Choosing an Engine

black queen

a6	Stockfish 8 ('0810	017') DEFAULT

b6 Texel 1.07

c6 Arasan 20.2.0

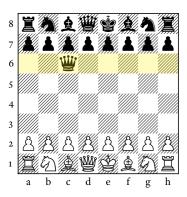
d6 Rodent III 0.228

e6 Zurichess neuchatel ('master')

f6 WyldChess 10062017

g6 Galjoen 0.36

h6 Sayuri 2017.09.29



Example: Arasan 20.2.0

Choosing a Level

black queen

a5 Level o (= weakest)

b5 Level 3

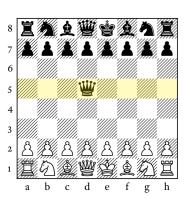
c5 Level 6

d5 Level 9

e5 Level 12

f5 Level 15

g5 Level 18 h5 Level 20 (= strongest) Default

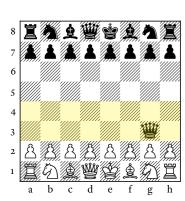


Example: Level 9

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 Default
- a4 GM 1950
- b4 Performance
- c4 Stockfish
- d4 Anand
- e4 Korchnoi
- f4 Larsen
- g4 Pro
- h4 GM 2001



Example: Opening Book 'Fun'

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

Choosing a Time Control

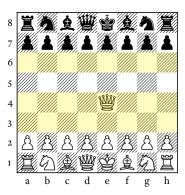
white queen

a6	Fixed: 1 s / move	
b 6	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	
a 4	Blitz: 1 min / game	
b 4	3 min / game	
C4	5 min / game Default	
d4	10 min / game	
e4	15 min / game	
f4	30 min / game	
g 4	60 min / game	
h4	90 min / game	
a ₃	Fischer: 1 min + 1 s / move	
b ₃	$3 \min + 2 s / \text{move}$	
c 3	$5 \min + 3 s / \text{move}$	
d3	10 min + 5 s / move	

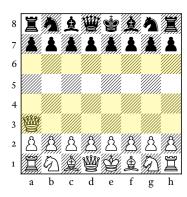
15 min + 10 s / move

30 min + 15 s / move 60 min + 20 s / move

90 min + 30 s / move



Example: Blitz 15 min / game



Example: Fischer 1 min + 1 s / move

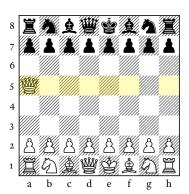
Choosing a Play Mode

e3 f3

g3 h3

white queen

a5	Play against computer DEFAULT
b 5	Brain mode
c 5	Analysis mode
d5	Kibitz mode
e5	Observe mode
f5	Ponder mode
h ₅	Remote mode



Example: Play against computer

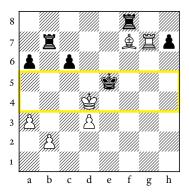
Adjudicating a Game

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 $e_5 = draw$



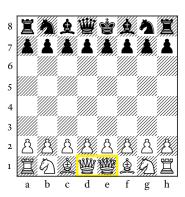
Example: Black wins

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.



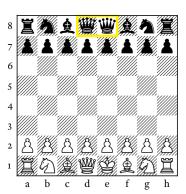
Example: Shut down computer

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