

Personalities with weakened search

Ladder: Zero (50, purely random eval) < Helpless (50, blur 1000, 50% material values) < Lea (50, blur 500) < Blais (50, blur 200) < Rita (48) < Novice(60) < Frank (88) < Pam (100) < Ben (120) < John (180) < Andy (300) < Mark (400) < Chloe (500) < Sue (550) < Amy (600) < Chris (700) < Nora (800) < Sid (900) < Dory (1000) < Vincent (1200) < Matthew (3500) < Frederick (4000) < Arthur (4500) < Patrick (6k) < Gabriel (7k) < Expert (8k) < Theresa (9k) < Nerd (10k) < Nina (12k) < Dorothy (15k) < Sloth (18k) < Mike (32k) < Victor(35k) < Nancy (38k)

Amy

Amy is for attack and mobility. She is a slow thinker.

Speed: 600 NPS, Blur: 20

Andy

Andy likes to attack!

Speed: 300 NPS

Arthur

Club player that likes attack and restraint, slow thinker.

Speed: 4500 NPS

Ben

Ben is still weak, but has balanced outlook on the game. Let's hope he improves!

Speed: 120 NPS

Blais

Blais is a beginning player, so he has a blurred vision of the board.

Speed: 50 NPS, Blur: 200

Chris

Chris is a constrictor

Speed: 700 NPS

Chloe

Chloe is chaotic, but a bit more tactically aware than the other kids

Speed: 500 NPS, Blur: 50

Dorothy

Defence, restraint, classical style.

Speed: 15 000 NPS

Dory

Dory is weak and defense oriented

Speed: 1000 NPS

Expert

A 2000 Elo player. Solid, with all the knowledge, but possibly lacks some finesse.

Speed: 8000 NPS

Frank

Weak, thrusts his pieces forward.

Speed: 88 NPS

Frederick

1800-ish player that likes thrusting his pieces forward; the funny thing is that he likes flank openings as well.

Speed: 4000 NPS

Gabriel

Gabriel is for gambits! He plays at 1900 Elo level, despite taking excessive risks.

Speed: 7000 NPS

Helpless

He knows the rules. He watched a couple of games and will often make moves that look normal, but has no concept of material balance.

Speed: 50 NPS, Blur: 1000, Material: 0

John

Neglects own king safety

Speed: 180 NPS

Lea

Lea just learns stuff. She begins to appreciate that it is good to avoid dropping pieces.

Speed: 50, Blur: 500, Material: 50

Matthew

Materialistic club player.

Speed: 3500 NPS

Mark

Defensive player who likes own mobility

Speed: 400 NPS

Mike

Mike is a materialist who likes mobility and knows a bit less about the openings than he should at his level.

Speed: 32000

Nancy

attacking player who likes closed positions, approx. Elo 2300

Speed: 38 000

Nerd

Cares a bit too much about positional play

Speed: 10000

Nina

Nina likes knights and passed pawns, and heads towards endgame.

Speed: 12000

Nora

Nora likes knights and knows how to use them.

Speed: 800

Novice

Has played several games, learned the basic stuff

Speed 60 NPS, Blur 48

Pam

Weak, overvalues pawns, carea about pawn structure

Speed: 100 Blur: 36

Patrick

Attacking player who cares for pawn structure, 1850 Elo.

Speed: 6000 NPS

Rita

Rita is weak, and overvalues rooks

Speed: 48 NPS Blur: 56

Sid

Sid likes to simplify and win in the endgame

Speed: 900 NPS.

Sloth

Nobody likes to play against Sloth, nobody wants to be in the same team as him. Sloth is quite a strong player, but plays in a very boring manner.

Speed: 18.000 NPS

Sue

Sue likes to sacrifice, even though at her current tactical level she is yet unable to calculate all the consequences. She has lots of fun while playing and high hopes of improvement.

Speed: 550 NPS

Theresa

Tricky expert player with a tendency to sacrifice, lowered attack and raised positional factors

Speed: 9000 NPS

Victor

Victor plays violent gambits.

Speed: 35 000 NPS

Vincent

Vincent likes attacking – both your king and your pieces.

Speed: 1200 NPS

Zero

Knows how the pieces move, but moves them randomly. You cannot make Rodent weaker than that!

Personalities weakened by eval

Caveman

Primitive player relying chiefly on raw calculating power, probably somewhere between IM and GM

Careless

Disregards pawn structure, has low interest in attacking, but plays at full tactical strength

Drunk

Huge random factor in eval and messy openings

Personalities with normal search

Barbarian

Fierce attacker with lowered interest for positional play.

Bibi

Bibi loves to have a bishop pair, and is more than willing to sacrifice a pawn for this asset. But this is not the end of the story. If he decides to exchange one of his bishops for a knight, his style undergoes complete transformation. Playing against his beloved bishop pair, Bibi will shy away from exchanging pawns, and will have strong preference for keeping the position closed. GM strength.

Brute

He does not care for the finer aspects of positional play. He just plays, and seems pretty good at it.

Constrictor

Restricts opponent's mobility and wants to attack.

Deborah

Picture her as a dark-haired, slender, melancholy woman. She is a GM-level defensive player who likes bishops.

Defender

Imagine him in the expensive suit, looking more like a CEO than a chess player. Strong, rational GM personality that weights enemy attack and mobility marginally higher.

Fighter

Imagine him as an uninteresting, plump man in mid-thirties, who turns into a monster over the chessboard. He knows he falls just a bit short of the elite, but plays as if he wanted to take revenge for this fact of life on each and every of his opponents. He likes sacrificing pawns and restricting opponent's mobility.

Fiona

Fiona plays flank openings and likes fianchetto. GM strength.

GM

Settings that serve as a basis for creating human-like personalities

Grumpy

Imagine him as an elderly grandmaster, already past his prime, disrespectful to opponents and still quite dangerous. Grumpy likes attacking and restraining enemy movements, enjoys closed

positions, and expects to win. Because of his age, he plays mainly classical openings.

Hedgehog

Solid with pawns, slightly pessimistic.

Morgenstern

Violent attacker who hates being under pressure himself, with piece values spread more than usual.

Open

GM, Likes mobility, bishops and open positions.

Partisan

Emphasizes attack, but plays stealthy openings.

Pawnsacker

Picture him as a young, up-and-coming grandmaster, who has not yet reached his true potential. Thin, energetic, likes flashy moves a bit too much. He tends to part with his pawns from time to time. Balanced personality, likely to sacrifice modest amount of material, often goes for active defence in the endgame.

Pessimist

GM, extremely afraid of opponent's attack and active pieces.

Preston

Slightly materialistic. Likes to put pressure on the opponent, attacking his pieces and controlling the center. Grandmaster level, good tournament performance. Opens d4 as White, plays Caro-Kann, Slav Defense and Nimzo-indian as Black.

Spitfire

Picture him as a tall man in a leather jacket. He likes active play and hates being under attack. GM strength.

Stalker

GM, follows enemy king with his pieces.

Stone golem

Pessimist who cares for maintaining solid pawn structure.

Swapper

GM, likes exchanging pieces, high draw rate.

Tortoise

Plays slowly. Plays backwards. Wins the race.

Wild

Sacrificial attacker with emphasis on mobility, gambit book. GM strength, but does not care for the result.

Impersonations

Nimzowitsch

Likes restricting opponent's mobility, enjoys blocked positions, keeps solid pawn structure.

Karpov

World champion, master of positional play. Based on Brendan J. Norman's personality for Rodent II.

Marshall

GM-strength sacrificial attacker that likes knights. Hommage to Frank Marshall (1877-1944).
needs opening book