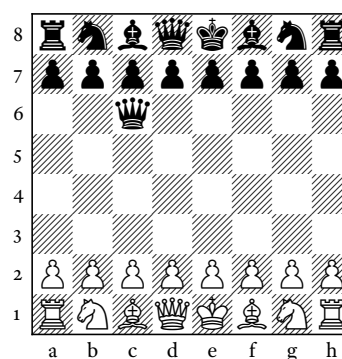


## Choosing an Engine

black queen

a6	Stockfish 7	<input type="checkbox"/> DEFAULT
b6	Texel 1.06	
c6	Arasan 20.2	
d6	Rodent II 0.9.66	
e6	Zurichess luzern	
f6	Floyd 0.9	
g6	Cinnamon 2.0-20160502	
h6	Galjoen 0.36	



Example: Arasan 20.2

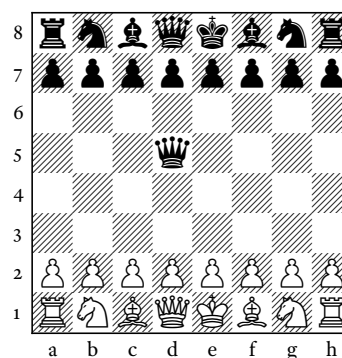
## Choosing a Level

black queen

a5	Level 0 (= weakest)	
b5	Level 3	
c5	Level 6	
d5	Level 9	
e5	Level 12	
f5	Level 15	
g5	Level 18	
h5	Level 20 (= strongest)	<input type="checkbox"/> DEFAULT

Not all engines support levels.

Zurichess has 'handicaps' instead of levels.

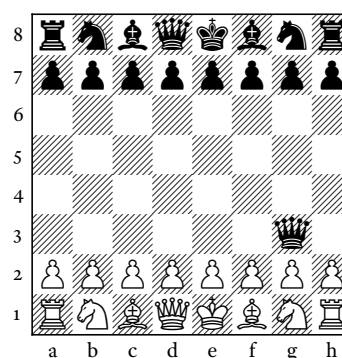


Example: Level 9

## Choosing an Opening Book

black queen

a3	No book	
b3	ECO A: flank openings	
c3	ECO B: semiopen games	
d3	ECO C: open games + French	
e3	ECO D: closed games	
f3	ECO E: Indian games	
g3	Fun	
h3	Varied	<input type="checkbox"/> DEFAULT
a4	GM 1950	
b4	Performance	
c4	Stockfish	
d4	Anand	
e4	Korchnoi	
f4	Larsen	
g4	Pro	
h4	GM 2001	



Example: Opening Book 'Fun'

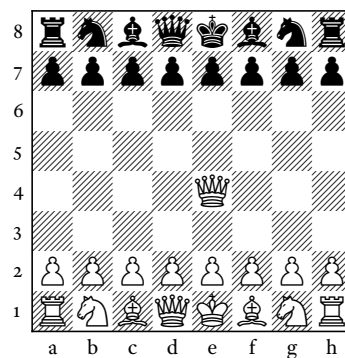
## Choosing a Time Control

white queen

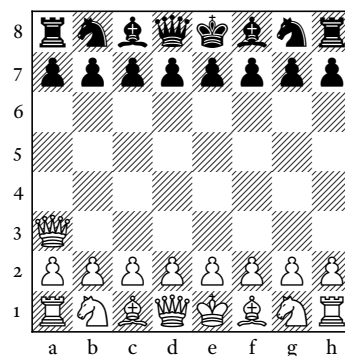
a6	Fixed: 1 s / move
b6	3 s / move
c6	5 s / move
d6	10 s / move
e6	15 s / move
f6	30 s / move
g6	60 s / move
h6	90 s / move

a4	Blitz: 1 min / game
b4	3 min / game
c4	5 min / game <span>DEFAULT</span>
d4	10 min / game
e4	15 min / game
f4	30 min / game
g4	60 min / game
h4	90 min / game

a3	Fischer: 1 min + 1 s / move
b3	3 min + 2 s / move
c3	5 min + 3 s / move
d3	10 min + 5 s / move
e3	15 min + 10 s / move
f3	30 min + 15 s / move
g3	60 min + 20 s / move
h3	90 min + 30 s / move



*Example: Blitz 15 min / game*

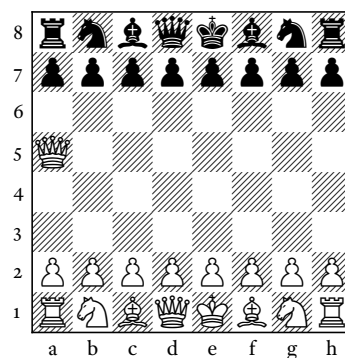


*Example: Fischer 1 min + 1 s / move*

## Choosing a Play Mode

white queen

a5	Play against computer <span>DEFAULT</span>
b5	Brain mode
c5	Analysis mode
d5	Kibitz mode
e5	Observe mode
f5	Ponder mode
h5	Remote mode



*Example: Play against computer*

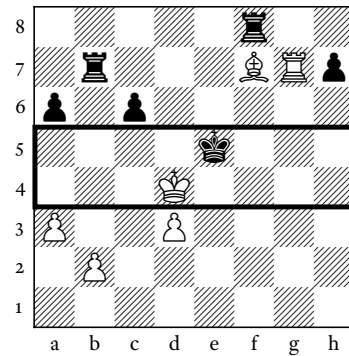
## Adjudicating a Game

both kings

First, clear the fourth and fifth ranks.

Then, place both kings:

- on e4 and d5 = White wins
- on d4 and e5 = Black wins
- on d4 and e4 = draw
- on d5 and e5 = draw



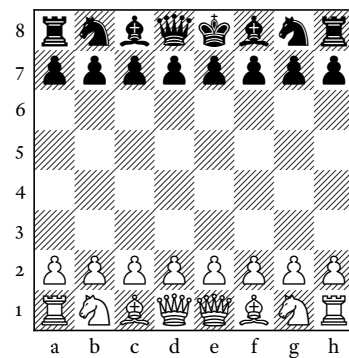
*Example: Black wins*

## Shut Down the Computer

white queen

In starting position,  
replace the white king  
with the spare white queen  
to power off the computer.

Also works with empty board  
and both white queens on  
d1 and e1.



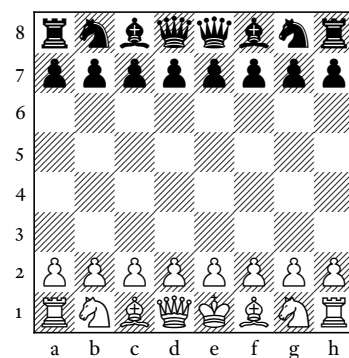
*Example: Shut down computer*

## Reboot the Computer

black queen

In starting position,  
replace the black king  
with the spare black queen  
to reboot the computer.

Also works with empty board  
and both black queens on  
d8 and e8.



*Example: Reboot computer*