Choosing an Engine

black queen

a6	Stockfish 8 ('0810	017') DEFAULT

b6 Texel 1.07

c6 Arasan 20.3.0

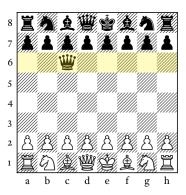
d6 Rodent III 0.233

Zurichess neuchatel ('master') **e6**

f6 WyldChess 10062017

Galjoen 0.37.2 **g6**

Sayuri 2017.12.16 h6



Example: Arasan 20.3.0

Choosing a Level

black queen

Level o (= weakest) a5

Level 3 **b**5

Level 6 **c**5

Level 9 d5

Level 12 **e**5

f5 Level 15

Level 18 g5

h₅

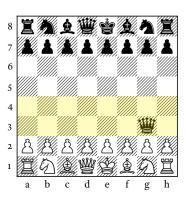
Example: Level 9

* Not all engines support levels: Rodent III has 'personalities' and Zurichess has 'handicaps'.

Choosing an Opening Book

black queen

- a3 No book
- b₃ ECO A: flank openings
- ECO B: semiopen games **c**3
- ECO C: open games + French d3
- ECO D: closed games e3
- ECO E: Indian games f3
- Fun g3
- h3 Varied Default
- GM 1950 **a**4
- Performance b4
- **c**4 Stockfish
- d4 Anand
- Korchnoi **e**4
- Larsen f4
- Pro g4
- h4 GM 2001



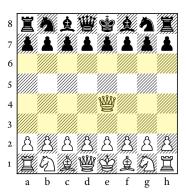
Example: Opening Book 'Fun'

⁵ 3 Level 20 (= strongest) DEFAULT

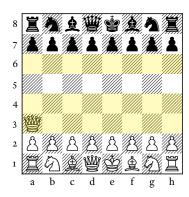
Choosing a Time Control

white queen

a6 b6 c6 d6 e6	Fixed: 1 s / move 3 s / move 5 s / move 10 s / move 15 s / move	
f6	30 s / move	
g6	60 s / move	
h6	90 s / move	
a 4	Blitz: 1 min / game	
b4	3 min / game	
c 4	5 min / game DEFAULT	
d4	10 min / game	
e 4	15 min / game	
f4	30 min / game	
g 4	60 min / game	
h4	90 min / game	
a ₃	Fischer: $1 \min + 1 s / \text{move}$	
b ₃	$3 \min + 2 s / \text{move}$	
c 3	$5 \min + 3 s / \text{move}$	
d3	10 min + 5 s / move	
e3	15 min + 10 s / move	
f3	30 min + 15 s / move	



Example: Blitz 15 min / game



Example: Fischer 1 min + 1 s / move

Choosing a Play Mode

 g_3

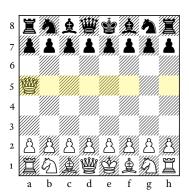
h3

white queen

a5	Play against computer	DEFAULT
b5	Brain mode	
c 5	Analysis mode	
d ₅	Kibitz mode	
e5	Observe mode	
f5	Ponder mode	
h5	Remote mode	

60 min + 20 s / move

90 min + 30 s / move



Example: Play against computer

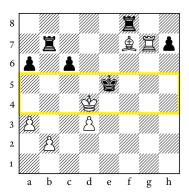
Adjudicating a Game

both kings

First, clear the fourth and fifth ranks.

Then, place both kings:

- on e_4 and d_5 = White wins
- on d_4 and e_5 = Black wins
- on d4 and e4 = draw
- on d_5 and $e_5 = draw$



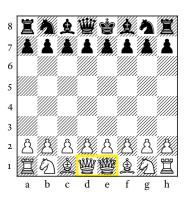
Example: Black wins

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.



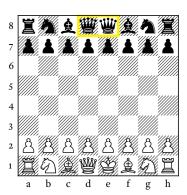
Example: Shut down computer

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