

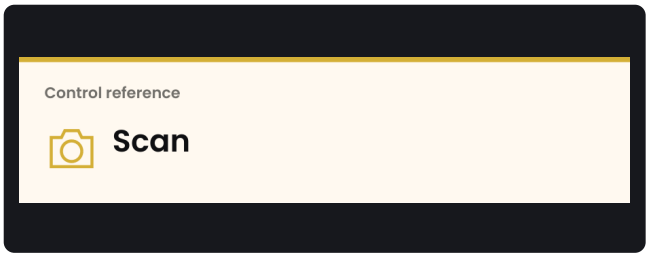


Back up everything

Menu → My PGN databases → Show details

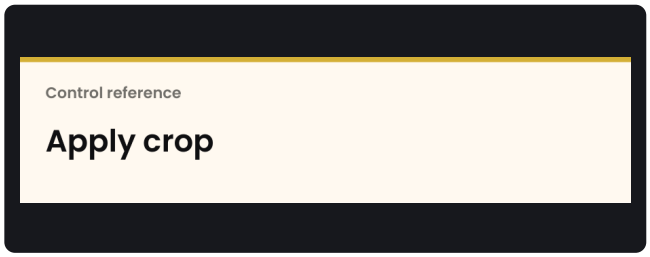
The photo's pieces were recognized incorrectly

Crop all 64 squares in full, specify the color at the bottom and the side to move, and compare with View image. Correct the position in the editor before applying it.



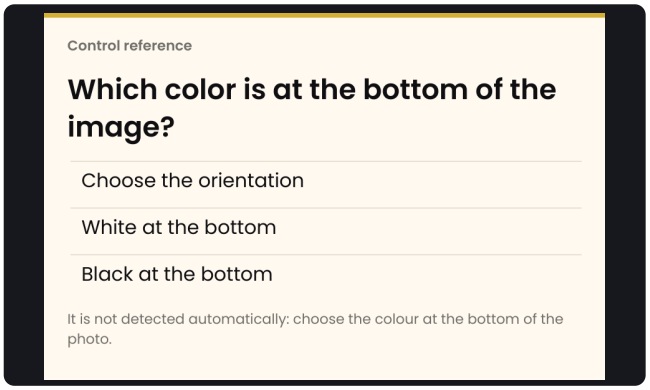
Scan

Menu → Position Editor

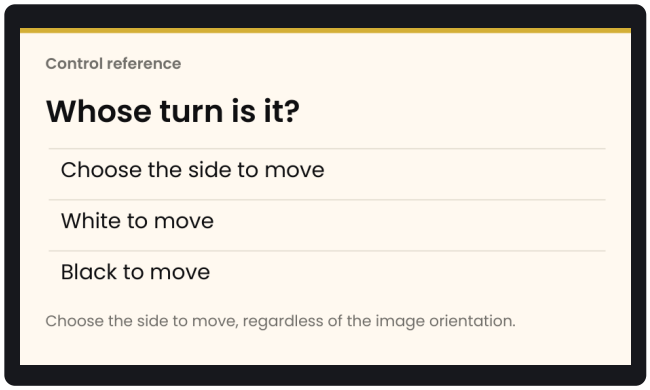


Apply crop

Editor → Scan → Take photo or Choose image → adjust the four corners.



Which color is at the bottom of the image?



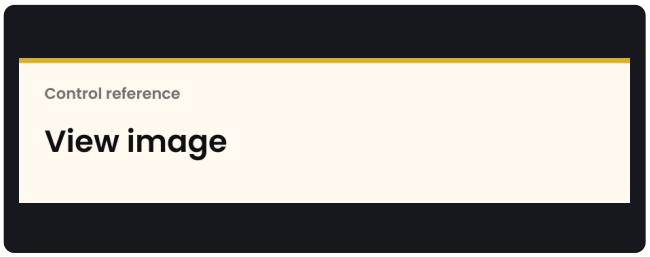
Whose turn is it?

Where: Scan → Apply crop → Recognize pieces.

TROUBLESHOOTING · CONTINUED

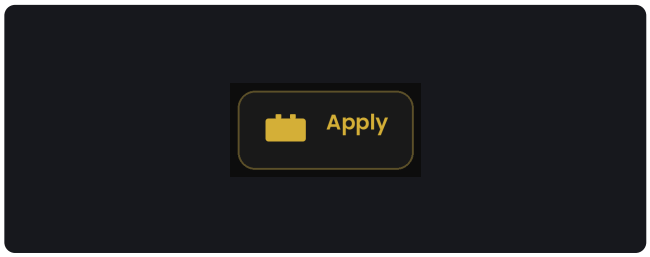
Files, positions and exports

Controls for “The photo's pieces were recognized incorrectly”



View image

In the editor, after Scan → Recognize pieces → Send to editor.



Apply

Menu → Position Editor

The FEN cannot be applied

Check both kings, the distance between them, pawns, the side to move and special rights. The editor's inspector helps you locate inconsistencies.



Position Editor

Menu



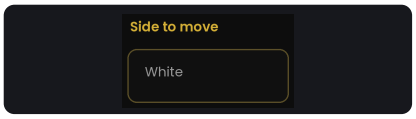
Tools

Menu → Position Editor



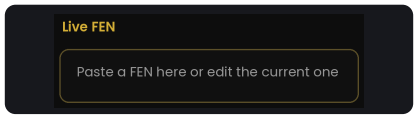
Rules

Menu → Position Editor → Tools



Side to move

Menu → Position Editor → Tools → Position



Live FEN

Menu → Position Editor → Tools → Rules



Apply

Menu → Position Editor

Enlarged control details · References and scope

TROUBLESHOOTING · CONTINUED

Files, positions and exports

The GIF or MP4 does not show my variation

Export the main line. Save a copy and promote the branch you want to show. The maximum is 40 individual moves.



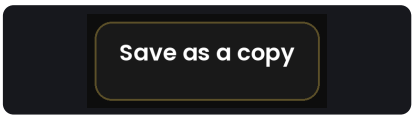
Create GIF

Menu



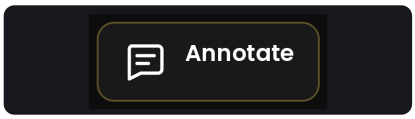
Create MP4

Menu



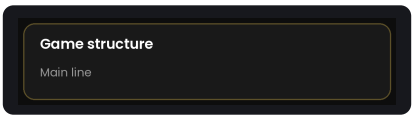
Save as a copy

With a library game open: My PGN databases → its linked database. Save as a copy after editing.



Annotate

PGN tab → select a move → Annotate.



Game structure

Select move → Annotate

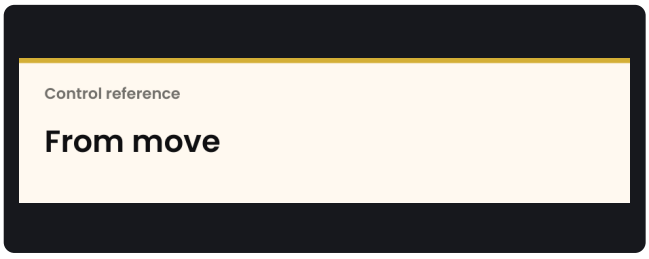


Promote variation

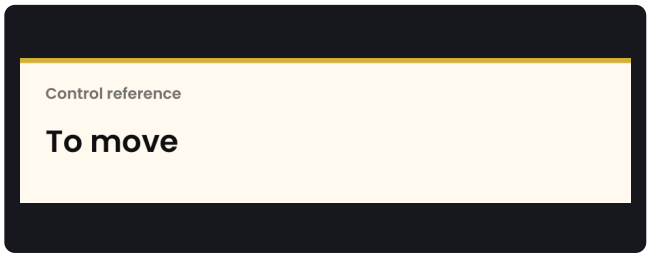
Select move → Annotate → Game structure

The output is too long

Shorten the sequence or split the collection in a copy. Use PGN to preserve all the editable material. Do not delete the original to fit a visual format.



From move



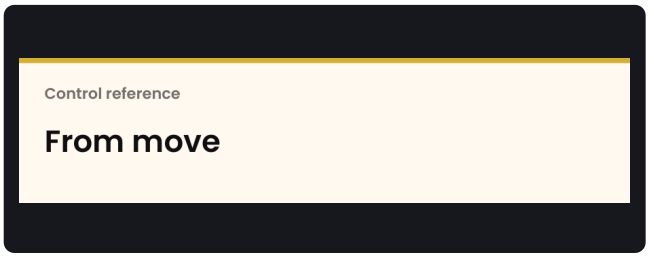
To move

Where: Menu → Create GIF

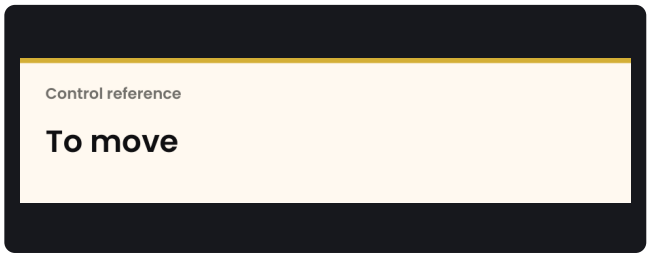
TROUBLESHOOTING · CONTINUED

Files, positions and exports

Controls for “The output is too long”



From move



To move

Where: Menu → Create MP4



Download PGN

Where: Menu

Before reinstalling

Export what matters and check the copies. Reinstalling, clearing data or changing devices can leave you without your local library if you have not kept a backup.



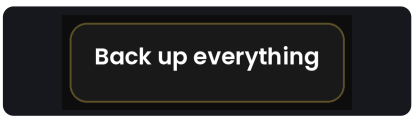
Download PGN

Menu



My PGN databases

Menu

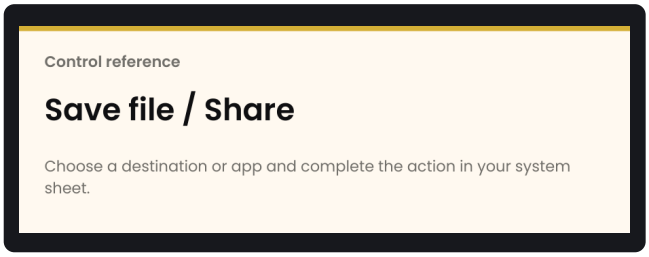


Back up everything

Menu → My PGN databases → Show details

TROUBLESHOOTING · CONTINUED

Files, positions and exports



Save file / Share

Where: Native sheet shown after exporting.

Other controls in this workflow



Redo

Where: PGN

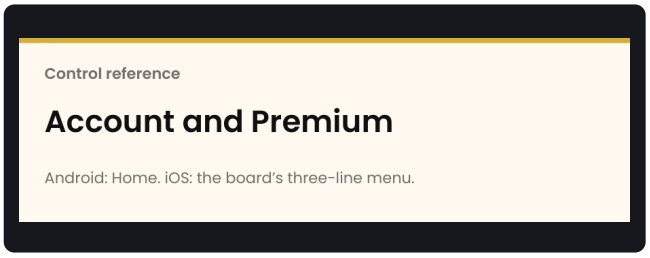
FREQUENTLY ASKED QUESTIONS

What you should be clear about

These distinctions help you choose appropriately and understand what belongs to the app, the store and your files.

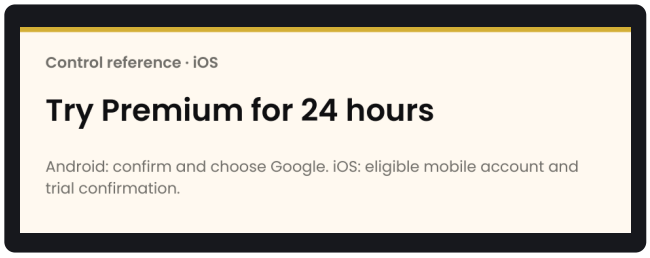
Is the free app a DEMO that expires?

Free features do not have the Premium trial's time limit. The optional trial lasts 24 hours and ends without an automatic charge. The website DEMO has its own conditions; this manual describes the full mobile apps.



Account and Premium

Android: Home. iOS: board menu.

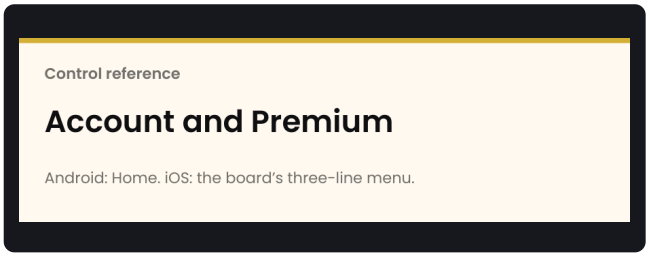


Try Premium for 24 hours

Account and Premium. On iOS, sign in to the mobile account before starting the trial.

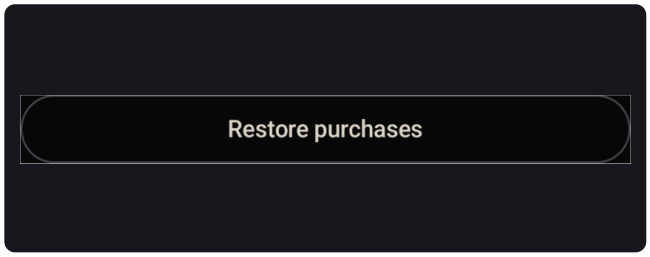
Can I take my Android purchase to iPhone?

Google Play and Apple purchases are independent. Restore through the same store with the purchasing account. An active Academy benefit uses its own process and may cover both systems.



Account and Premium

Android: Home. iOS: board menu.



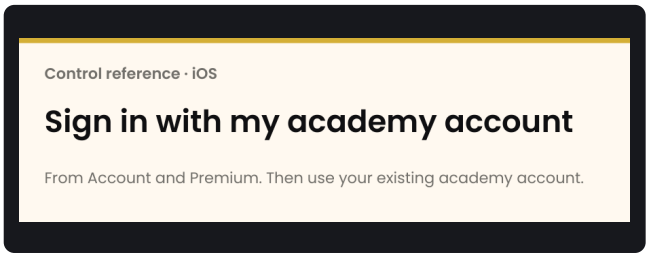
Restore purchases

Android: Home → Account and Premium. iOS: Menu → Account and Premium. Use the purchasing store account.

FREQUENTLY ASKED QUESTIONS · CONTINUED

What you should be clear about

Controls for “Can I take my Android purchase to iPhone?”



Sign in with my academy account

Where: Android: Home → Account and Premium. iOS: Menu → Account and Premium.

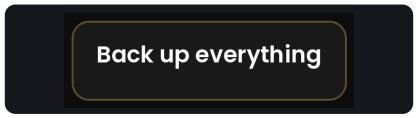
Does my library appear when I sign in?

It does not synchronize automatically. Keep PGNs or a backup ZIP and transfer them to the new device. Restoring purchases does not import files.



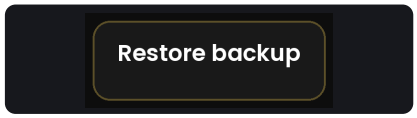
My PGN databases

Menu



Back up everything

Menu → My PGN databases → Show details



Restore backup

Menu → My PGN databases → Show details



Restore purchases

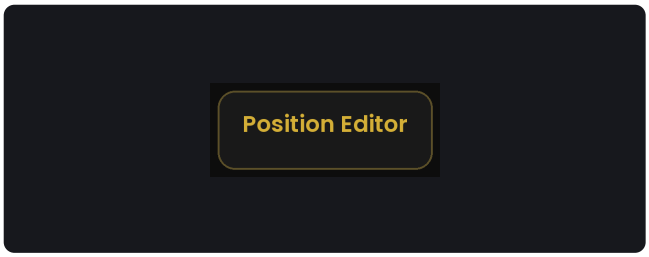
Where: Android: Home → Account and Premium. iOS: Menu → Account and Premium. Use the purchasing store account.

FREQUENTLY ASKED QUESTIONS · CONTINUED

What you should be clear about

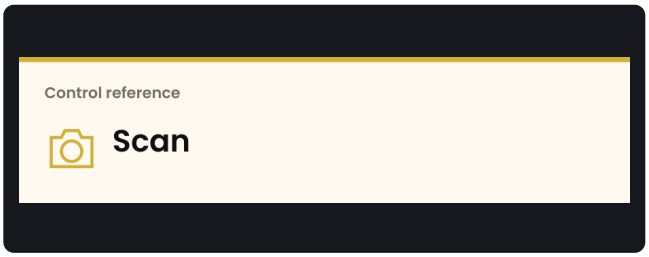
Does the app open PDF books or let me play online?

This manual covers the PGN/FEN board, analysis, exercises and play against Stockfish. Scanning recognizes a diagram, not an entire book. Do not confuse these tools with other apps in the collection or with a server for games against people.



Position Editor

Menu



Scan

Menu → Position Editor

Can I prepare my own material?

Yes. You can work with your games and positions, organize databases, annotate, train and export. Keep an editable PGN so you can continue improving the study after sharing it.

GLOSSARY

The vocabulary you need

You do not need to memorize every format. Recognize what each one represents and when it is useful.

PGN

A file containing one or more games with moves, details and, when included, variations and comments.



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.



Copy

PGN/FEN

FEN

Text describing a position, the side to move and rules-related data; it is not the whole game.



PGN/FEN · page icon on narrow screens

PGN panel header, PGN/FEN button.

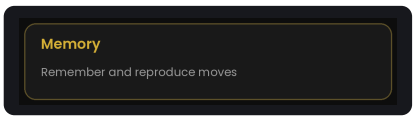


Copy FEN

PGN/FEN

Main line

The primary continuation in the study. Memory, GIF, MP4 and the A5 sheet's notation use this line.



Memory

Train



Create GIF

Menu



Create MP4

Menu

GLOSSARY · CONTINUED

The vocabulary you need

Controls for “Main line”

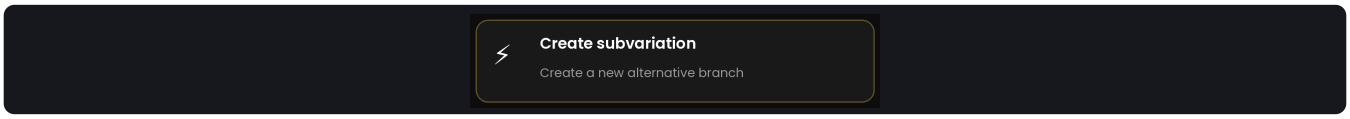


A5 PDF sheet

Where: Menu

Variation

An alternative starting at a point in the game. Creating a branch lets you compare without deleting the main line.

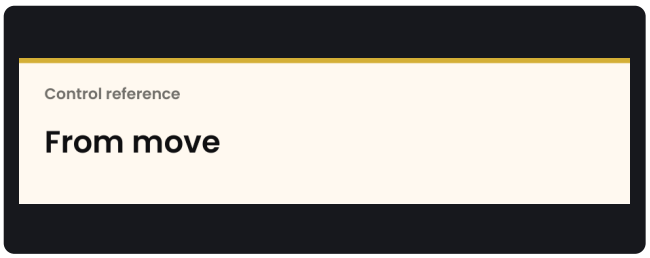


Create subvariation

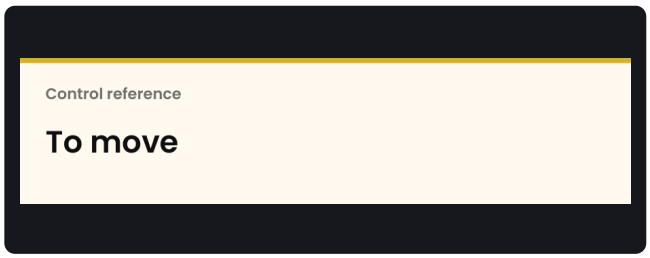
Where: Select move → Move piece

Individual move

A move by one side. White's and Black's moves together make one numbered move; this matters for GIF and MP4 limits.



From move



To move

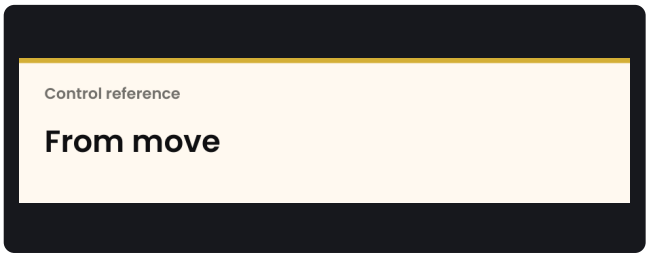
Where: Menu → Create GIF

Enlarged control details · References and scope

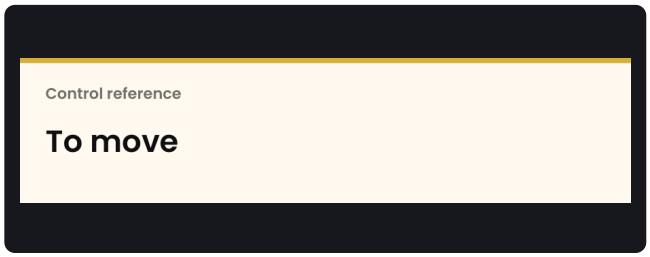
GLOSSARY · CONTINUED

The vocabulary you need

Controls for “Individual move”



From move

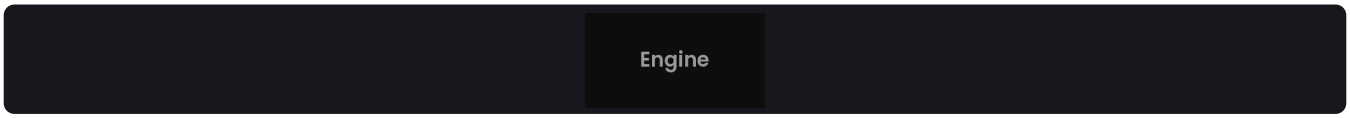


To move

Where: Menu → Create MP4

Engine / Stockfish

A program that calculates continuations and evaluates positions. Its output needs interpretation.

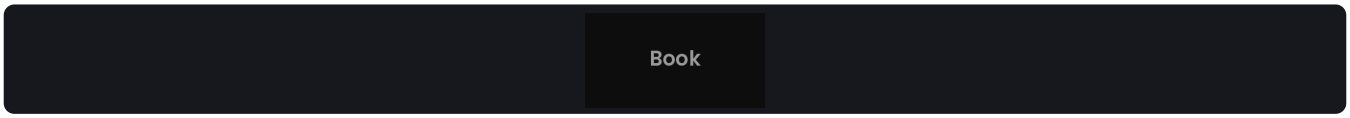


Engine

Where: Third tab in the lower panel.

Opening book

A statistical reference for continuations. It is a different tool from the engine and from searches for specific games.



Book

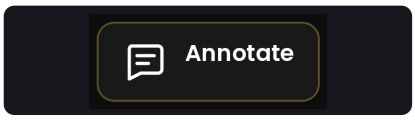
Where: Second tab in the lower panel.

GLOSSARY · CONTINUED

The vocabulary you need

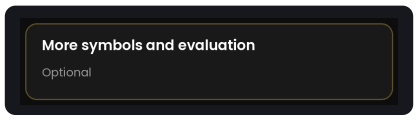
NAG / symbols

Signs that assess moves or positions, such as !, ?, !? or an indication of an advantage.



Annotate

PGN tab → select a move → Annotate.



More symbols and evaluation

Select move → Annotate



!! Brilliant

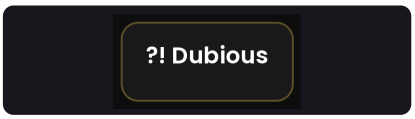
Select move → Annotate



! Good

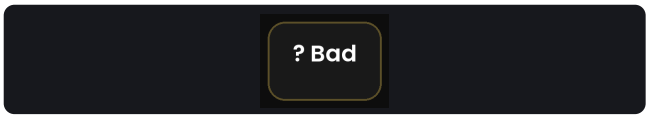


!? Interesting



?! Dubious

Where: Select move → Annotate



? Bad

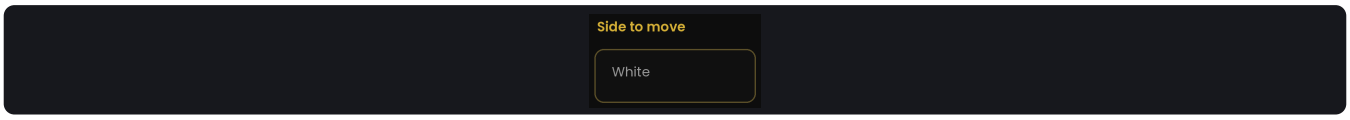


?? Blunder

Where: Select move → Annotate

FEN: w / b

Indicates the side to move: white or black. These letters are not translated within the string.



Side to move

Where: Menu → Position Editor → Tools → Position

SAN in PGN

Notation using K, Q, R, B and N for king, queen, rook, bishop and knight. O-O and O-O-O represent castling.

GLOSSARY · CONTINUED

The vocabulary you need

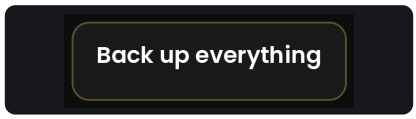
ZIP backup

A package for preserving and restoring databases. It is an external copy, not automatic synchronization.



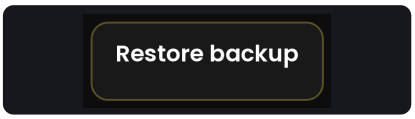
My PGN databases

Menu



Back up everything

Menu → My PGN databases → Show details



Restore backup

Menu → My PGN databases → Show details

REFERENCES AND HELP

Official links and scope of this guide

November 19, 2026 edition. Prepared for the mobile versions available on Android and iPhone/iPad.

Feature verification

The workflows were checked against the interface, functional documentation and commercial mobile editions of the product. Access conditions and tools may change with an update; check the status shown in your app.

How to read the images

Overview images come from official store listings and Android reference images. Control details enlarge or recompose interface elements so you can identify them clearly; they are not full-screen captures. System-control references are identified because their appearance differs between Android and iOS. Routes and labels were checked against the mobile edition. Teaching diagrams show exercises.

Support

Write to gpacheco@ajedrezdesilicio.com or use the official website's contact option. Include your operating system, version, steps and error message. For billing, also check the subscription status in the store that manages it.

The prices that apply are those shown by the store before you confirm a purchase. This guide does not assume that one subscription covers every app, operating system or service from the brand.

- Official website
- Download for Android
- Download for iPhone/iPad
- Android privacy
- iOS privacy
- Manage Google Play subscriptions

REFERENCES AND HELP · CONTINUED

Official links and scope of this guide

- Manage Apple subscriptions
- Google help: cancel a subscription
- Apple help: cancel a subscription
- Apple help: restore purchases

YOUR NEXT SESSION

Open. Understand. Check. Save.

Your best study does not end when an evaluation appears: it ends when you can explain a decision and find what you learned again.

01 · OPEN

One of your own games, a reference PGN or a position created in the editor.

02 · UNDERSTAND

Think for yourself and write down candidates, threats and plans.

03 · CHECK

Test your ideas with the engine, the book, reference games or practice against Stockfish.

04 · SAVE

Save to your library, export the PGN and back up what you do not want to lose.

Your next exercise

Repeat the session on page 31 with a game you played yourself. Change the position; keep the method.

Silicon Chess · www.siliconchess.com
Complete manual for Android and iOS · English edition