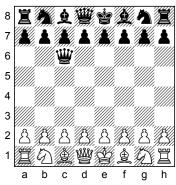
Choosing an Engine

black queen

- a6 Stockfish 7
- **b6** Stockfish Human
- c6 Stockfish Beginner
- **d6** Arasan 18.3
- **e6** Laser 1.1b
- f6 Hakkapeliitta 3.0
- g6 Komodo Beekay 1028.00
- **h6** Floyd 0.7

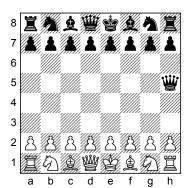


Example: Stockfish Beginner

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)

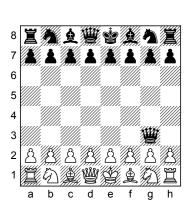


Example: Level 20 (= strongest)

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
- **a4** GM 1950
- **b4** Performance
- c4 Stockfish
- **d4** Anand
- e4 Korchnoi
- f4 Larsen
- **q4** Pro
- **h4** GM 2001



Example: opening book 'Fun'

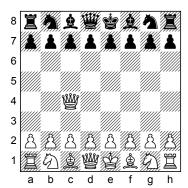
Choosing a Time Control

white queen

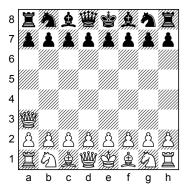
a6	Fixed: 1 s/move
b6	3 s/move
с6	5 s/move
d6	10 s/move
e6	15 s/move
f6	30 s/move
g6	60 s/move
h6	90 s/move

a4	Blitz: 1 min/game
b4	3 min/game
с4	5 min/game
d4	10 min/game
e4	15 min/game
f4	30 min/game
g4	60 min/game
h4	90 min/game

а3	Fischer: 1 min + 1 s / move
b3	3 min + 2 s / move
c3	4 min + 2 s / move
d3	5 min + 3 s / move
е3	10 min + 5 s / move
f3	15 min + 10 s / move
g3	30 min + 15 s / move
h3	60 min + 30 s / move



Example: Blitz 5 min (= default)



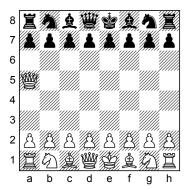
Example: 1 min + 1 s / move

Choosing a Play Mode

white queen

a5	Play against computer
b5	Analysis mode

c5 Kibitz moded5 Observe modee5 Remote mode



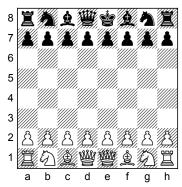
Example: Play against computer

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.



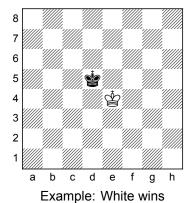
Example: Shut down computer

Resign and Draw

kings on row 4 and 5

First, empty rows 4 and 5. Then place both kings:

- * kings on e4, d5 = White wins.
- * kings on d4, e5 = Black wins.
- * kings on d4, e4 = draw.
- * kings on d5, e5 = draw.



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