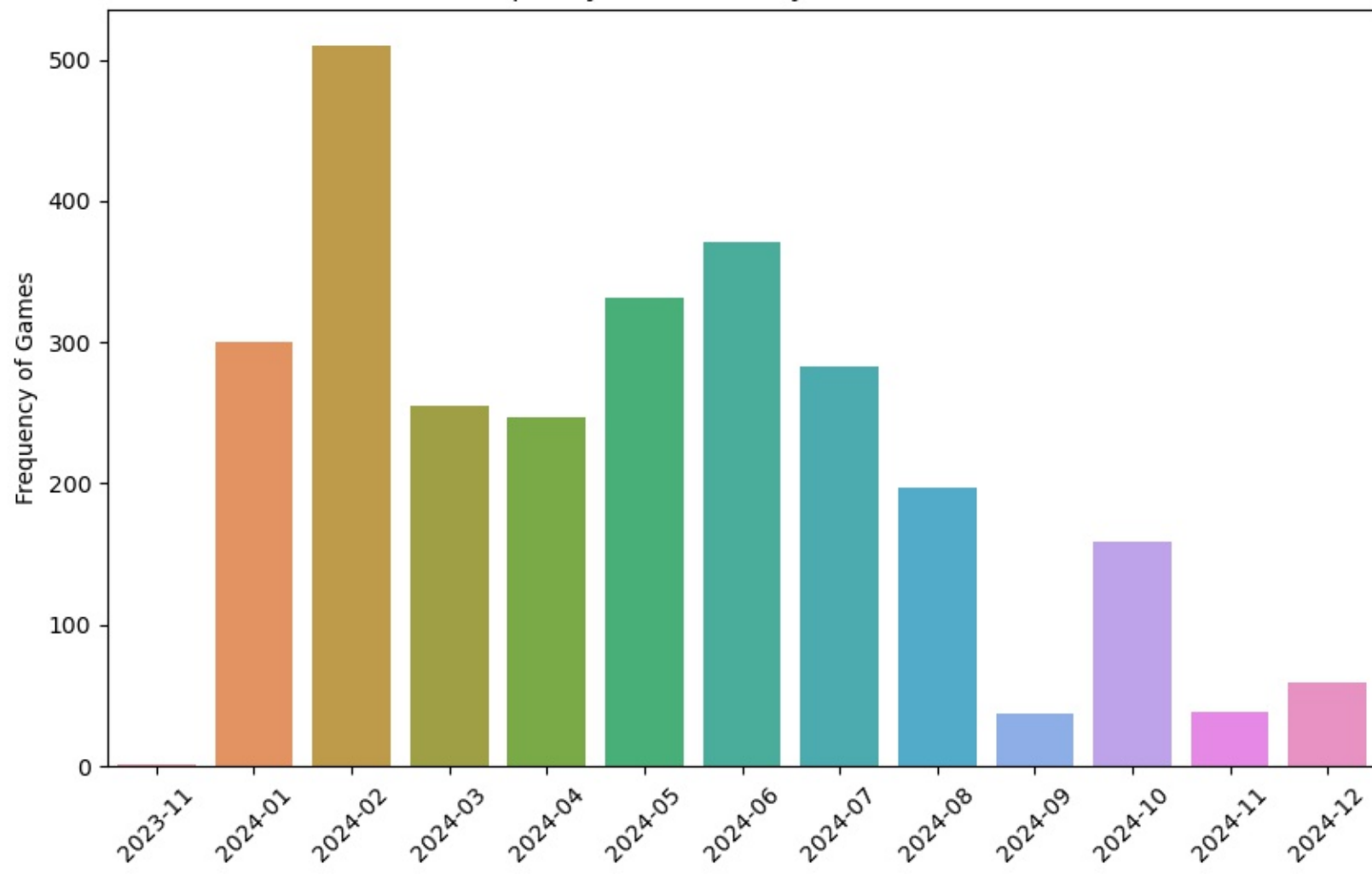
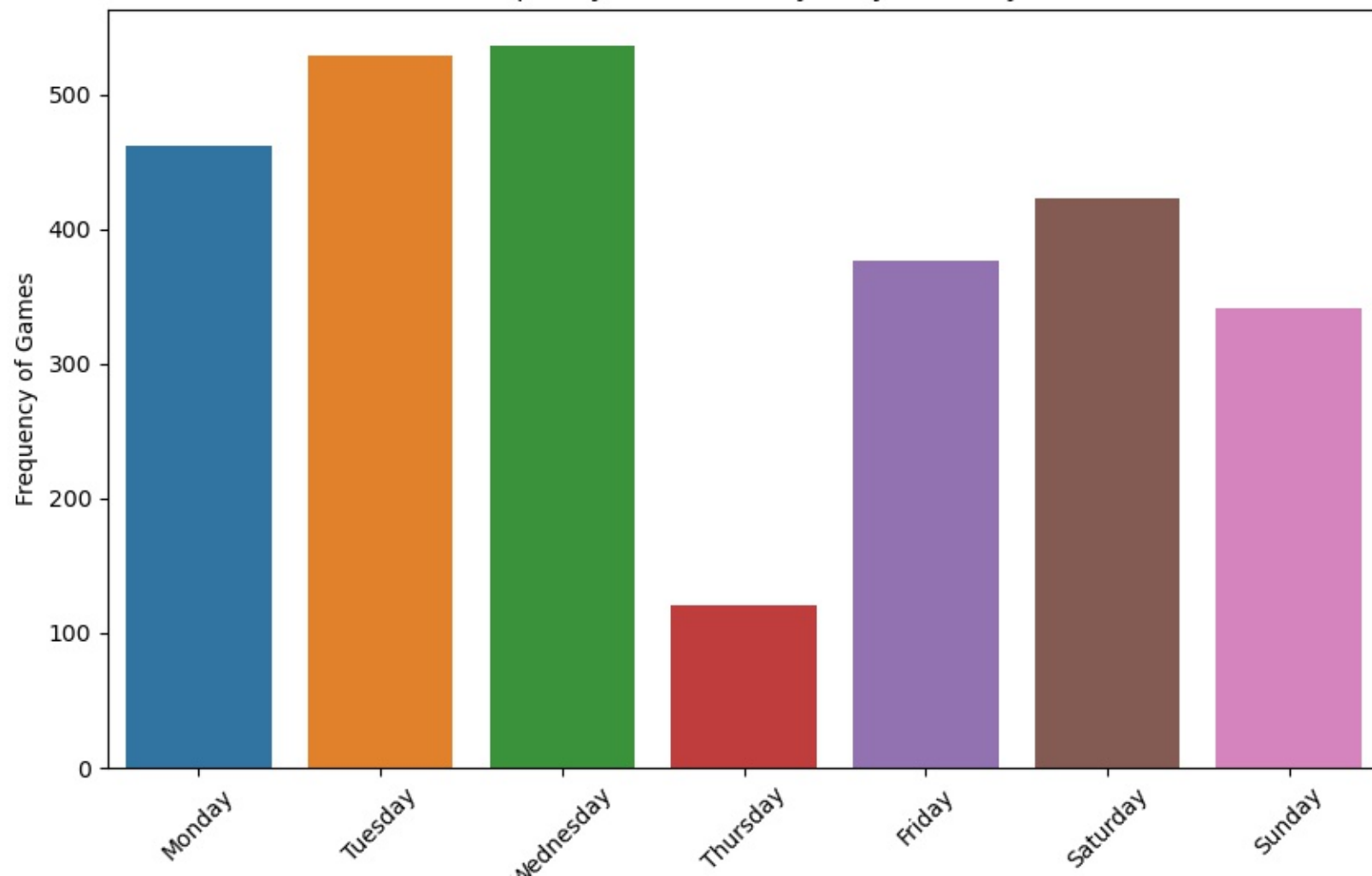


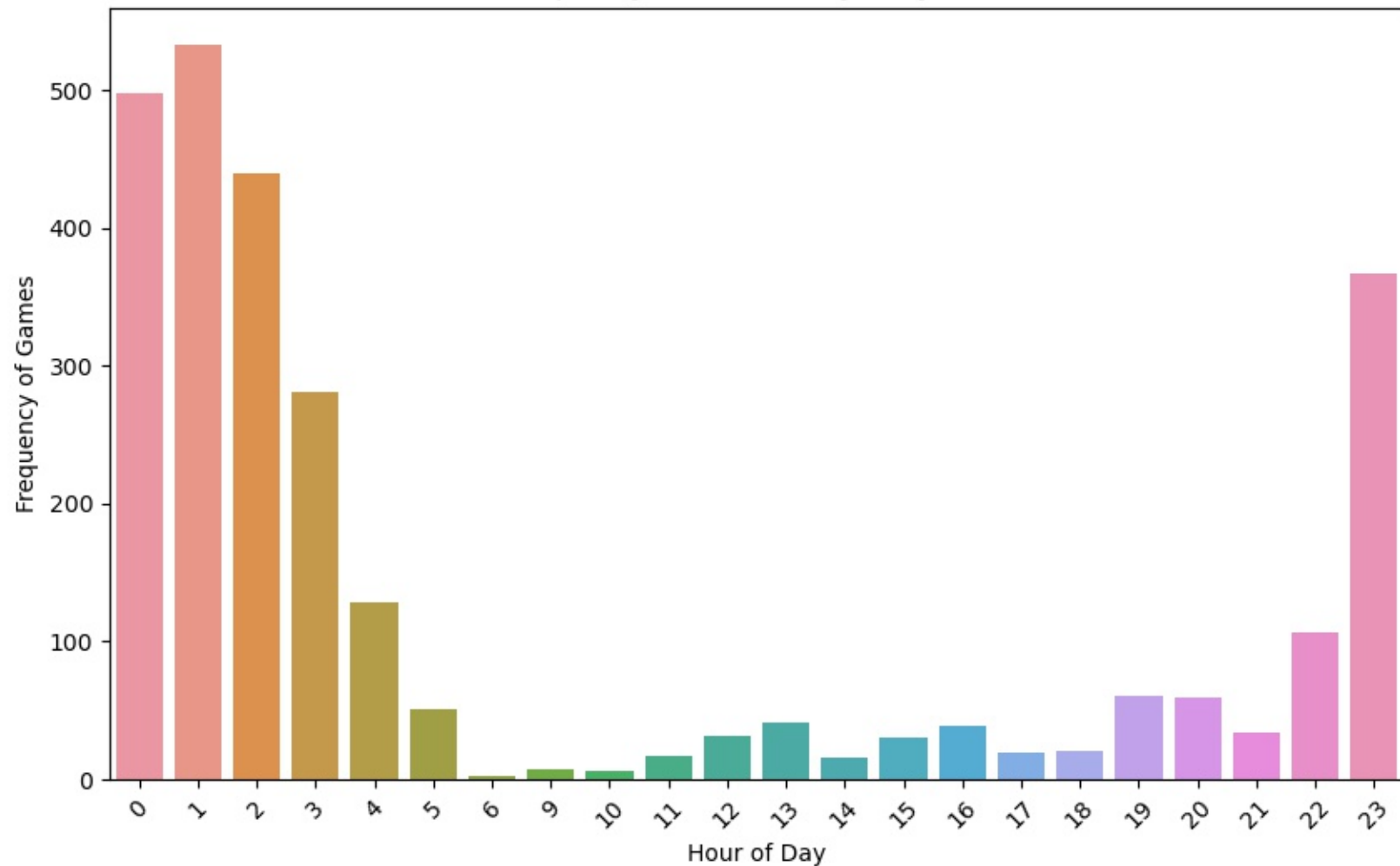
Frequency of Games Played Over Months



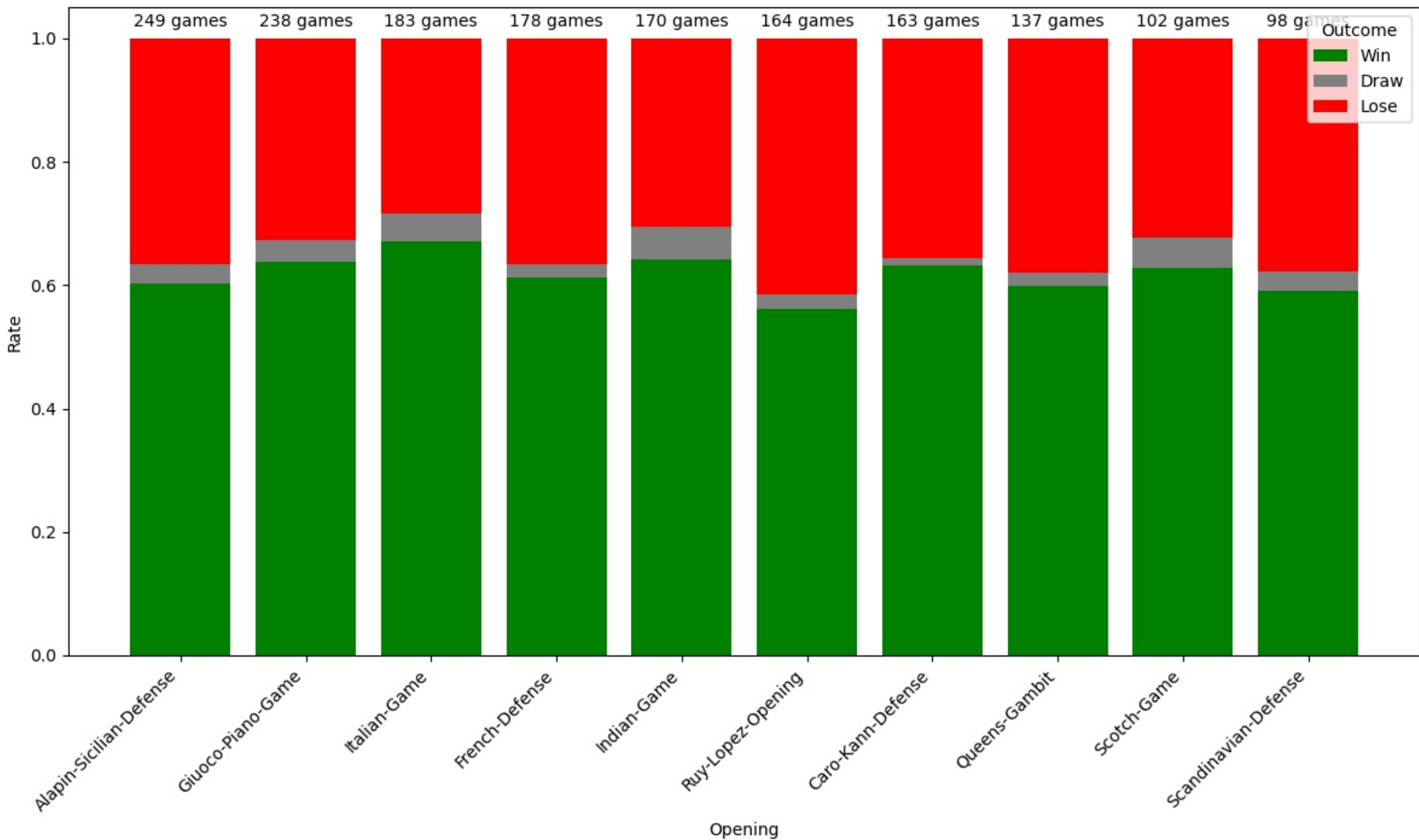
Frequency of Games Played by Weekday



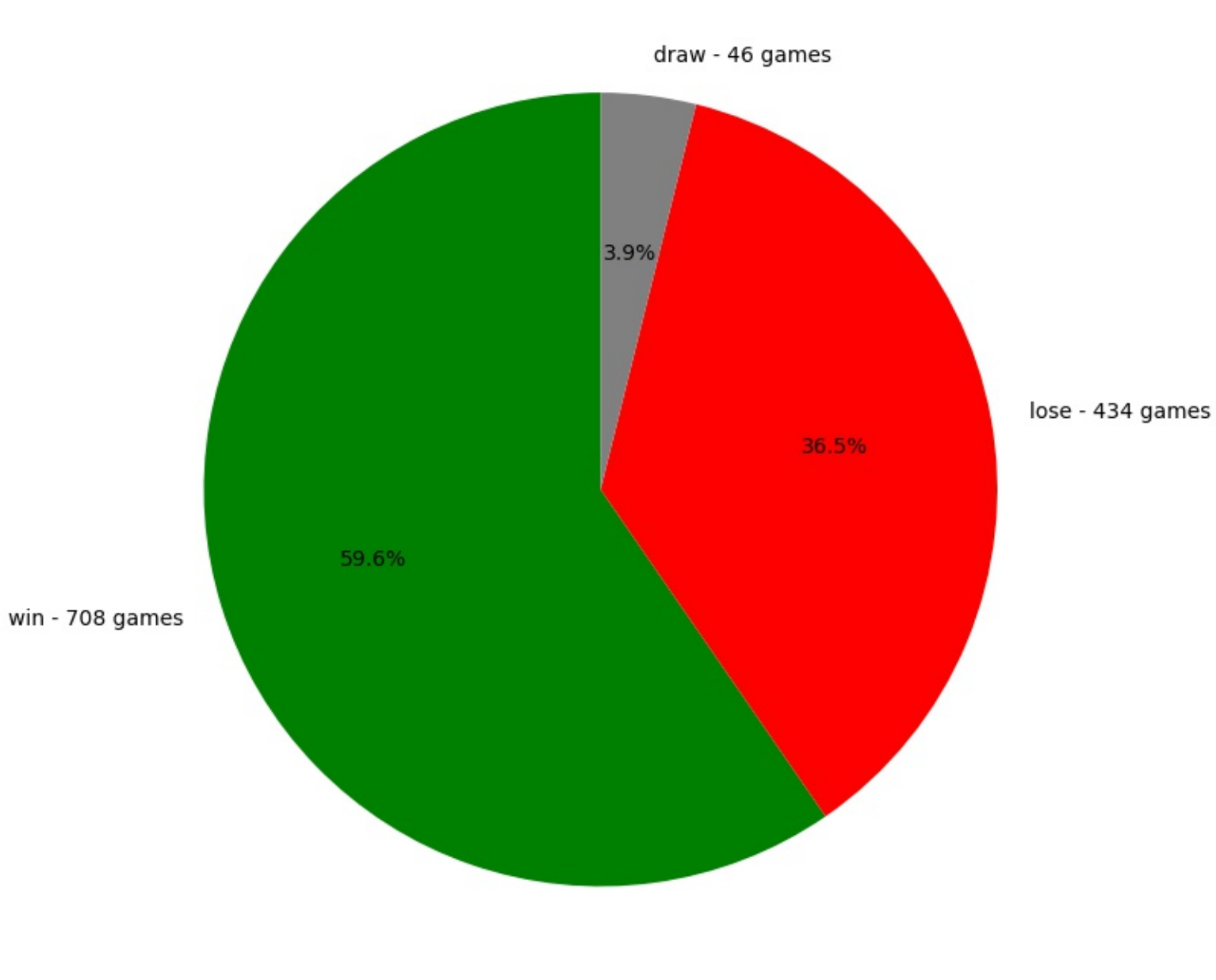
Frequency of Games Played by Hour



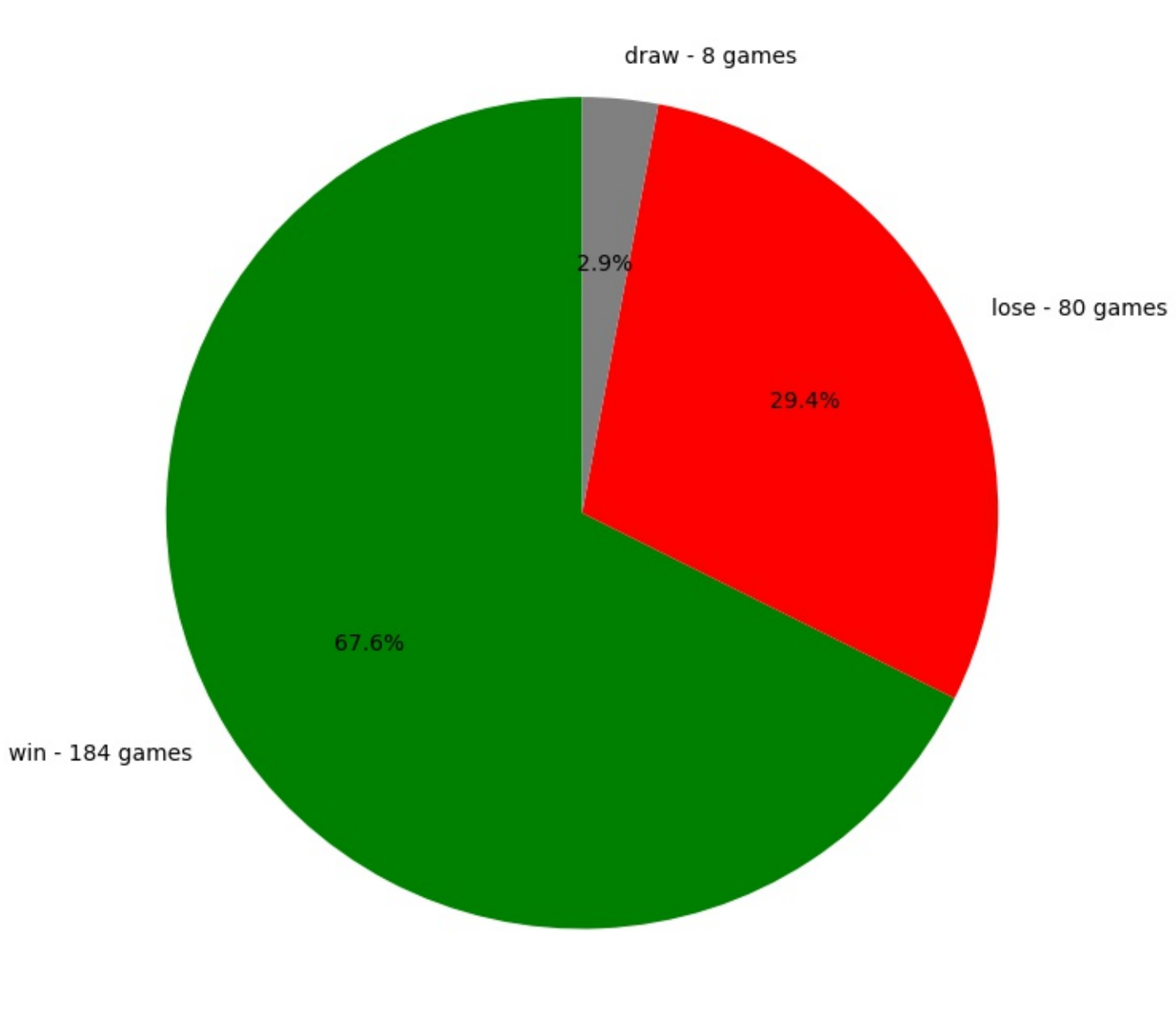
Win/Draw/Loss Rates for Top 10 Most Common Openings (with Game Counts)



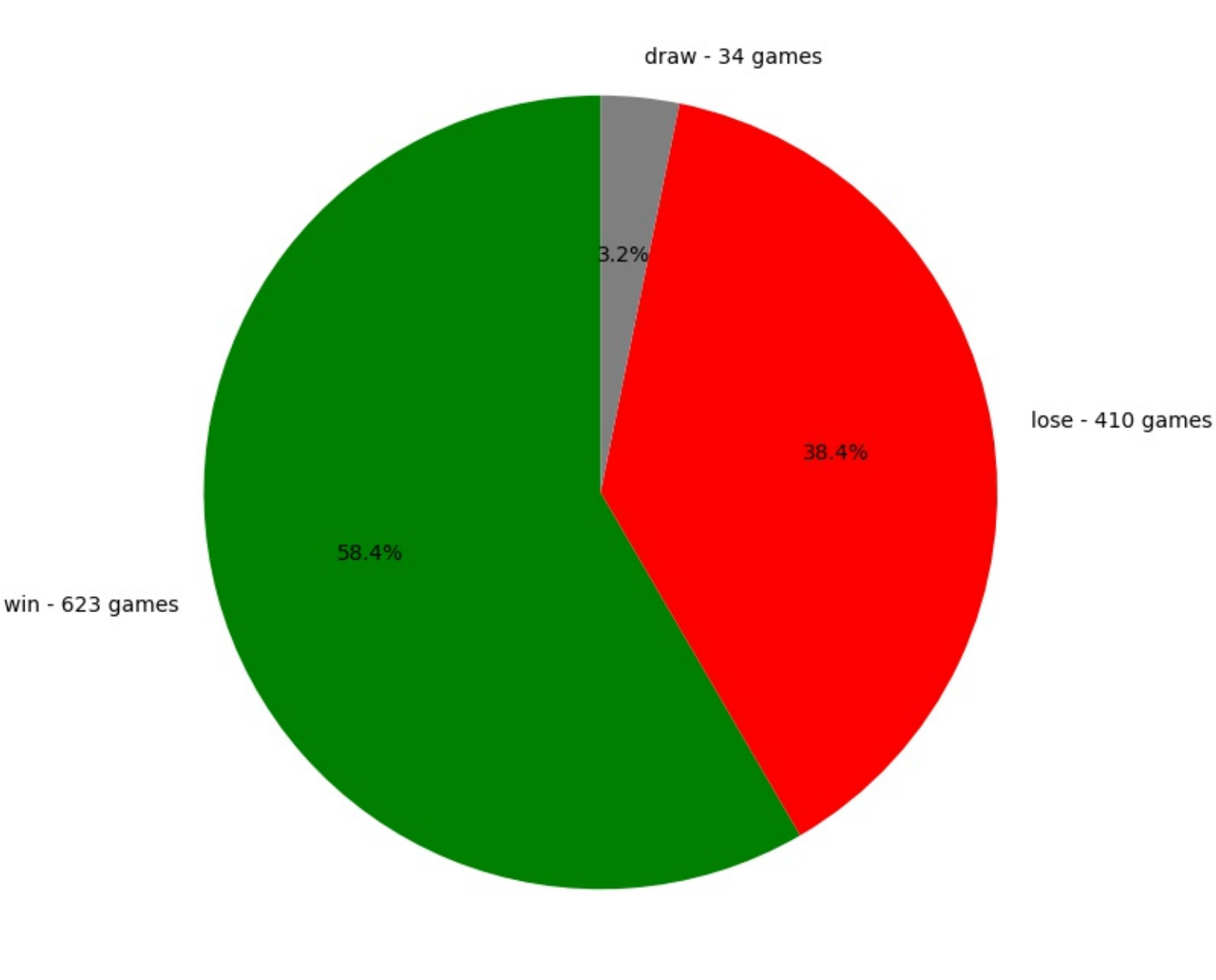
5m + 0s Win/Loss/Draw Distribution



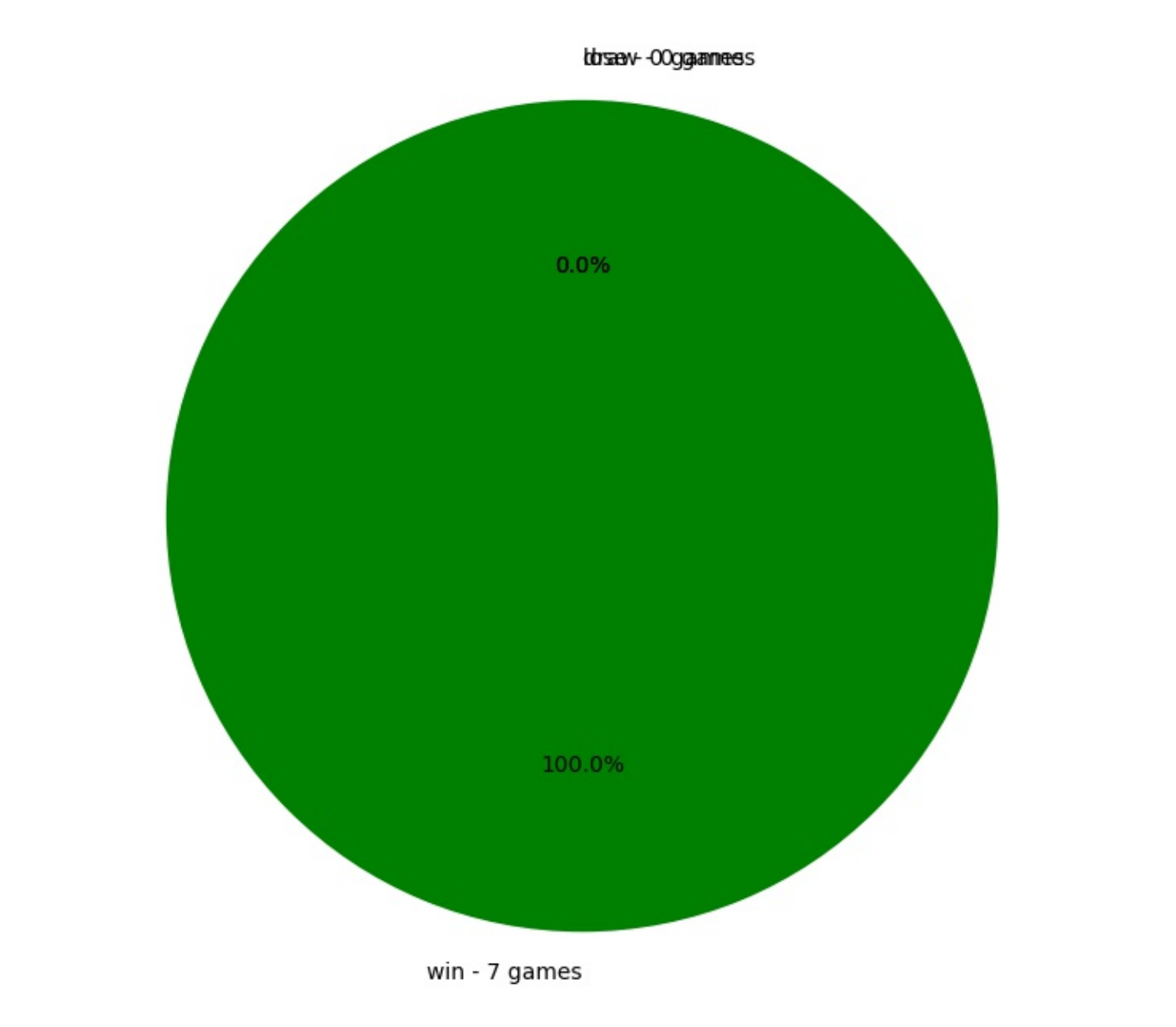
3m + 0s Win/Loss/Draw Distribution



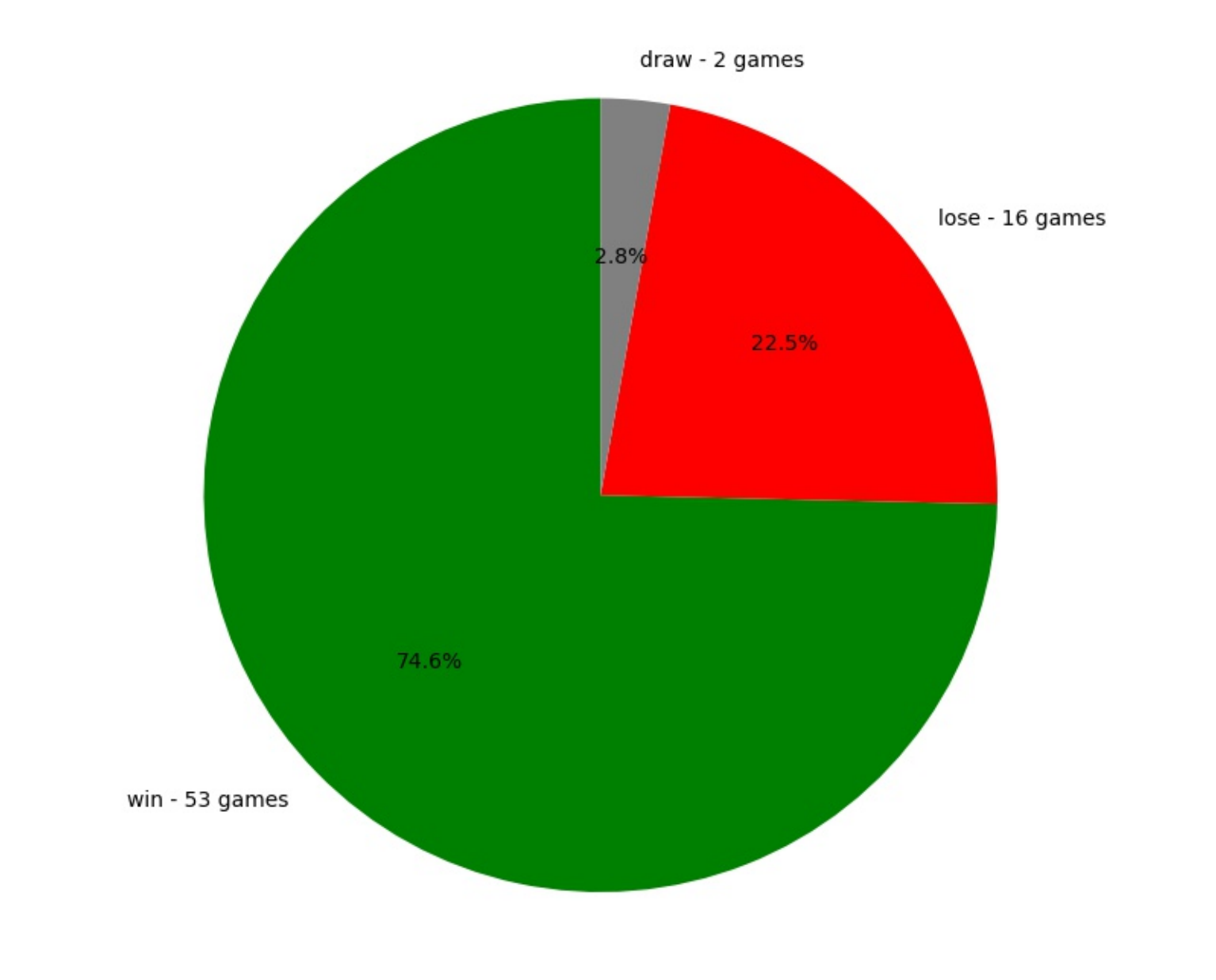
1m + 0s Win/Loss/Draw Distribution



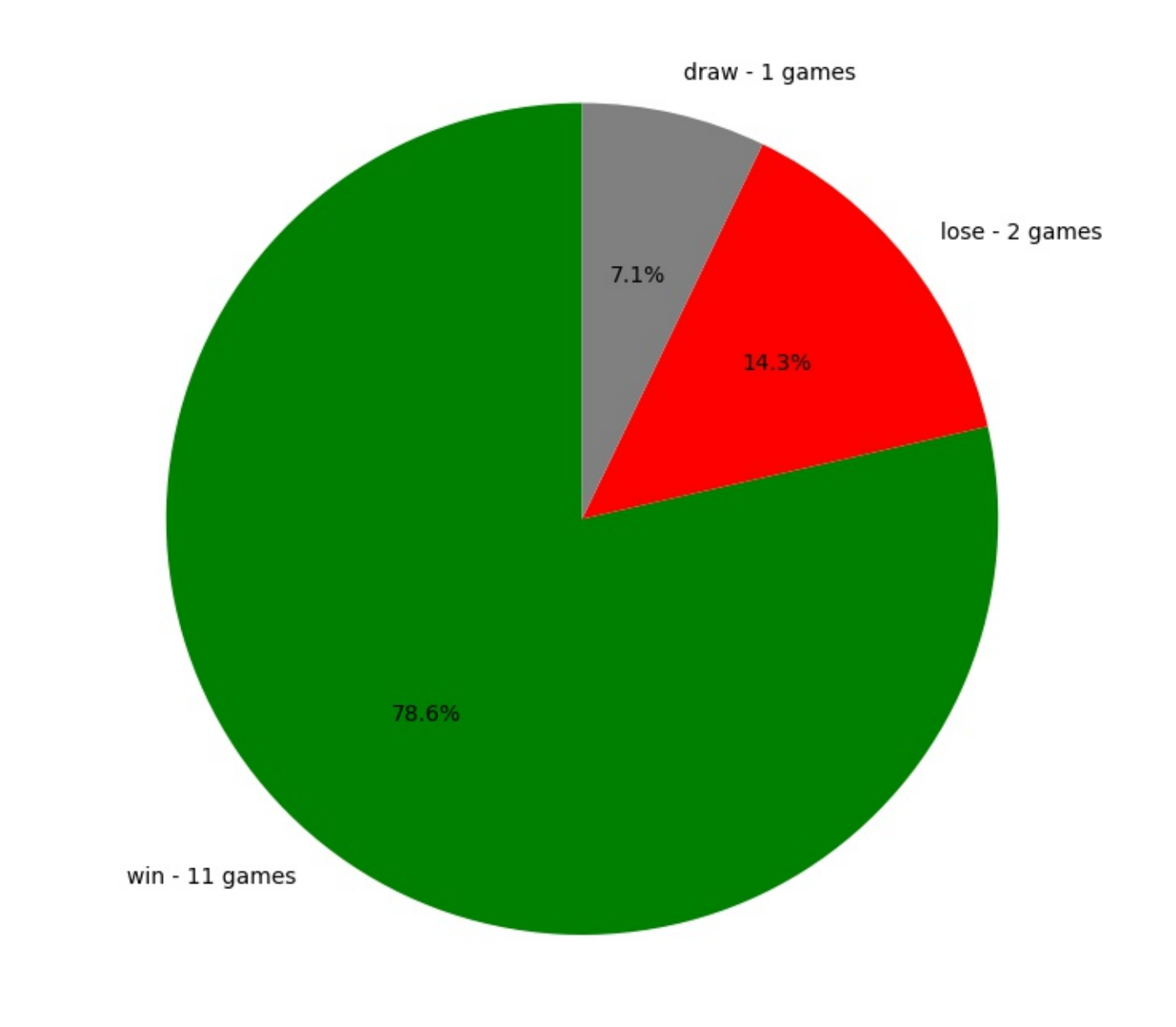
0.3 day(s) per move Win/Loss/Draw Distribution



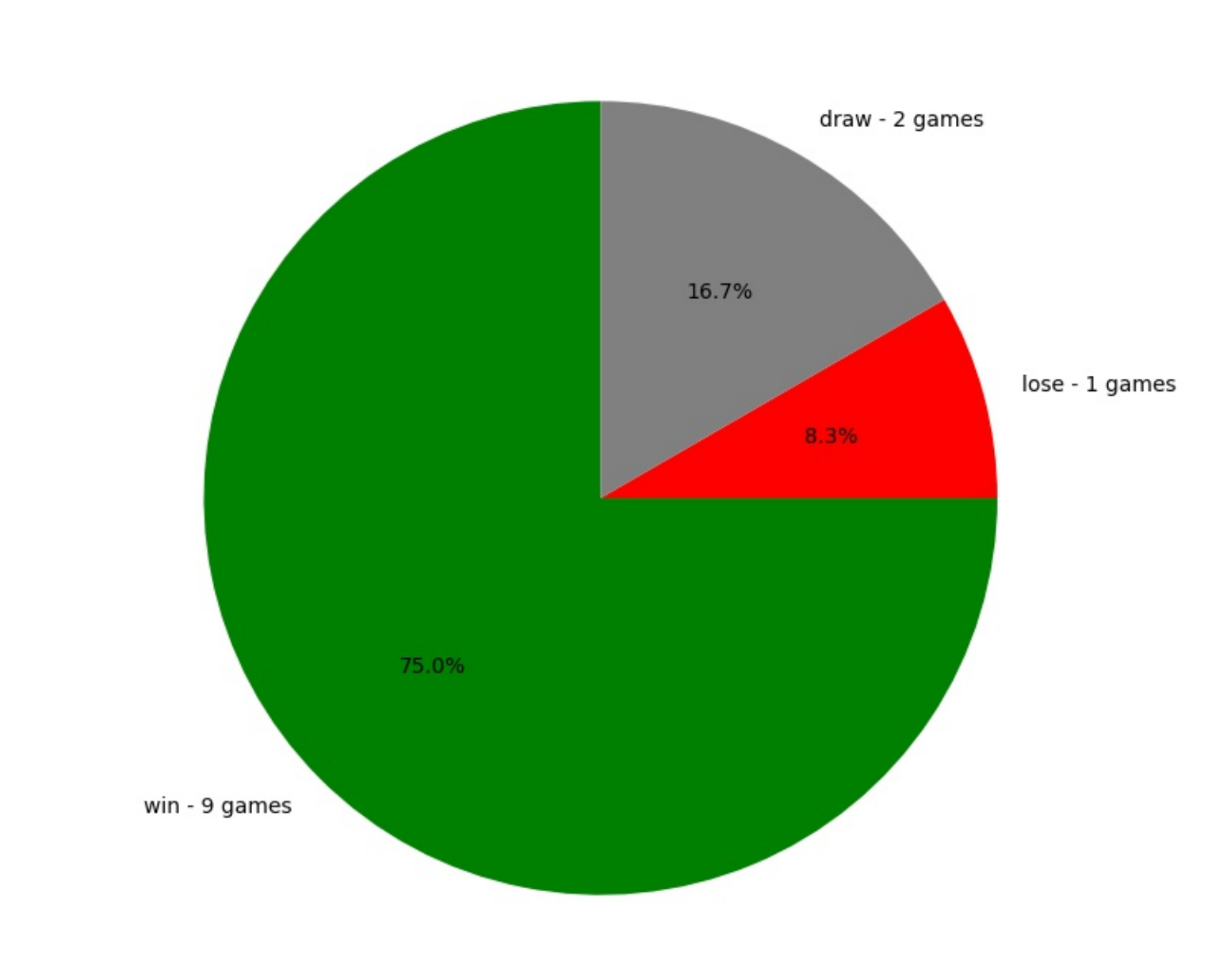
3m + 2s Win/Loss/Draw Distribution



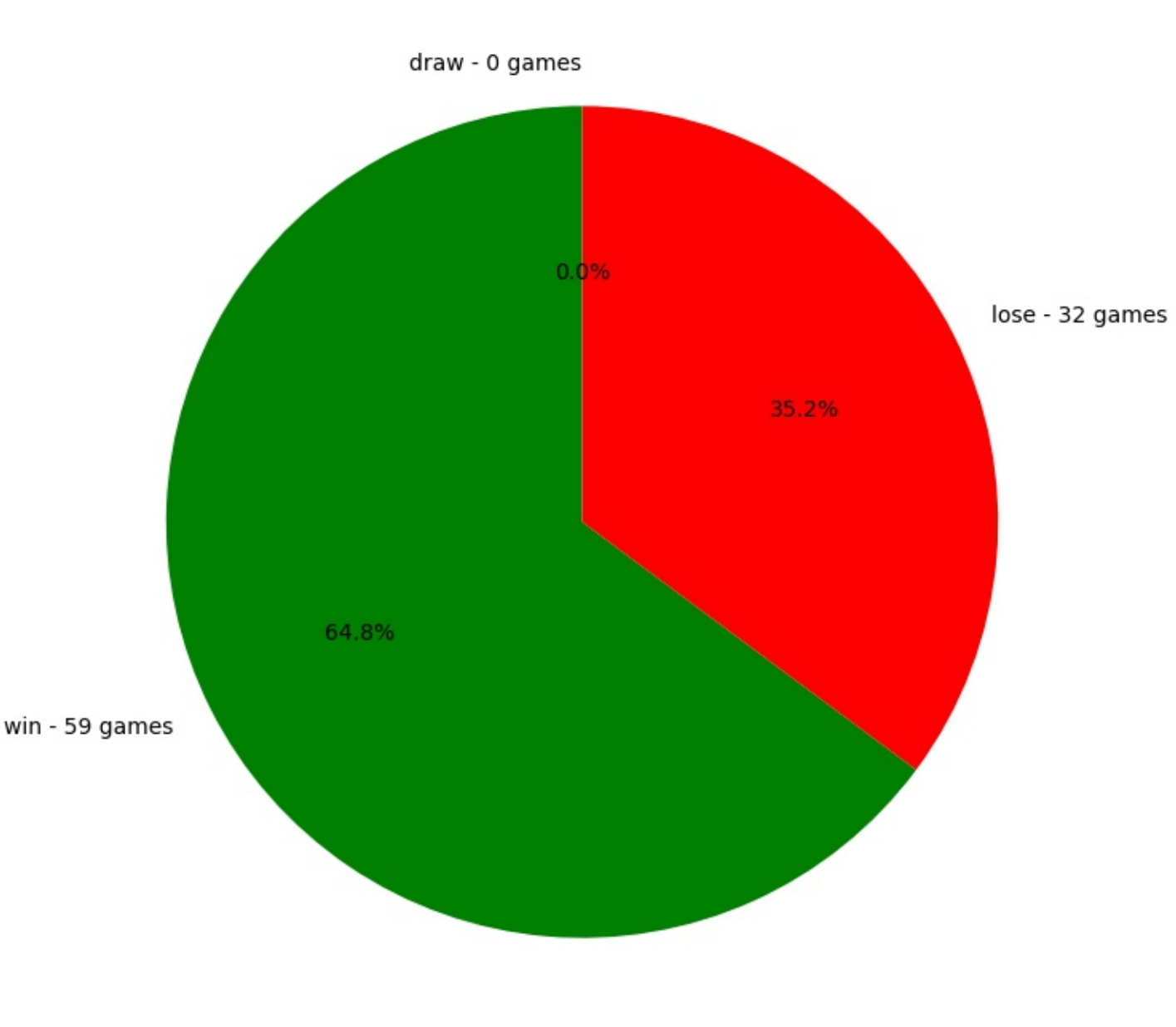
5m + 2s Win/Loss/Draw Distribution



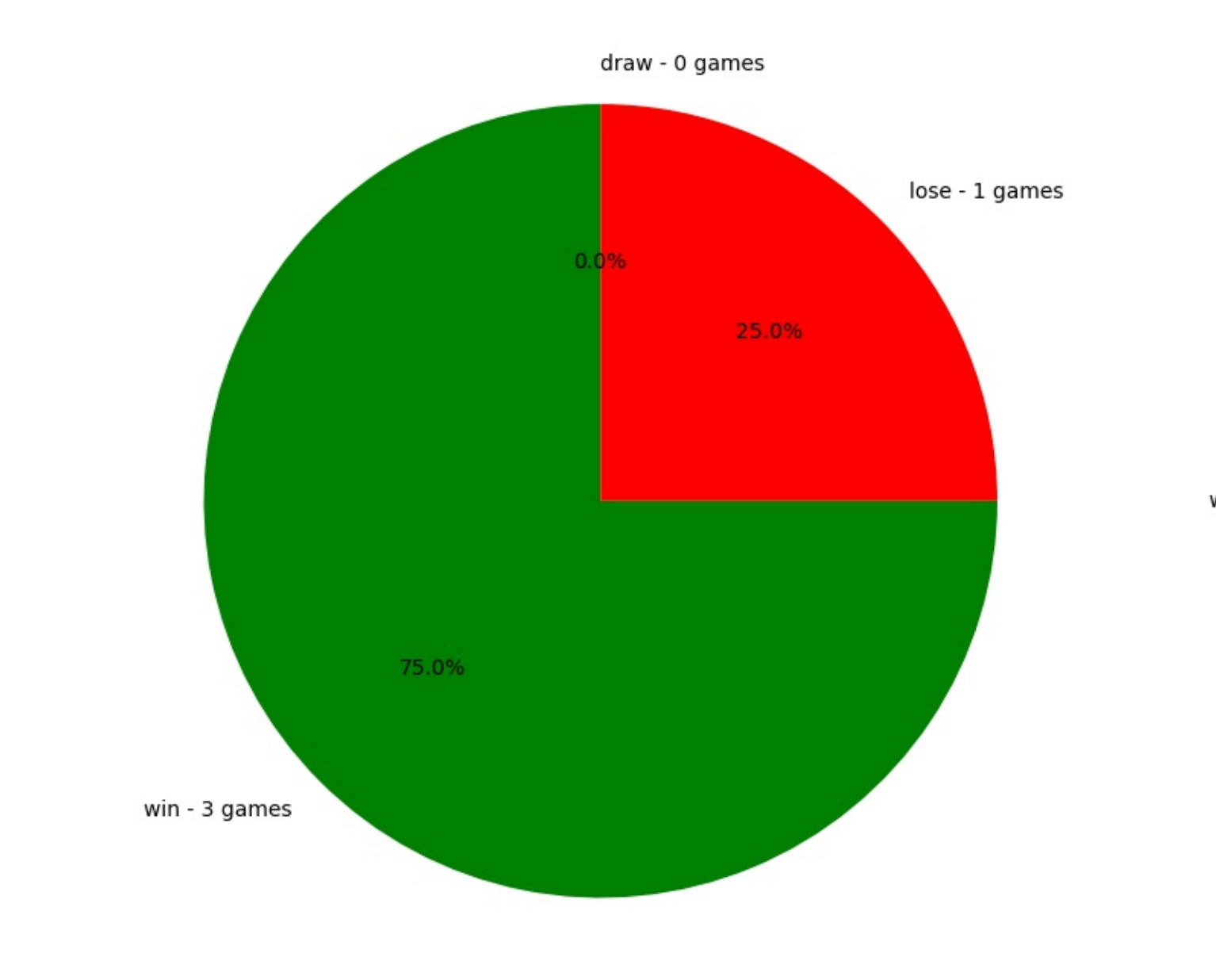
5m + 5s Win/Loss/Draw Distribution



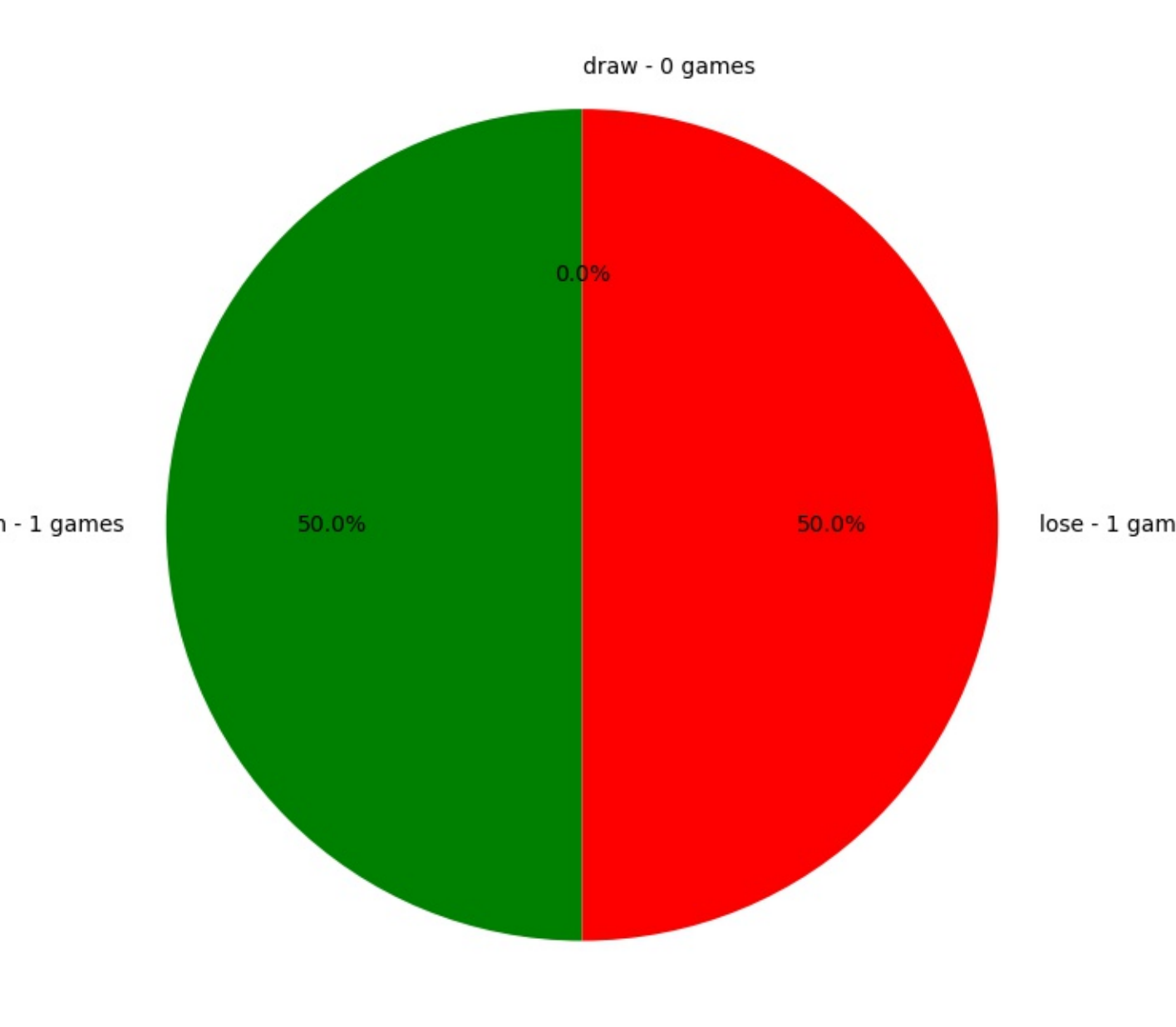
10m + 0s Win/Loss/Draw Distribution



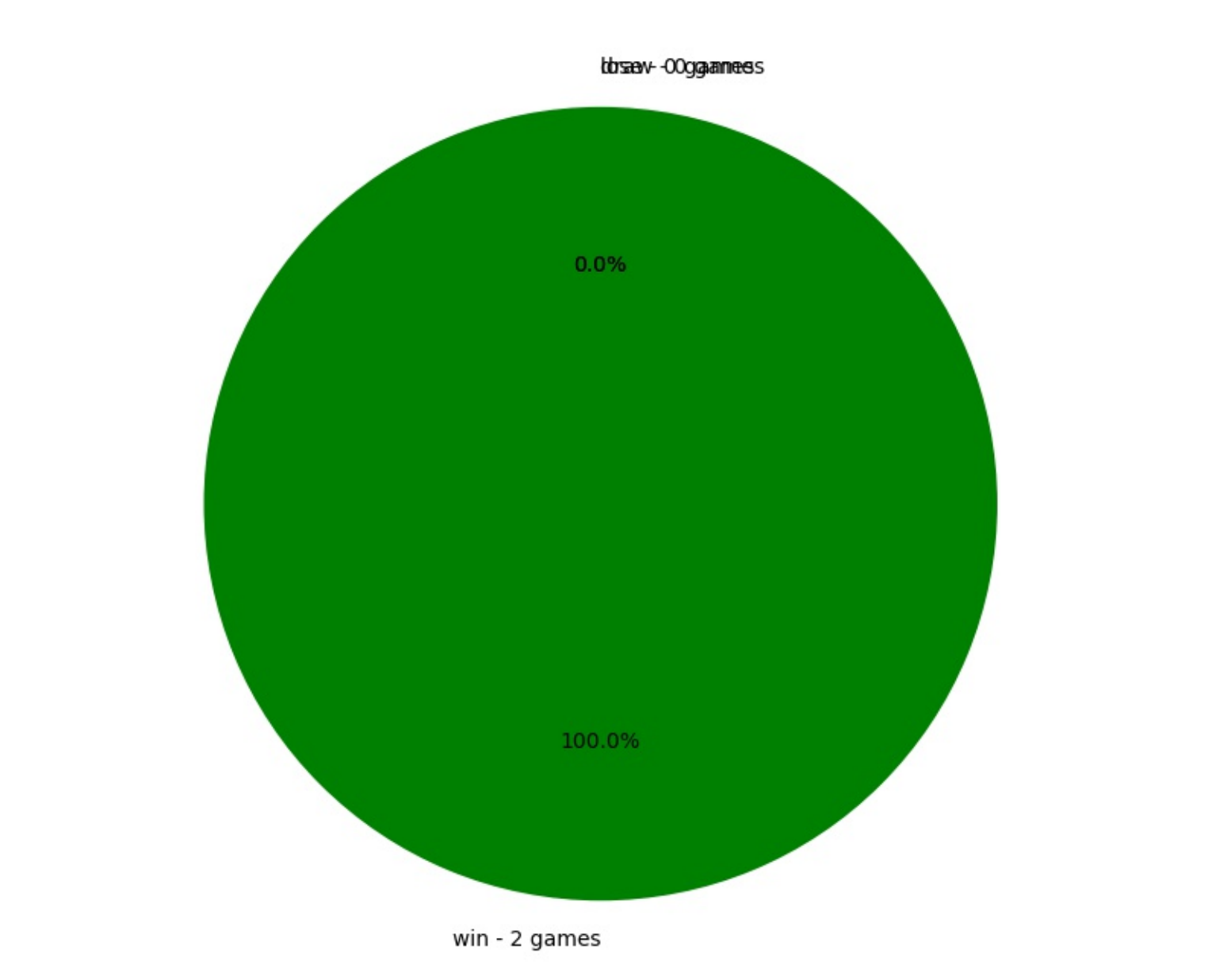
15m + 10s Win/Loss/Draw Distribution



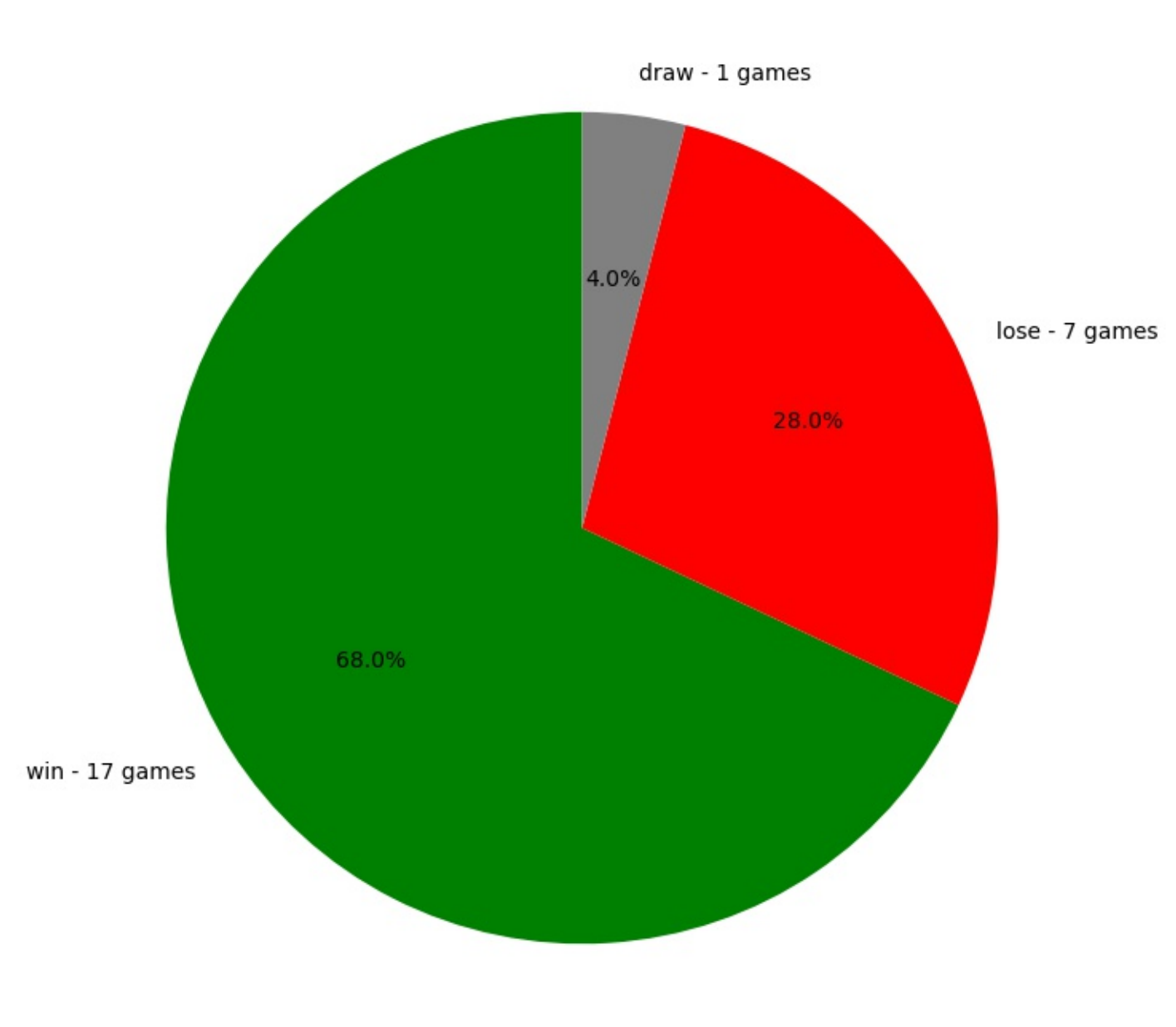
5m + 1s Win/Loss/Draw Distribution



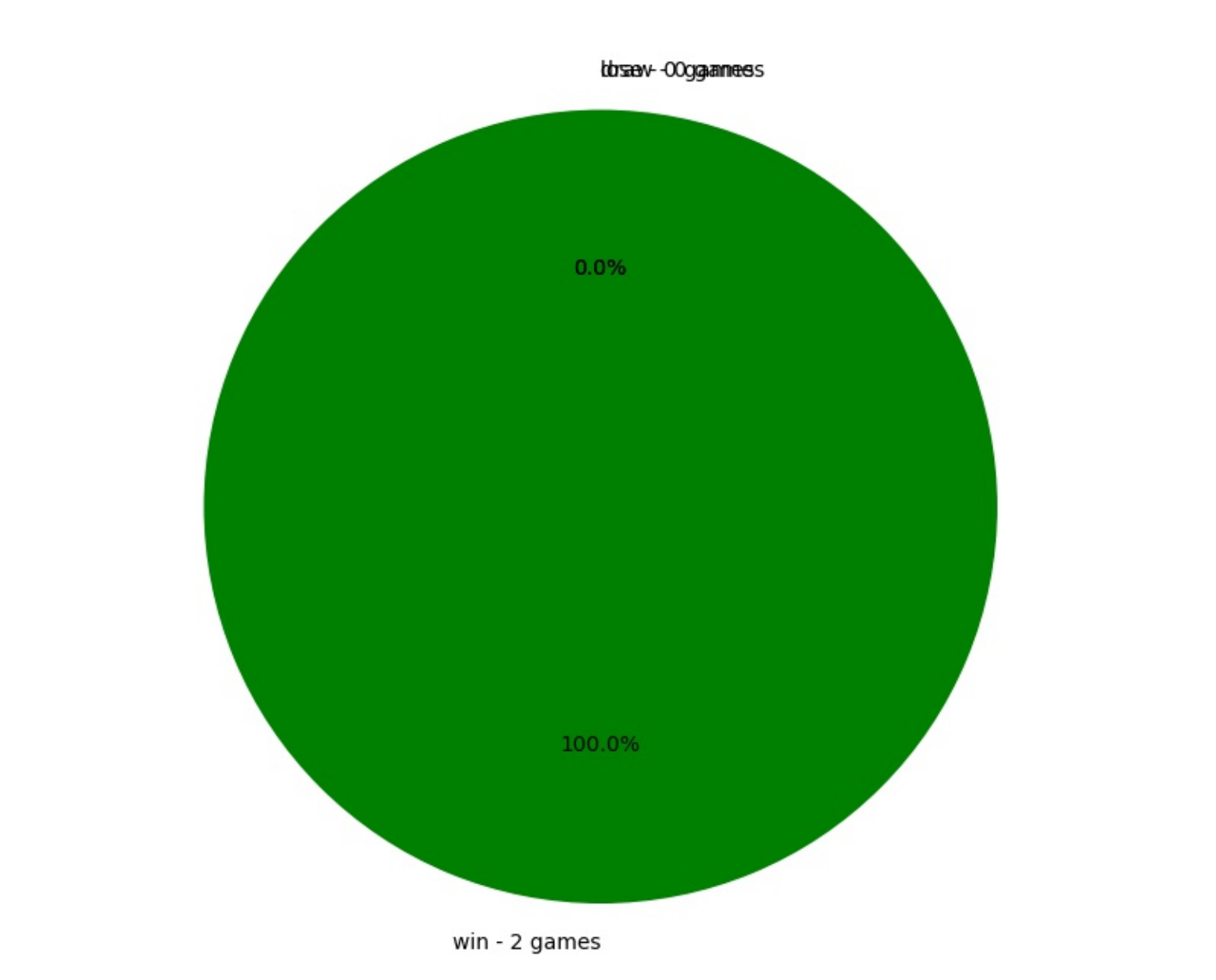
3m + 1s Win/Loss/Draw Distribution



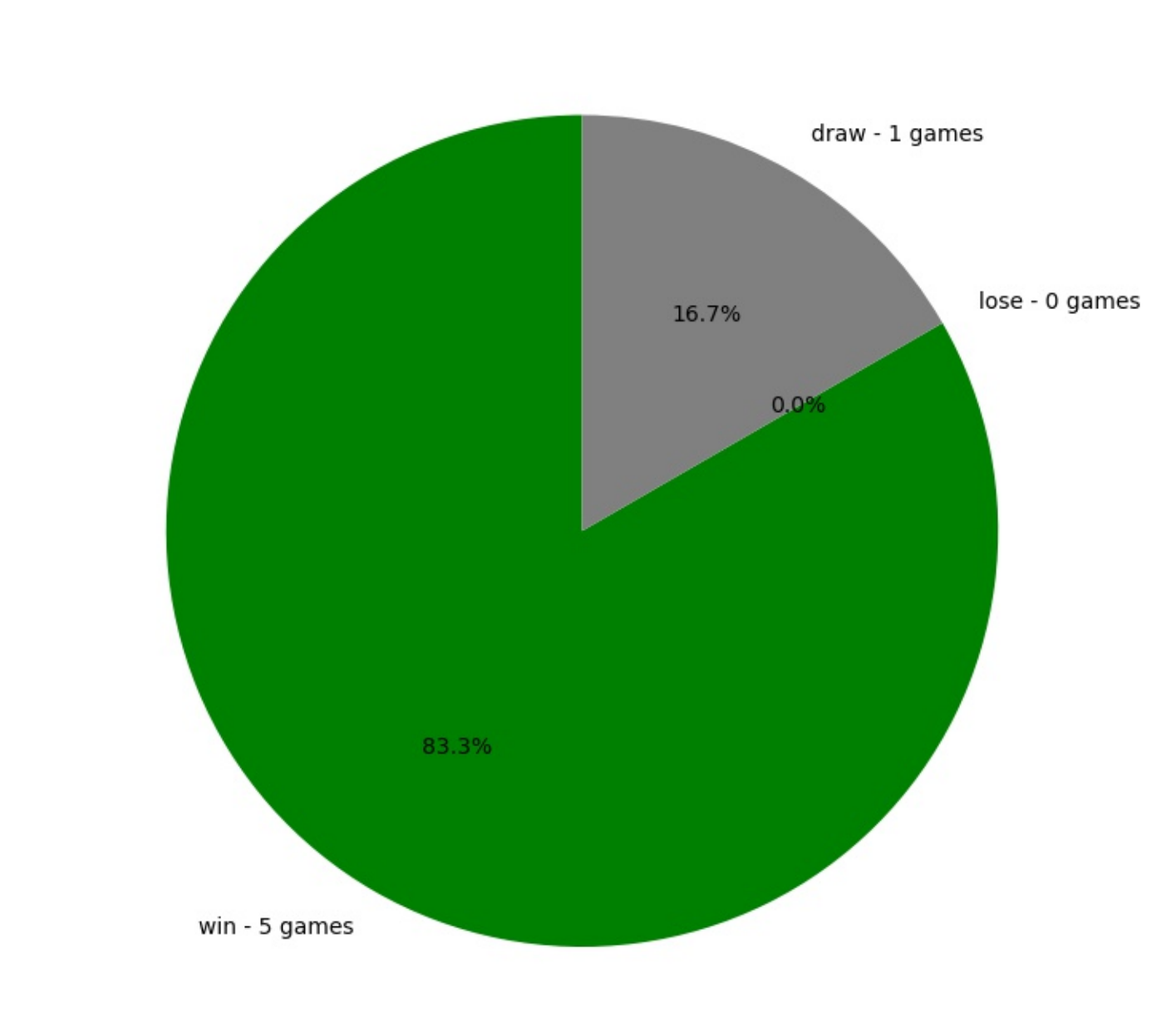
30s + 0s Win/Loss/Draw Distribution



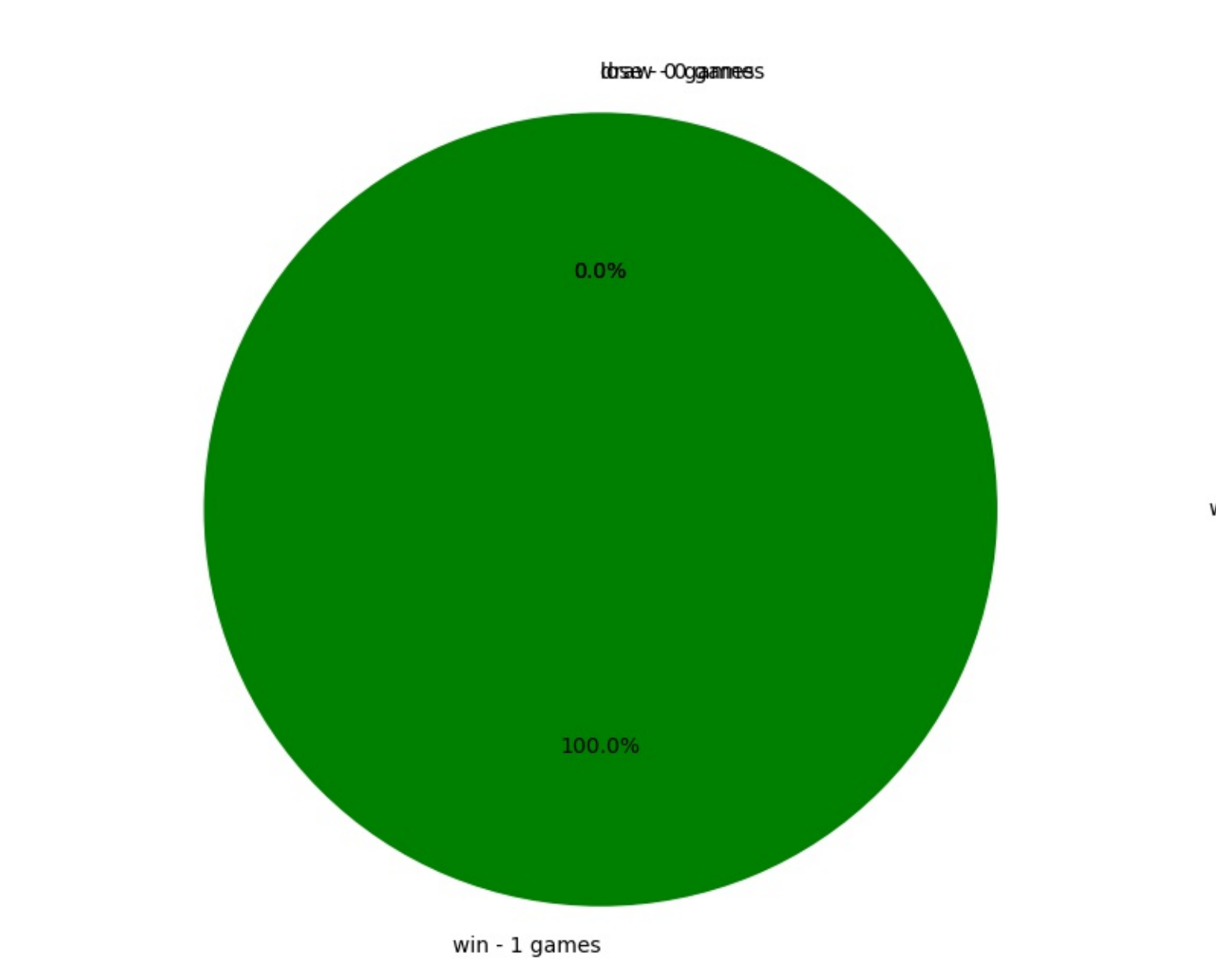
2m + 1s Win/Loss/Draw Distribution



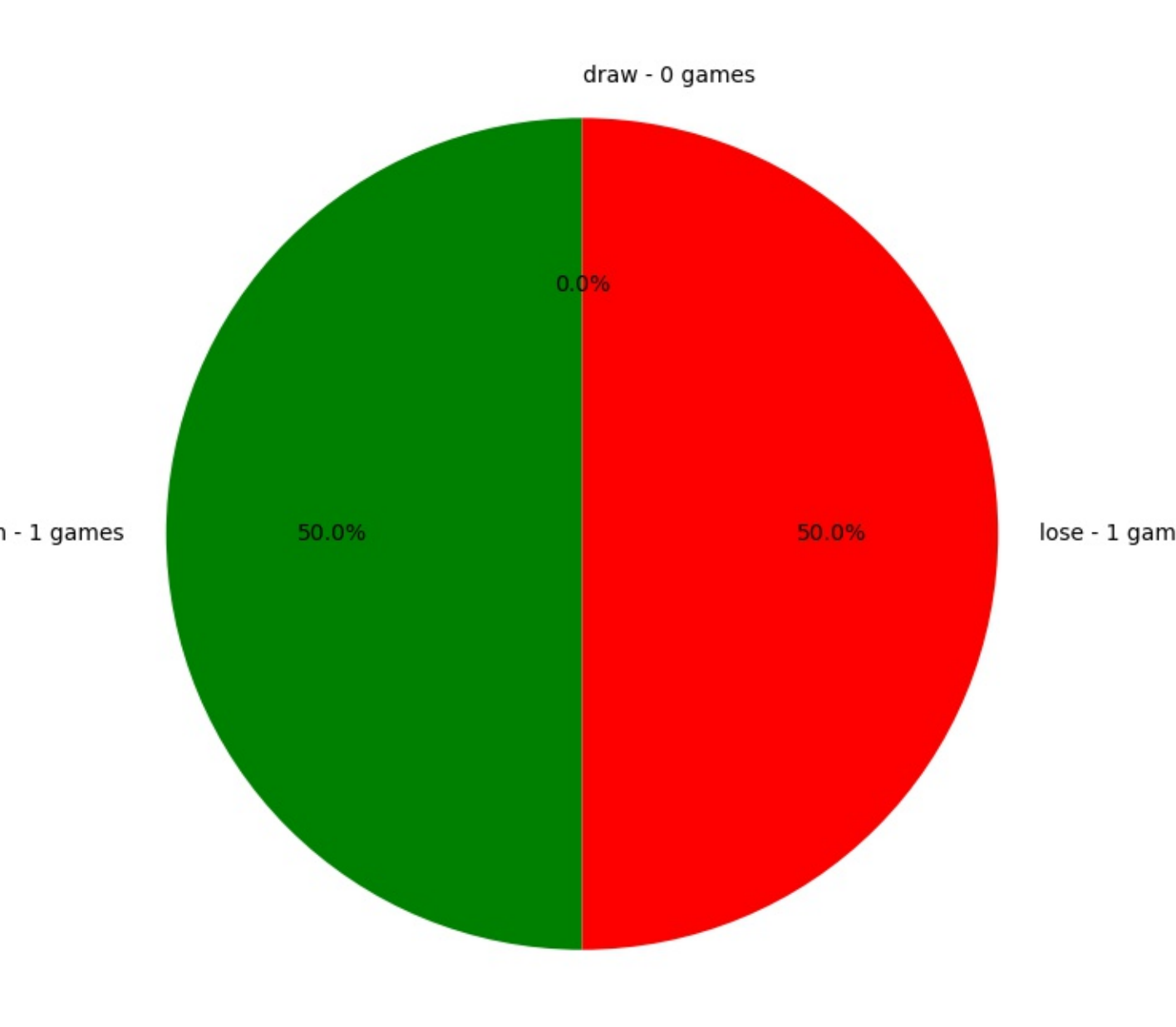
1m + 1s Win/Loss/Draw Distribution



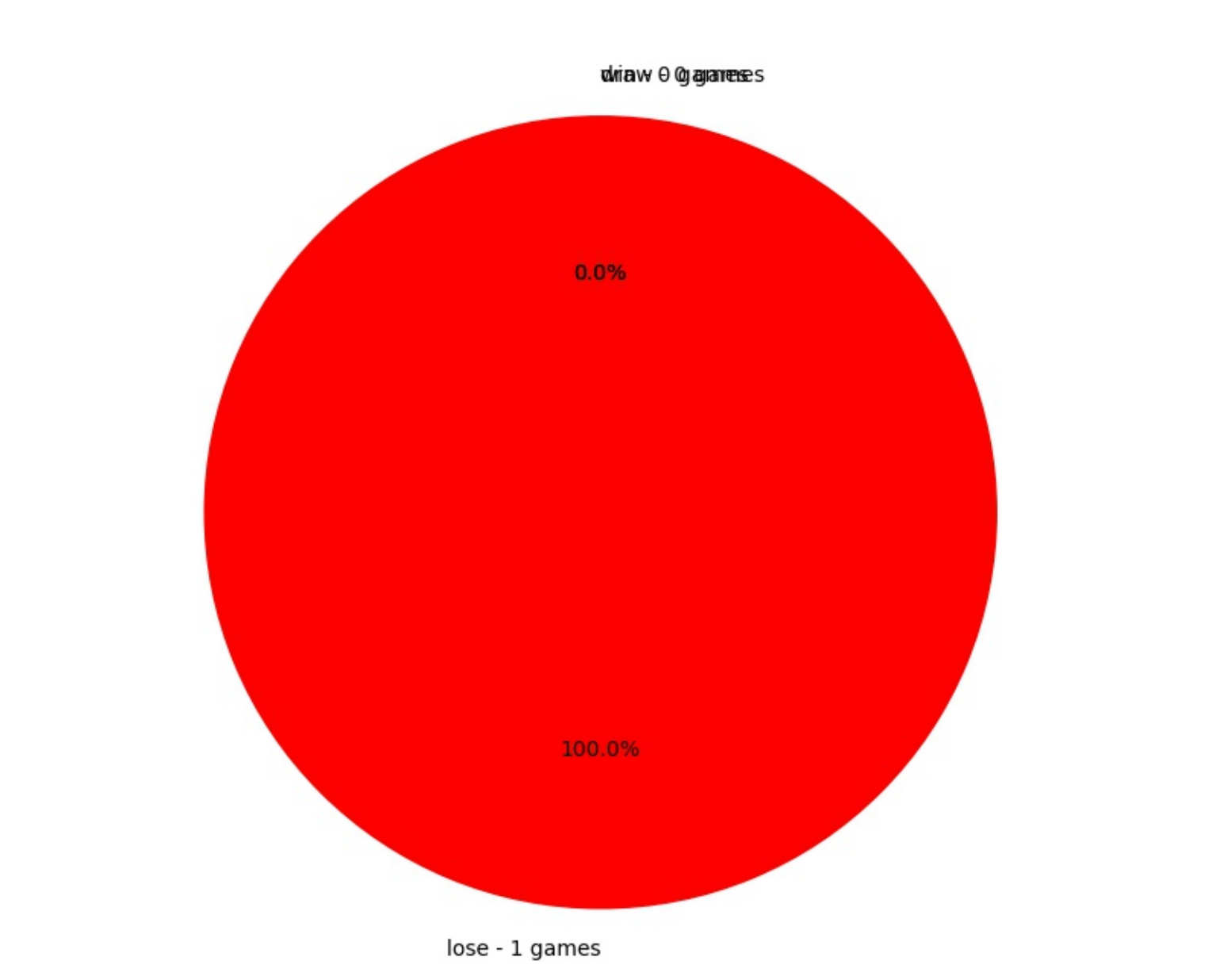
5s + 2s Win/Loss/Draw Distribution



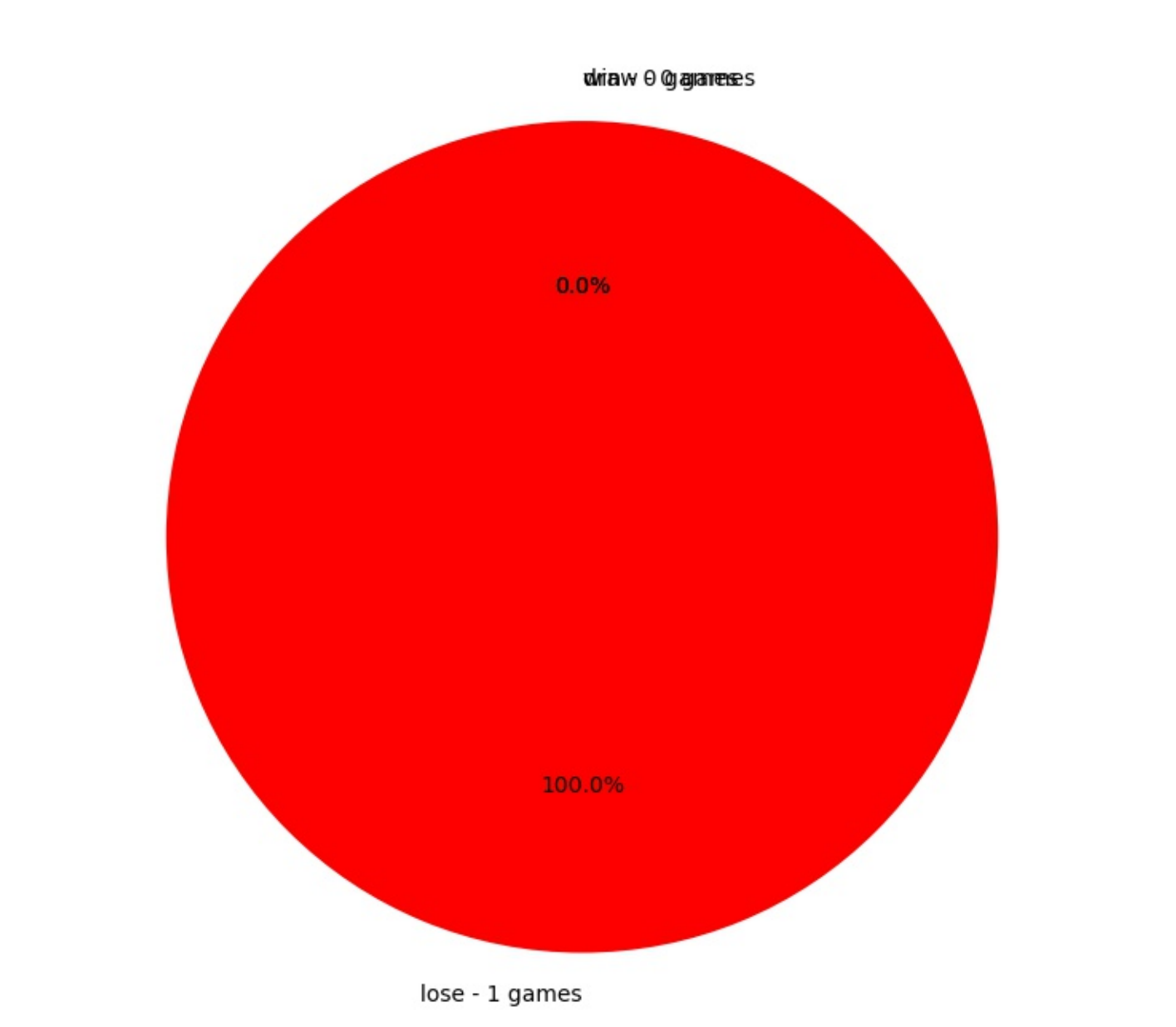
30m + 0s Win/Loss/Draw Distribution



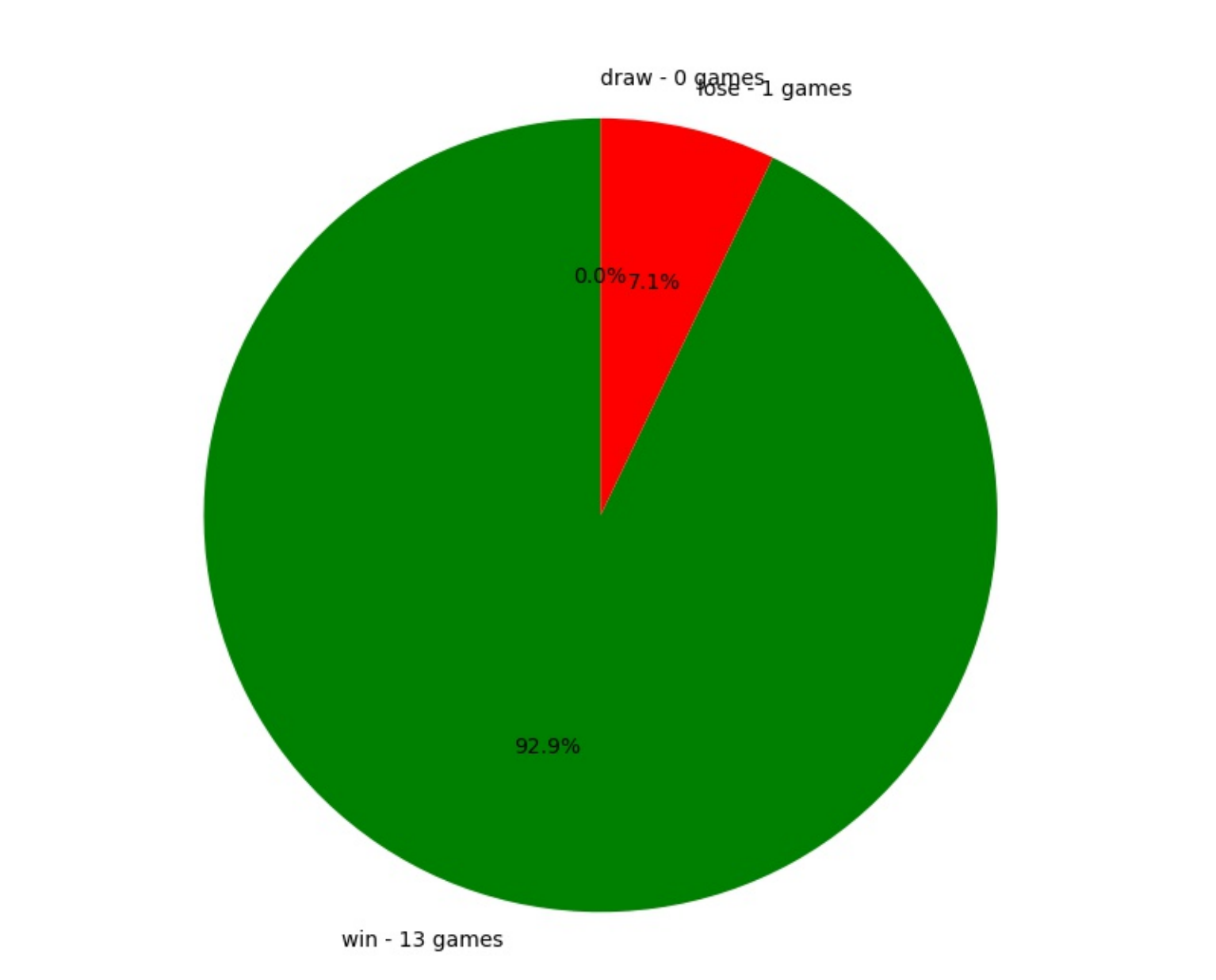
10m + 5s Win/Loss/Draw Distribution



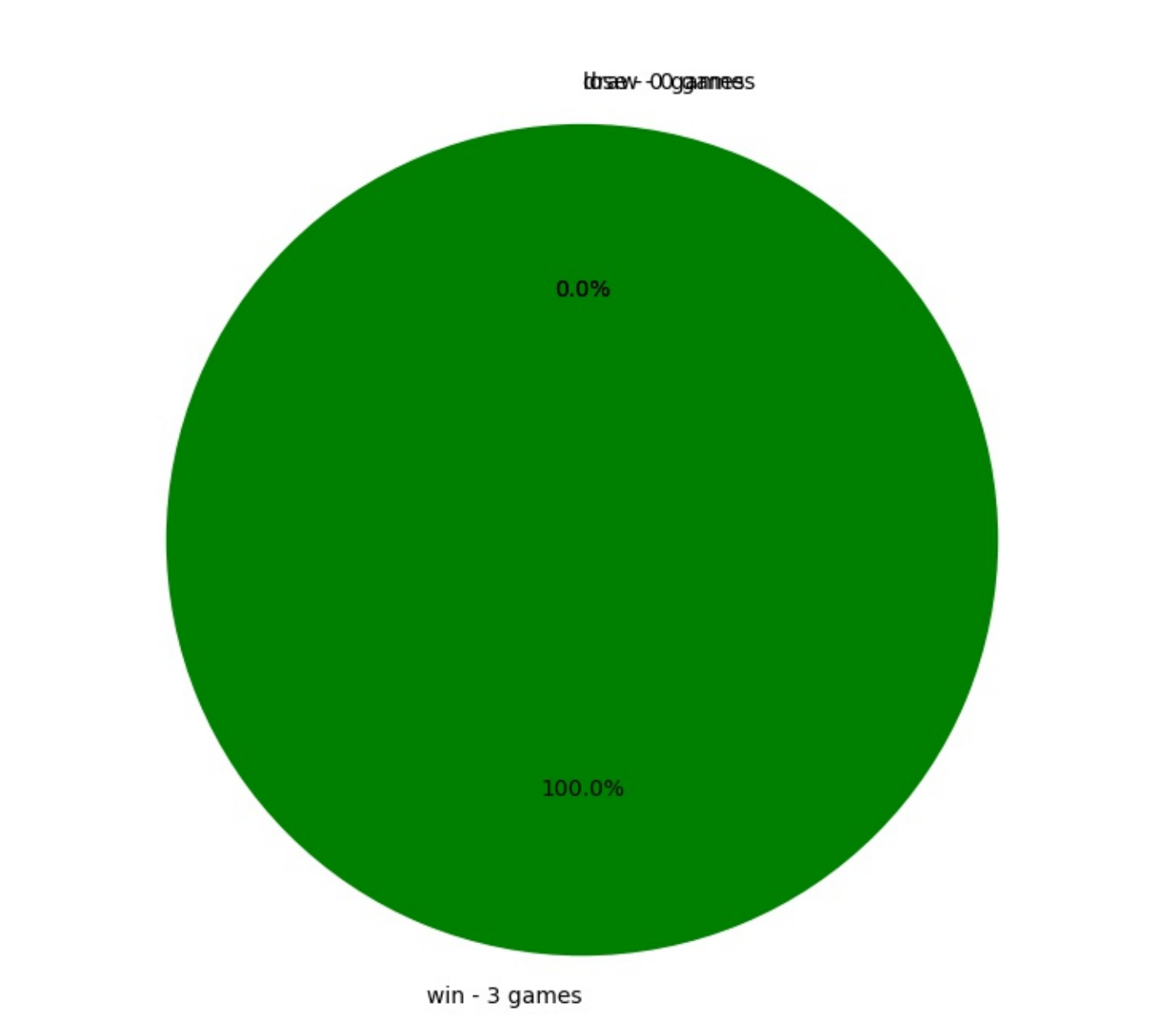
4m + 2s Win/Loss/Draw Distribution



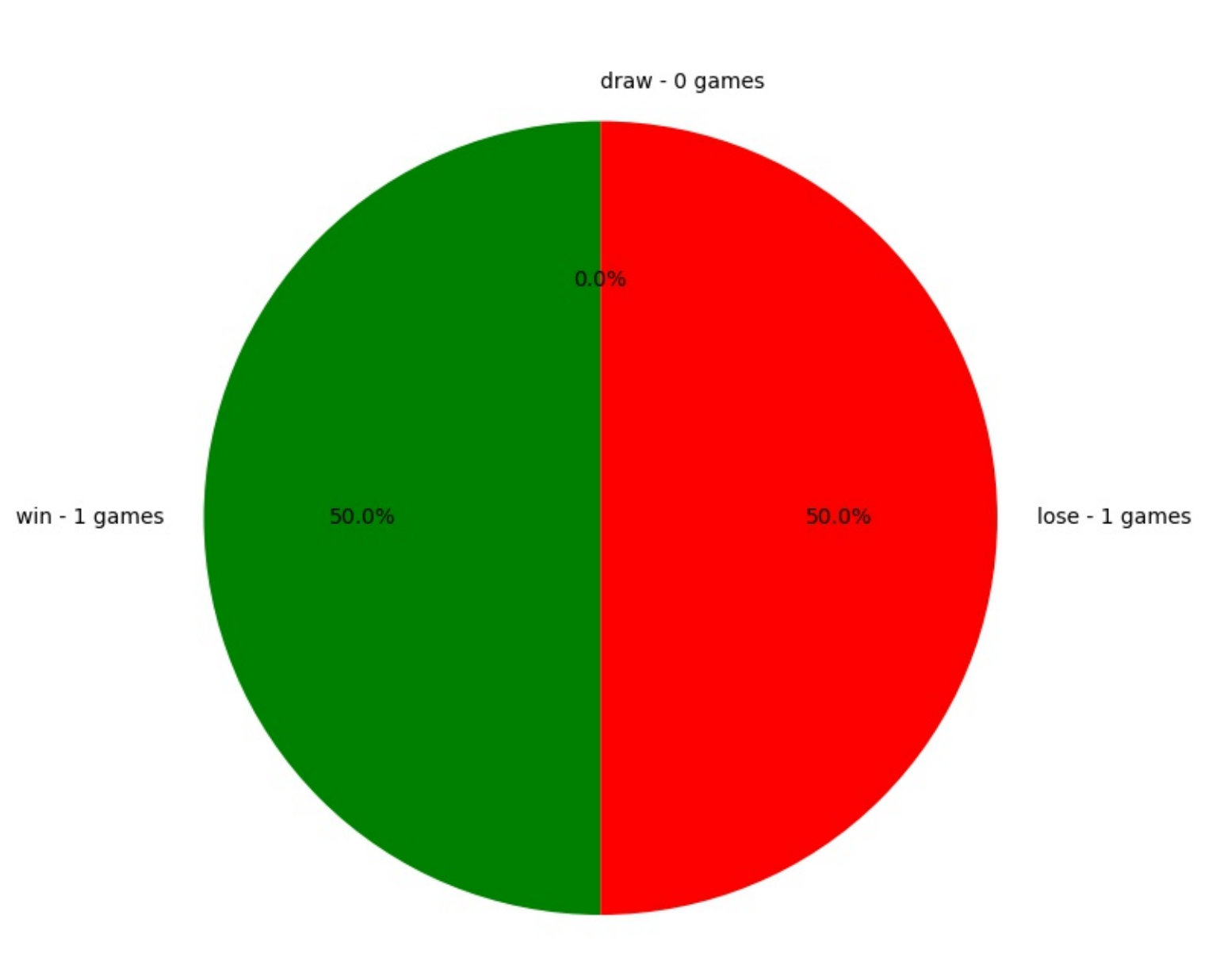
10s + 1s Win/Loss/Draw Distribution



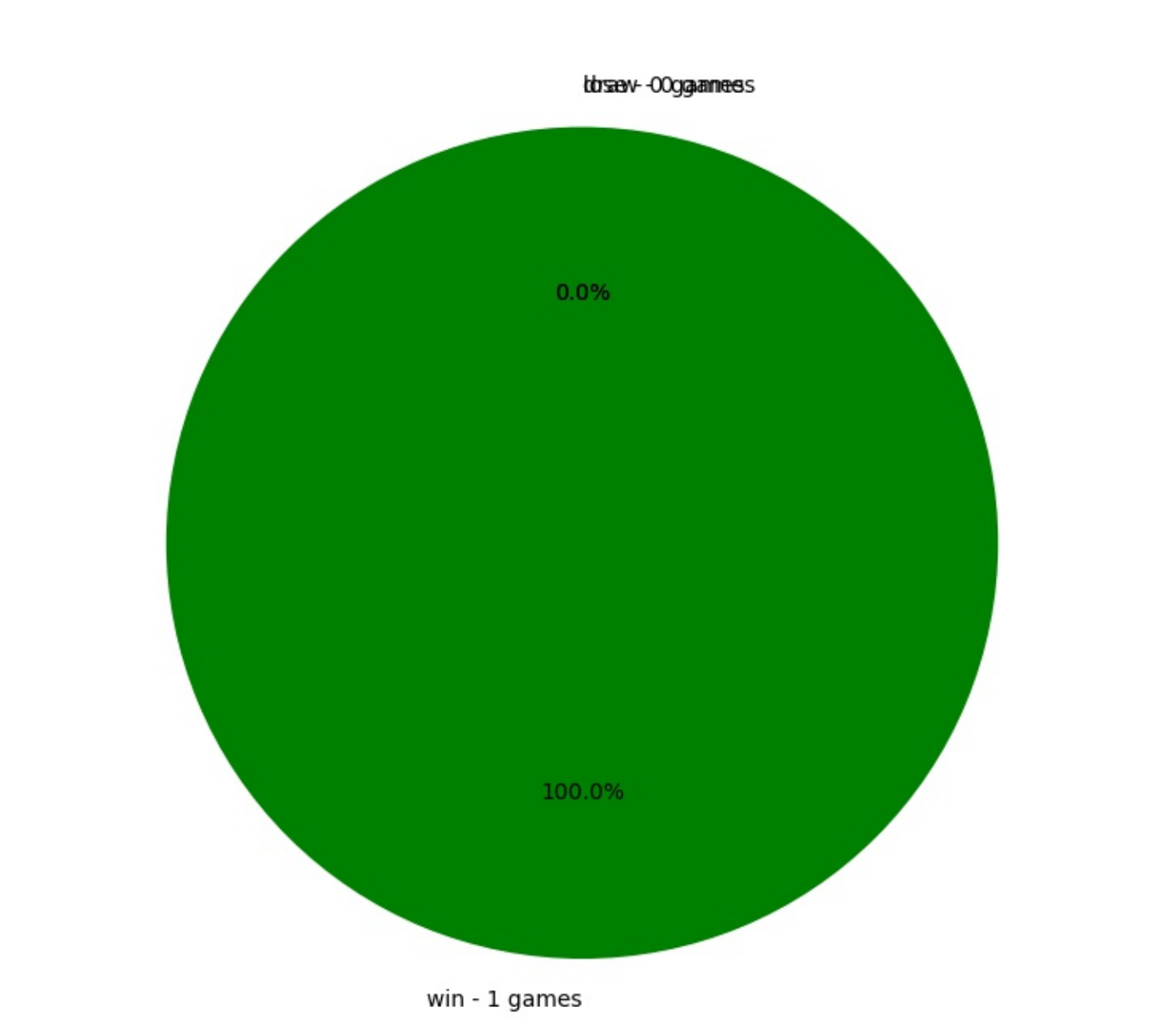
1.0 day(s) per move Win/Loss/Draw Distribution



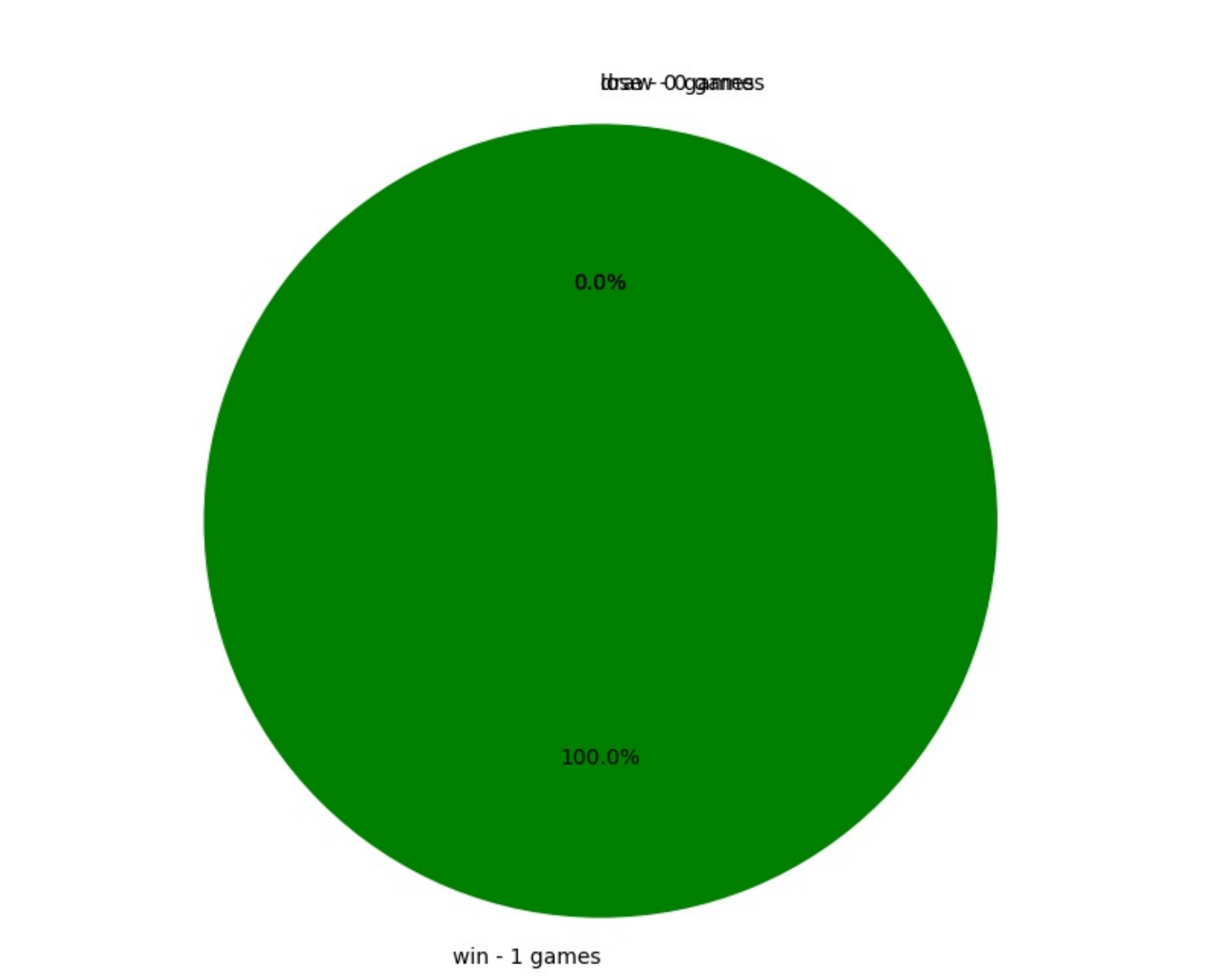
10s + 0s Win/Loss/Draw Distribution



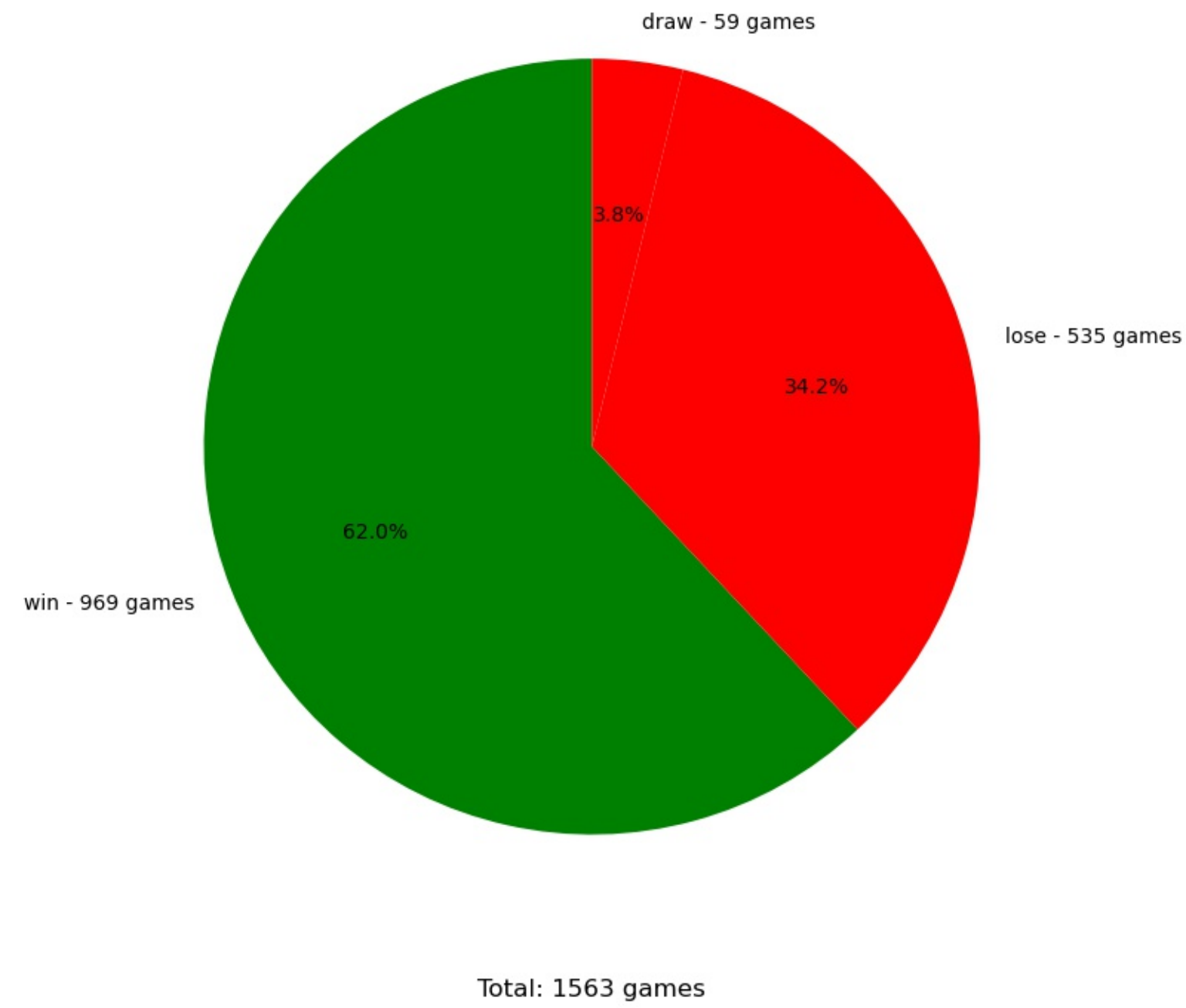
8m 20s + 0s Win/Loss/Draw Distribution



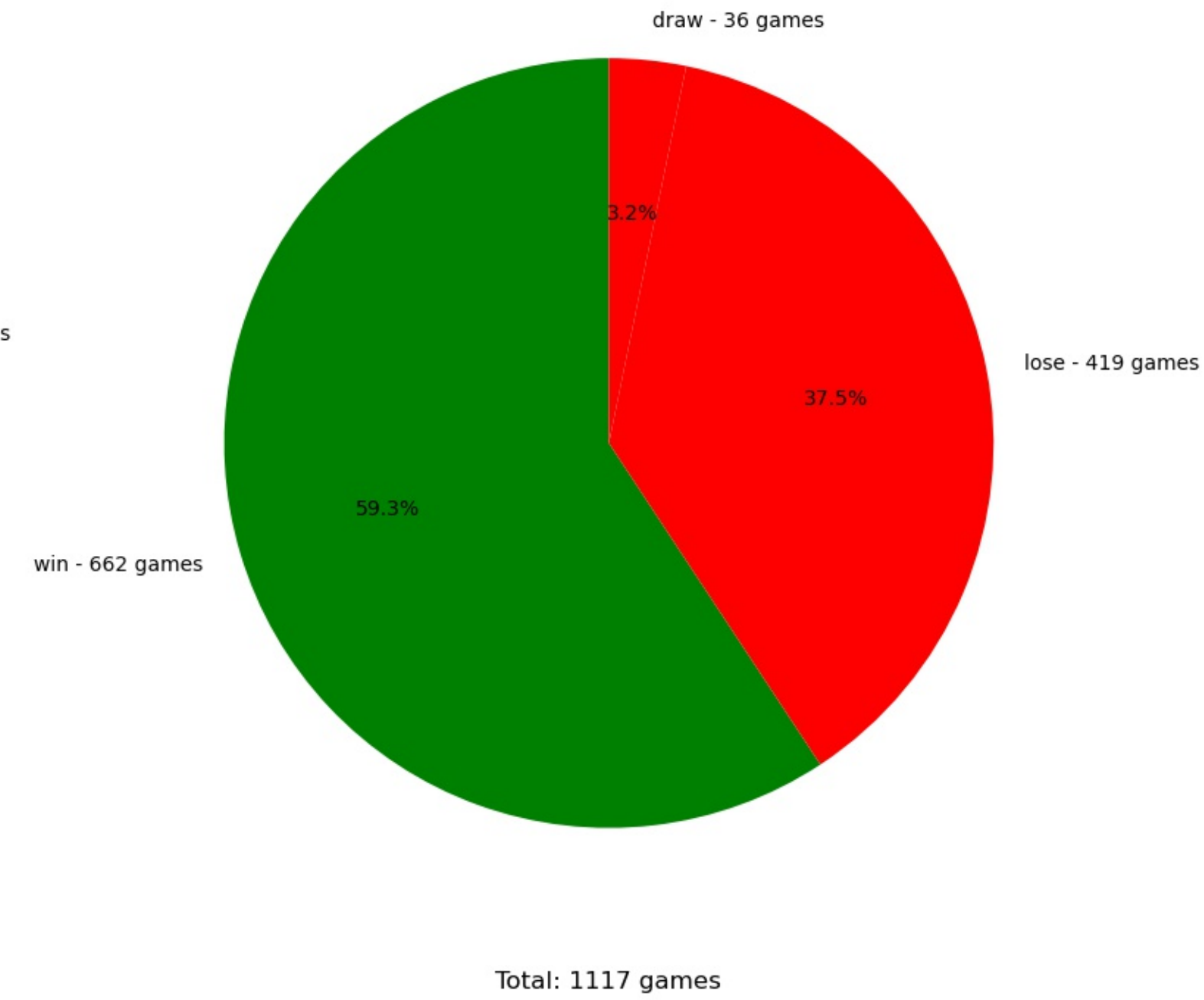
25m + 0s Win/Loss/Draw Distribution



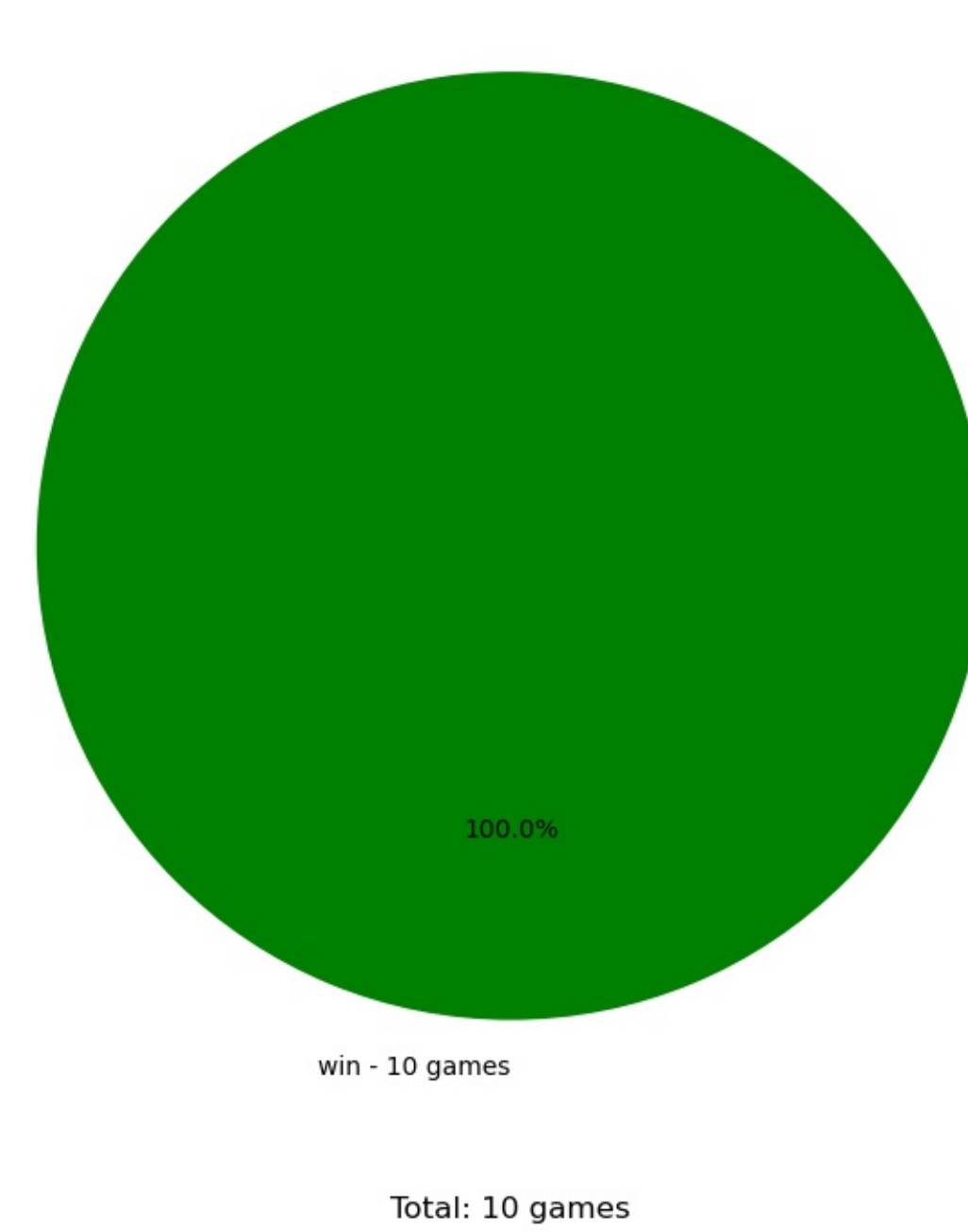
blitz Win/Loss Distribution



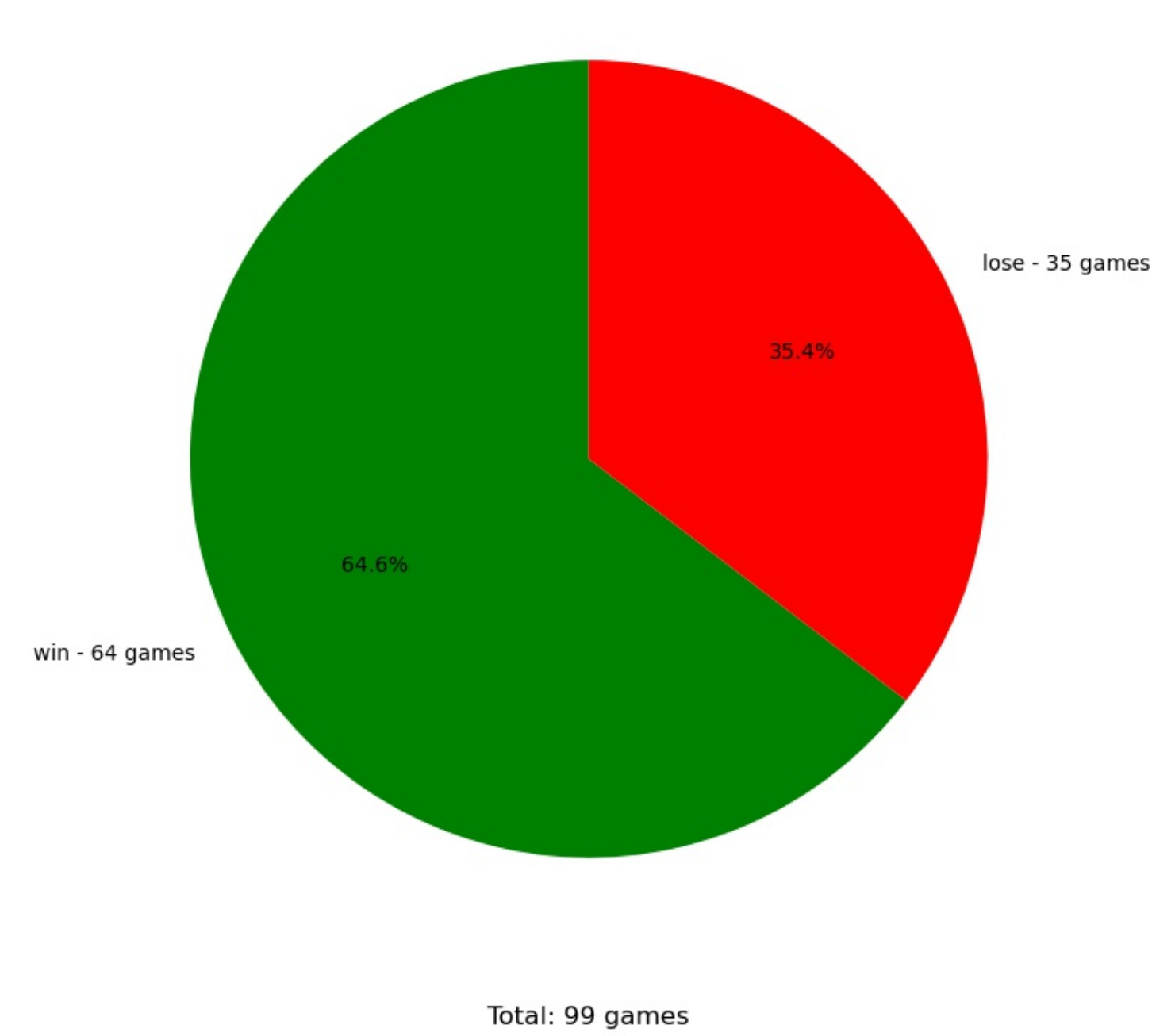
bullet Win/Loss Distribution



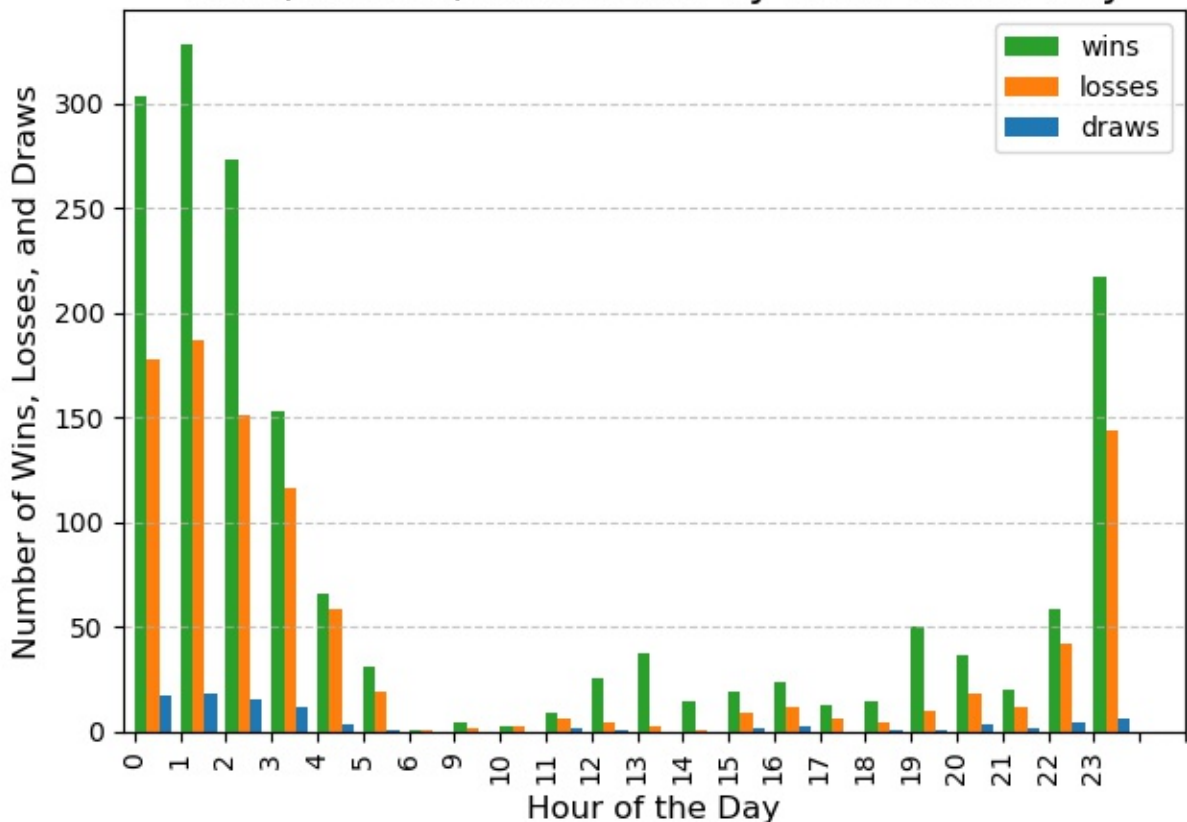
daily Win/Loss Distribution



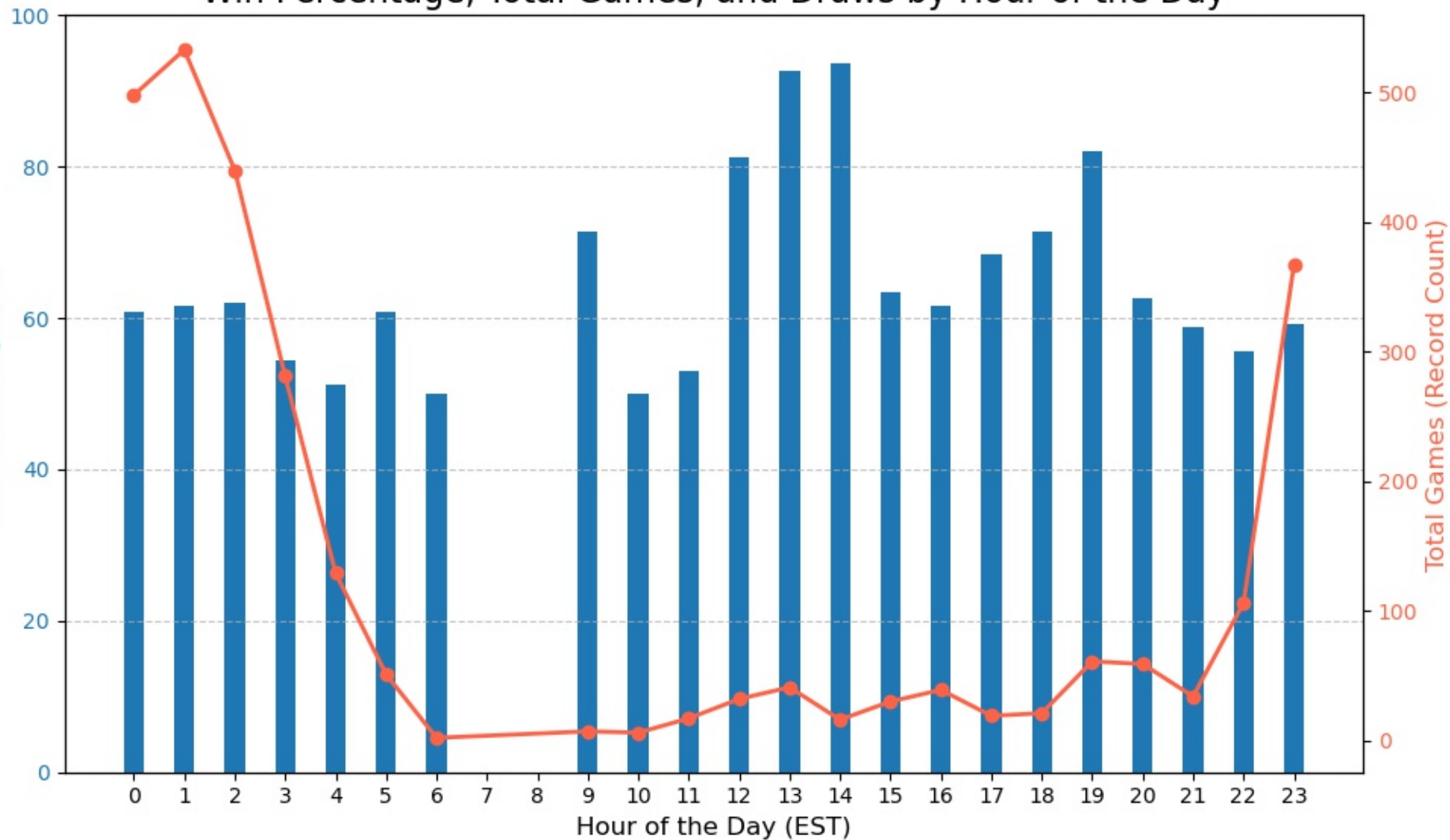
rapid Win/Loss Distribution



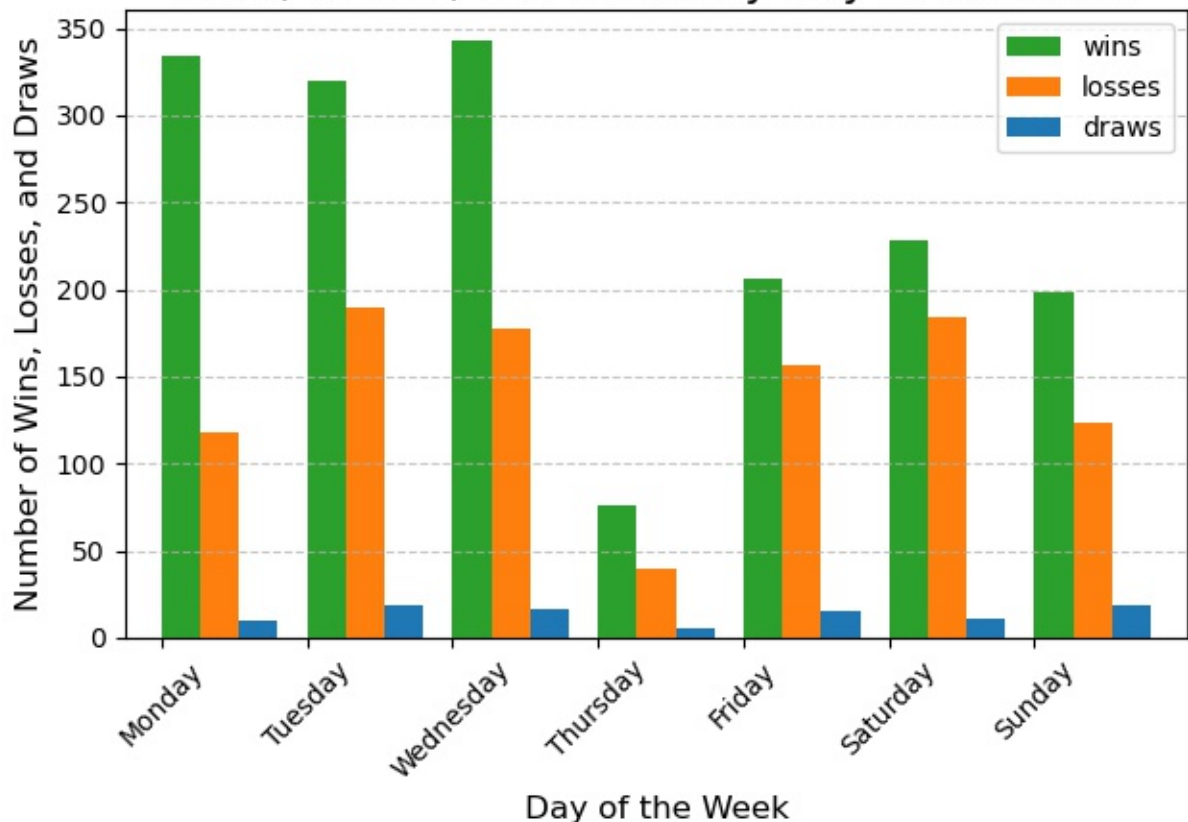
Wins, Losses, and Draws by Hour of the Day



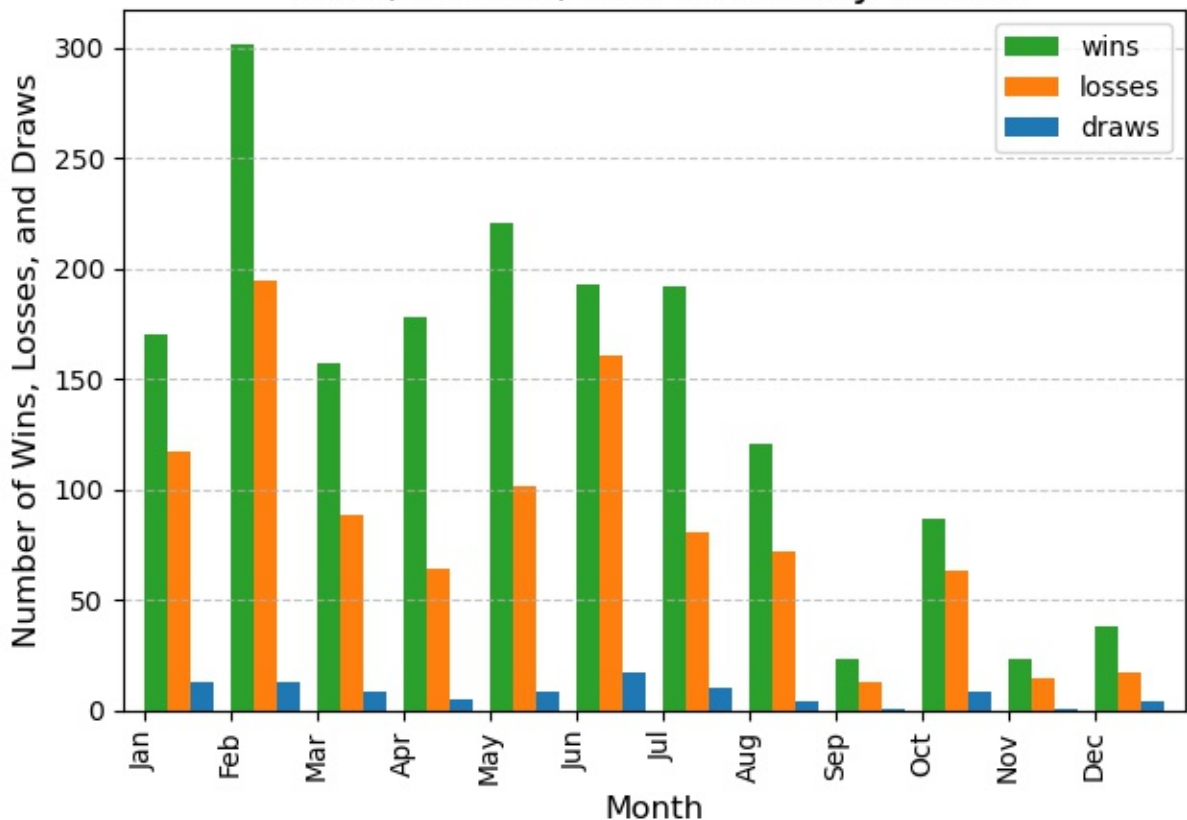
Win Percentage, Total Games, and Draws by Hour of the Day



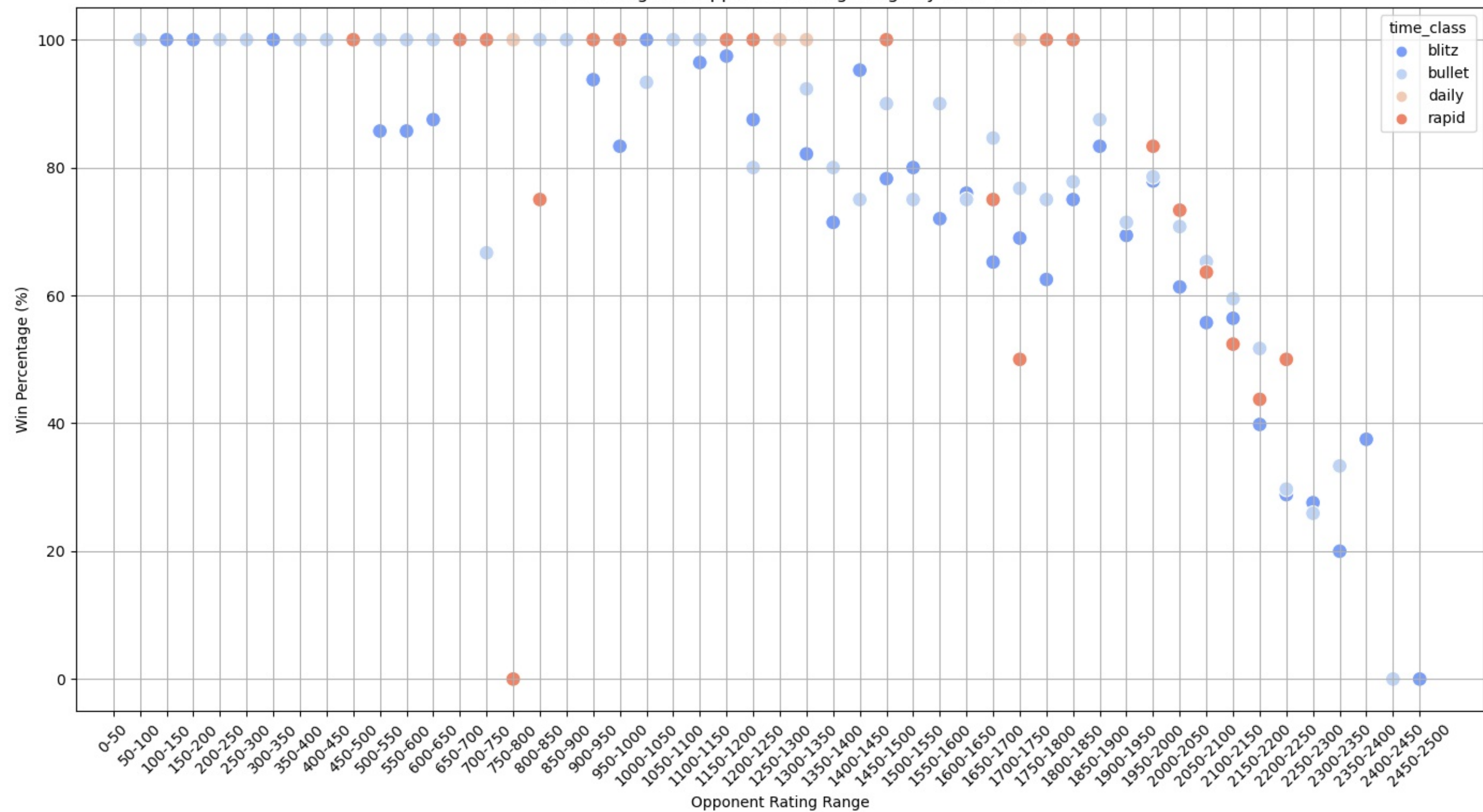
Wins, Losses, and Draws by Day of the Week



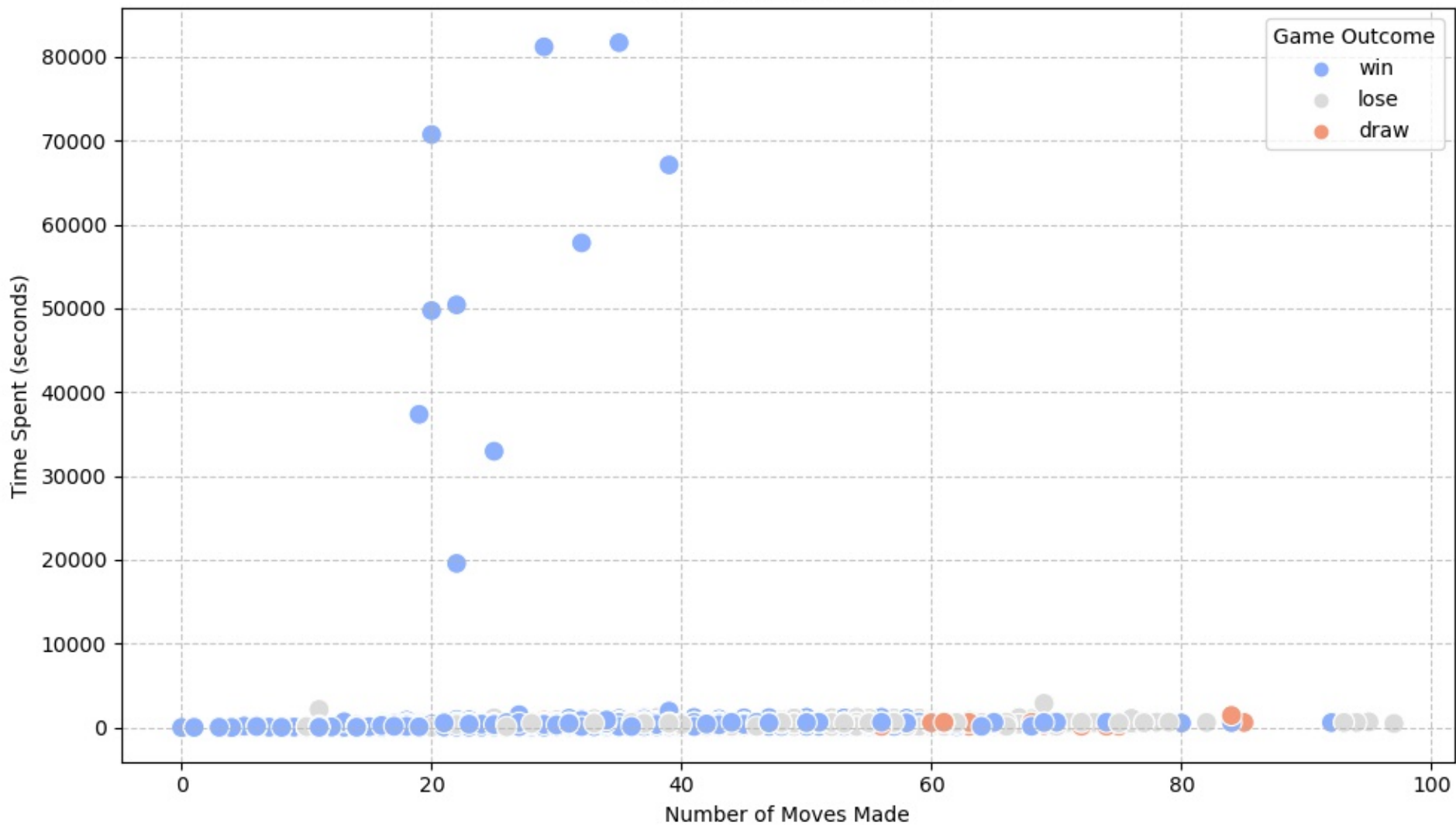
Wins, Losses, and Draws by Month



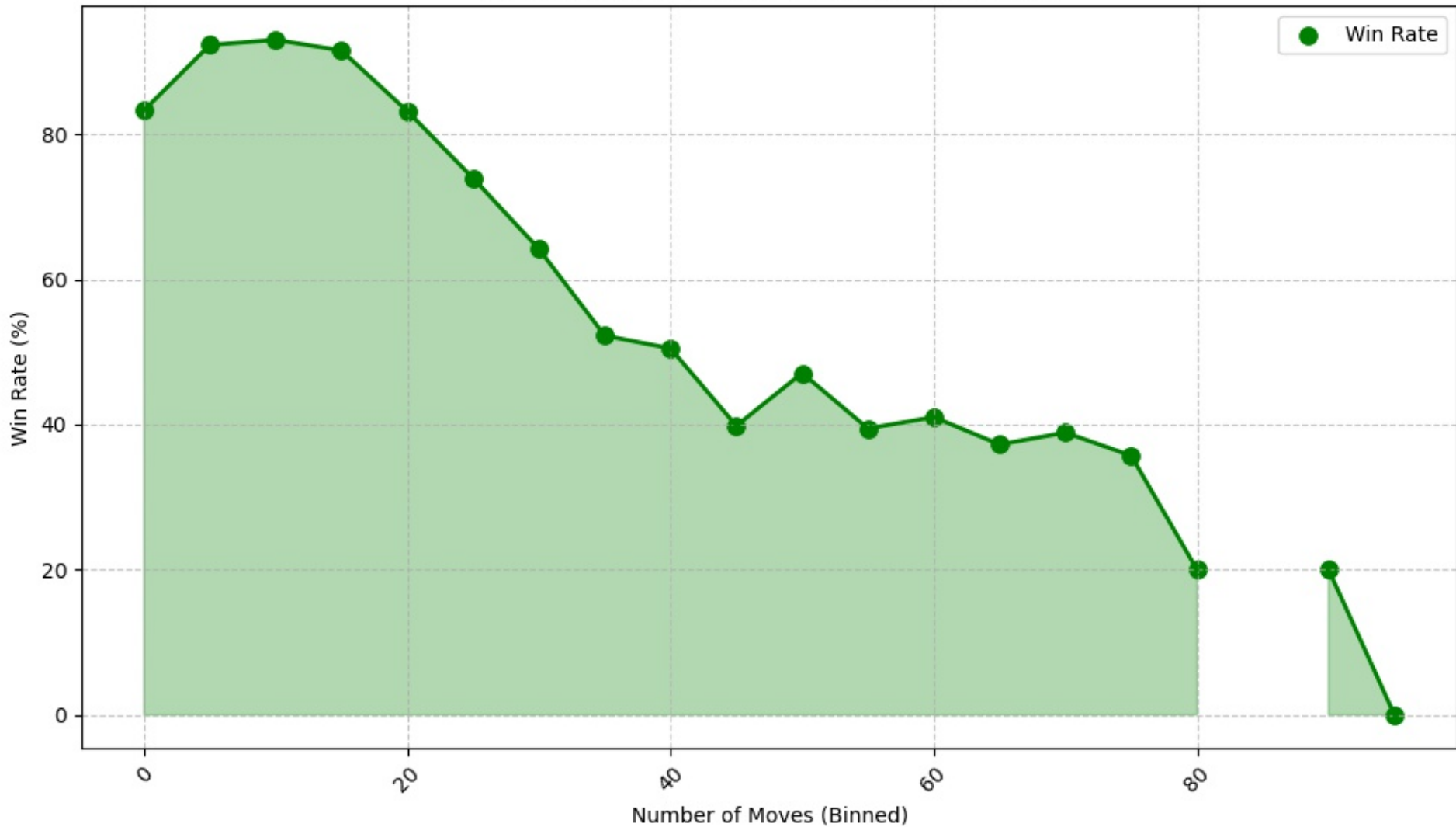
Win Percentage vs. Opponent Rating Range by Time Class



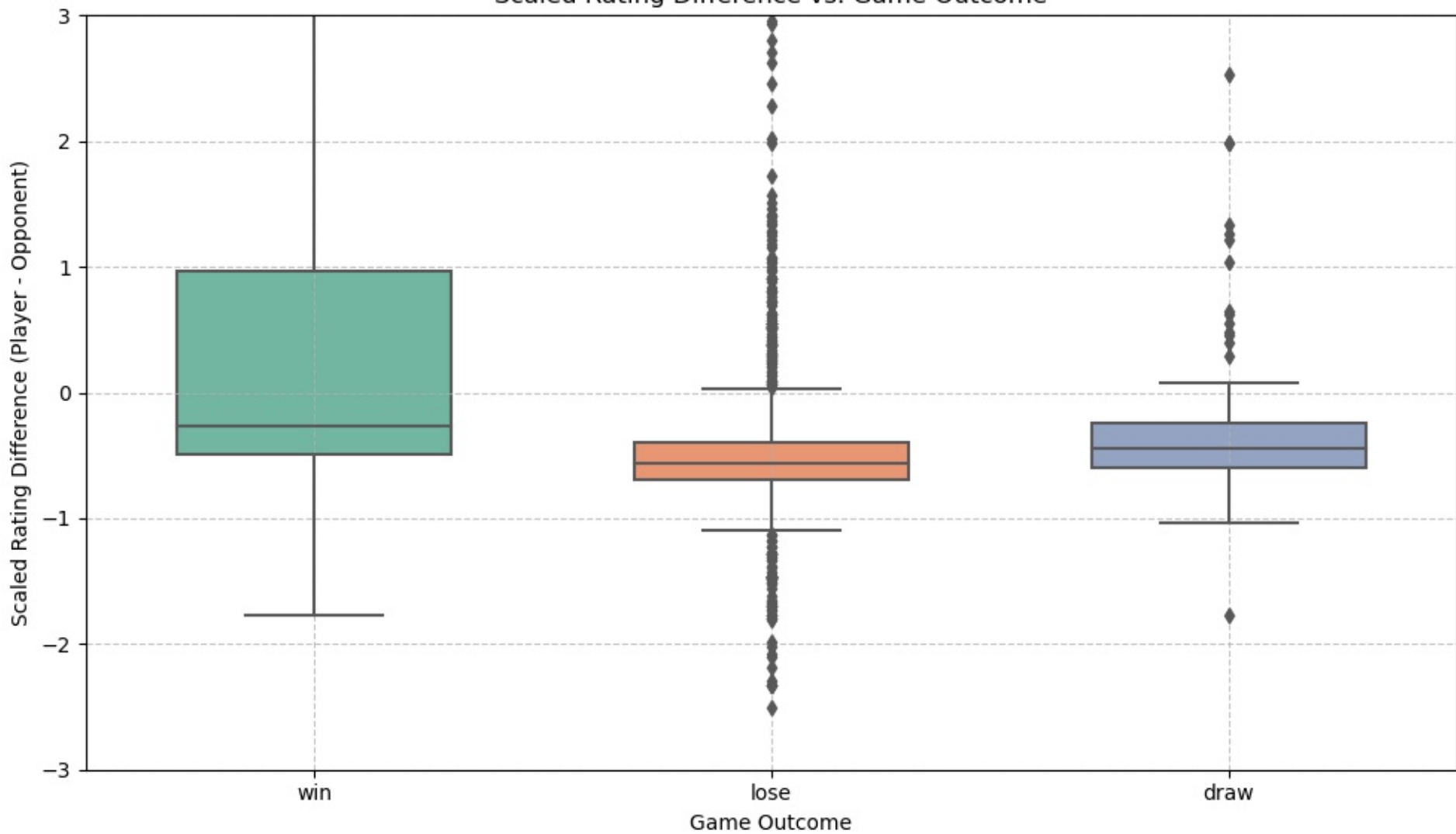
Moves vs. Game Outcome



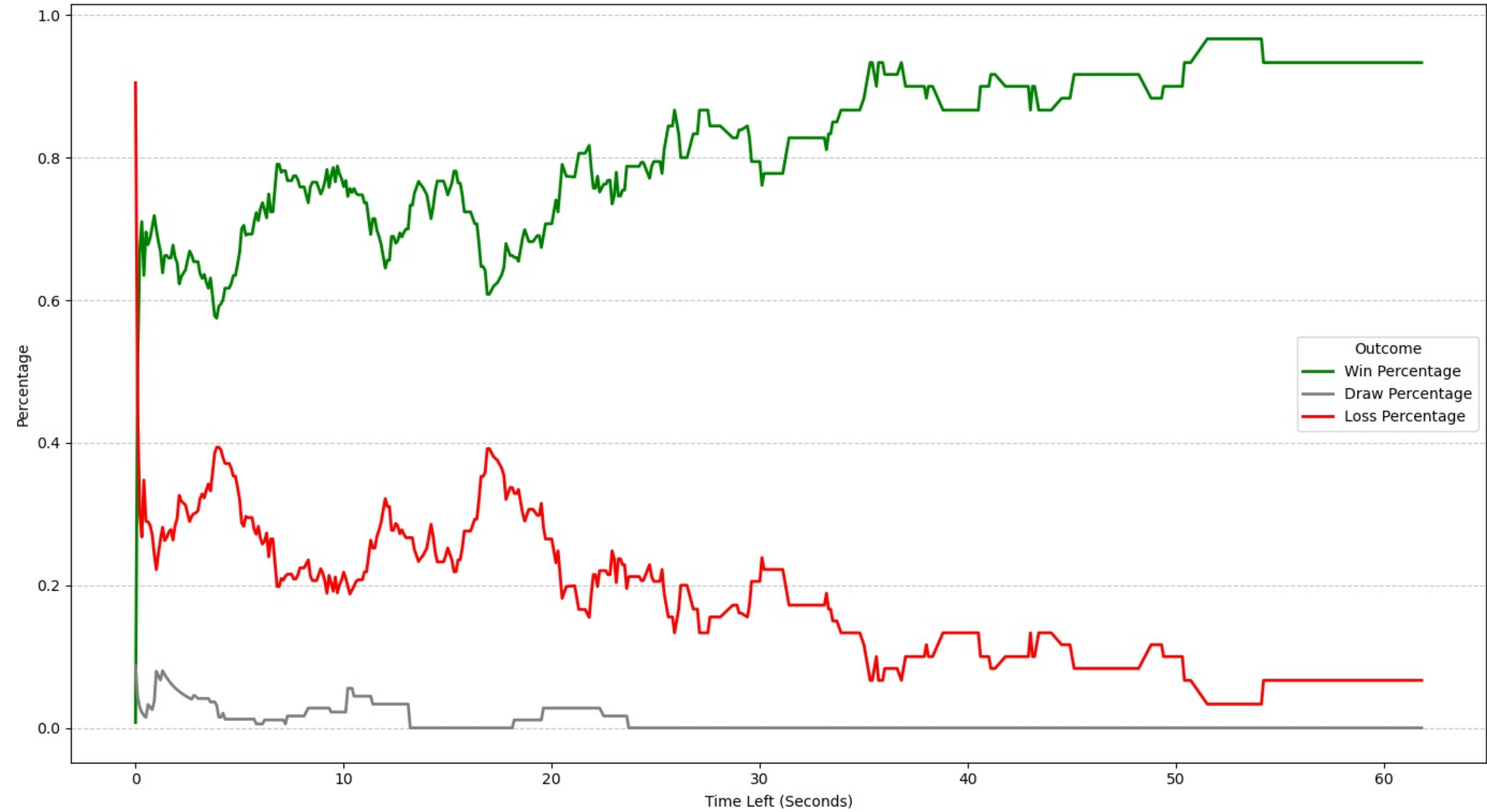
Win Rate vs. Number of Moves Made (Binned)



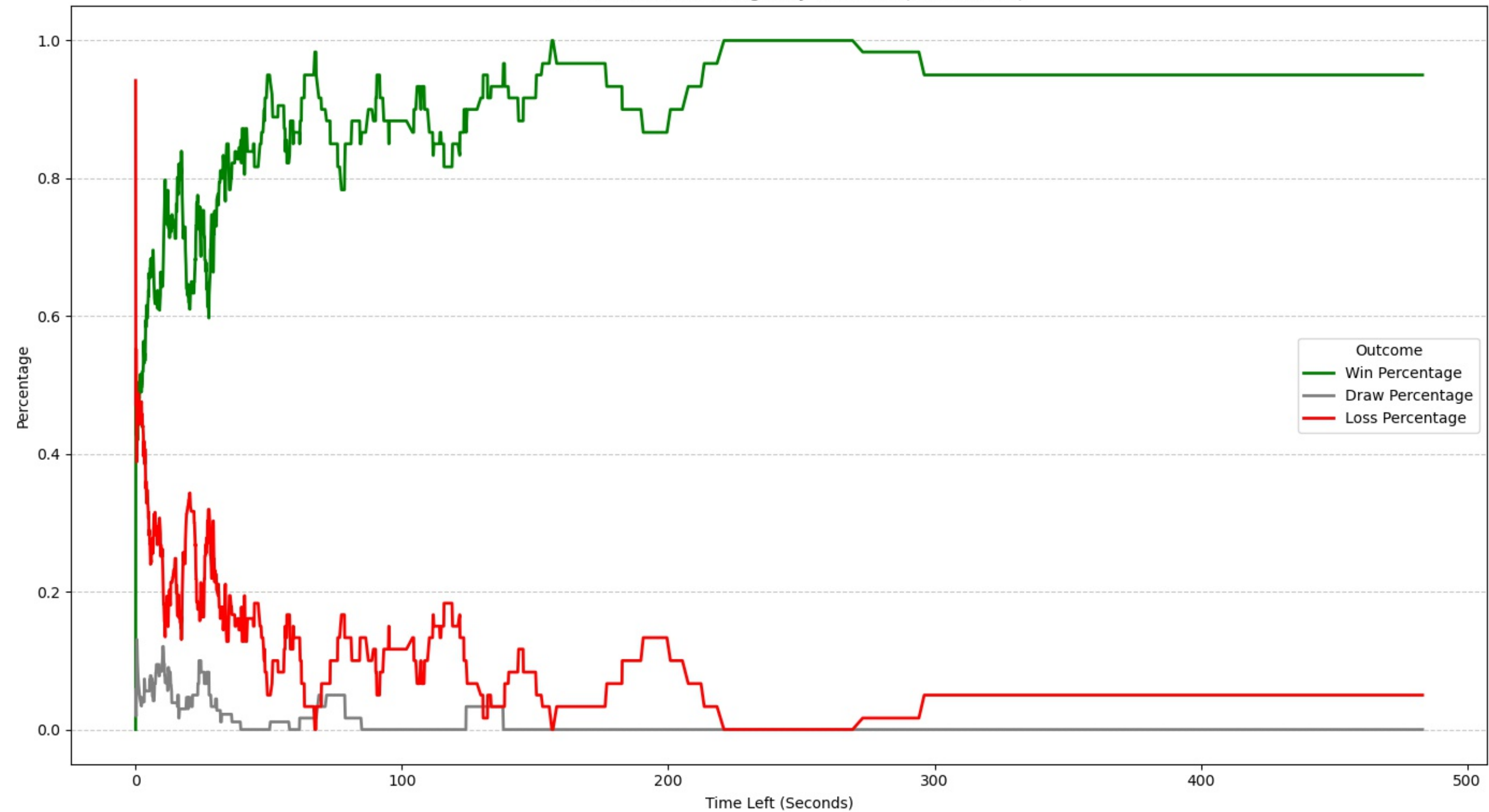
Scaled Rating Difference vs. Game Outcome



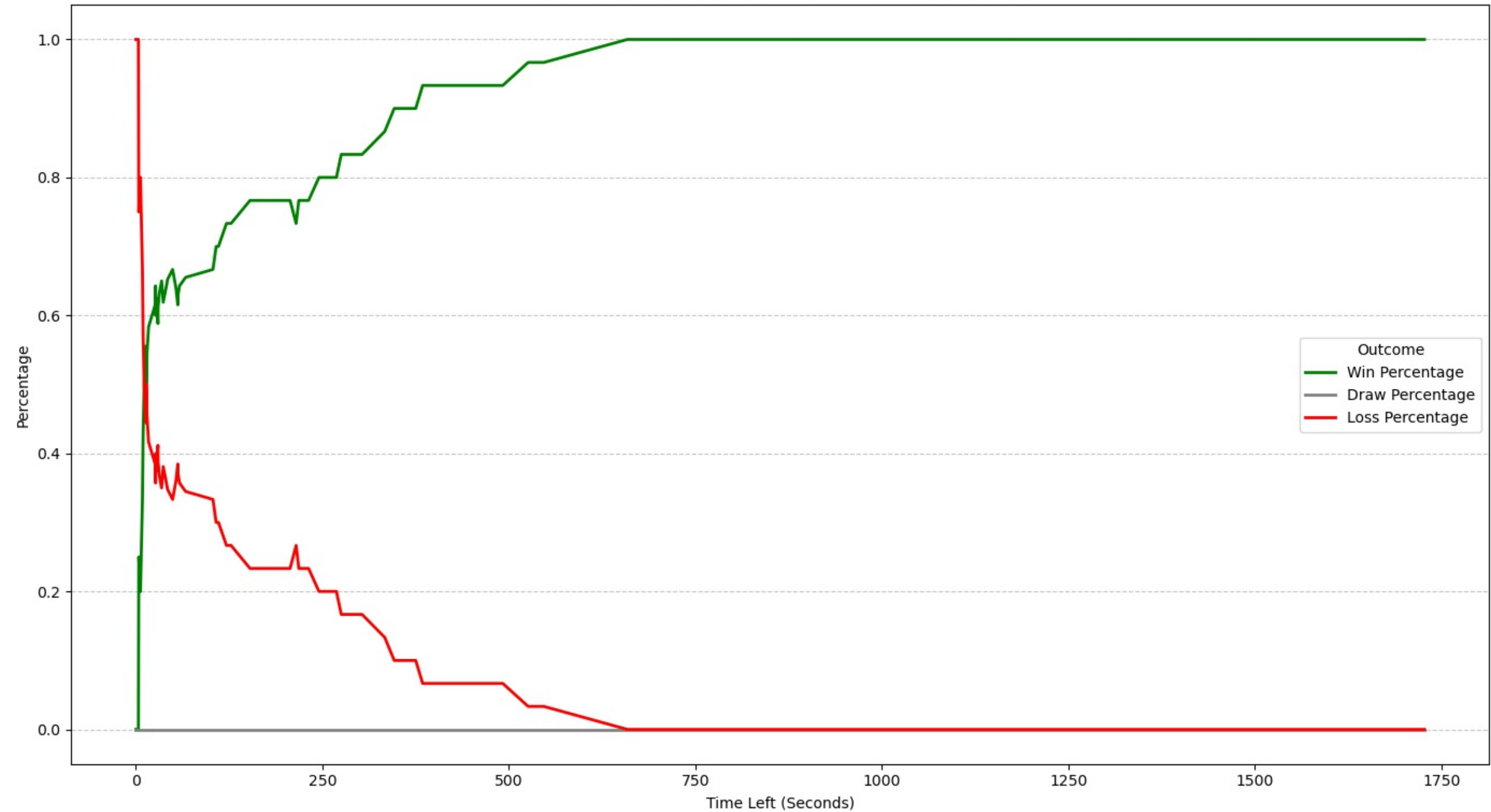
Win/Draw/Loss Percentages by Time Left (Bullet Games)



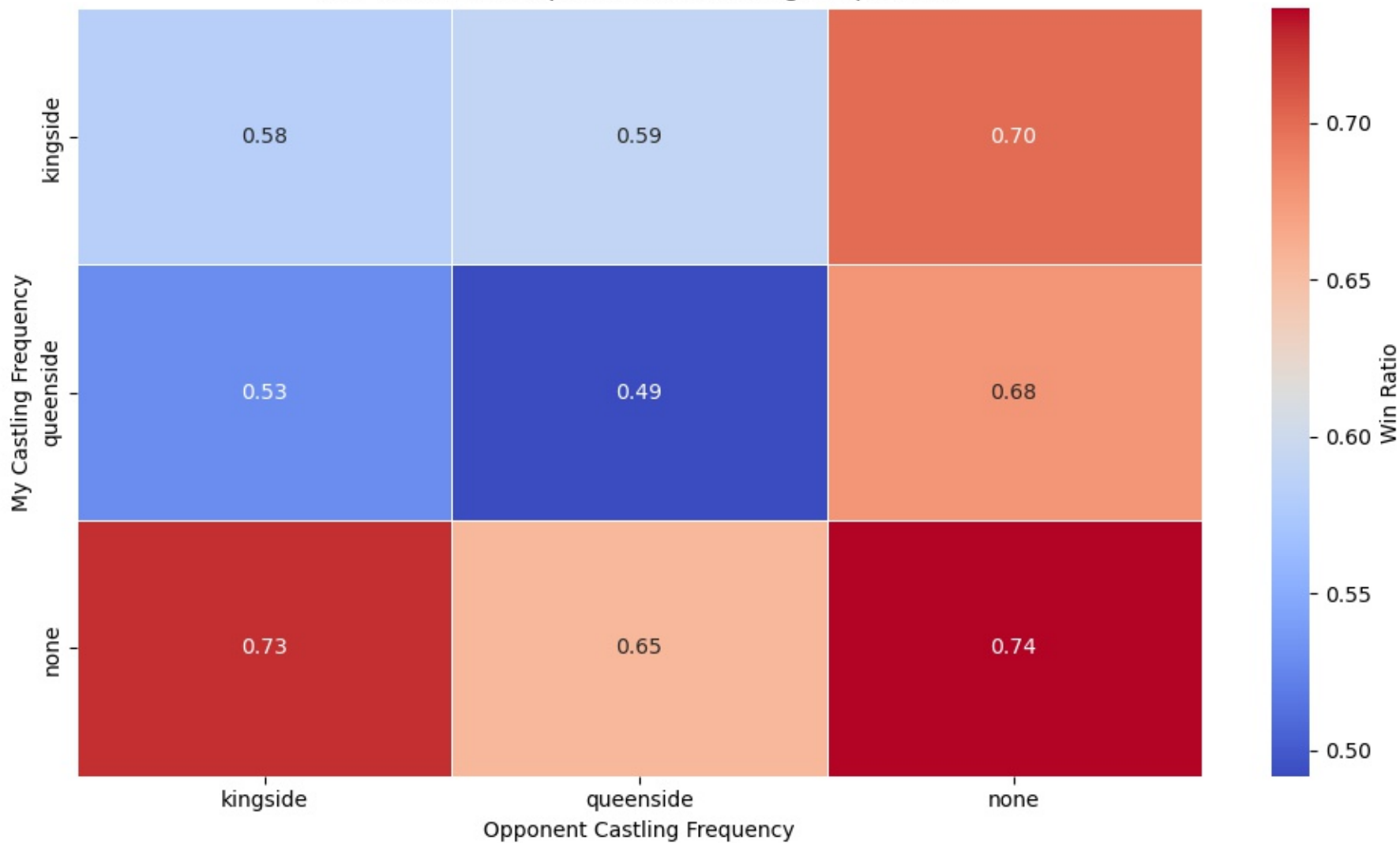
Win/Draw/Loss Percentages by Time Left (Blitz Games)



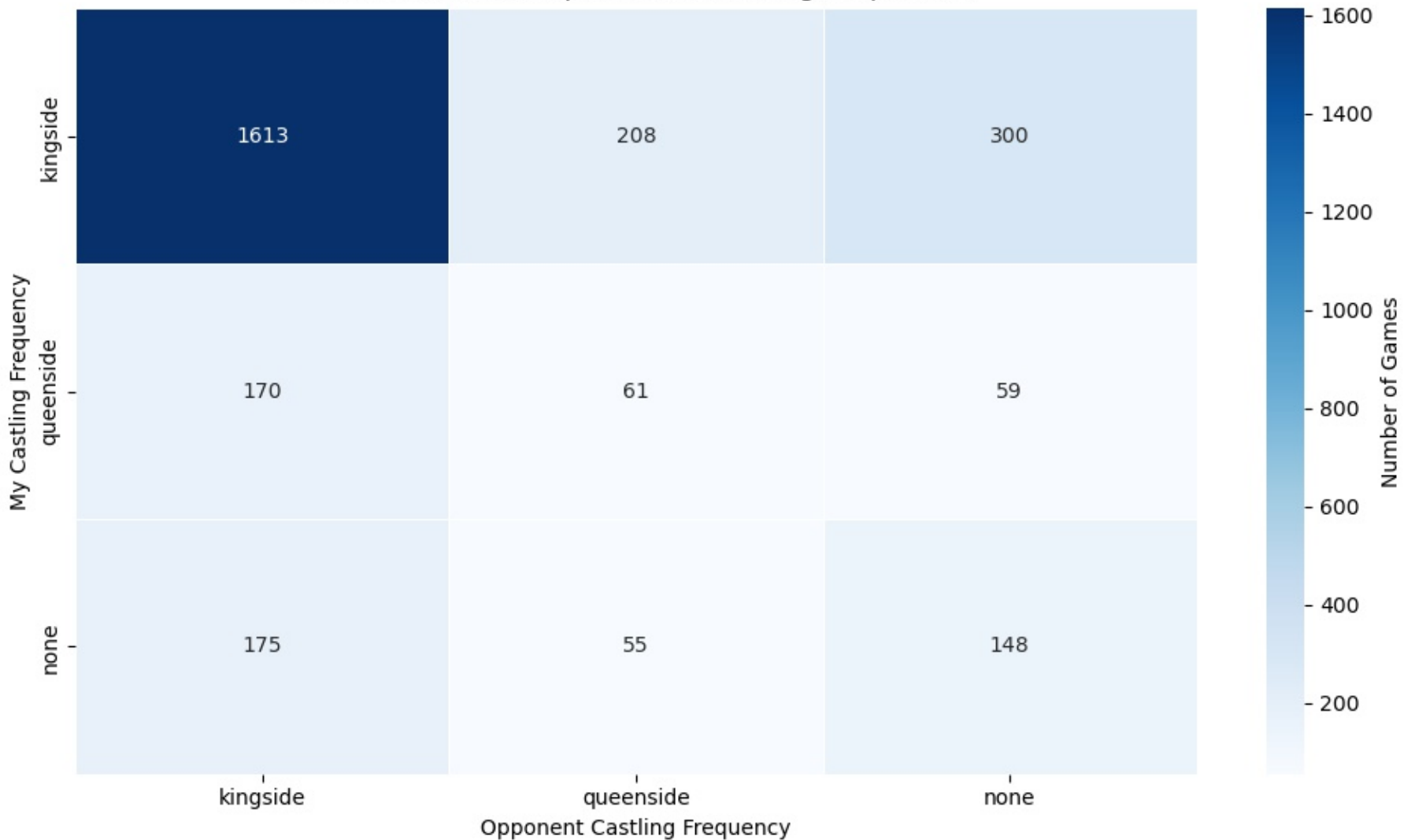
Win/Draw/Loss Percentages by Time Left (Rapid Games)



Win Ratio Heatmap Based on Castling Frequencies



Game Count Heatmap Based on Castling Frequencies



Rating Over Time for Different Time Controls

