

Manual Version 2.3.0



**ChessNoteЯ**  
The future of chess notation

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# ChessNoteR Manual

## Overview

This manual will provide an overview of how to use the ChessNoteR software on a ChessNoteR N6 device and ChessNoteR N9 that has been pre-loaded with the operating system created by Black Mirror Studio, LLC. This software has been certified to be used in US Chess Federation sanctioned tournaments. More information about our certification can be found online via US Chess:

ChessNoteR N6 & ChessNoteR N9 Device Certification from US Chess

[https://new.uschess.org/sites/default/files/media/documents/chessnoter-n6-n9\\_approval2july2019.pdf](https://new.uschess.org/sites/default/files/media/documents/chessnoter-n6-n9_approval2july2019.pdf)

## Starting the Software

To get started, press on the following icon highlighted in red on the Home screen to start the ChessNoteR software:

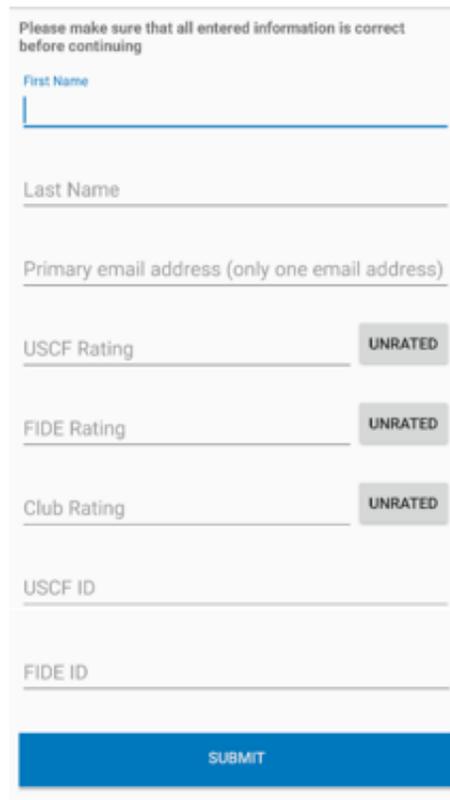


You will be greeted by the following splash screen:



## User Profile

Upon the first launch of the ChessNoteR software you will be prompted to fill out your personal information.



The screenshot shows a registration form with the following fields and buttons:

- Header: Please make sure that all entered information is correct before continuing
- First Name: Text input field
- Last Name: Text input field
- Primary email address (only one email address): Text input field
- USCF Rating: Text input field with an UNRATED button
- FIDE Rating: Text input field with an UNRATED button
- Club Rating: Text input field with an UNRATED button
- USCF ID: Text input field
- FIDE ID: Text input field
- SUBMIT: Large blue button at the bottom

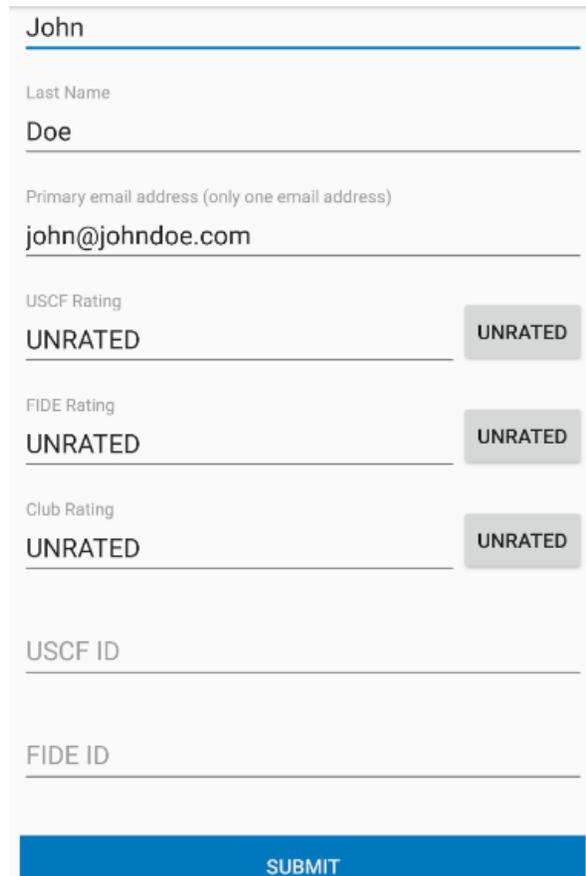
Enter your First Name, Last Name, Primary email address ([used for sending game data from the device](#)), USCF Rating, FIDE rating, Club Rating. If you are not rated, you can select the UNRATED button. Please note: The USCF ID, and FIDE ID fields are not required fields. These fields were added to track data for players and only stores locally on the device. You will need to use your finger to scroll down to press the SUBMIT button.

**NOTE:** This information must be complete and accurate. At the conclusion of each tournament round the device will generate a PGN and a PDF with your name and your opponent's name, rating, and signatures. When the files are done generating you can take your device and micro USB cable to the Tournament Director (TD) to copy off the files or you can email the files. More information is listed below in the section entitled [Copying the Completed Game to the Tournament Director](#).

To get started press on the screen under the "First Name" field. You will be presented with a keyboard on which you can type in your name. When you are done typing on one line you can use the arrow icon  on the keyboard to move to the next row and fill out the remainder of the data. When you've added all the information, scroll down and press **SUBMIT** times as it creates your entries into the ChessNoteR data base.

## Updating User Profile

USCF or FIDE ratings may be changed at any time. Press the menu  icon and choose **User Profile** to update it.



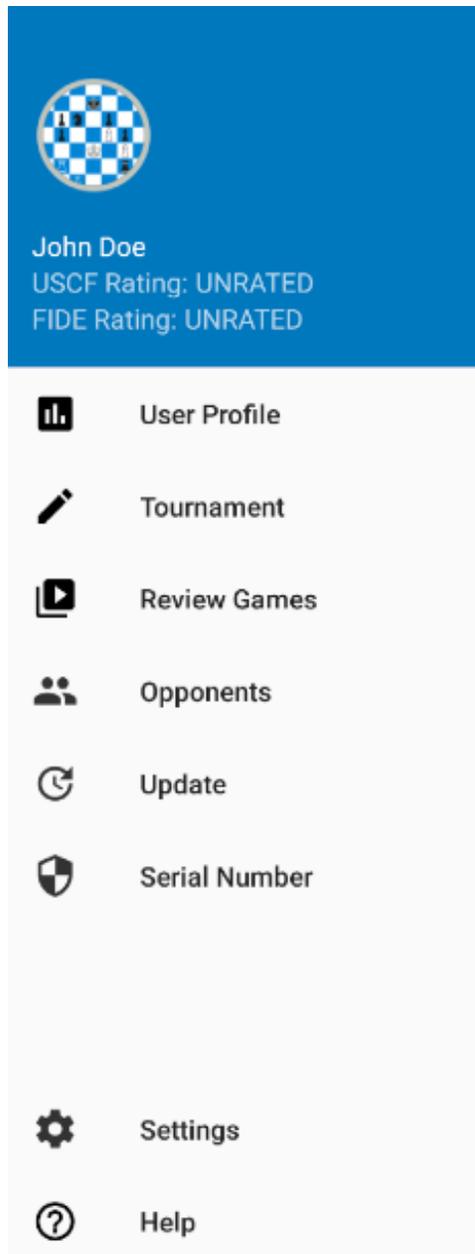
The screenshot shows a user profile update form for a user named John Doe. The form includes fields for Last Name, Primary email address, USCF Rating, FIDE Rating, Club Rating, USCF ID, and FIDE ID. Each rating field has a corresponding 'UNRATED' button to the right. A blue 'SUBMIT' button is located at the bottom of the form.

John	
Last Name	Doe
Primary email address (only one email address)	john@johndoe.com
USCF Rating	UNRATED
FIDE Rating	UNRATED
Club Rating	UNRATED
USCF ID	
FIDE ID	
SUBMIT	

Make the changes to your USCF, FIDE and CLUB rating and scroll down and press **SUMBIT**.

## ChessNoteR Menu

The Menu can be reached in all areas of the application by simply pressing on the menu icon on the top left . When you press the icon, a menu will open as shown below. The only time you will not have access to the menu is when you are playing a tournament because the application locks you out of the menu during tournament play. Each area of the menu will have more detail throughout this manual. To open any area on the menu simply press on it to start. We will start with the Setting Menu first.



## Nexus Navigation Buttons

At the bottom of the screen you will find the navigation bar with three buttons. On the Nexus, it looks like this:



### Back

Opens the previous screen you were working in. Once you back up to the Home screen, you can't go back any further.



### Home

Opens the central Home screen.



### Overview

Opens a list of thumbnail images of screens you've worked with recently. To open one, touch it. To remove a screen from the list, swipe it left or right or touch on the X.

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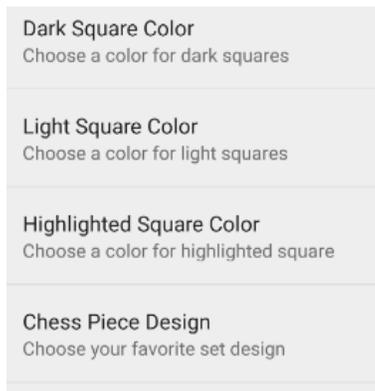
## Settings Menu

To keep the application following best practice design we have created the settings menu, which will manage all the settings for multiple areas of the ChessNoteR application. Before learning how to use the application it's important to understand how all the settings work together. Under the new settings you can make changes to the Board Settings, Known Opponents, Battery Optimization and Backup & Restore.

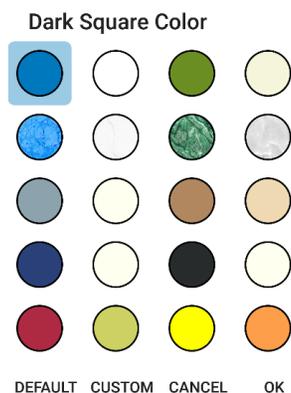
## Board Settings

The board settings were created to assist users who may be color blind and gives users an option to change the color settings of the board. Under the board settings you can change the color of the light and dark squares, change the color of the highlighted square, and change the pieces that are on the board.

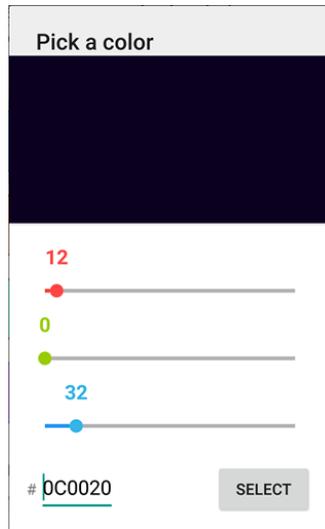
To get started, press on the main menu  and choose  **Settings**, then **Board Settings**: Under Board Settings you will have the following options:



Press on one of the **Square Color** options and the following screen will be displayed. Here, you can choose some basic colors. On the second line there is a marble option, or you can press on **CUSTOM** to choose your colors with a color slider.



You can slide the red, green or blue to make any color you like. If you know HTML colors, you can type the hex code in at the bottom and press  the on the keyboard. When you are done press **SELECT** and then press **OK**.



If at any time you would like to go back to the default color you can do so by choosing one of the color options **Dark Square Color**, **Light Square Color** and **Highlighted Square Color**, then select **DEFAULT** and press **OK**.



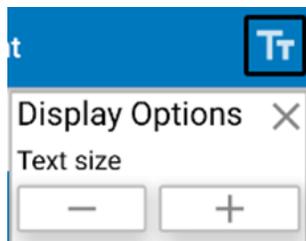
### Chess Piece Settings

To make changes to the pieces, press on the **CHESS PIECE DESIGN** and choose the set you want by pressing on the circle which will highlight blue and then press **OK**. There are 13 different sets to choose from. Scroll with your finger up and down to see all the sets.



## Increasing the Font

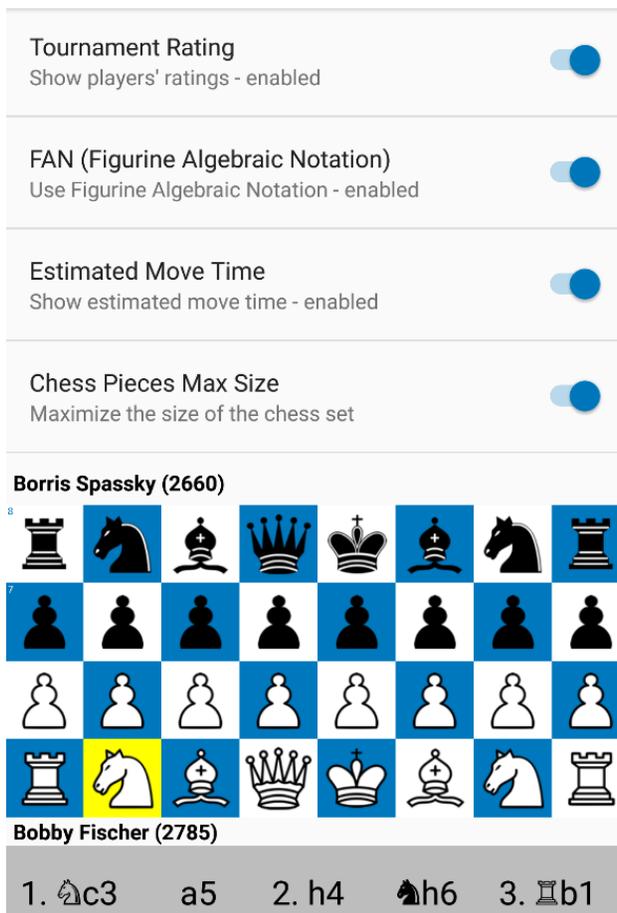
If the move list in the **Notation Area** is too small or big you can press the **Increase Font** icon to increase or decrease the text size. This will look the same in settings as it will on the Tournament Chess Board and Review Games.



Press on the **+** to increase the font size or the **-** to decrease the font size, then press on the **X** or the **Increase Font** icon  again to close the window.

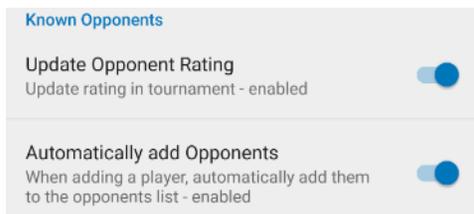
## Tournament Rating, Figurine Algebraic Notation, Estimated Move Time and Chess Piece Max Size

Within the setting you also can turn on and off Tournament Rating, Figurine Algebraic Notation Estimated Move Time and Chess Piece Max Size. As you make changes you will see the revisions occur to the Users Rating, and Notation Chess Area within the settings.



## Known Opponents

This section was created to give you the user some flexibility in the application on managing Opponents. We will dive deeper into the [Opponent Menu](#) later in the manual. To get started, press on the main menu icon  and choose  **Settings**. You will be greeted by the following screen:



You simply press on the toggles to enable or disable a setting. By default, both options are active when using ChessNoteR. The **Update Opponent Rating** was created so that, as you play an opponent again and again, you can update their rating when you are in a tournament match.

The **Automatically add Opponents** setting will allow you to add opponents you play into the Opponent Menu. It is very similar to a contact list on your cell phone. You can manually add users, delete users or update users. You also can view all games you have played with the opponent.

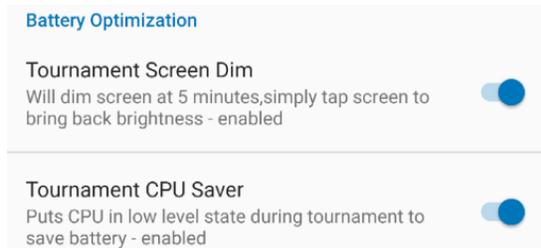
## Battery Optimization

The Battery Optimization allows you to take advantage of increasing battery savings by dimming the screen and/or putting the CPU into doze mode or enabling both options together. To enable these features toggle them on or off.

The [Tournament Screen Dim](#) will allow the screen to dim after 5 minutes while playing a tournament and will very slowly dim every few seconds. Once to you tap the screen it will return to its normal brightness, and the counter will start again.

The [Tournament CPU Saver](#) will put the CPU in a very low state to help conserve the battery.

If you [enable both options](#) when you start the Tournament the screen will automatically dim and stay at that dim level regardless of brightness level selected and the CPU will stay in low state.



The last option in battery optimization is Dark Mode. This mode was created to help improve visual ergonomics by reducing eye strain and all the while helping with conserving battery power

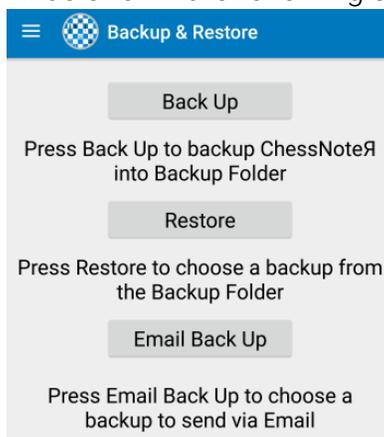


## Back Up & Restore

This section was created to do backups of your ChessNoteR. It will allow you to backup all your games you have played along with any settings you have created or set within the application.

To get to the Backup & Restore area, press the menu icon  and choose  **Settings**, then choose **Backup & Restore**.

You will be shown the following screen:



To make a backup simple press on the **Back Up** button and it will create a backup folder inside the ChessNoteR folder called **Backup**. The files will be in zip format which will have your game data and all settings for the board and profile information.

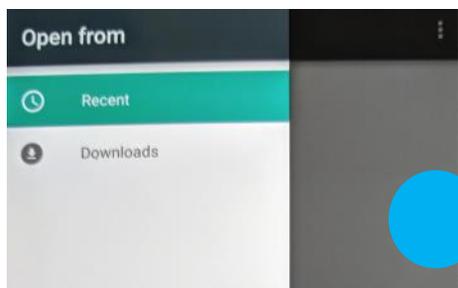
To restore the file simple press the **Restore** button. It will open the following prompt

### Notice

Attempting to restore from a file that is not a ChessNoteR backup or a backup that is corrupted may cause data corruption and crashes. If this occurs, you must go to settings and clear application data and/or restore from a good backup.

OK

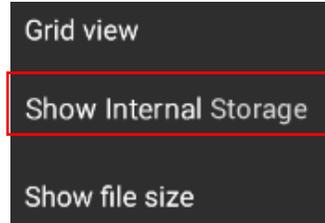
Simply agree to the message by pressing OK. Here, the very basic viewer will open. Click in the dark area to close the drawer.



To browse for the backup, you will need to press on the top right menu.



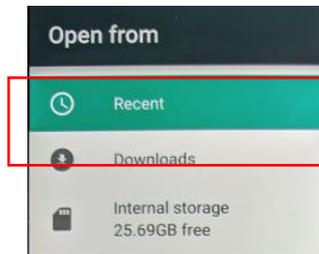
On the dropdown menu select **Show Internal Storage**:



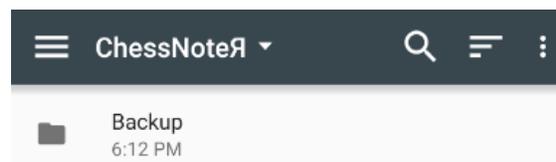
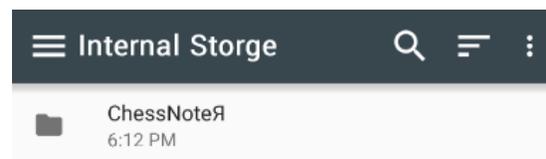
Once you choose Internal Storage you will need to press on the **Recent** menu.



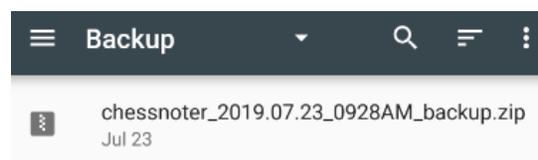
Once the drawer opens you will choose **Internal storage**.



After you choose Internal Storage you will need to choose the **ChessNoteR** folder, then the **Backup** folder.



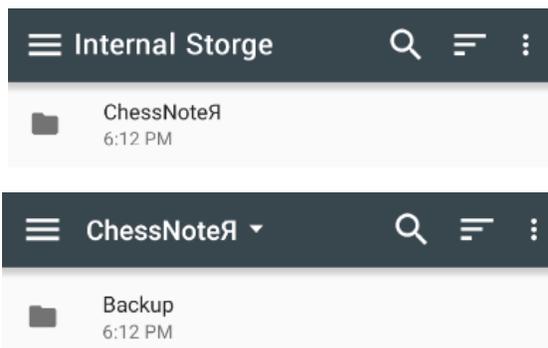
Inside the backup folder, when you see the backup you want to restore, press on it.



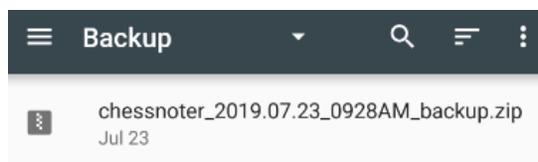
If the restore completes correctly it will relaunch ChessNoteR, this process may take a while depending on how large the backup is.

To email your backups from the device we have added the following option **Email Back Up**. This option works the same as the Restore as you will need to browse for the backup you want to send.

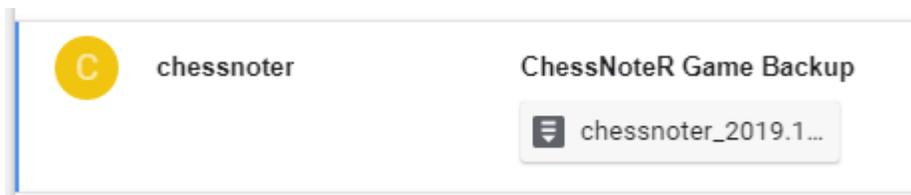
**NOTE: Make sure your Wi-Fi is turned on.**



Inside the backup folder, when you see the backup you want to restore, press on it.



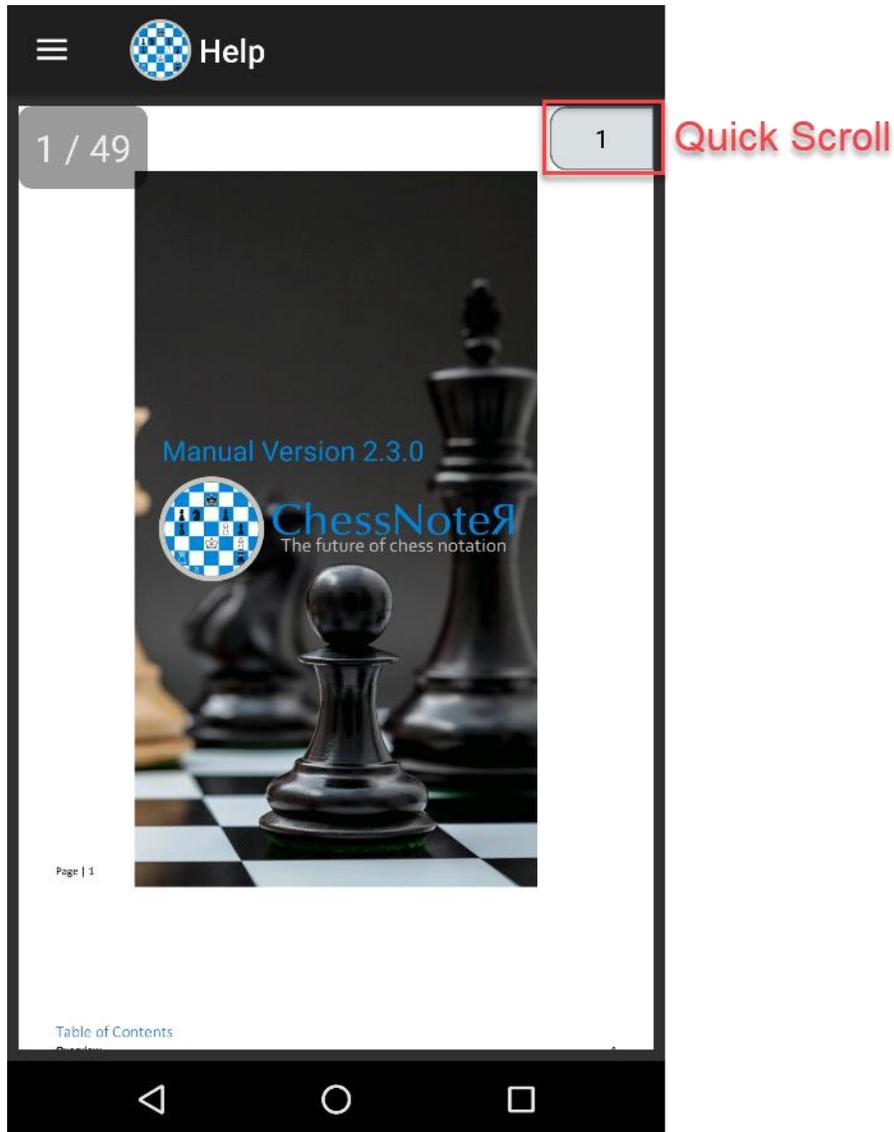
It will then prompt you the email has been sent. Wait a few minutes and the email will arrive in your inbox with the attached zip file.



## Help Menu

The Help section will have a copy of this document. As changes or enhancements are made available with the ChessNoteR platform, both the website and application will be updated with new PDF's. To get

to the Help menu press on the menu icon  and choose . You can scroll up and down on the manual on the device and pinch to zoom in or out on the screen. We have also added a new way to scroll quickly by using the side number. Simply place your finger on the right number to scroll up and down the manual very quickly. This lets you move around the manual much quicker.

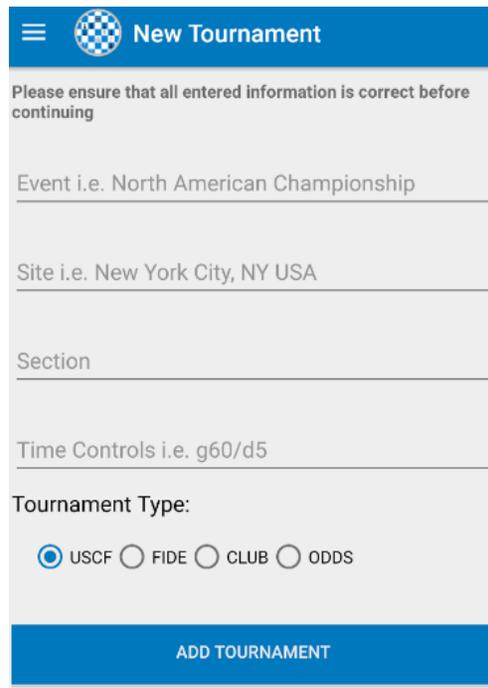


## Tournament Menu

The tournament mode is where you will spend most of your time in the application. In this area you will create, edit, or end tournaments in which you plan to play. Each time you re-open the ChessNoteR application it will start you at the tournament screen.

## Adding a Tournament

Once you have completed adding your Profile you will be directed to press the following symbol  to add a Tournament. You can create multiple tournaments for future tournaments you plan to play in. On the Tournament screen you will be asked for the following information:



  **New Tournament**

Please ensure that all entered information is correct before continuing

Event i.e. North American Championship

Site i.e. New York City, NY USA

Section

Time Controls i.e. g60/d5

Tournament Type:

USCF  FIDE  CLUB  ODDS

**ADD TOURNAMENT**

This information must be accurate as it will be generated in the PGN and PDF at the end of each round you play. Basic information exists on the screen to help you format your information correctly. **All fields are required except Time Controls.** When you are finished adding your information you can use the arrow icon  on the keyboard to move to the next row. On the final line there will be a checkmark  you can press to finish inputting text. Now press on **ADD TOURNAMENT**. Once you have completed these steps you have created your first tournament.

## Tournament Type

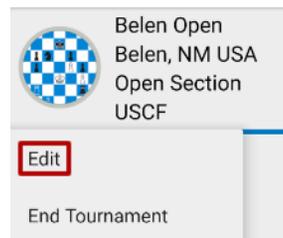
There are four tournament types you can choose from: **USCF**, **FIDE**, **CLUB** and **ODDS**. In USCF and FIDE tournaments, you will be asked for signatures after the round is completed. In FIDE tournaments you will also have the option to have the Arbiter sign their signature as well. In CLUB and ODDS tournaments there are no signatures required as these types of games are not considered rated.

## ODDS Tournament

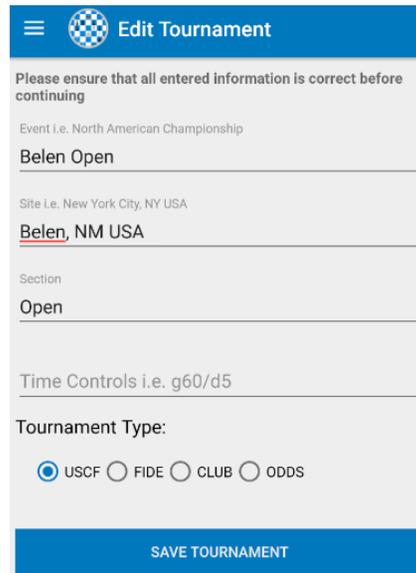
This new tournament mode is designed for weaker players. What game odds are is taking pieces off the board for a stronger player to allow the players to be closer matched. These types of games are best run with your coach or in a chess team environment. Please watch our video suite for more information <https://youtu.be/kFErUNN3nSk>

## Editing a Tournament

To edit a tournament press and hold on the title of the tournament you created, and a menu will pop up that will give you the option to **Edit** the tournament.



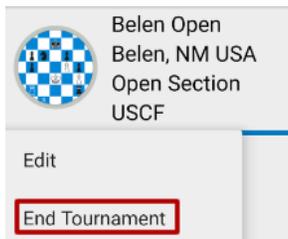
You will be able to edit all of the tournament information similar to the previous section of “**Adding a Tournament**”.

A screenshot of the "Edit Tournament" form. The form has a blue header with a hamburger menu icon, a chessboard icon, and the text "Edit Tournament". Below the header is a warning: "Please ensure that all entered information is correct before continuing". The form contains several fields: "Event i.e. North American Championship" with the value "Belen Open"; "Site i.e. New York City, NY USA" with the value "Belen, NM USA"; "Section" with the value "Open"; and "Time Controls i.e. g60/d5". Below these fields is the "Tournament Type:" section with four radio buttons: "USCF" (selected), "FIDE", "CLUB", and "ODDS". At the bottom of the form is a blue button labeled "SAVE TOURNAMENT".

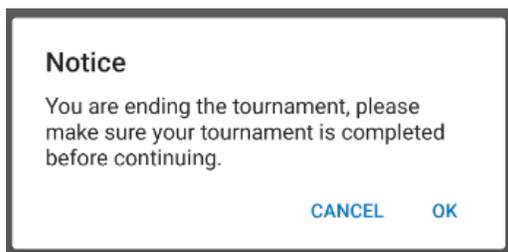
When you are done press “**SAVE TOURNAMENT**”.

## End Tournament

To end a tournament press and hold on the tournament you created, and a menu will pop up that will allow you to **End Tournament**.



You will then be prompted by the following screen:



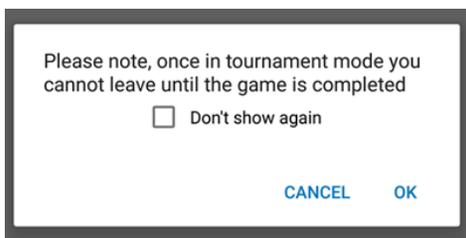
To end the tournament, press **OK**. Please be aware, this cannot be undone. If you pressed **End Tournament** by mistake just press **CANCEL**.

## Starting a Tournament

To start a tournament press on the tournament to begin.



The first time you start a tournament you will see the following message:

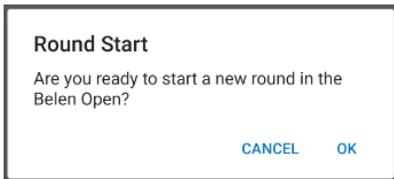


This message will appear every time you start a round in any tournament unless you select the checkbox "**Don't show again**". To continue the tournament press "**OK**".

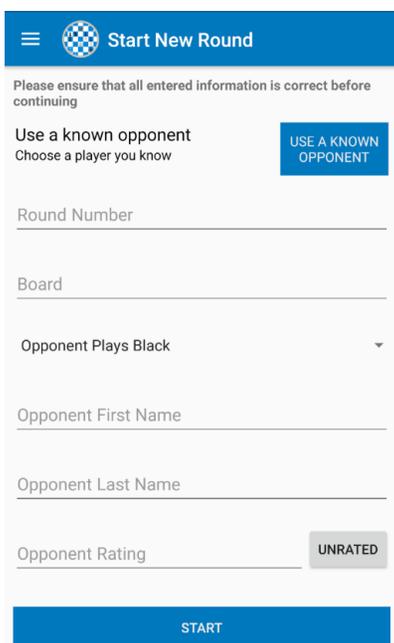
**NOTE:** Before you start a tournament, you can review the [Board Settings](#) section if you would like to customize the board. Once you start the tournament you will not be able to change these settings.

## Round Start

Press OK to start the round, or press CANCEL if you are not ready to start



**NOTE:** Before you start a round you used to be asked for the date. Starting with version 2.1.1 of ChessNoteR we removed the date feature and are pulling from the system clock. It's important to verify under System Setting < Date & Time that your date is set right. More information is located in our [Android Quick Start Guide Manual](#) on setting Date & Time.

A screenshot of a mobile app screen titled "Start New Round". At the top left is a menu icon. Below the title is a warning: "Please ensure that all entered information is correct before continuing". There is a toggle for "Use a known opponent" with a blue button labeled "USE A KNOWN OPPONENT". Below are input fields for "Round Number", "Board", "Opponent Plays Black" (a dropdown menu), "Opponent First Name", "Opponent Last Name", and "Opponent Rating" (with a "UNRATED" button next to it). At the bottom is a large blue "START" button.

Fill out the Round Number, Board Number, the color your opponent is playing, their First Name, Last Name, and their Rating. There is also a feature called "Use a known opponent", which will allow you to choose an opponent that you have played before if that feature is turned on. More information is listed under [Opponents Menu](#).

**NOTE:** Ensure this information is accurate. It will be generated in your PGN and PDF file at the end of each round and this cannot be changed once you press START.

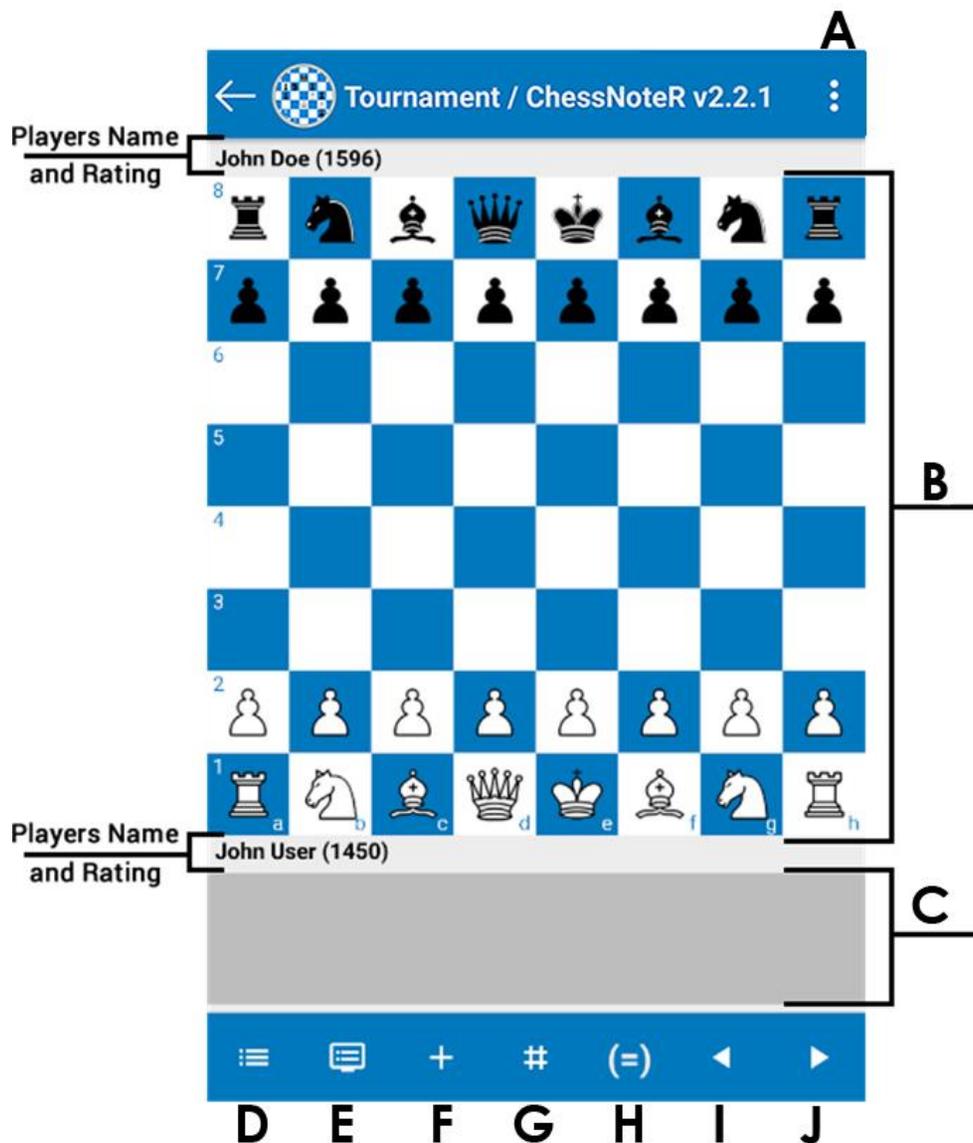
When you are ready to begin press the START button.

## Game input error

If you are on the playing area and you see the name of the opponent or color you picked was wrong just press the back button , make changes, and press start again.

## Playing Area Map

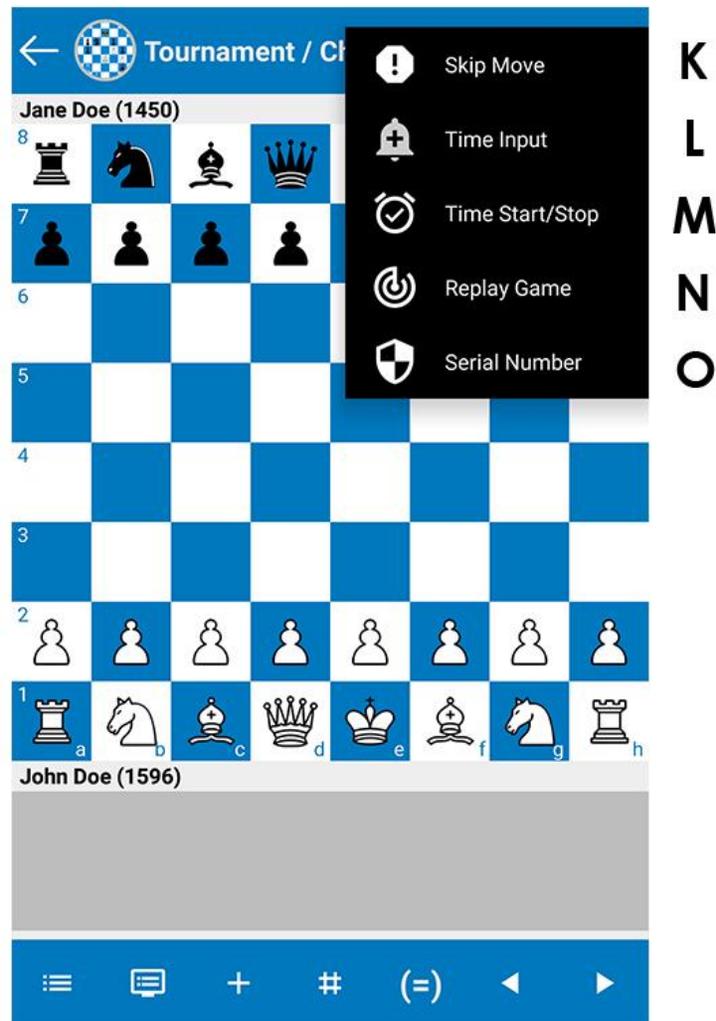
This is a map of the spaces in which you can interact within the playing area.



- A. **Kebab Menu** – Extra Features listed on the next page of the manual
- B. **Board and Pieces** - this is the area where game play will take place
- C. **Notation Area** - includes a small list of moves that have been made You can scroll and press on moves to fix any errors
- D. **Game Completed** - this will allow you to choose the outcome of a game (Time Forfeit, White Won, Black Won, Draw)
- E. **Move Area** - lists all moves in the current game
- F. **Check** - select to add check to a move
- G. **Check Mate** - select to add check mate to a move
- H. **Draw Offered** - allows you to track when a draw is offered on a move
- I. **Backward** - allows you to move back one move at a time
- J. **Forward** - allows you to move forward one move at a time. This button cannot be used unless you have previously used the Backward button.

## Playing Area Map Continued / Kebab Menu

This is a map of the Kebab menu



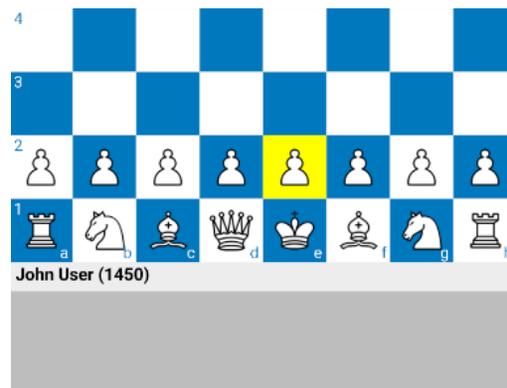
- K. **Skip Move** – allows you to skip a move in time trouble
- L. **Time input** – allows you to enter the time displayed on the chess clock
- M. **Timer Start/Stop** – allows you to start and stop the internal estimated game timer
- N. **Replay Game** – a feature for TD's and Arbiters to check if a user is analyzing their game
- O. **Serial Number** – a feature for TD's and Arbiters to verify the device is legitimate

## Notating the Game

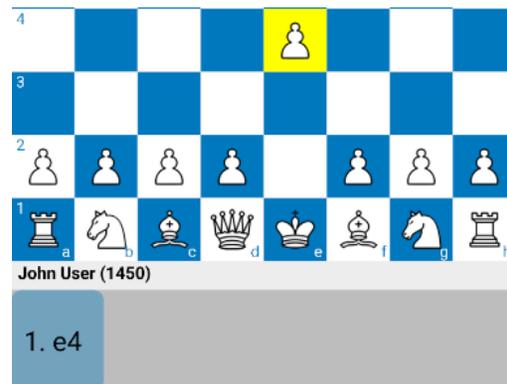
Once you shake hands and the clock is started, it's time to notate the game. To move pieces on the board, press on the piece you want to move. It will highlight in yellow. Then, press on the square where the piece belongs.

**NOTE:** Because this device has no logic in terms of illegal moves you can move pieces to any spot on the chess board, so be sure to choose the right move.

To move the e pawn, press the e2 square and it will highlight the piece.



To move the pawn to e4 press on the e4 square and the piece will move and notate in the notation area.



To continue moving chess pieces use your finger to press on the piece you want to move and then press again to where it belongs.

## Replay Game

The Replay Game feature allows a TD or Arbiter to replay the tournament game live during a match. This feature was added in version 2.2.0 to stop players from analyzing their position on the ChessNoteR which is against US Chess and FIDE rules. This feature can be accessed under the Kebab

Menu .

### Replay Game Button



When a TD or Arbiter uses this feature, they can replay each move the player made on the board move by move. The moves **B**-move, **R**-move, **F**-move stand for Back-move and Replace-move and Forward-move. Here is an example of the moves with the **Tournament** screen and **Replay** screen.

#### Kebab Menu for Skip Move



#### Replay Game Screen



In this example on the **Tournament** screen, white has made his second move 2. Nf3. The **Replay** screen shows that the player has moved the Knight to 2. Ne2 and then moved the Knight back to B-Ng1 and then replaced the move with R-Nf3. This clearly shows the player is analyzing the position on the ChessNoteR. **NOTE:** The moves on the main tournament screen and replay screen will not be identical due to replacement or using the back feature on the ChessNoteR.

## Skip Move

The skip move was created to assist players when they are in time control problem and do not have enough time to notate properly

### Skip Move Off



### Skip Move On

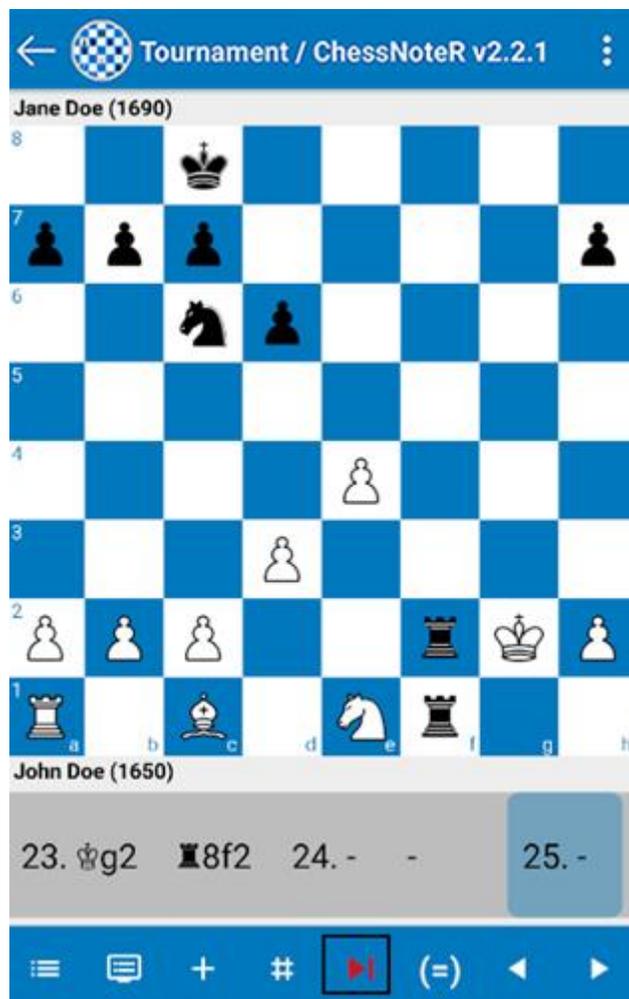


Simply press the Kebab Menu  then press the Skip Move and the bottom board will add a red icon arrow to let you know the feature is active. Once it's active in the bottom menu you can press the red skip arrow to skip moves. Here is an example of the screen when activated. When the game is completed you can turn off the feature by pressing the kebab menu and press on the red stop sign to turn it off.

### Kebab Menu for Skip Move



### Skip Move Screen



## Time Input

The time input allows to input the time displayed on the physical chess clock on the table based on the move you are on in your chess game.

Simply press the Kebab Menu  and then press the Time Input button.

### Time Input Button

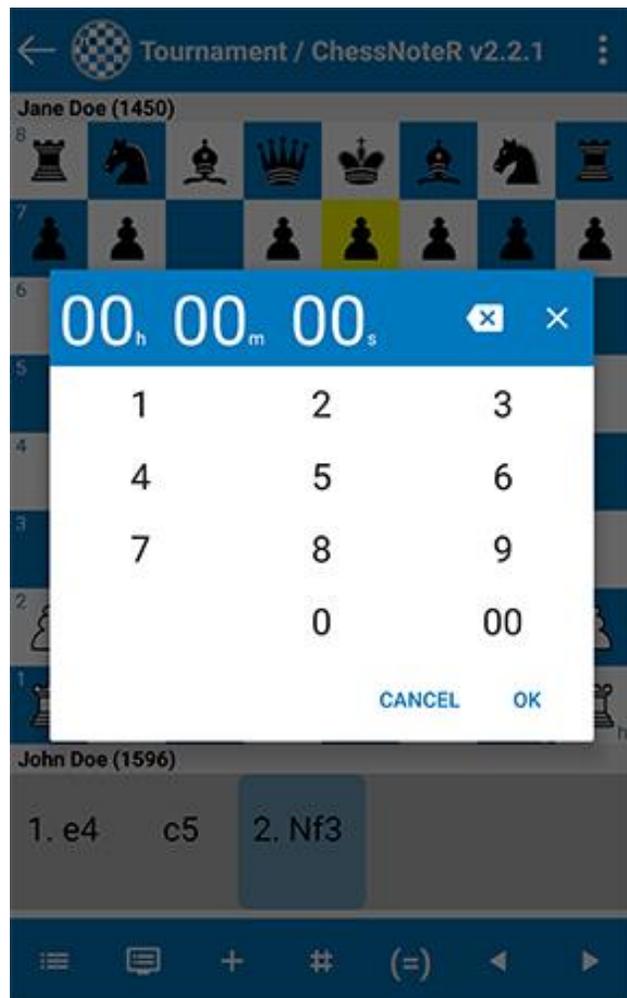


There is a menu for the Time Input Map on the following page of the manual.

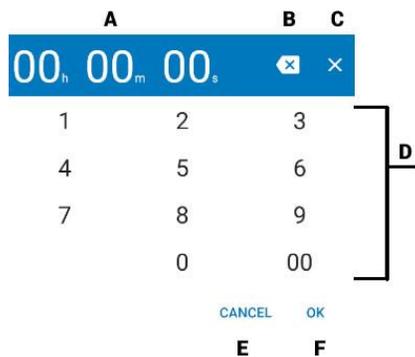
### Kebab Menu for Time input



### Time Input Screen



## Time Input Map



- A. **Time list** – List the time based on **hour minute second**
- B. **Delete** – Lets you delete if you input the wrong time
- C. **X**– Clears all inputted information
- D. **Time Area** – allows you to enter the time base on **hour minute second**
- E. **Cancel** – allows you to close out of the time input
- F. **OK** – accepts the time you entered

Once you input the time it will only show on the **Move Area** and will also get written to the PGN when the game is completed.

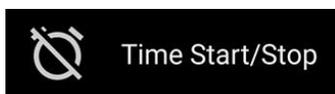


## Timer Start/Stop

The estimated in-game timer is what tracks your time when you move. The timer is designed to automatically start as soon as you move a piece, or you can press it to start running time after you shake hands and the actual game clock on the table is pressed.

Simply press the kebab menu  and then press the Time Input

### Time Start/Stop Button



We have created the icon in the event there is an issue where you need to get a TD involved you can simply press the icon to stop the estimated in-game time. The \ through the clock indicates that the clock is stopped. The check Mark in the center is a running clock

## Time Start/Stop Off



## Time Start/Stop On



## Fixing a Move

If you make a mistake, you can select the **Backward** button on the screen or scroll from right to left on the **Notation Area** with your finger. Choose the erroneous move and correct it by moving the right piece. If you missed several moves, you can follow the same steps, but you will need to update each move after the erroneous move. If you made a mistake early in the game but you have already played 10-20 moves, it is recommended to use the **Notation Area** to move quickly to the beginning or end of the move list, however you will need to update all moves from the erroneous move forward.

**NOTE:** It is helpful to look at the physical chess board and make sure it lines up with the notation device periodically. Users that have used the ChessNoteR device have said they are much more accurate notating than using a paper score sheet.

## Listing Moves

If you or your opponent need to see the full list of moves press the **Moves** icon  and a list of moves will show on the screen. You can scroll up and down by moving your finger against the screen.



Move List	
1. e4	e5
2. Nc3	Nc6
3. Nf3	Nf6
4. Bc4	Bc5
5. O-O	O-O
6. d3	d6
7. Be3	Be6
8. Qd2	Qd7
9. Rad1	Rad8
10. Bg5	Bg4

If you press on the time icon  you will be able to see how much time was used for each move. This feature is handy for chess coaches and for players trying to slow down their moves.



Move List	
0:00:00 1. e4	e5 0:00:01
0:00:06 2. Nc3	Nc6 0:00:02
0:00:01 3. Nf3	Nf6 0:00:01
0:00:01 4. Bc4	Bc5 0:00:01
0:00:01 5. O-O	O-O 0:00:01
0:00:02 6. d3	d6 0:00:01
0:00:01 7. Be3	Be6 0:00:01
0:00:01 8. Qd2	Qd7 0:00:01
0:00:02 9. Rad1	Rad8 0:00:01
0:00:01 10. Bg5	Bg4 0:00:03

When you're finished, press the back button , or press the check mark icon at the top of the window.

## Check + or Check Mate #

Since there is no logic in terms of check or checkmate in the notation software you will need to manually add a **Check**  or **Check Mate**  to the moves you make during a game. If you miss a check, you can use the arrow keys to go back to that specific move and then press the **Check** or scroll on the **Notation Area** to add a check for that a specific move.

## Castling

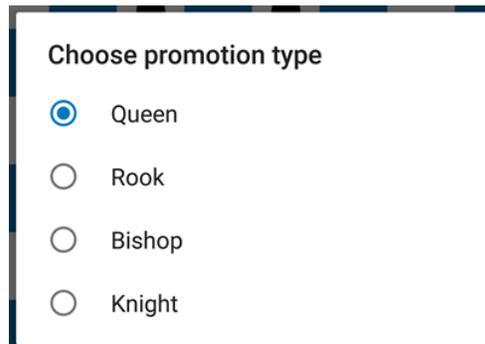
If you kingside or queenside castle, the system will automatically move the rook when moving the king two squares for kingside or three squares for queenside. This is some of the very basic logic added into the ChessNoteR application.

## En Passant

If you should encounter an en passant, capture like you would on a chess board and the system will automatically remove the piece from the board and notate properly for you.

## Pawn Promotion

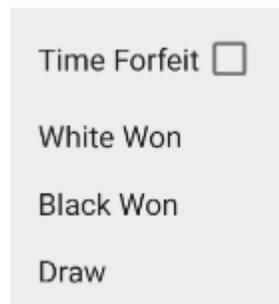
If you are able to get a pawn to the 8th rank, the system will let you choose a bishop, knight, rook or queen.



Make your selection on the screen and the piece will be added to the board. It will also notate it properly for you.

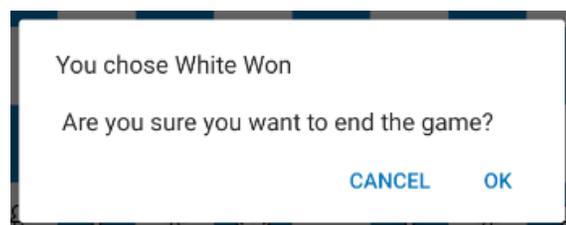
## Completing the Game

Like any chess game there is a winner and loser, or a draw. From the small menu icon,  **Game Completed** menu, choose the outcome of the game Time Forfeit, White Won, Black Won or Draw.

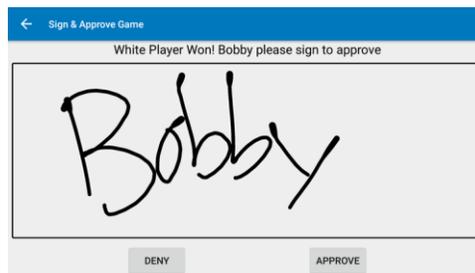


Once you make a selection you will be asked to verify the game is over.

**NOTE:** Time Forfeit is used in the event time expired for you or the opponent. When you choose this option, you will only be able to choose White Won or Black Won.



On USCF and FIDE tournament games you will be asked to sign the screen with your finger. It will list who won the game and will prompt you to sign the screen. **NOTE:** If you choose the wrong outcome press DENY going back to the game.

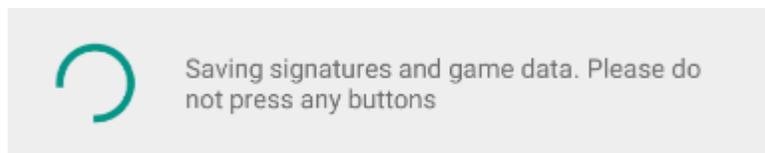


When you are done signing, press approve and hand it you your opponent so they can sign as well. Again, it will let them know who won and request a signature.



When your opponent presses approve, the game will be completed. It will take a moment to generate the PDF and PGN, which you can share with the Tournament Director. Depending on how many moves were in the round, it may take a few moments to generate.

**NOTE:** If you are playing a FIDE tournament game the screen will also ask the Arbiter to sign the screen.



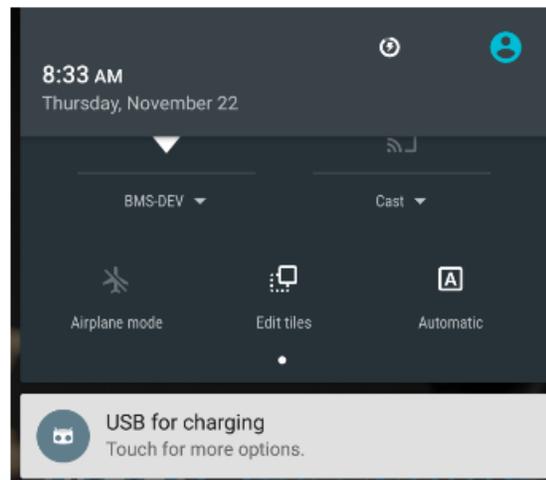
### Coping Games from ChessNoteR

Once your game is complete, connect the Micro USB cable to the ChessNoteR device (connection is located on the bottom of the device) and the other end to your computer.



**NOTE:** If you don't have a computer you can use [Email Game Data](#) to send your game files so you can access them via email.

Once you plug in the USB port into the ChessNoteR will need to pull down the main screen at the top of the device and press on **USB for charging**. Activating storage only works on the [ChessNoteR Marshmallow Upgrade](#), if you do not see this option you are running Lollipop.

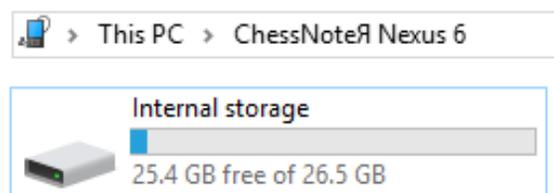


Then you will need to choose file transfer for the device to show up on your computer

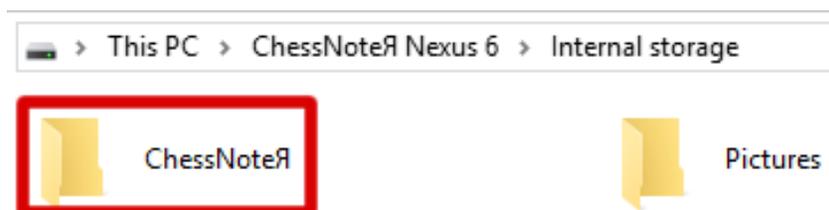


*(Screen shots taken from Windows 10 machine running Adobe PDF Reader DC and Scid vs PC)*

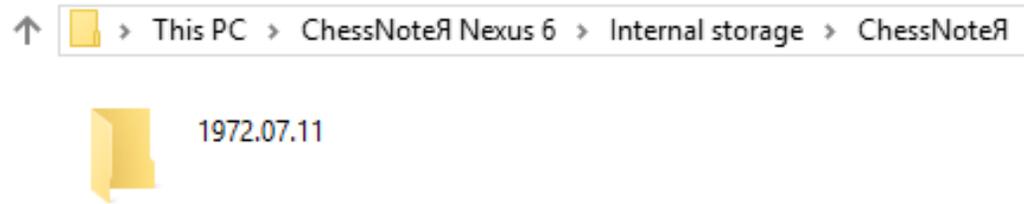
It will only take a moment to install and there should be a device listed as ChessNoteR Nexus 6 under the Windows Explorer menu.



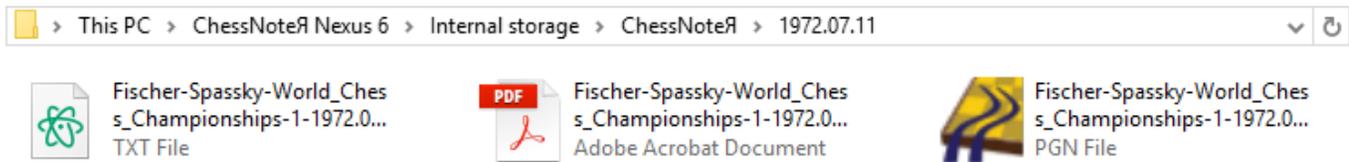
From here, double click on Internal Storage and there will be a folder called ChessNoteR. Double click the folder.



The folder structure will be broken down by the date of played games.



Inside the date folder, the LOG, PDF & PGN and files will be named based on White's Last Name, Black's Last name, the Tournament Name, the round number and the date. Here is an example:



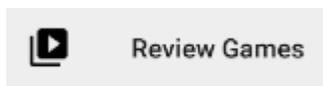
In the example above, Spassky played Black and Fischer played White. They played at the World Chess Championship. This was the 1<sup>st</sup> round, which was played on July 11<sup>th</sup>, 1972.

**NOTE:** As you can see it is crucial to input all of your information correctly for each round as all the data is captured to create your PGN and PDF files.

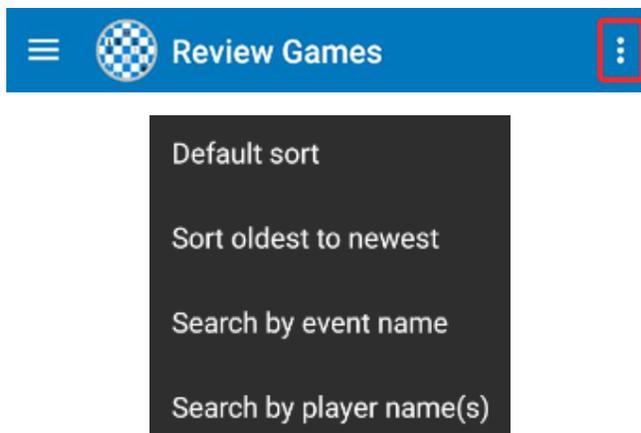
## Reviewing Game Menu

Once you complete a game you will be able to view your games and assess them with your opponents.

To review the games section, press on the main menu icon  and choose Review Games.



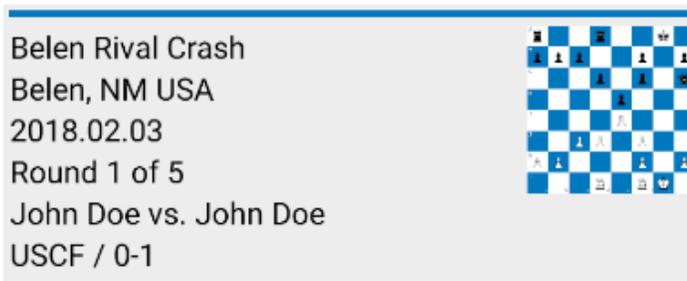
On Review Games, games will be listed from newest to oldest. There is also a menu bar with a settings icon you can press:



You will be able to do a **Default sort** which lists games in newest to oldest. There is **Sort oldest to newest** which lists games by oldest played, **Search by event name** which allows you to search for tournament names using the keyboard, and finally **Search by player name(s)** which allows you to search for a player's first name or last name. When finished searching you can press on the **X**.

**NOTE:** The search by player name will allow you to search by players name in full name format and also short name format for example you can search for "Joh", "John Doe", "Doe", but you can also search by games by "Joh Doe" and "Doe Joh" or even find yourself and your opponent, example John Doe vs Jill Doe you can search "Joh Jil"

To view a game press on the game area to open it.

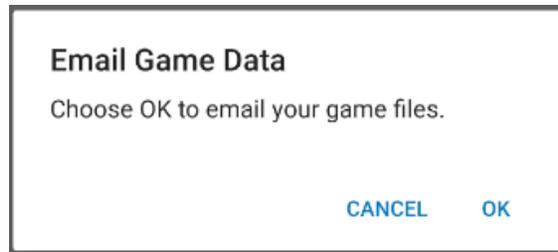


## Review Game – Email Game Data

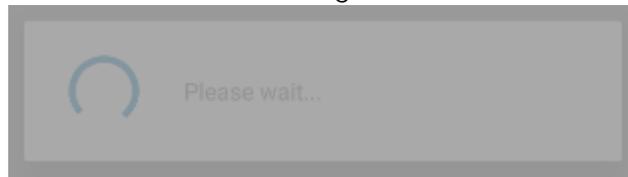
Like the tournament section you can press and hold to see more options. If you press and hold, there is an option to Email Game Data. This was created to electronically send games from the device over Wi-Fi as Dropbox no longer is supported. Simply press on Email Game Data to send the game choose OK and the system will email the game and give you a notification it's been completed.



Email Game Data Screen



Processing Screen



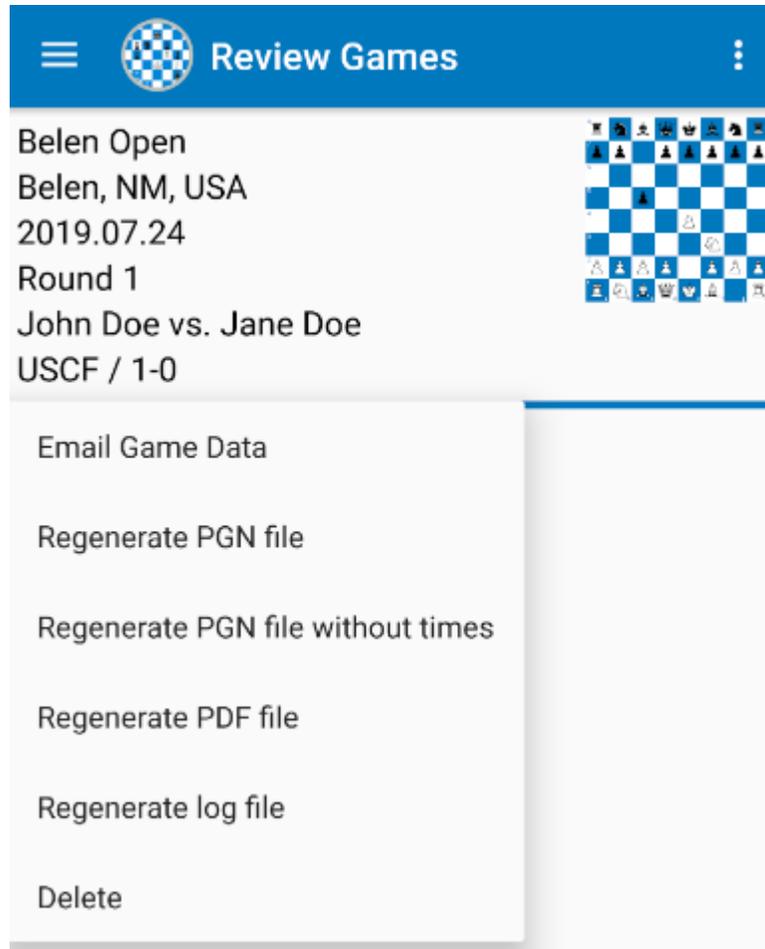
Verification Screen



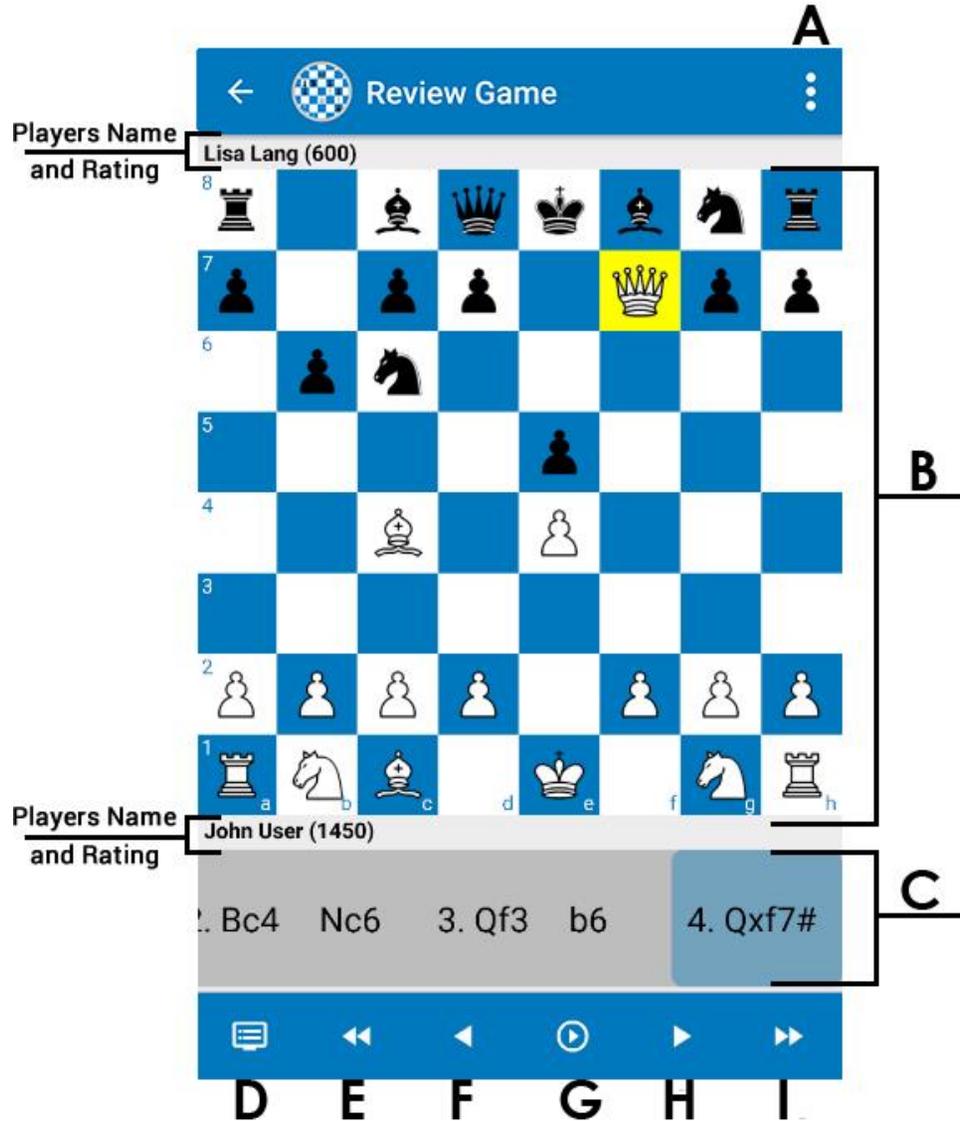
## Review Game – Regenerate / Delete

Like the tournament section you can press and hold on the game to delete it. A new feature as of 2.1.1 created log files which will contain ever move you make to help deter cheating so Tournament Directors or Arbiters can verify the game to make sure the player was not using the device in an ill manner to analyze a move before making it on the physical board. You can also now also export the PGN game without tracking times as well. When you export out the games without times it will be listed as no\_times here is an example

Doe-Doe-Belen\_Open-1-2018.05.19-no\_times.pgn



## Review Game Map



- A. **Kebab Menu** – Extra Features listed on the next page of the manual
- B. **Board and Pieces** - this is the gaming area
- C. **Notation Area** - displays a list of moves that have been made. You can scroll and press on moves to change position.
- D. **Moves** - lists all the moves of the current game
- E. **Fast Backward** - will take you to the beginning of the game
- F. **Backward** - allows you move back one move at a time
- G. **Play** - will play the game at 1.5 second increments
- H. **Forward** - allows you move forward one move at a time
- I. **Fast Forward** - will take you to the end of the game

## Review Game Map Continued / Kebab Menu

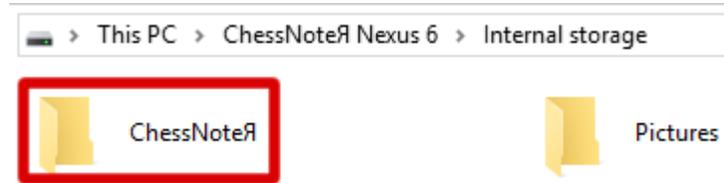
This is a map of the Kebab menu



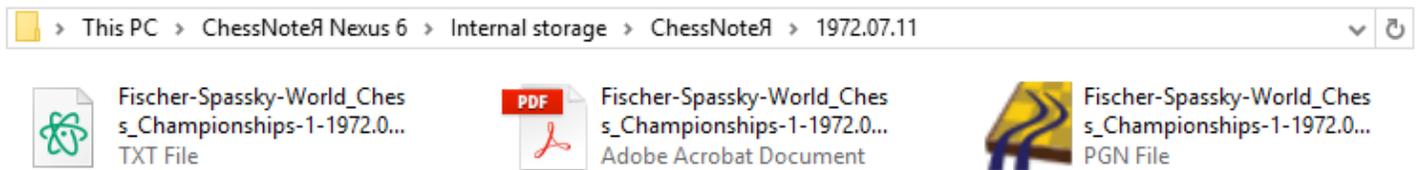
- J. [Replay Game](#) – a feature for TD's and Arbiters to check if a user is analyzing their game
- K. **Game Info** - allows you to display the information of the game
- L. **Move Time input** - allows you to display times entered on the chess clock
- M. **Flip Board** - allows you the ability to flip the board

## Review Game on Computer

To review the game on a computer, connect the Micro USB Cable to your PC and device. Once connected, browse to the USB connected device listed as ChessNoteR Nexus 6 and browse to the games played.



Double click the PGN file to open in a program like Scid vs PC or another PGN viewer.



If you do not have an application to view your games here is a list of applications that will work for you:

### Web Browser

Lichess: <https://lichess.org/analysis>

### Windows

ChessBase: <https://shop.chessbase.com/en/categories/chessbase>

Scid vs PC: <http://scidvspc.sourceforge.net/>

### Apple / OSX

ChessX: <http://chessx.sourceforge.net/>

HIARCS: <http://hiarcs.com/>

### Android

Scid on the Go: <https://play.google.com/store/apps/details?id=org.scid.android>

ChessPGN Master: <https://play.google.com/store/apps/details?id=com.kalab.pgnviewer>

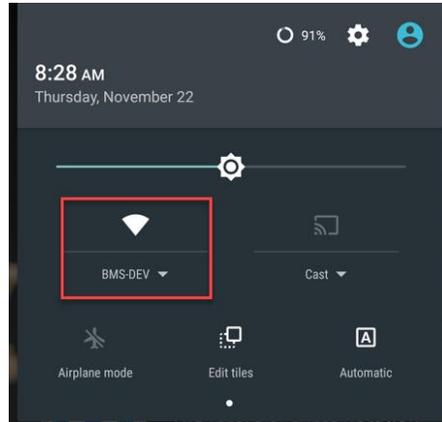
### IOS

Chess Viewer: <https://itunes.apple.com/us/app/chess-viewer/id410841427?mt=8>

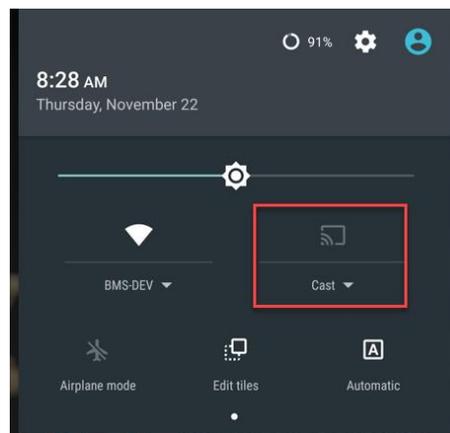
ChessDB: <https://itunes.apple.com/us/app/chessdb/id325621081?mt=8>

## Review Game on TV

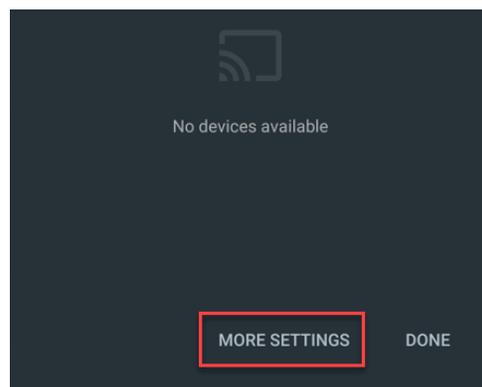
To review the game on a TV you will need a compatible Wi-Fi TV and/or a Roku player also you need to be running the upgraded version of Marshmallow. To get started reviewing on a TV you will need to turn on Wi-Fi. This can be accomplished by swiping down from the top of the device and choose Wi-Fi. If you do not see these options, then you are running Lollipop.



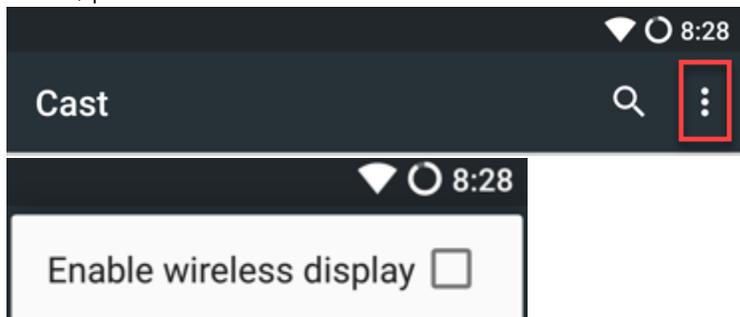
Next, you will need to press the Cast button.



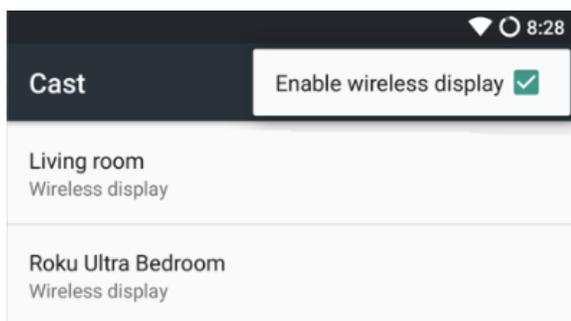
Next, press on MORE SETTINGS.



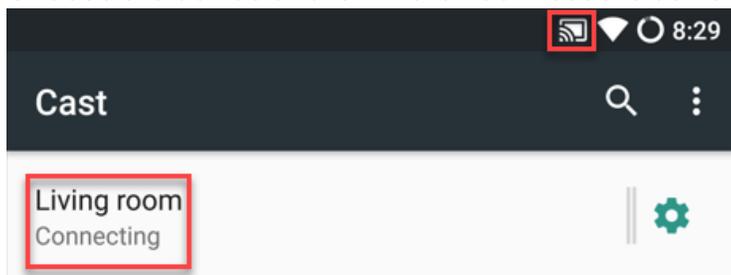
Then, press the three dots in a row and Enable wireless display.



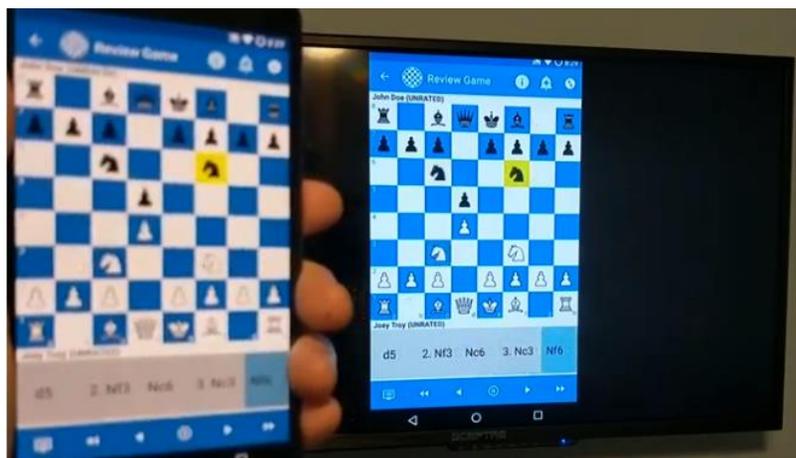
Once you enable the wireless display you will then see the devices listed to which you can connect.



Choose the device and it will then connect the device asking for permission on the Wi-Fi TV or Roku.



Once connected launch ChessNoteR and open Review games and you will be able to mirror to your TV

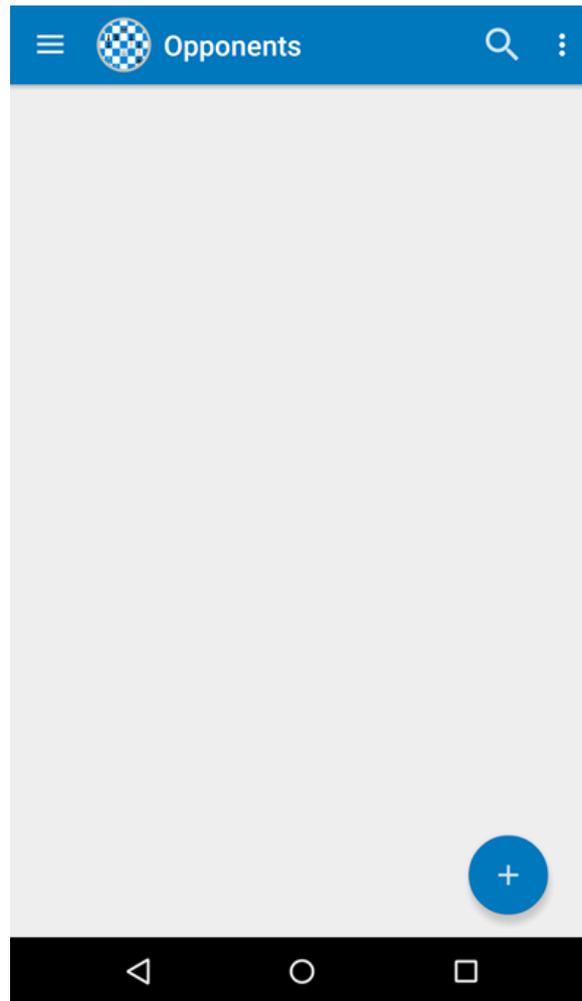


To disconnect turn off your Wi-Fi. More information on this can be found in the [Knowledge Base](#), which includes a video showing the process.

## Opponents Menu

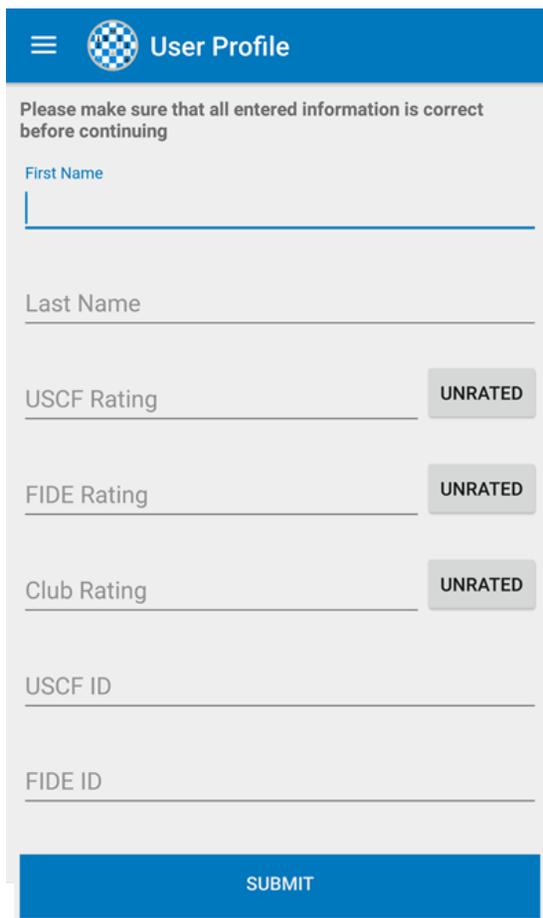
The opponent's area is like a contact list of players you have played. This will allow you to manually create new players, automatically add new players from tournaments, and see all the games you have played with the individual. You can get to this menu from pressing the main menu icon  and choosing Opponents .

**NOTE:** If you are on a brand-new install of ChessNoteR this area will be empty. As you play games and if you have enabled the settings to [automatically](#) create opponents this area will fill up with each person you play.



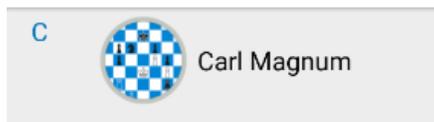
## Adding an Opponent Manually

For the basis of this manual, we will create a player manually by pressing the symbol just like in your tournament games to create an opponent . You will be greeted by the User Profile screen like when you first put in your profile information



The image shows a mobile application screen titled "User Profile". At the top, there is a blue header with a hamburger menu icon, a chessboard icon, and the text "User Profile". Below the header, a message reads: "Please make sure that all entered information is correct before continuing". The form contains several input fields: "First Name", "Last Name", "USCF Rating" (with a "UNRATED" button), "FIDE Rating" (with a "UNRATED" button), "Club Rating" (with a "UNRATED" button), "USCF ID", and "FIDE ID". At the bottom of the form is a large blue "SUBMIT" button.

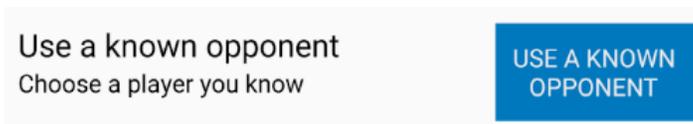
Once you fill in the information and press **SUBMIT** you will see the new opponent.



As you play more players they will show up under each letter of the alphabet and you can search using the search icon  based on the players name or you can scroll up and down the list.

## Editing an Opponent Automatically

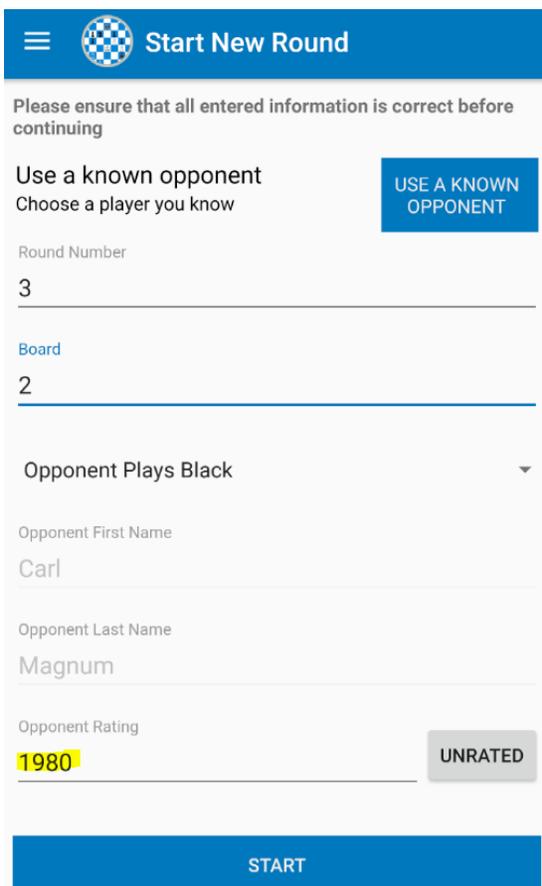
As you play in tournaments and play the same player you will have the ability to automatically update the opponents rating as you play games with them. When you are in the tournament round press the toggle button and you will be able to pick an opponent.



Once the Select Opponent opens choose the player you would like to play.

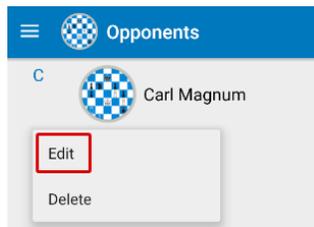


When you choose the opponent, you will be able to update their rating at the time of the game and when you press **START** it will update it in the Opponents menu.

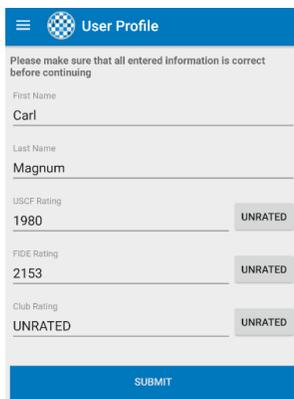


## Editing an Opponent Manually

To edit an opponent manually go to the opponent's menu and long press on the opponent you want to edit and choose **Edit**.

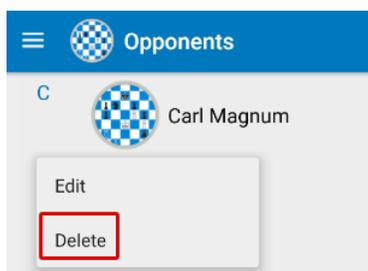


Once you press on edit you will be able to change the rating or the spelling of the opponent's name. Once all updates have been completed, press Submit. You can also edit them from inside their profile by press the following icon  which will launch the User Profile screen.

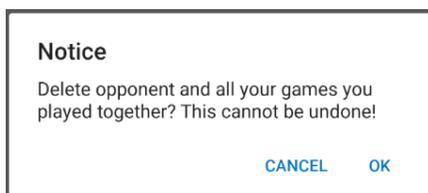


## Deleting an Opponent

To delete an opponent, go to the opponent's menu and long press on the opponent you want to delete.



It will give you a prompt to verify you want to delete the opponent. Press OK to delete the opponent and all your games you have played together. This cannot be undone. Press OK to proceed or CANCEL to go back.



## Merging an Opponent

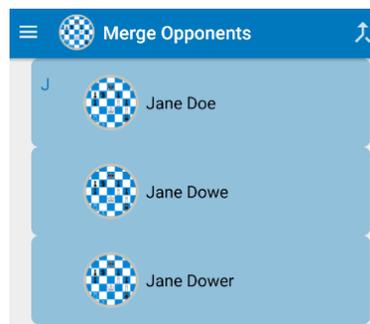
If you have duplicate names in your opponent list there is a feature to merge those opponents located on the top right-hand side under settings:



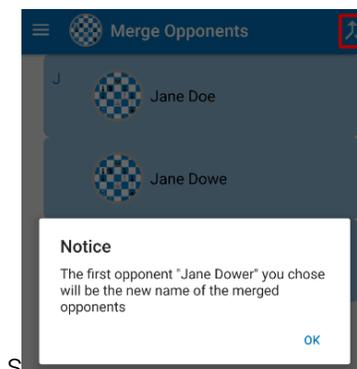
Once you press the settings button you will choose select:



**NOTE:** Before you choose your opponent's please note that the first opponent you choose will be set as the new name. In this case 'Jane Dower' was chosen as the first choice so Jane Dower will be the new name of the merged contacts. All the review games under the "Jane Doe" and "Jane Dowe" names will be merged under Jane Dower as well.



After choosing your opponents you want to merge them. Press the merge icon and you will be prompted by the following message:

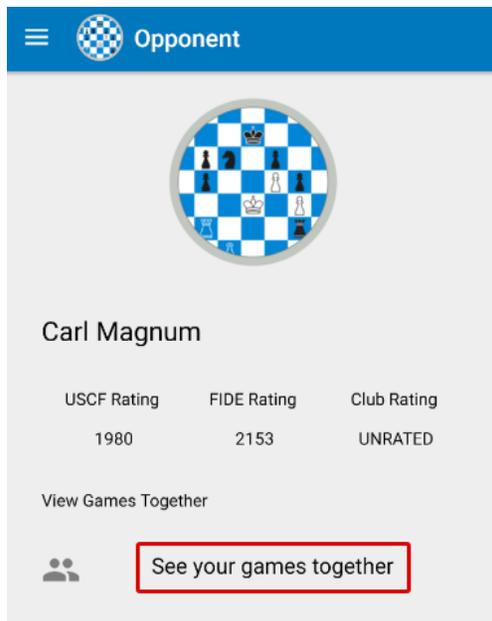


Press OK to accept or press the back button  to cancel. If you press OK it will merge all the games and names of the opponents in all the games under review games and you will be left with just Jane Dower.



## View games with Opponent

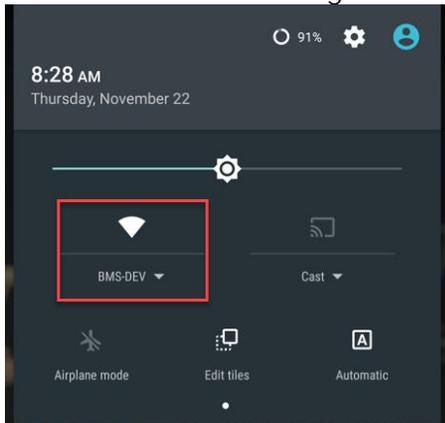
While ChessNoteR has a robust search for finding players you have played in the Review Games section, we have also created an option in the Opponent area which will let you press on an opponent's profile and allow you to see all the games you have played with them. Simply press on the **See your games together** which will list every game you have played.



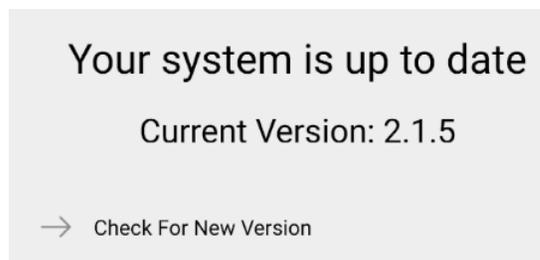
## Update Menu

The update section is designed to receive updates to our software suite for enhancements or bug fixes. ChessNoteR will email customers letting them know when new versions are available. To get started, follow the instructions below:

1. Plug your device into the charger
2. Turn on the Wi-Fi through the top menu



3. Connect to your Wi-Fi network (make sure this is not a public Wi-Fi network that requires a web page to connect as there is no browser on the device)
4. Open the ChessNoteR application
5. Press on the upper menu icon  and then press on Update 
6. On the update screen, press on **Check for New Version**



7. The system will automatically make a backup, check for the new version and automatically start downloading the new update
8. Wait 8-20 minutes for the download to complete
9. Press on **INSTALL UPDATE**
10. Once the update is completed you can relaunch ChessNoteR

## Serial Number Menu

The serial number section was created for added security for the application. You can get to this menu by pressing the main menu icon  and choosing Serial Number . The date the product was registered, your first & last name, US Chess ID and a unique serial number will be displayed.



This serial number is also formatted in a QR code, which can be scanned using a QR application on a mobile device. It will link you to our website to verify it is a legitimate purchase. This will help to deter cheaters from attempting to use a non-certified device as both the tamper proof sticker on the back of the device and serial number in the application will match exactly on a certified device. In the event you sell your ChessNoteR device to another US Chess Member they can contact Black Mirror Studio, LLC to transfer the serial number for a fee. They will need to send the device back to us so we can load their data onto the device.

## Final Notes

If you should require extra support or have additional questions, please visit our website:

<http://chessnoter.com/support>

Here, you will find an FAQ section and video library section which will walk you through all steps in this manual and the Android Manual. If you still need further assistance, please do not hesitate to contact us via the **Contact Us** menu from our website.