

## Ladder challenge

You might want to try to beat Rodent III personalities in the following order, starting from the weakest:

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)

## Personalities with weakened search

Extremely weak personalities:

### Zero

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

### 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*

### Lea

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

*Speed: 50, Blur: 500, Material: 50*

Weak personalities with blurred evaluation:

### 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, Blur: 36*

### Ben

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

*Speed: 120 NPS, Blur: 25*

### Blais

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

*Speed: 50 NPS, Blur: 200*

### Chloe

Chloe is chaotic, but a bit more tactically aware than the other kids  
*Speed: 500 NPS, Blur: 50*

**Frank**

Weak, thrusts his pieces forward.  
*Speed: 88 NPS, Blur: 50*

**John**

Neglects own king safety  
*Speed: 180 NPS, Blur: 10*

**Nora**

Nora likes knights and knows how to use them.  
*Speed: 800 NPS, Blur: 15*

**Novice**

Has played several games, learned the basic stuff  
*Speed 60 NPS, Blur 48*

**Pam**

Weak, overvalues pawns, cares about pawn structure  
*Speed: 100 Blur: 36*

**Rita**

Rita is weak, and overvalues rooks  
*Speed: 48 NPS, Blur: 56*

Weak personalities without blurred evaluation

**Chris**

Chris is a constrictor. He may grow into a fine positional player some day!  
*Speed: 700 NPS, Blur: 0*

**Dory**

Dory is weak and defense oriented  
*Speed: 1000 NPS*

**Mark**

Defensive player who likes own mobility  
*Speed: 400 NPS, Blur: 0*

**Sid**

Sid likes to simplify and win in the endgame  
*Speed: 900 NPS, Blur: 0*

**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, Blur: 0*

**Vincent**

Vincent likes attacking – both your king and your pieces.

*Speed: 1200 NPS*

From B Class to master

**Arthur**

Club player that likes attack and restraint, slow thinker.

*Speed: 4500 NPS*

**Dorothy**

Defence, restraint, classical style.

*Speed: 15 000 NPS*

**Expert**

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

*Speed: 8000 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*

**Matthew**

Materialistic club player.

*Speed: 3500 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*

**Patrick**

Attacking player who cares for pawn structure, 1850 Elo.

*Speed: 6000 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*

**Theressa**

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*

## **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. Strength difficult to pinpoint.

## **Personalities with normal search**

**Atila**

Fierce attacker that cares for pawn structure. Personality by Ongjen Perovic.

**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.

**Bryan**

Insane sacrificial attacker with emphasis on mobility. Personality by Ongjen Perovic.

**Constrictor**

Restricts opponent's mobility and wants to attack.

**David**

Constrictor-type personality by Ongjen Perovic.

**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.

**Johnathan**

Attacking personality by Ongjen Perovic.

**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**

### **Tal**

Excellent personality by Brendan J. Norman.

### **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.