



# ChessUp



User Manual

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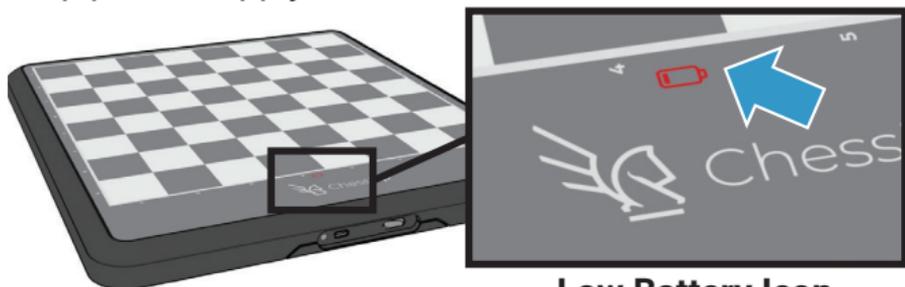
## **Important: ChessUp must be calibrated before first use.**

ChessUp calibration can shift during shipping, over time, and in different environments. To ensure your ChessUp is operating properly, follow the steps below. Do this before first use, and if you ever experience unexpected behavior from your ChessUp.

# Before Calibrating Your ChessUp

## Charge Your ChessUp

Make sure your ChessUp is sufficiently charged. If you switch the board on and see the low battery icon, charge your ChessUp for at least 30 minutes. Use the provided USB-A to USB-C cable with any USB-A port or USB-A AC charger block specific to your region. For faster charging, use a charger block with greater than 1 amp power supply.



Low Battery Icon

## Allow ChessUp Temperature to Acclimate

Allow your ChessUp time to acclimate to room temperature before beginning the calibration process. This could take up to 60-90 minutes if your ChessUp was just delivered outside on a hot or cold day.



# Before Calibrating Your ChessUp

## Charge Status Indicator

Once plugged in and charging, the charge status indicator will blink red. Once fully charged, the charge status indicator light will turn solid red and will no longer blink.



# Calibrating your ChessUp

## Unplug ChessUp

Make sure your ChessUp is unplugged before beginning calibration.

## Clear the Board Top

The top surface of your ChessUp should be empty before beginning calibration. Note: chess pieces must be removed before calibration.



## Power on your ChessUp

Power on your ChessUp by toggling the power switch to "On." Wait a moment while the start-up sequence completes. Once the ChessUp icon stops pulsing light, you are ready to begin the calibration process.



# Calibrating your ChessUp

## Hold both Settings Buttons

Press and hold both settings buttons for about 4 seconds. Remove your fingers when you see the Winged Knight icon turn green. Do not touch ChessUp after removing your fingers.



## Success Light Sequence

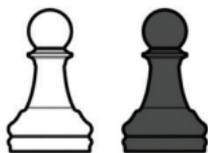
You will see a light sequence signifying the calibration process has finished. Your ChessUp will restart after this. Once the startup sequence is complete, your ChessUp is calibrated and ready to use!



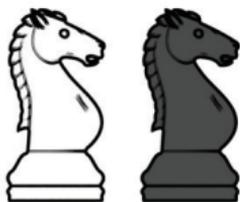
## Setting up the Pieces

When initially switched on, ChessUp pulses 32 squares on the board (16 blue and 16 green). If there are no pieces on those squares, the 32 squares will remain lit. These 32 squares indicate the starting position on each side. The blue squares indicate the starting position for the white pieces, and the green squares indicate the starting position for the black pieces.

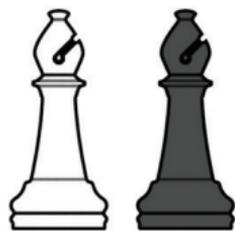
The light on each square will turn off when a piece is placed on it. Once all 32 pieces are in the starting position, the 32 squares will blink 2 times which indicates the game is ready to begin.



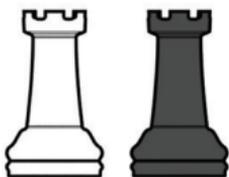
**Pawns**



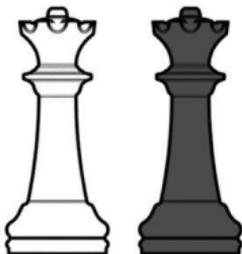
**Knights**



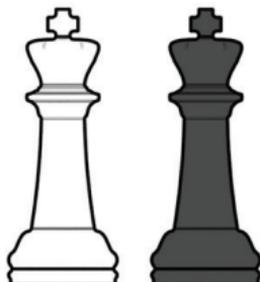
**Bishops**



**Rooks**



**Queens**



**Kings**

## Starting a Game

White always goes first in chess. Touch any white piece to see all available legal moves. The square of the selected piece will light up purple, and the moves will light up blue. Note: only pawns and knights have legal moves available on the first move.

Once a game is finished or when you would like to start a new game, return all the pieces to the starting position. Once the pieces are in the starting position, ChessUp will blink the starting squares to confirm a new game is ready to begin.



**Note: Each Queen goes their own color.**

## Adjusting Game Modes

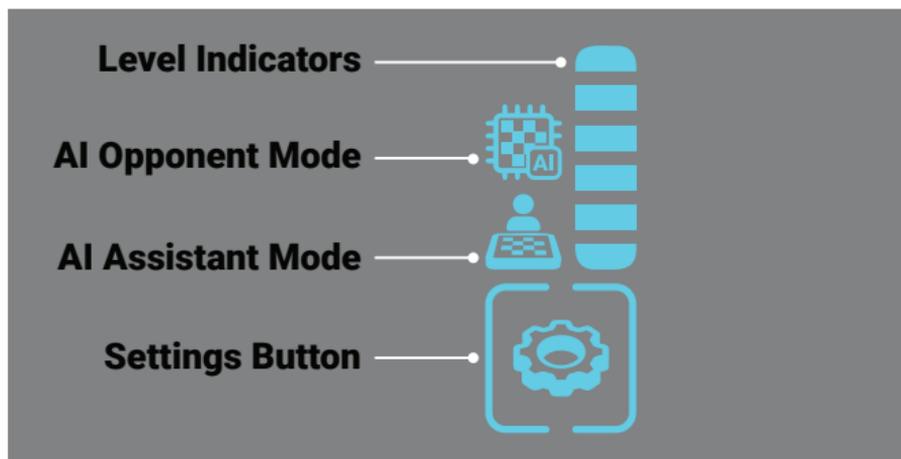
ChessUp has two basic game modes. Each side of the board can be set as a human player or AI opponent. Human players can select different levels of AI assistance, and the AI opponent has various levels of difficulty. By default, ChessUp is set to human versus human, both with no AI assistance (only legal moves are displayed on the board).

ChessUp has two settings buttons, one for white and one for black. These settings buttons cycle through the different game modes/levels for each side.



**White Side**

**Black Side**



## AI Assistance Levels

ChessUp provides different levels of AI assistance by ranking the strength of each available move by color. There are 4 colors used on the ChessUp board: purple, red, blue, and green. It is important to note that each of these colors look different on light and dark squares, but each color means the same thing (e.g., light green means the same as dark green).

The meaning of each color changes based on what assistance level you have selected. Please note: Only assistance levels 1-3 are available on the board alone. Initiating a game through the ChessUp app is required to access assistance levels 4-6. The chart below shows the meaning of each color as it relates to each assistance level:

Level: 1	2	3	4	5	6
<b>Selected Piece</b>	Purple	Purple	Purple	Purple	Purple
<b>Blunder</b>	Red	Red	Red	Red	Red
<b>Mistake</b>	Green	Blue	Blue	Red	Red
<b>Inaccuracy</b>	Green	Green	Blue	Blue	Red
<b>Good</b>	Green	Green	Green	Blue	Blue
<b>Excellent</b>	Green	Green	Green	Green	Blue
<b>Best</b>	Green	Green	Green	Green	Green

# AI Opponent Levels

The ChessUp AI Opponent has 30 different levels of difficulty. Difficulty levels 1-12 are available on the board alone - no app required. Initiating a game through the ChessUp app is required to access difficulty levels 13-30.

On your ChessUp, different colors are used to represent the current difficulty level in sets of 6. The difficulty color coding is outlined below:



## Game Endings

Chess can end with a variety of outcomes. ChessUp uses different light sequences to indicate different outcomes. The basic outcomes indicated by ChessUp are checkmate, draw, and timeout (ChessUp app required for timed games). The outcome of draw can involve a variety of factors like stalemate, 3-fold repetition, insufficient material, etc. A player can also resign the game or both players can agree to a draw.



**Checkmate:  
White wins**



**Draw/Stalemate**



**Timeout: White wins**

## Piece out of Place

If a piece is misplaced or placed on an illegal square, that square will light up purple. The square where that piece came from will also light up purple. If you move a piece during a game and the square where you placed a piece turns purple, move that piece back to where it came from to resume the game. Note: If you continue playing with misplaced pieces, ChessUp will not track the game.



## No Available Moves

If a piece has no legal moves, like rooks at the beginning of a game, the square underneath the piece will turn purple when touched, and no other squares will light up. The same thing will happen when a piece is touched during the other side's turn.

## Turn Indicator

The game mode icon is also used as a turn indicator. It is only visible during that side's turn.



**White's Turn**



**Black's Turn**

## King in Check

When a King is in check, the square underneath the King will turn red. If a piece with no legal moves is touched while the king is in check, the touched piece, the King, and the attacking piece will blink rapidly. Note: This can also happen when pinned piece is touched. A pinned piece cannot be moved without putting its own king in check which is illegal.

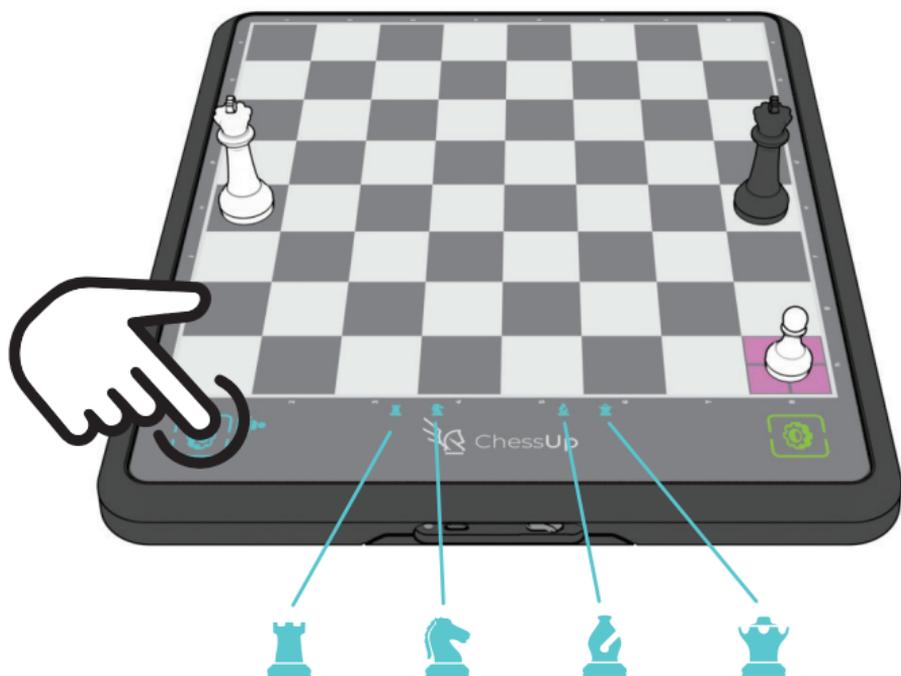


## Undo a Move

If you wish to undo your last move, simply move the piece back. This can only be done before your opponent's next move. If there was a capture during the move, be sure to replace the captured piece as well.

## Pawn Promotion

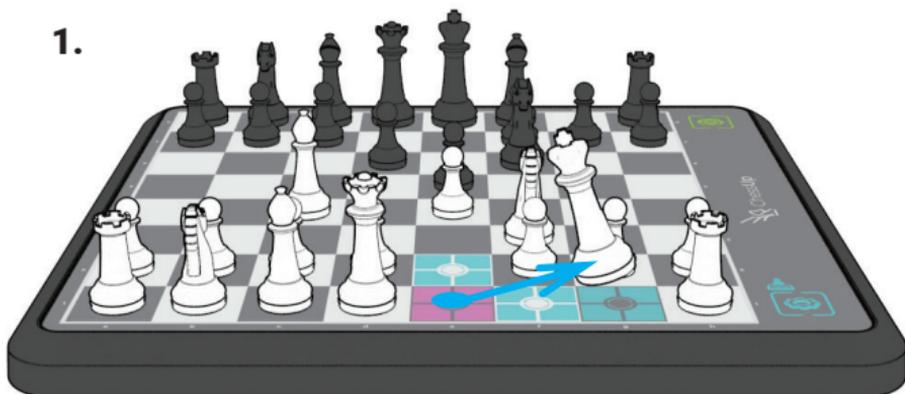
When a Pawn reaches the other side of the board, it can promote to a Queen, Rook, Bishop, or Knight. Upon reaching the other side of the board, the square underneath the pawn will light up. To auto-promote to a Queen simply replace the pawn with a Queen. It will also auto-promote to a Queen if you leave the pawn in the square for 8 seconds. If you wish to select a different piece, use the settings button to cycle through the different available piece types. Once a piece type is selected, replace the Pawn with the correct piece. If you leave the Pawn in the square, it will move like the piece you selected.



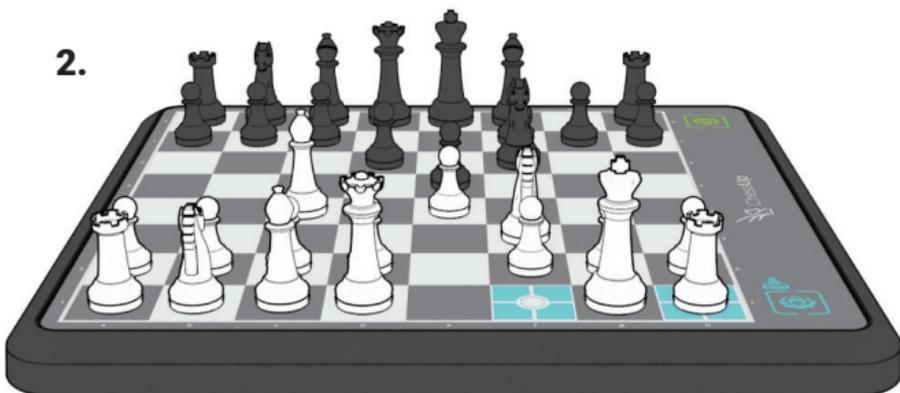
# Castling

When castling on ChessUp, the King must be moved first followed by the rook. If the rook is moved first, ChessUp will register a move for the rook rather than castling. Please keep in mind the following rules about castling: Once moved, the king cannot castle. The King cannot castle with a rook that has already been moved. The king cannot castle while in check or pass through check while castling.

1.



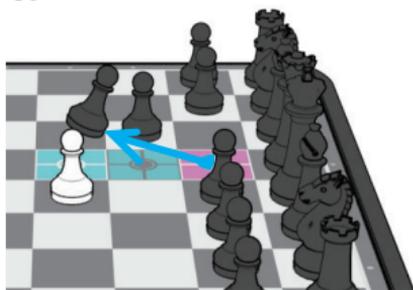
2.



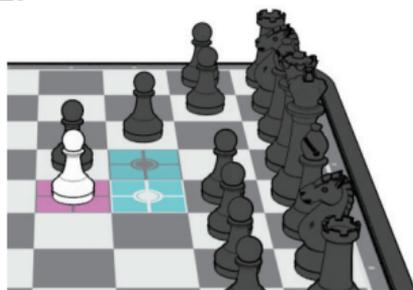
# En Passant

The en passant capture uses a pawn to capture a horizontally adjacent enemy pawn that has just advanced two squares in one move. The capturing pawn moves to the square that the enemy pawn passed over, as if the enemy pawn had advanced only one square. Such a capture is permitted only on the turn immediately after the two-square advance; it cannot be done on a later turn. The square underneath the captured Pawn will turn purple until it is removed.

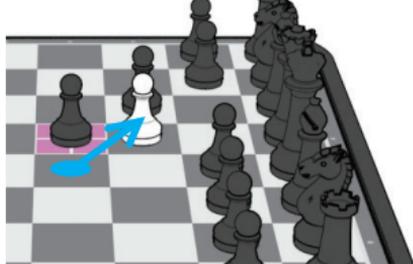
1.



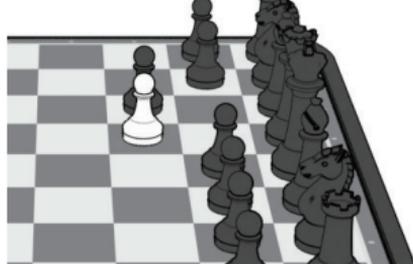
2.



3.



4.

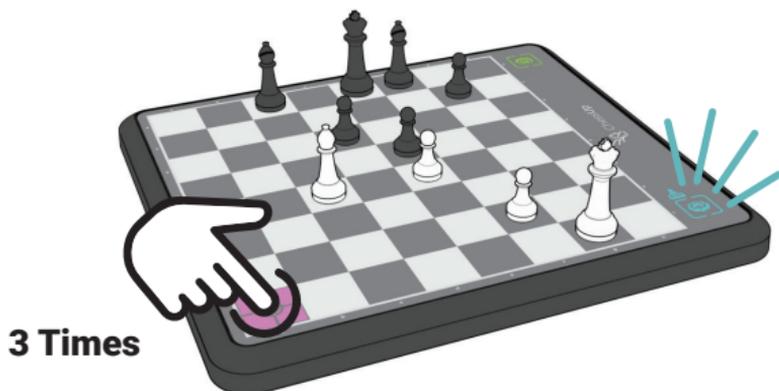


## Save a Game for Later

If you wish to save a game in progress for later, you can triple tap the piece on the a1 square. If there is no piece on the a1 square, you can touch the center of the empty square 3 times. When the save is successful, the blue settings button will blink as a confirmation. Once you see the confirmation blink, you can turn your ChessUp off. As long as the pieces are left in place, the next time you turn on your ChessUp, you can resume your game.



or



## Checkers Mode

Simply place the Touchsense Checkers Pieces (sold separately) on your ChessUp in the checkers starting position, and the game mode will switch automatically. The starting square will blink twice to indicate the game is ready to start.



## ChessUp App

ChessUp does not require the app to operate, but using ChessUp with the app enables a variety of advanced features like online play, higher levels of AI assistance, higher levels of AI opponent difficulty, and an automatic chess clock for timed games. The ChessUp app can also update your ChessUp device when new software features are released.



## Troubleshooting

Poor calibration can often be the issue if your ChessUp behaves unexpectedly. Please carefully read the calibration instructions and try calibrating your ChessUp. It is best to calibrate ChessUp where you plan to use it. A flat, solid, and non-metallic surface is an ideal surface for using your ChessUp.

If you need help troubleshooting your ChessUp, you can reach our support team here:

[info@bryghtlabs.com](mailto:info@bryghtlabs.com)

## Visit Our Support Page

Access video tutorials, a searchable ChessUp knowledgebase, and more on our support page:



[playchessup.com/pages/support](https://playchessup.com/pages/support)

