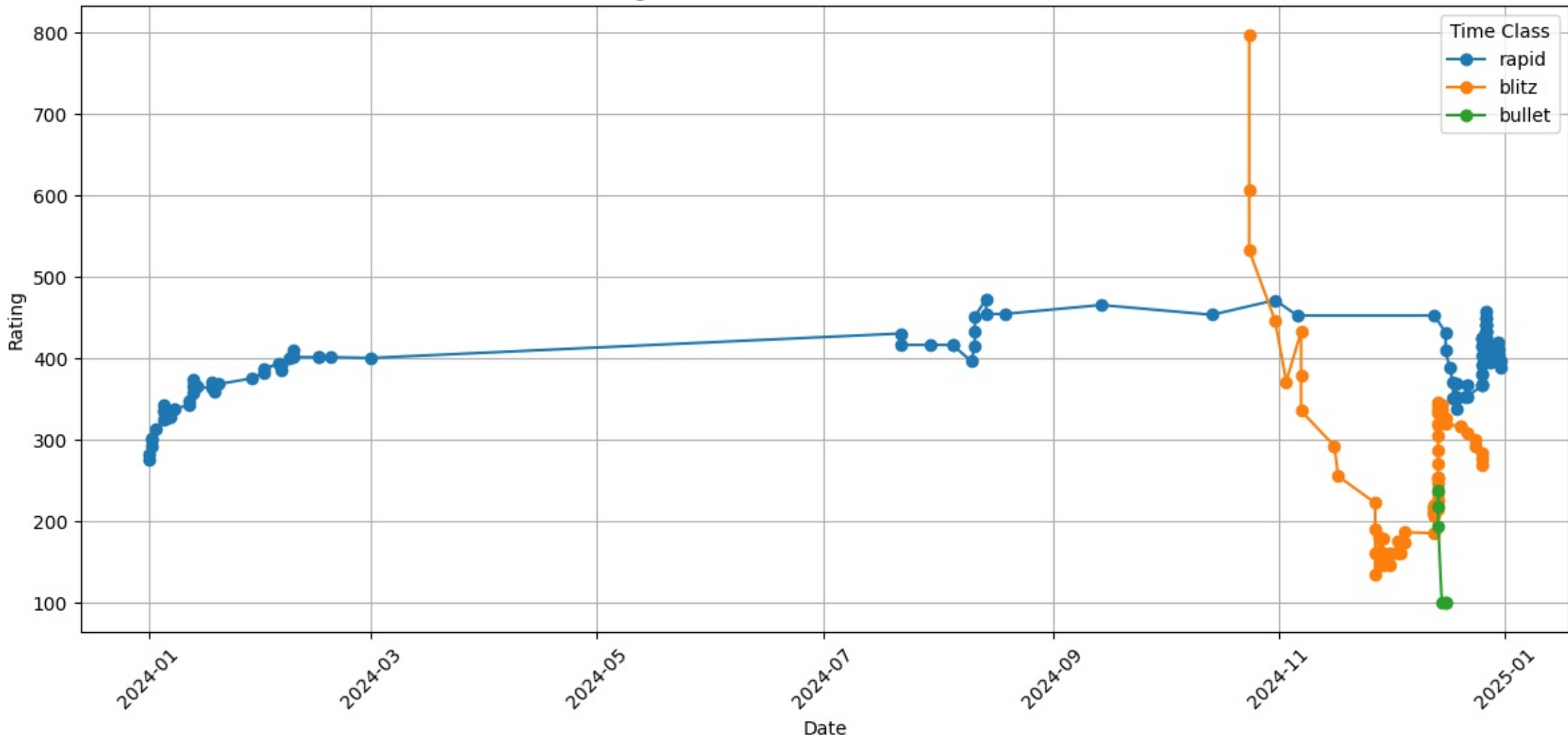
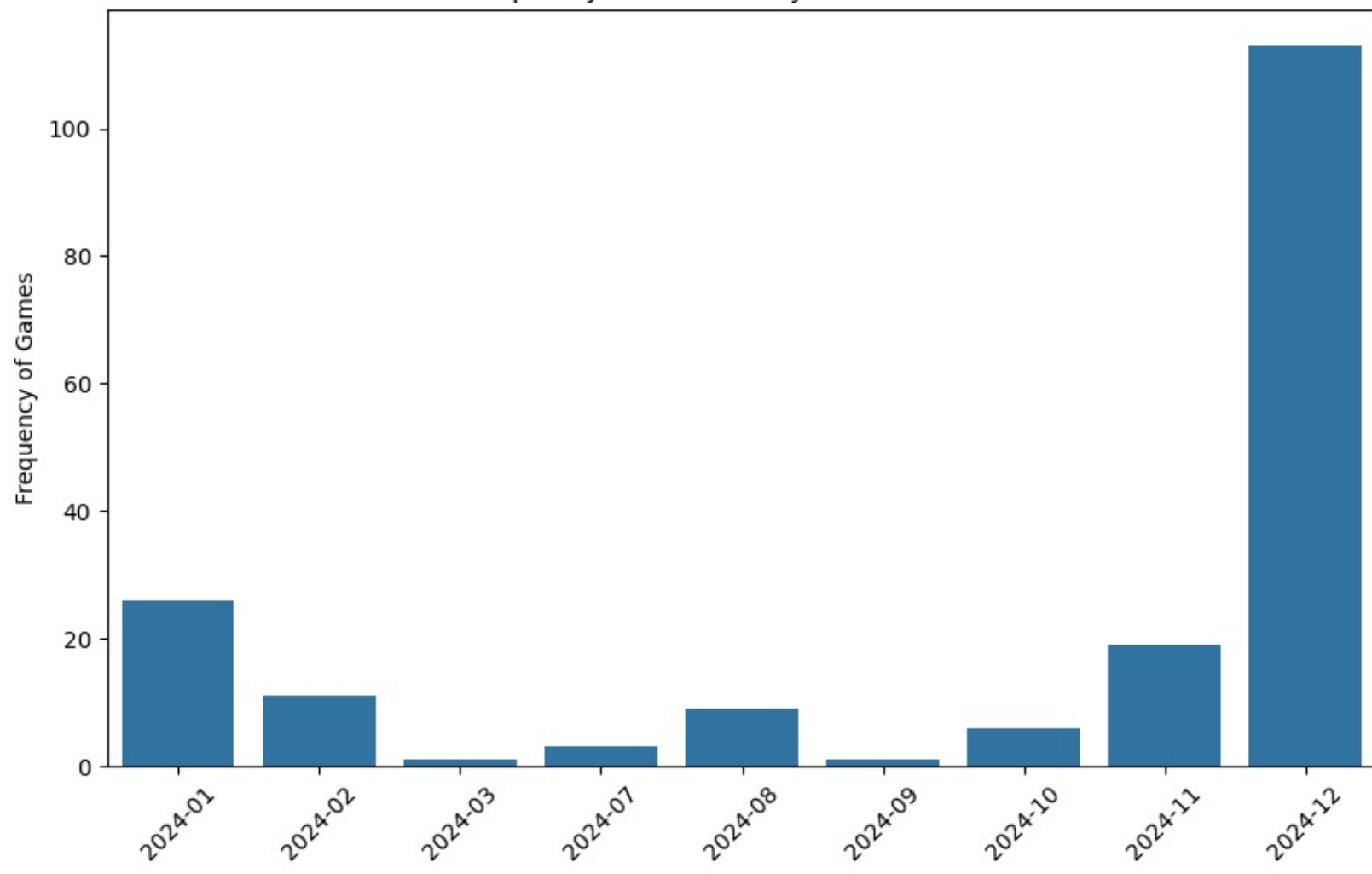


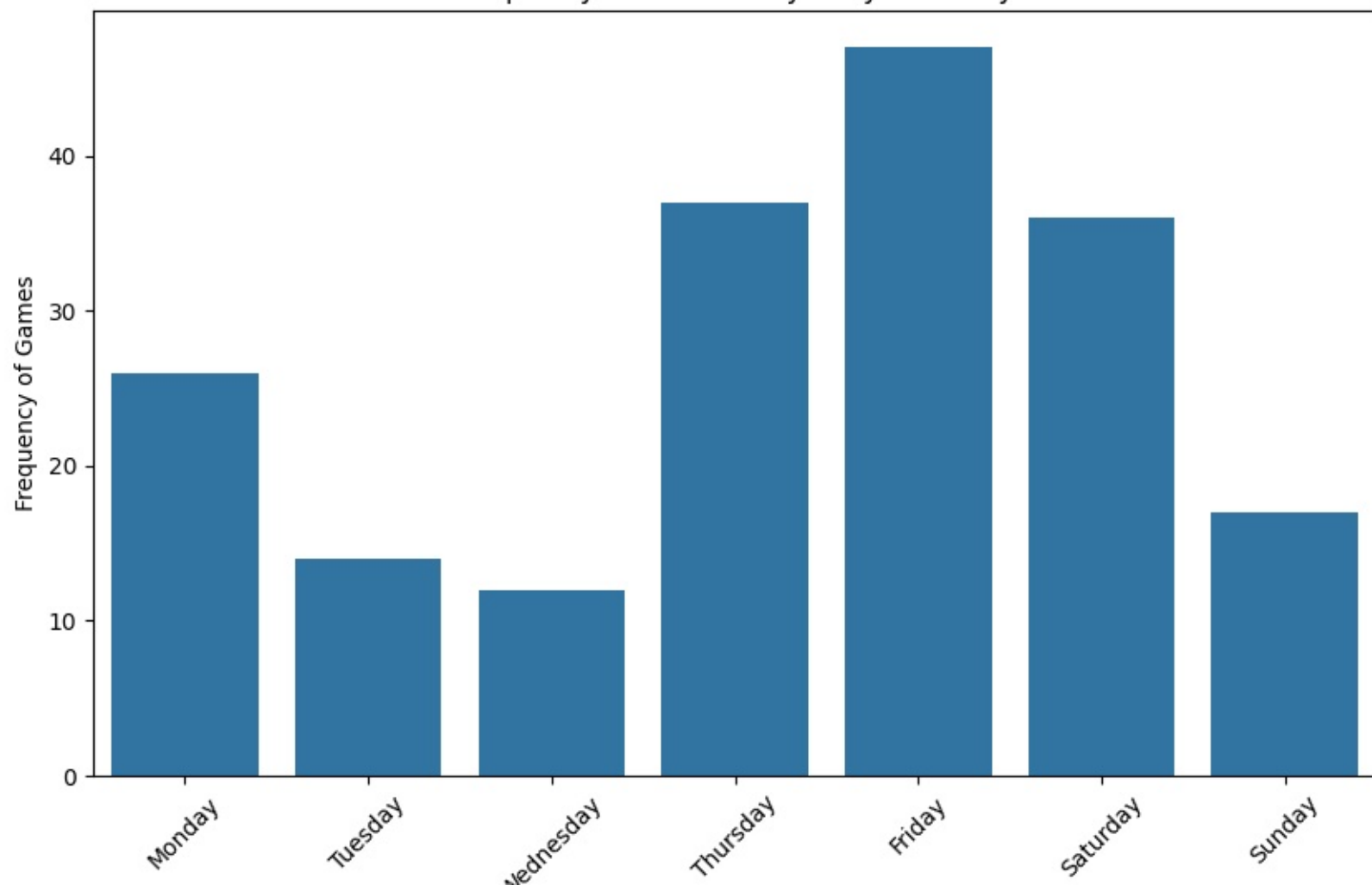
# Rating Over Time for Different Time Controls



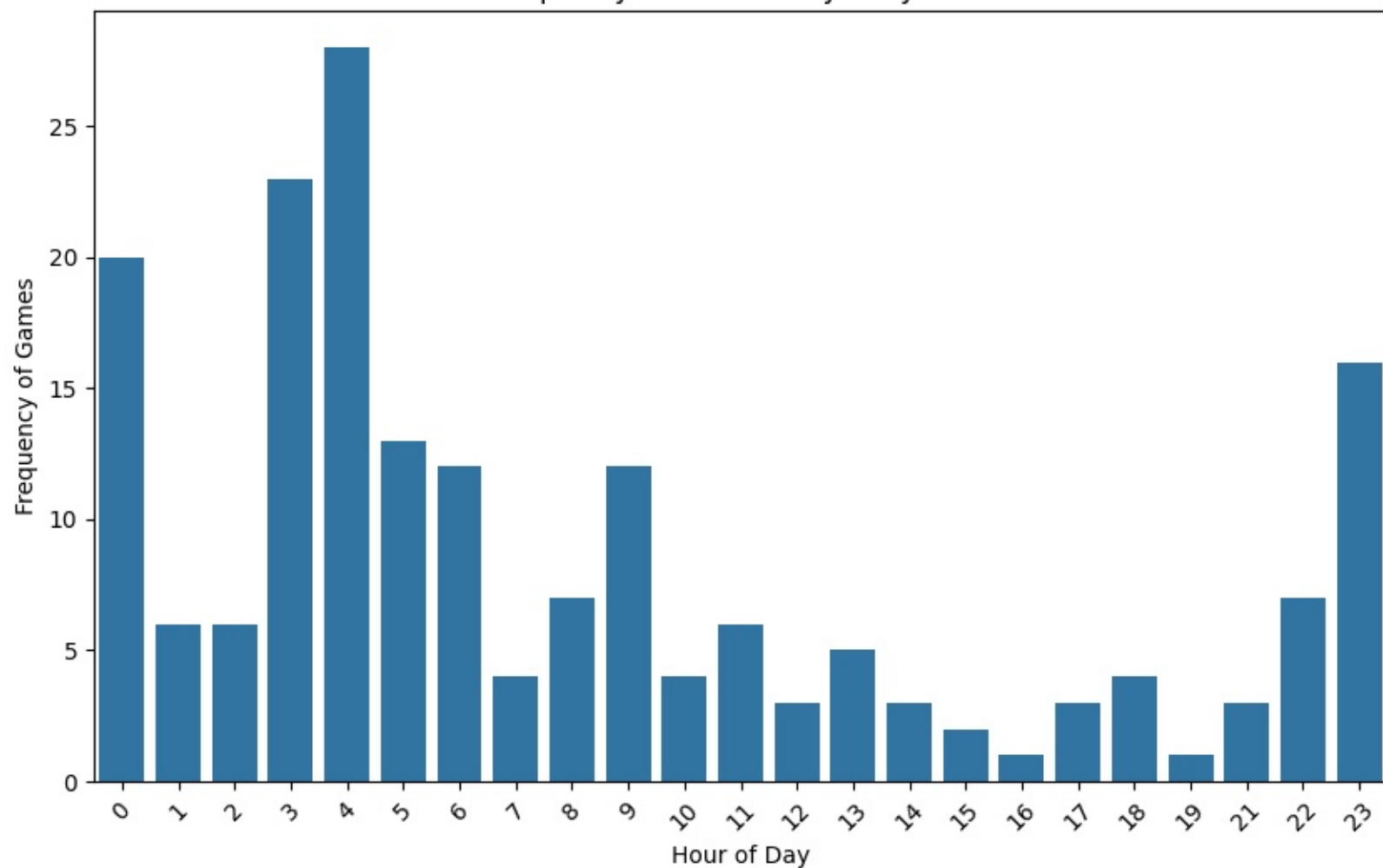
Frequency of Games Played Over Months



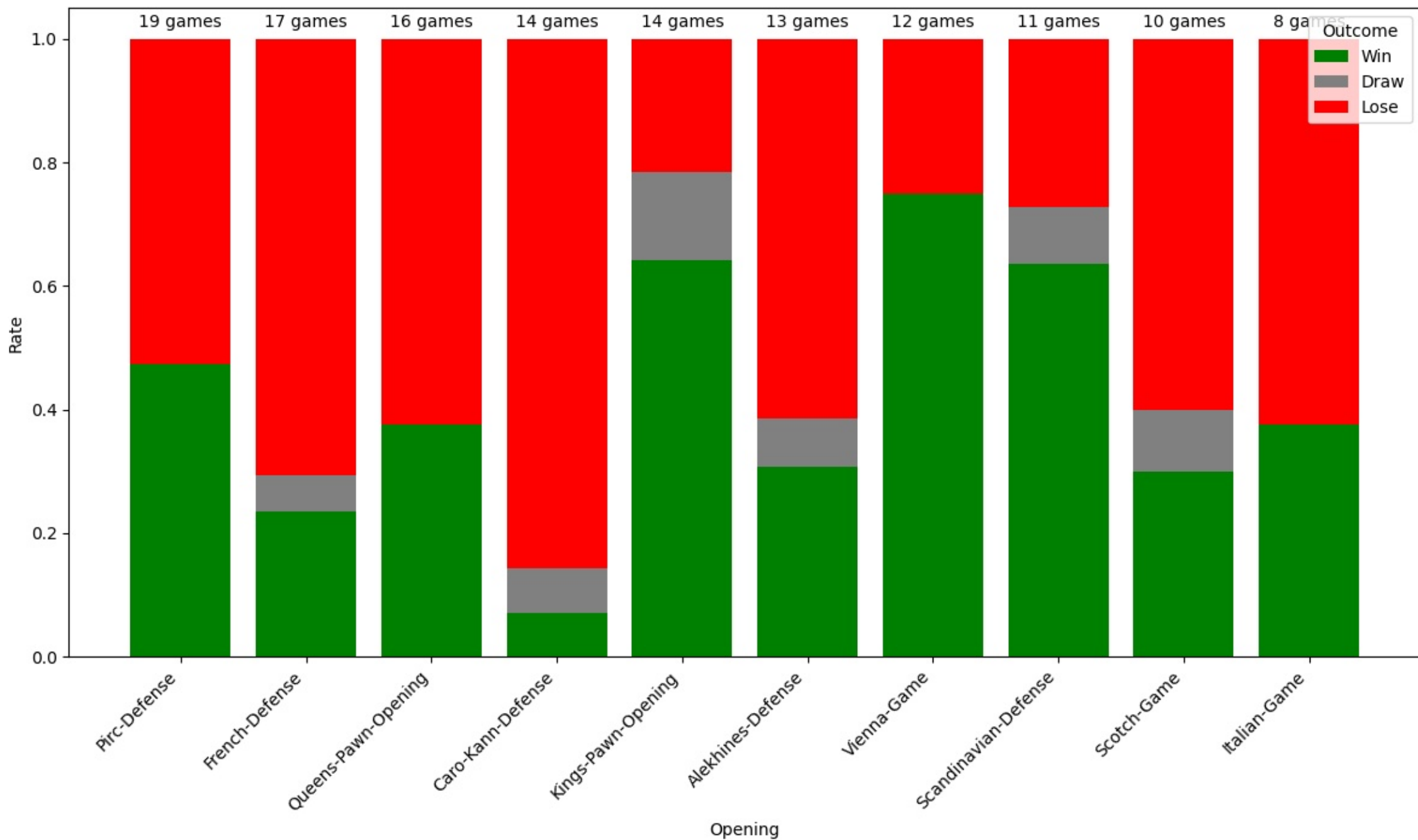
Frequency of Games Played by Weekday



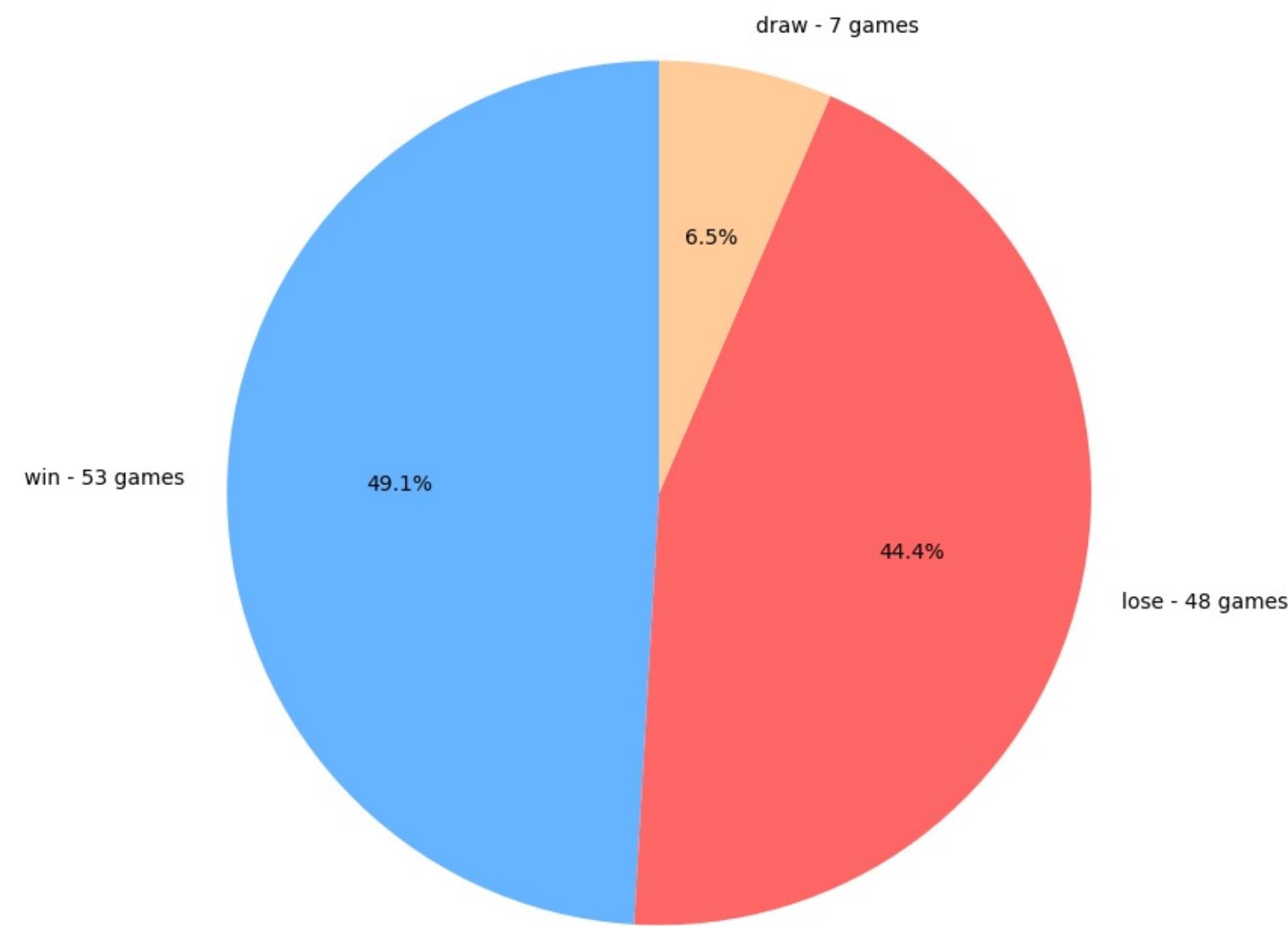
Frequency of Games Played by Hour



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

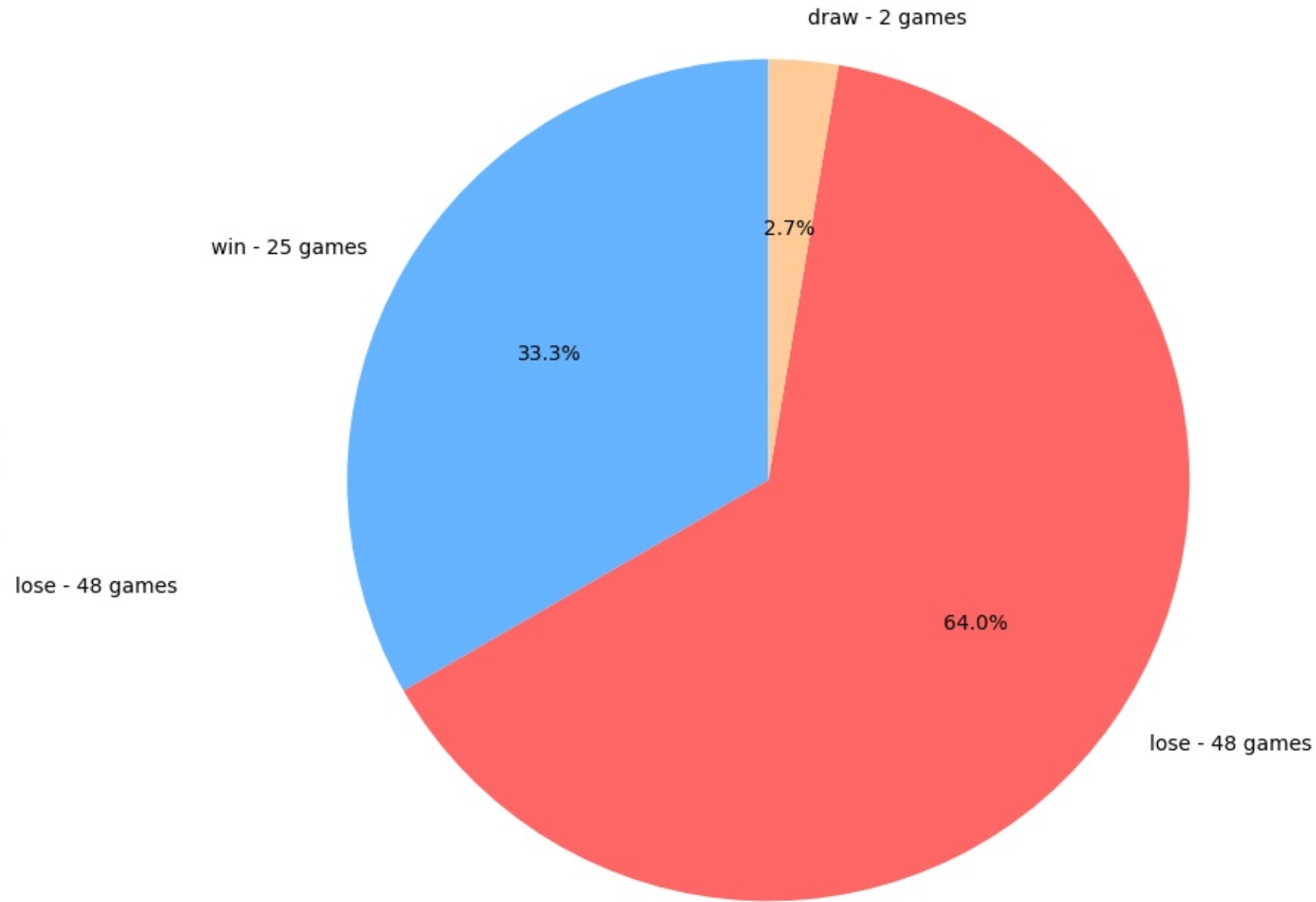


rapid Win/Loss/Draw Distribution



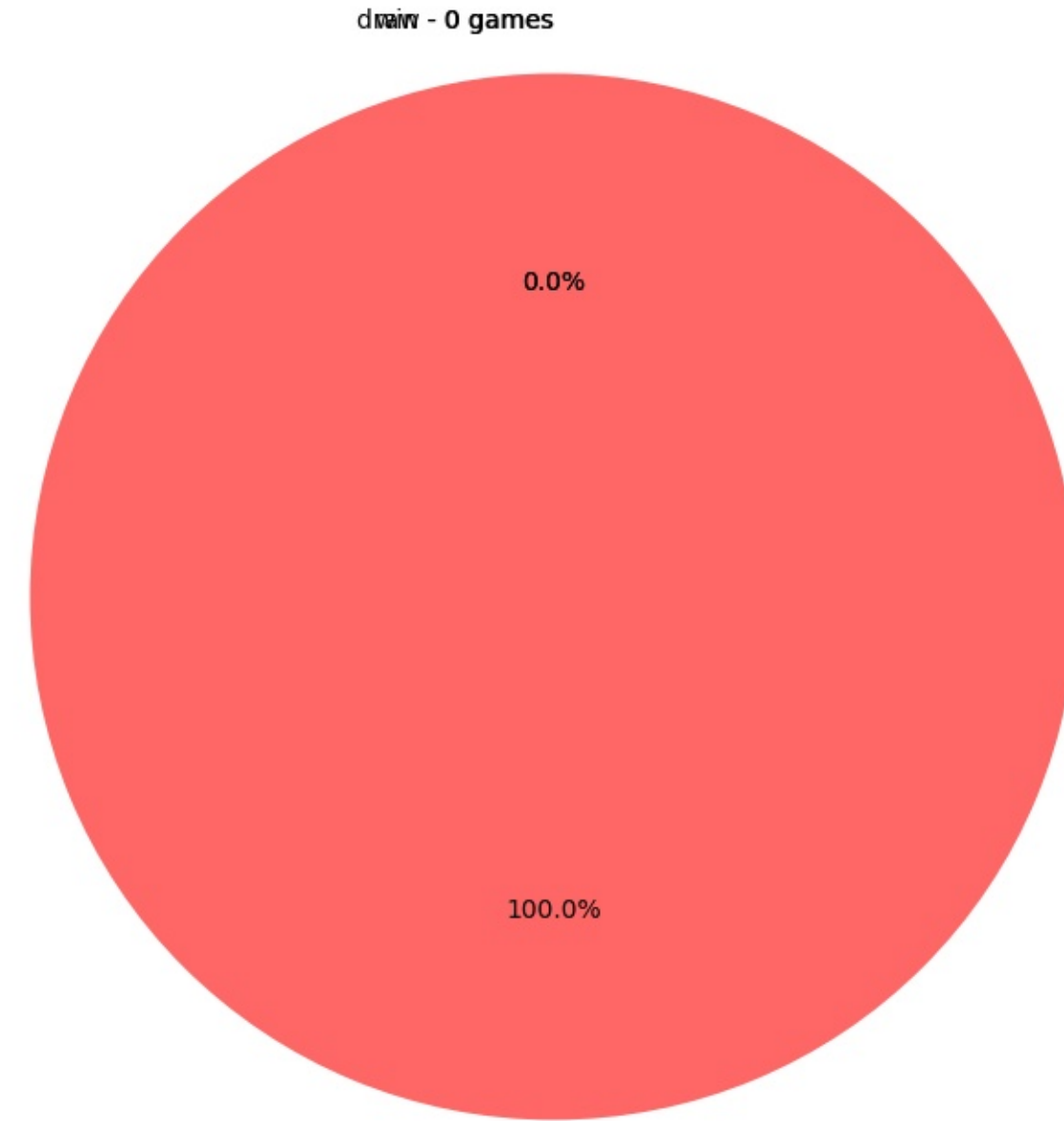
Total: 108 games

blitz Win/Loss/Draw Distribution



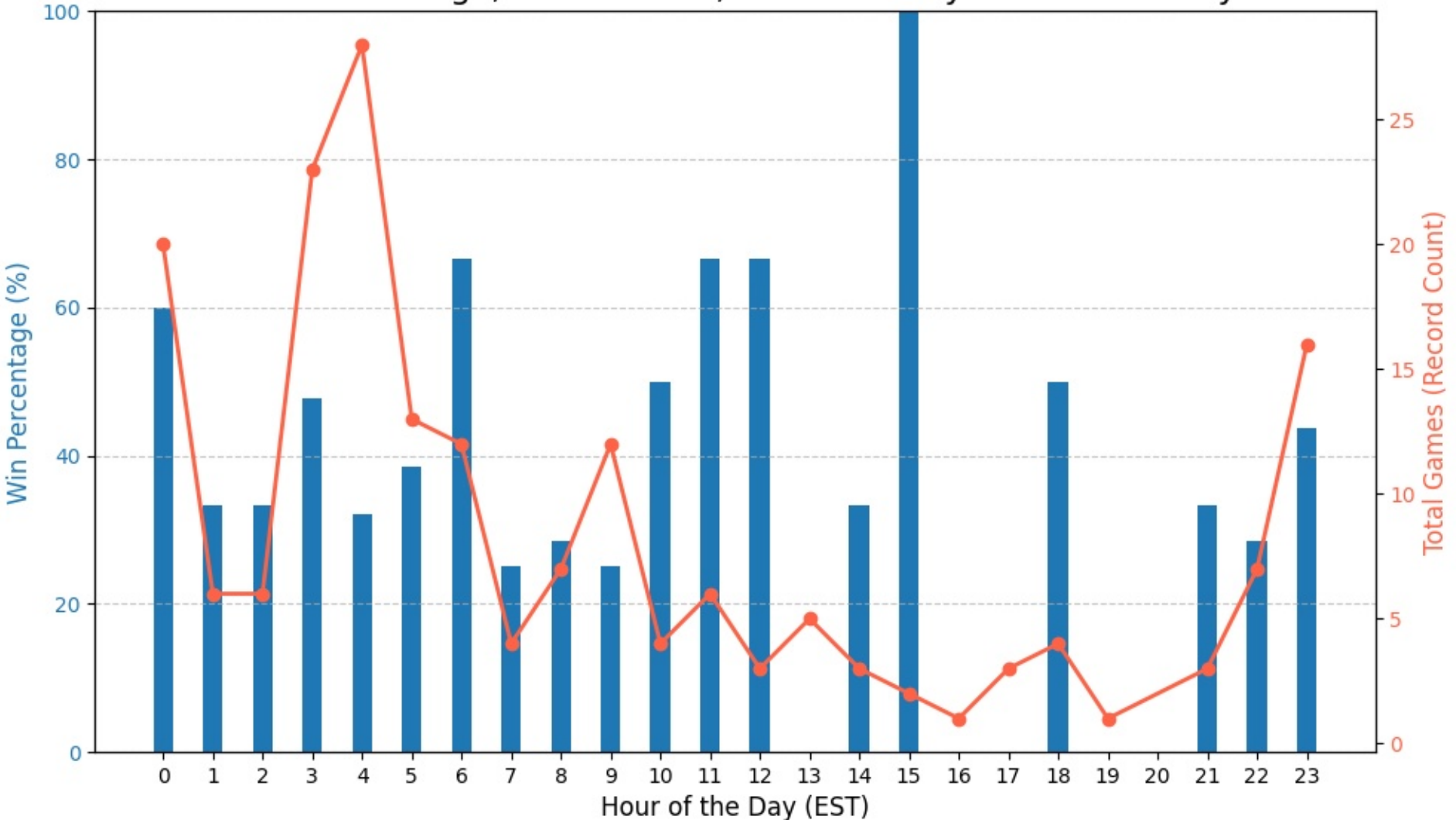
Total: 75 games

bullet Win/Loss/Draw Distribution

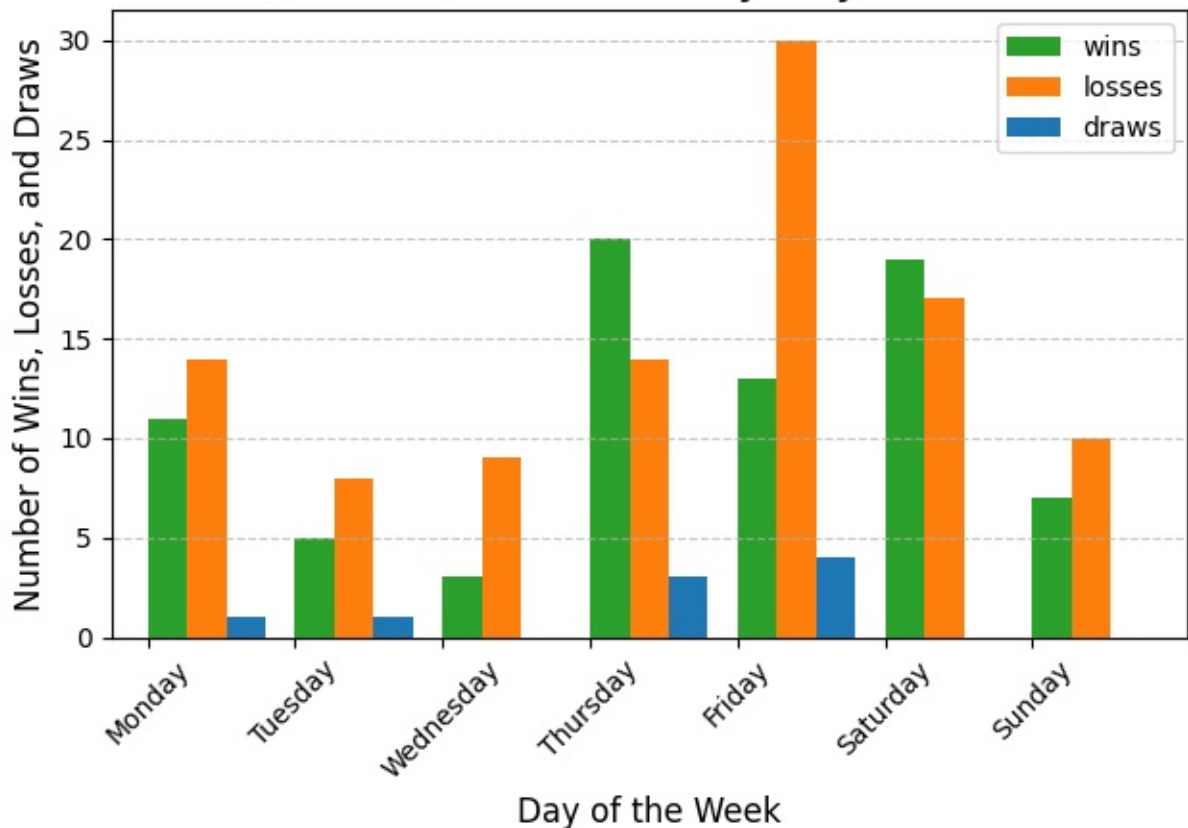


Total: 6 games

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

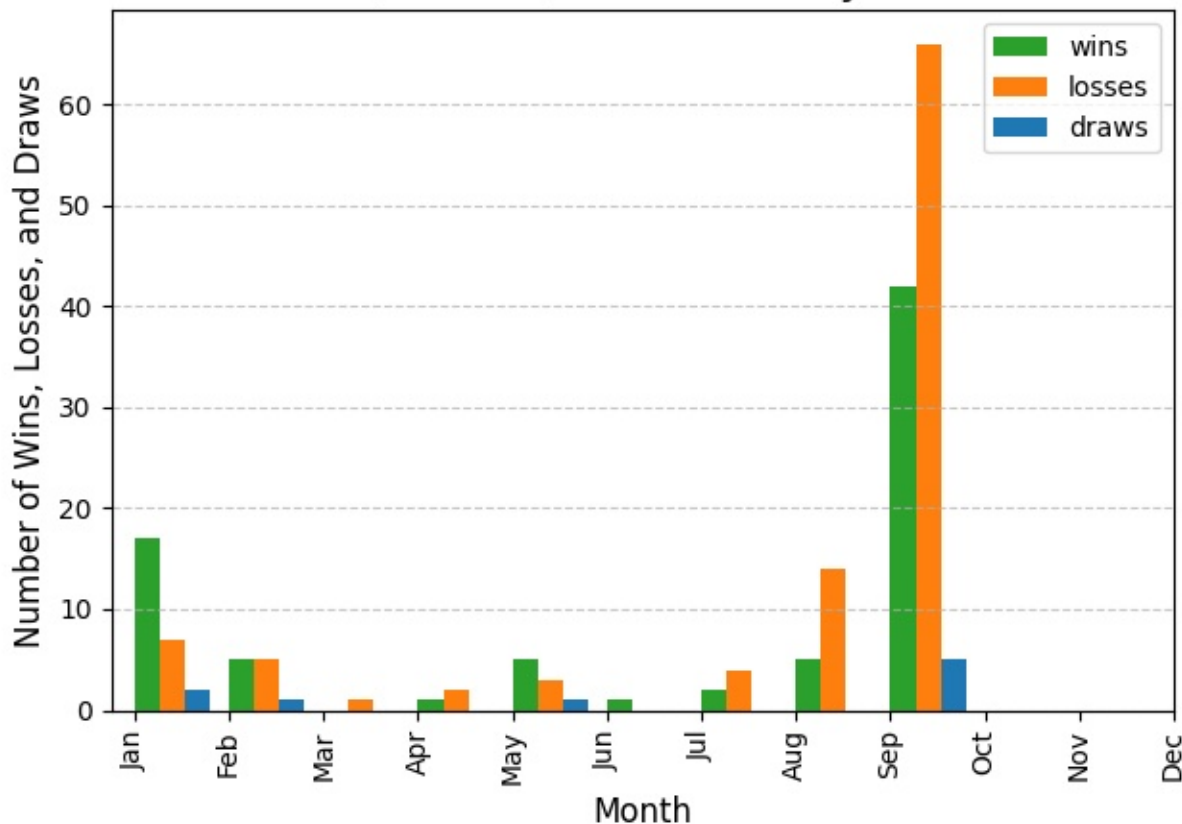


# Wins, Losses, and Draws by Day of the Week

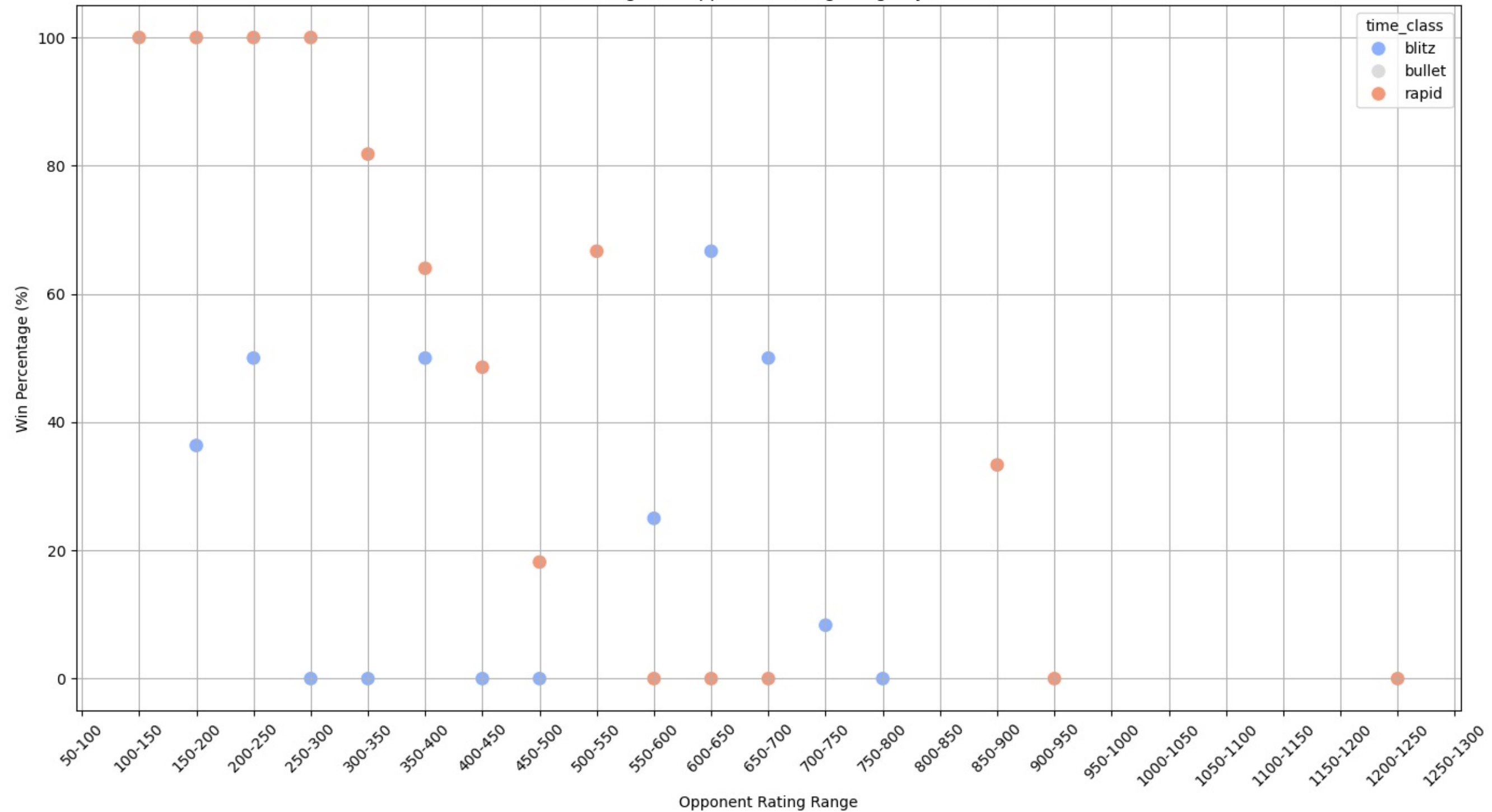




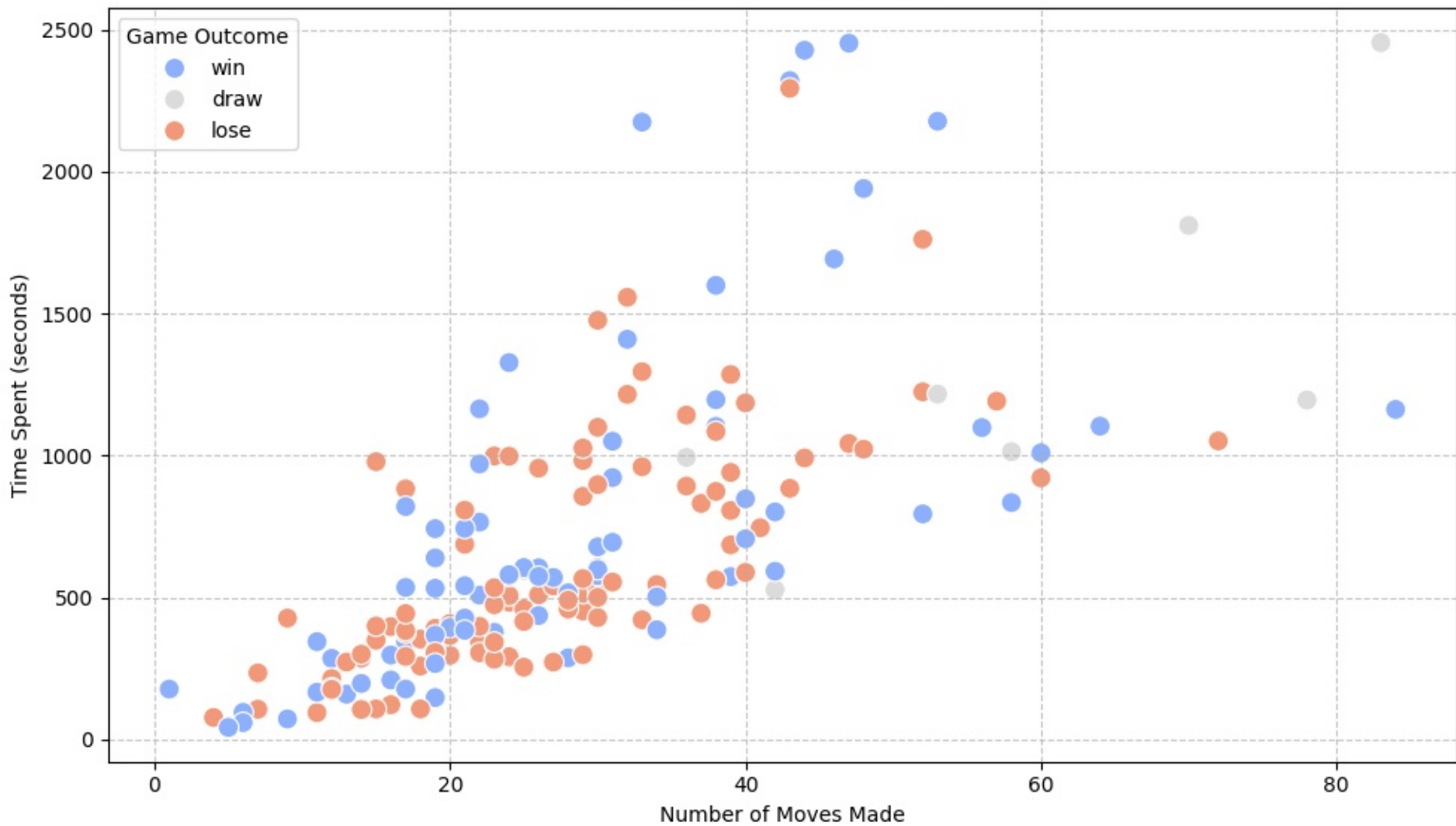
# Wins, Losses, and Draws by Month



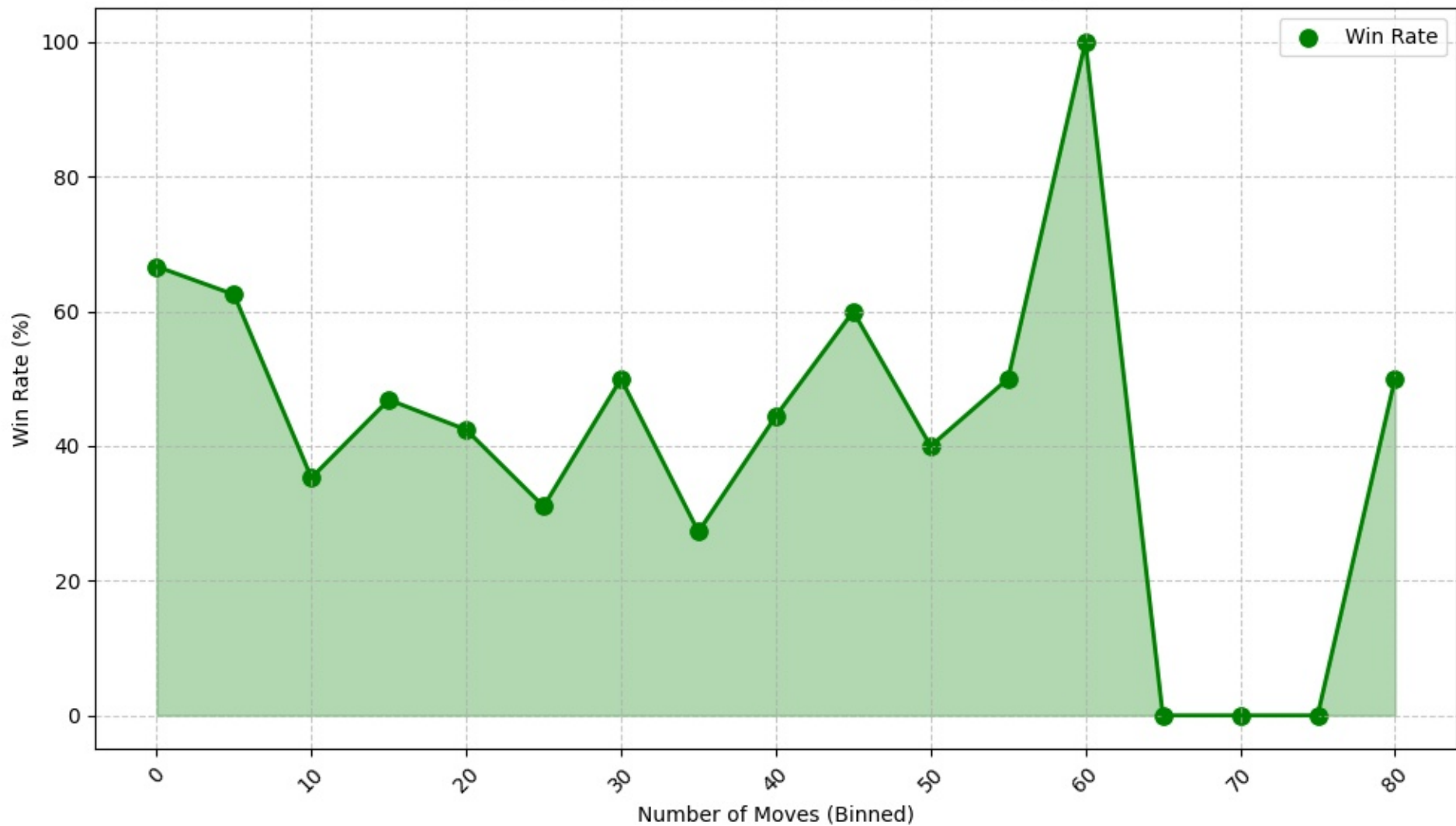
Win Percentage vs. Opponent Rating Range by Time Class



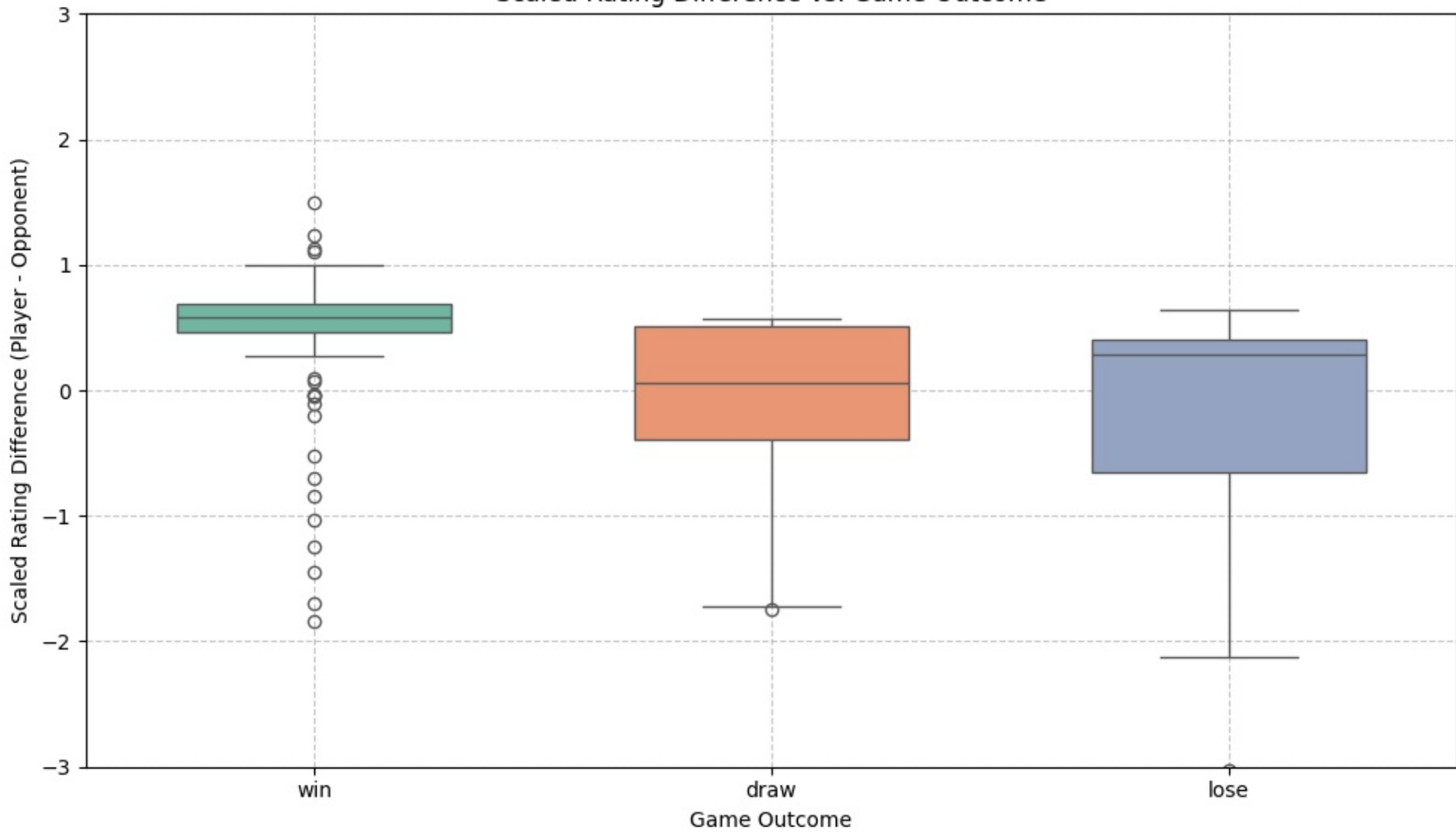
Moves vs. Game Outcome



Win Rate vs. Number of Moves Made (Binned)



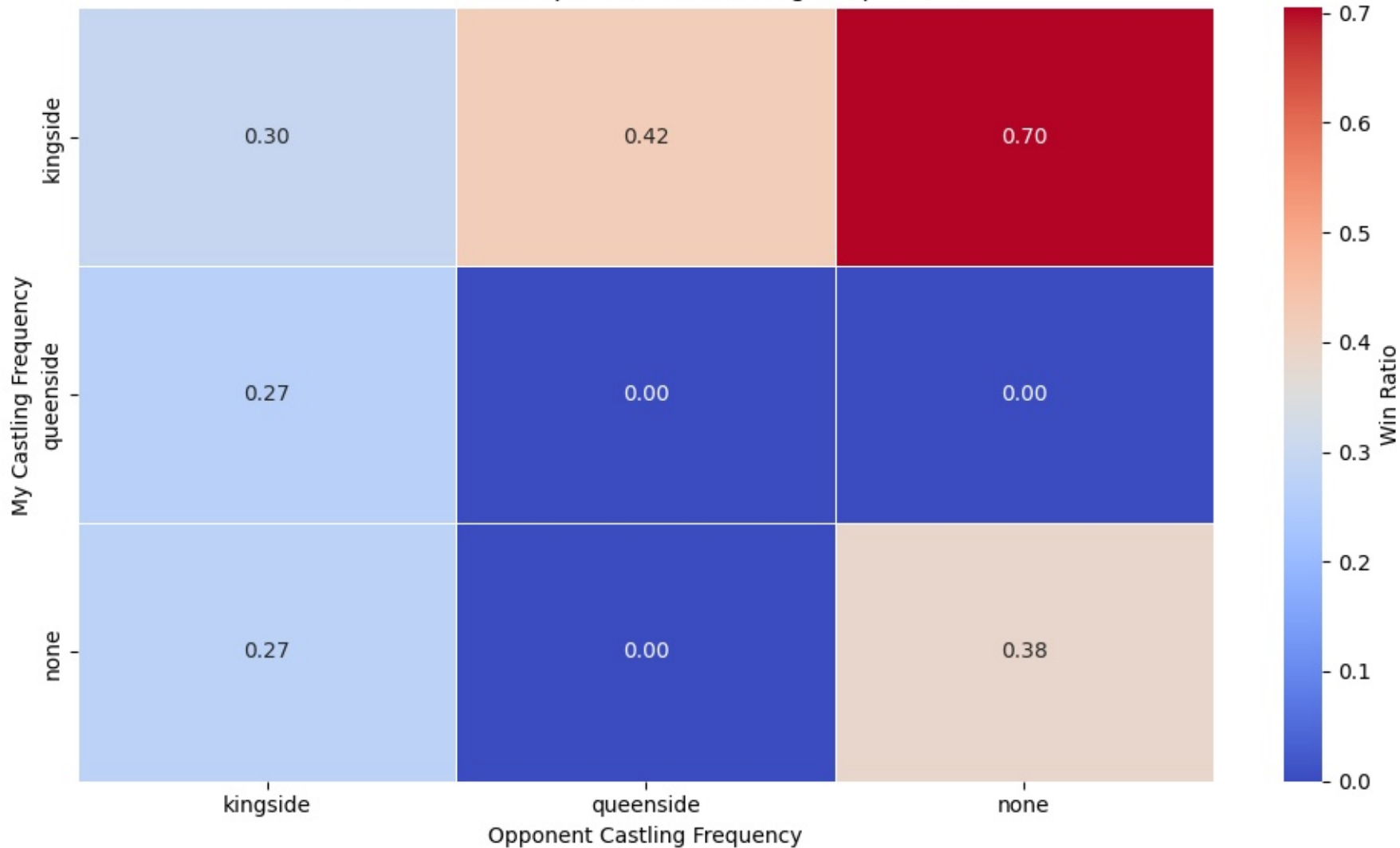
Scaled Rating Difference vs. Game Outcome



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



Win Ratio Heatmap Based on Castling Frequencies



Game Count Heatmap Based on Castling Frequencies

