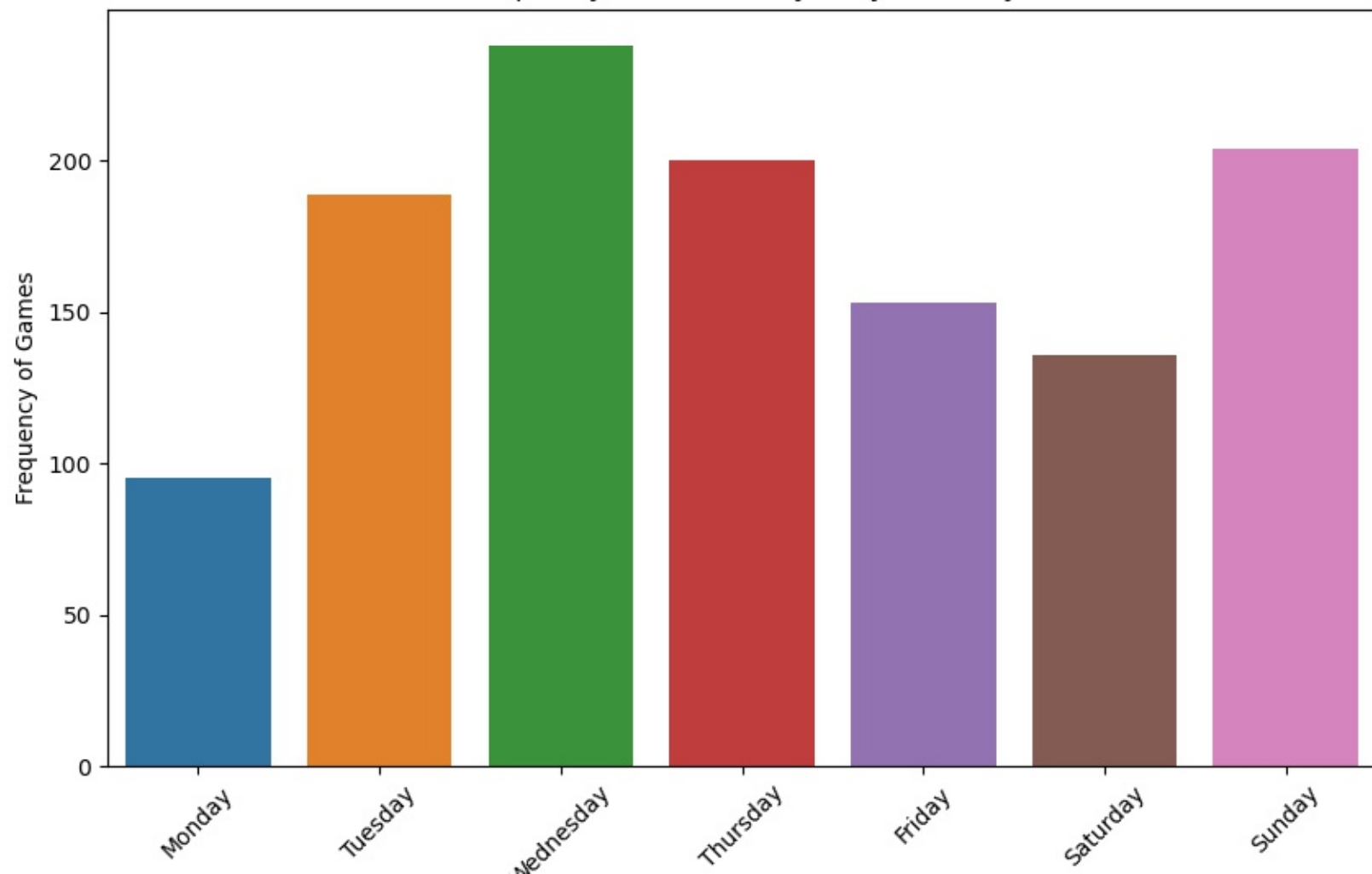
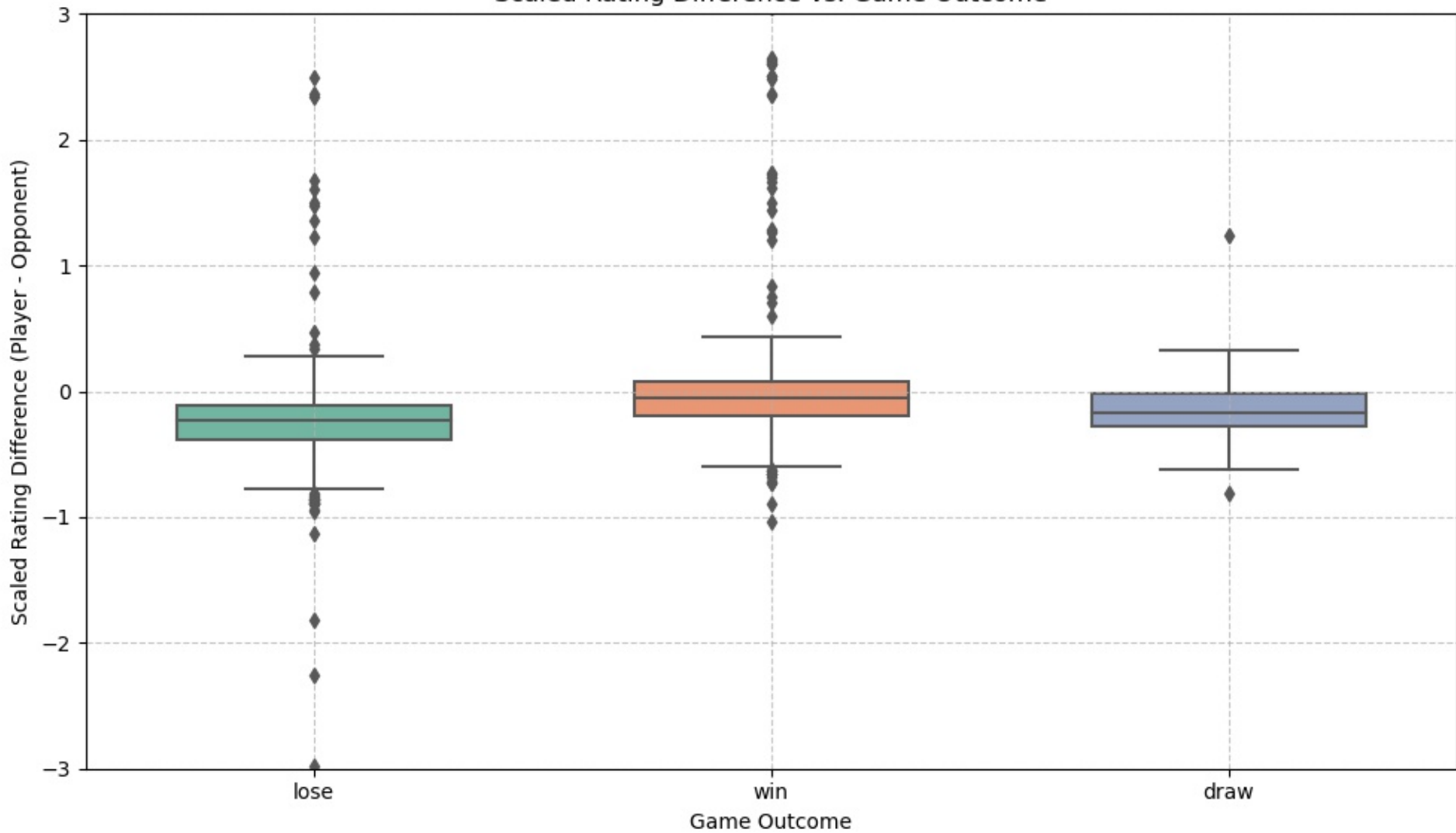


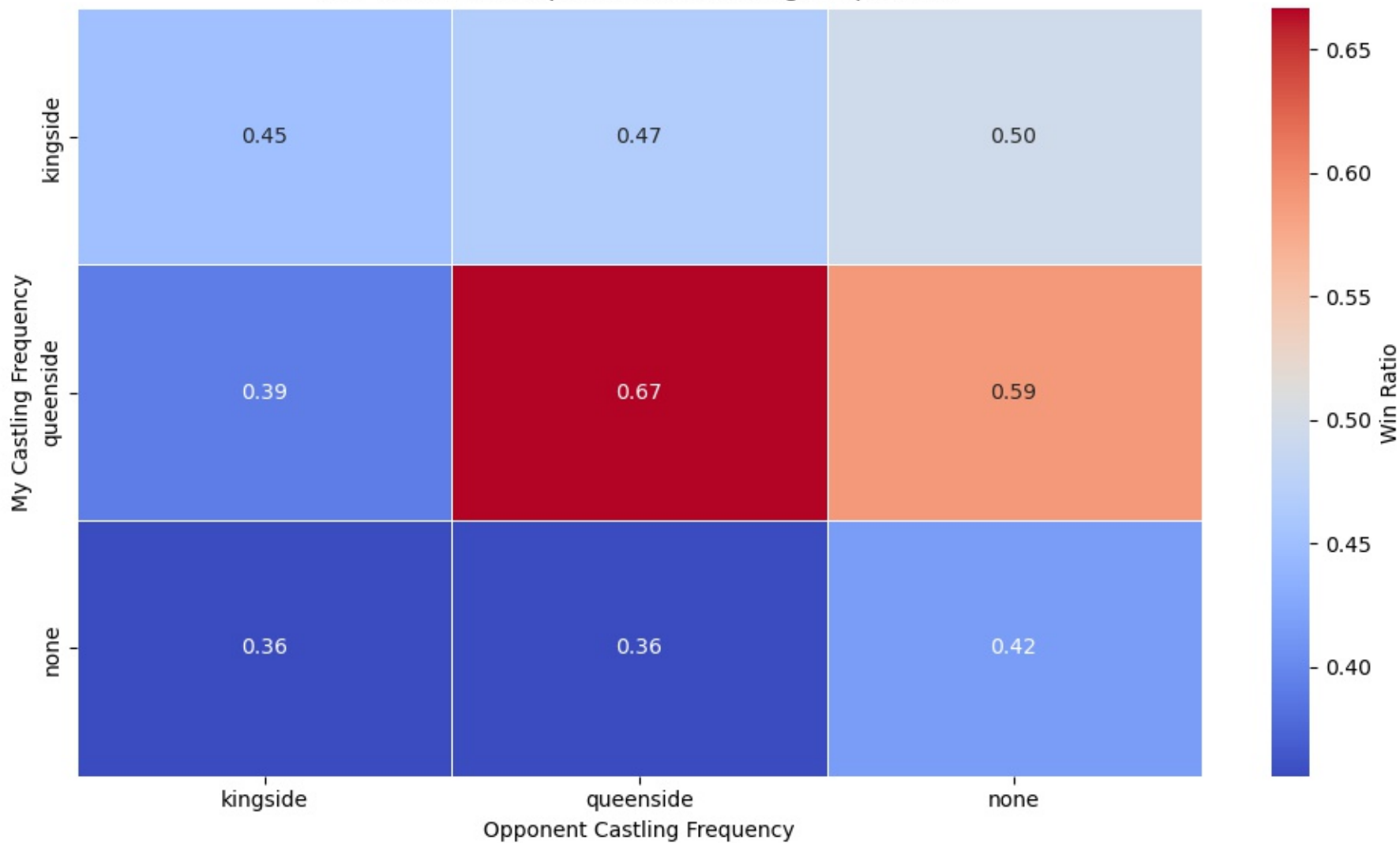
Frequency of Games Played by Weekday



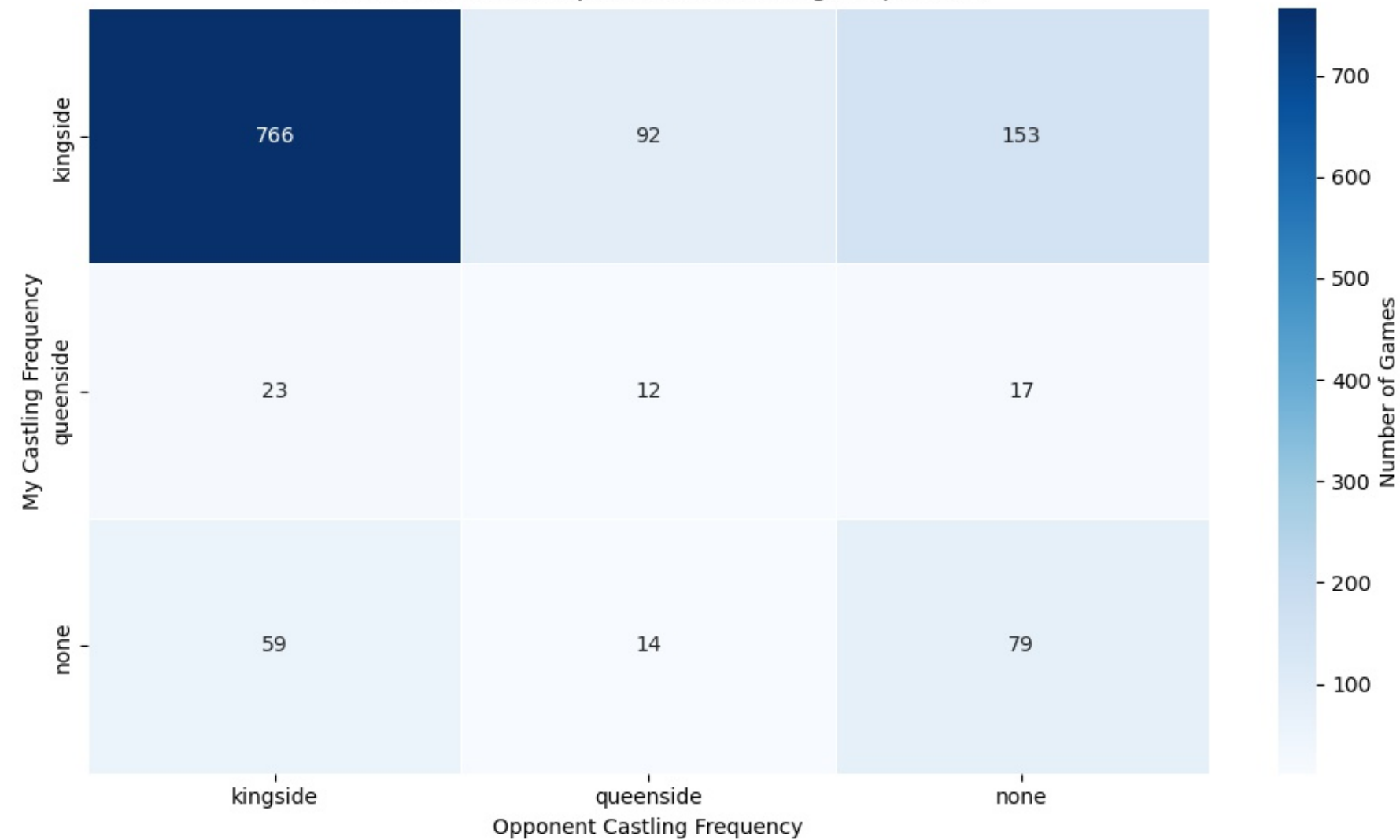
Scaled Rating Difference vs. Game Outcome



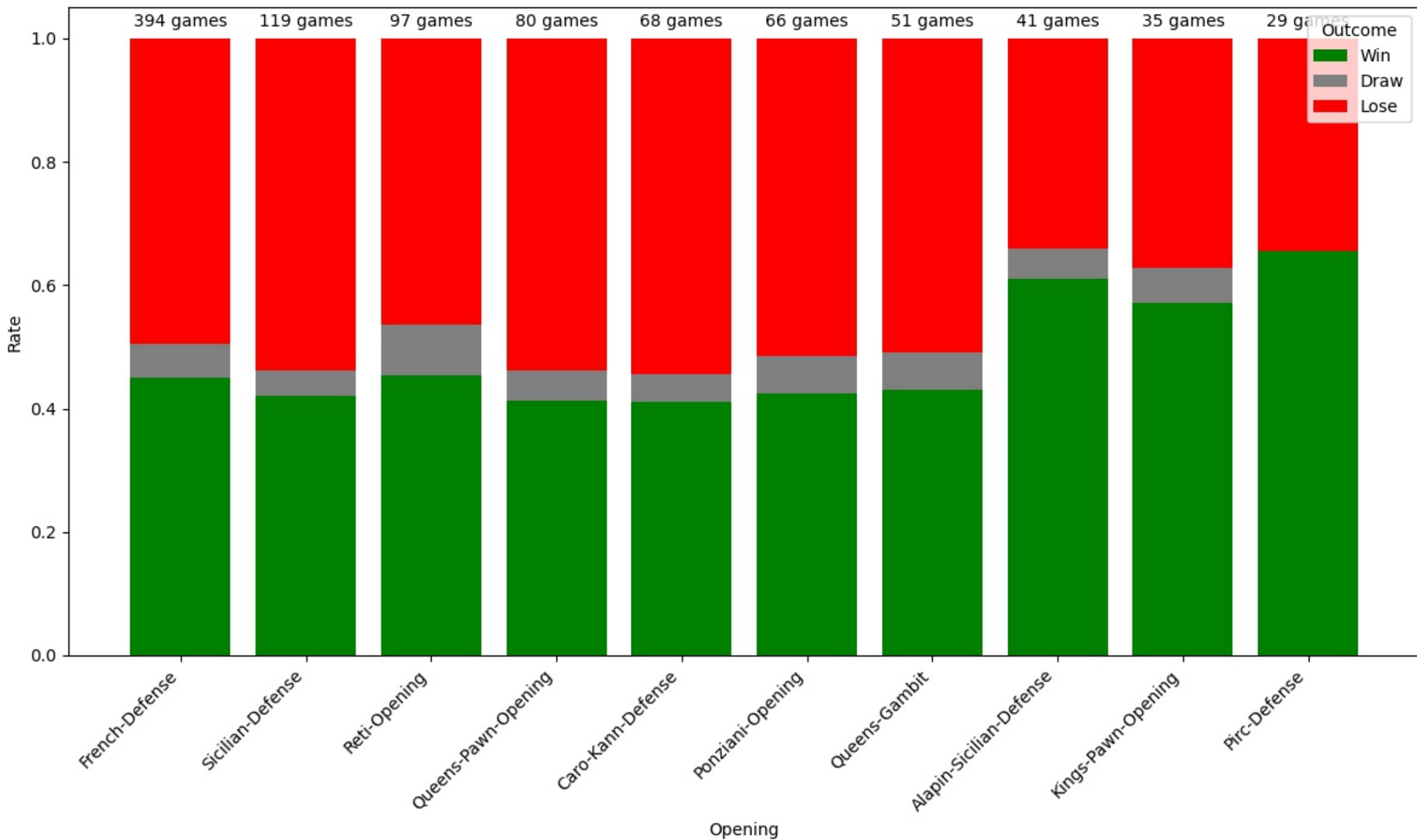
Win Ratio Heatmap Based on Castling Frequencies



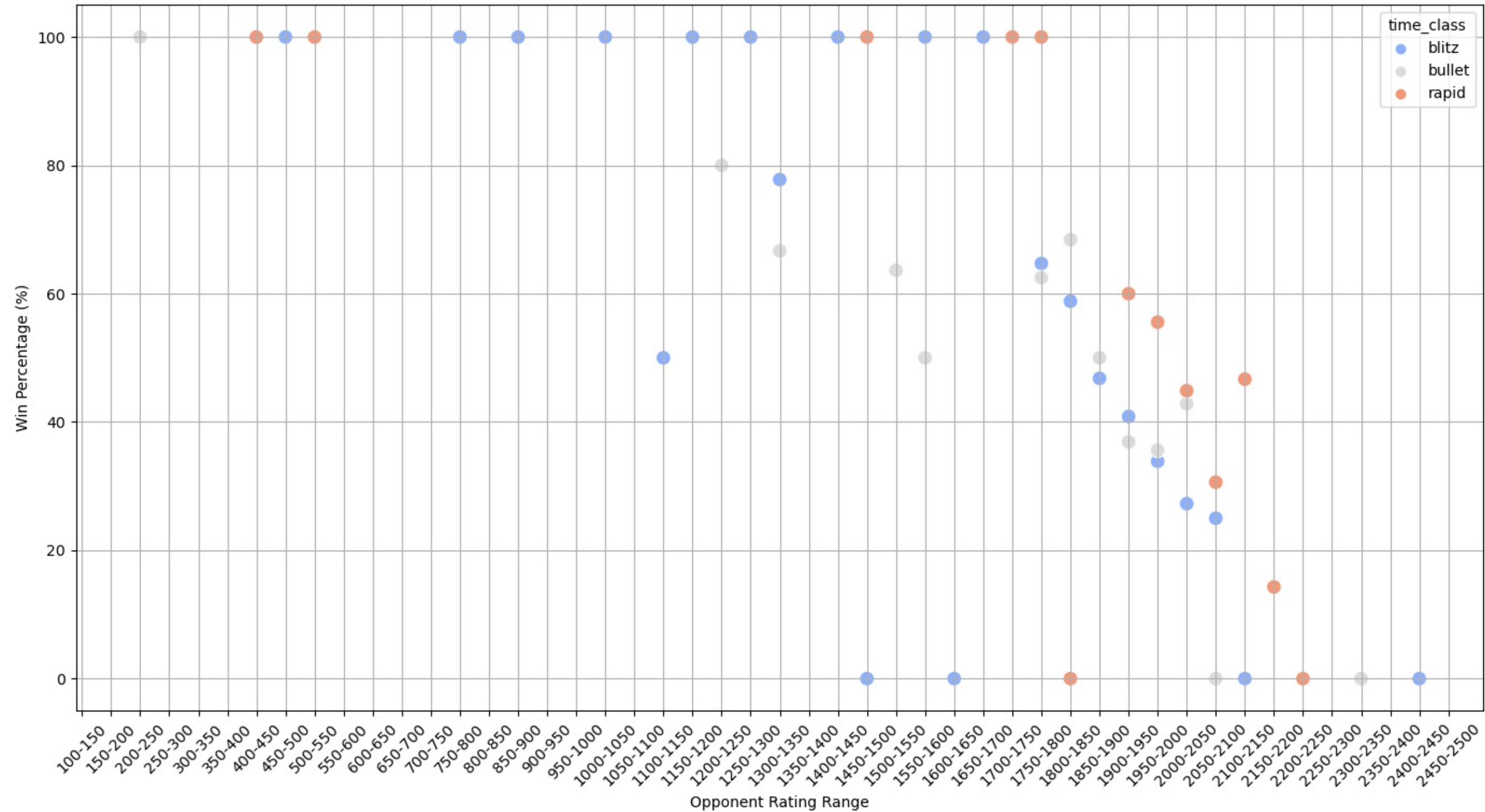
Game Count Heatmap Based on Castling Frequencies



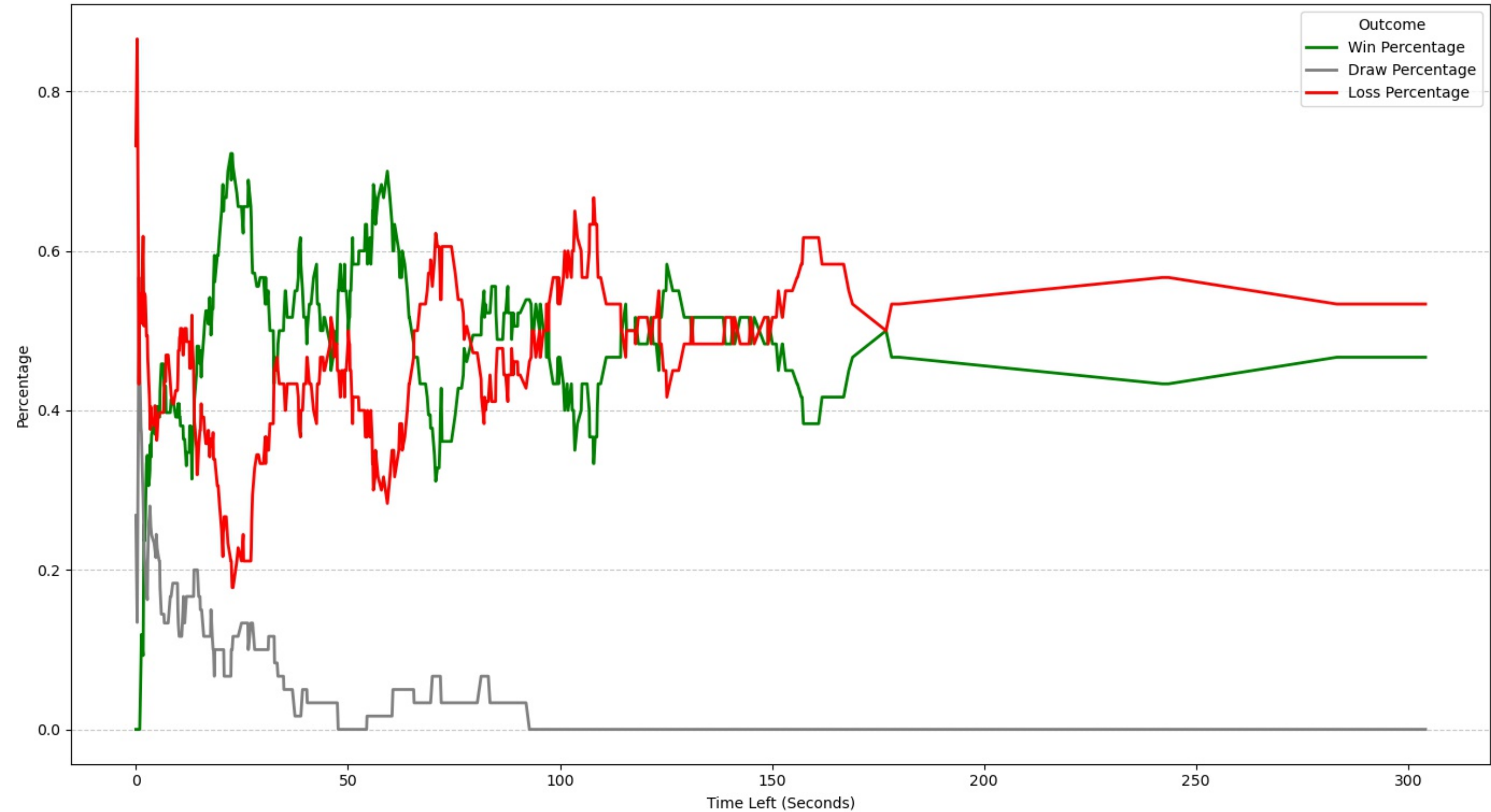
Win/Draw/Loss Rates for Top 10 Most Common Openings (with Game Counts)



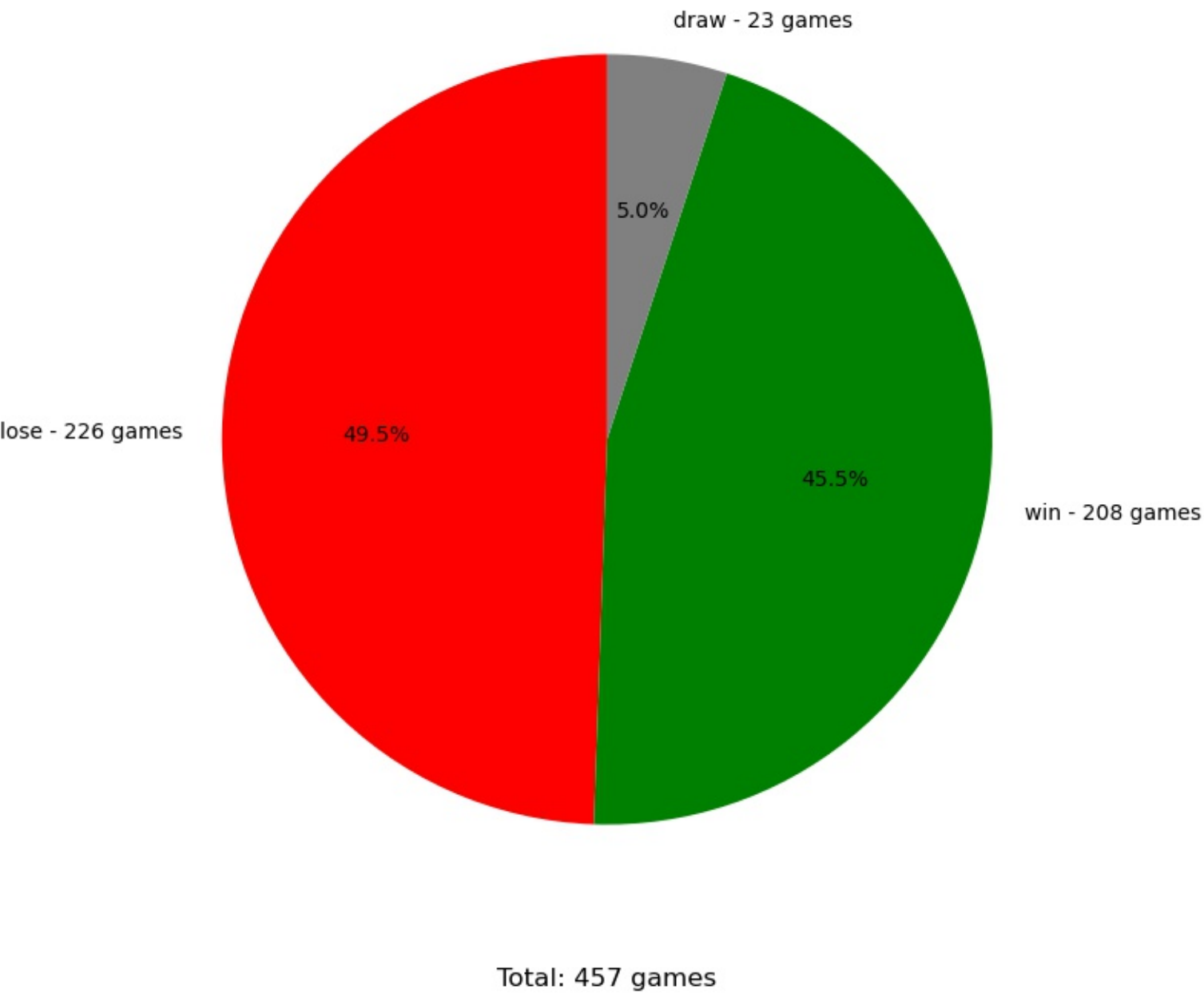
Win Percentage vs. Opponent Rating Range by Time Class



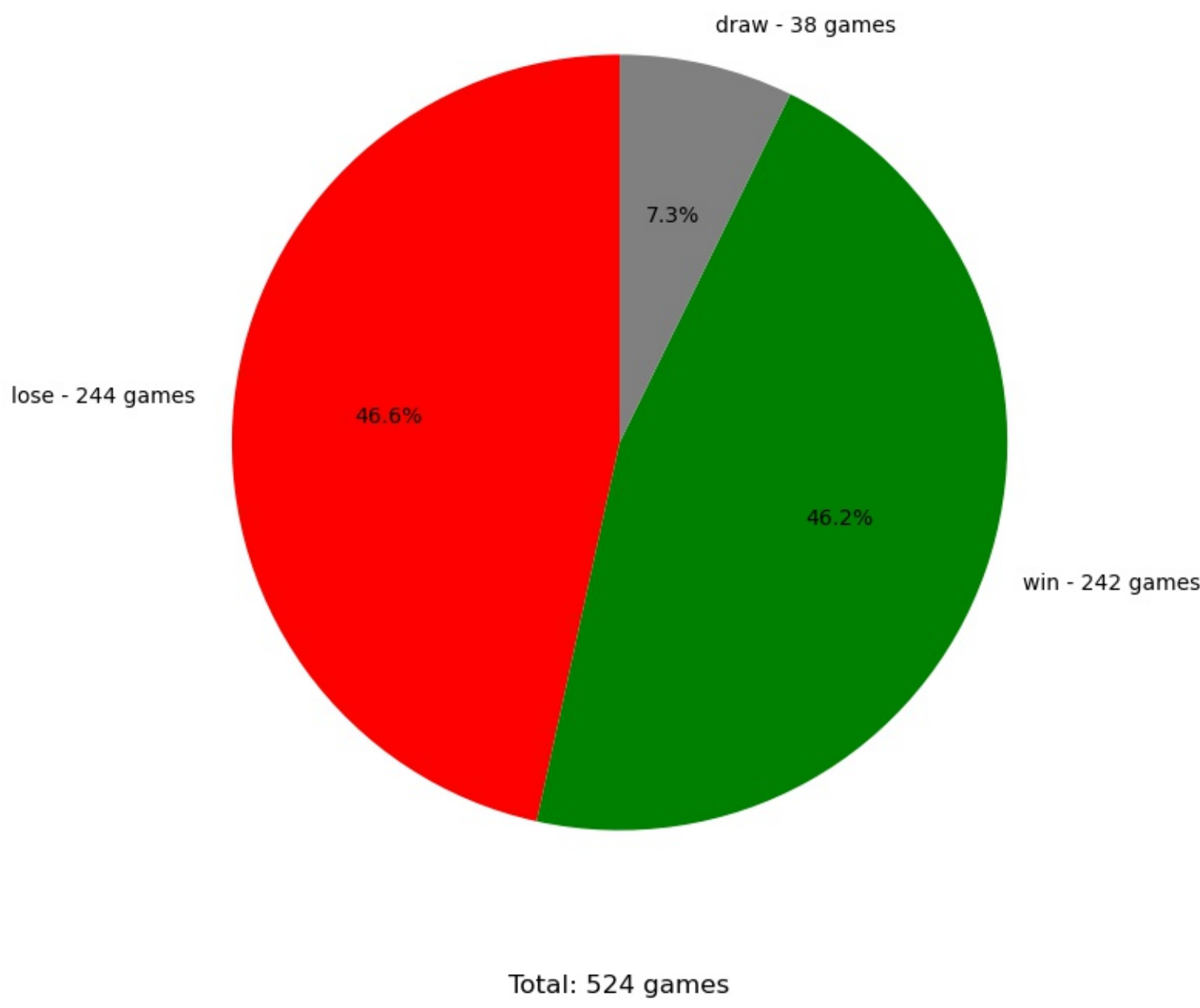
Win/Draw/Loss Percentages by Time Left (Blitz Games)



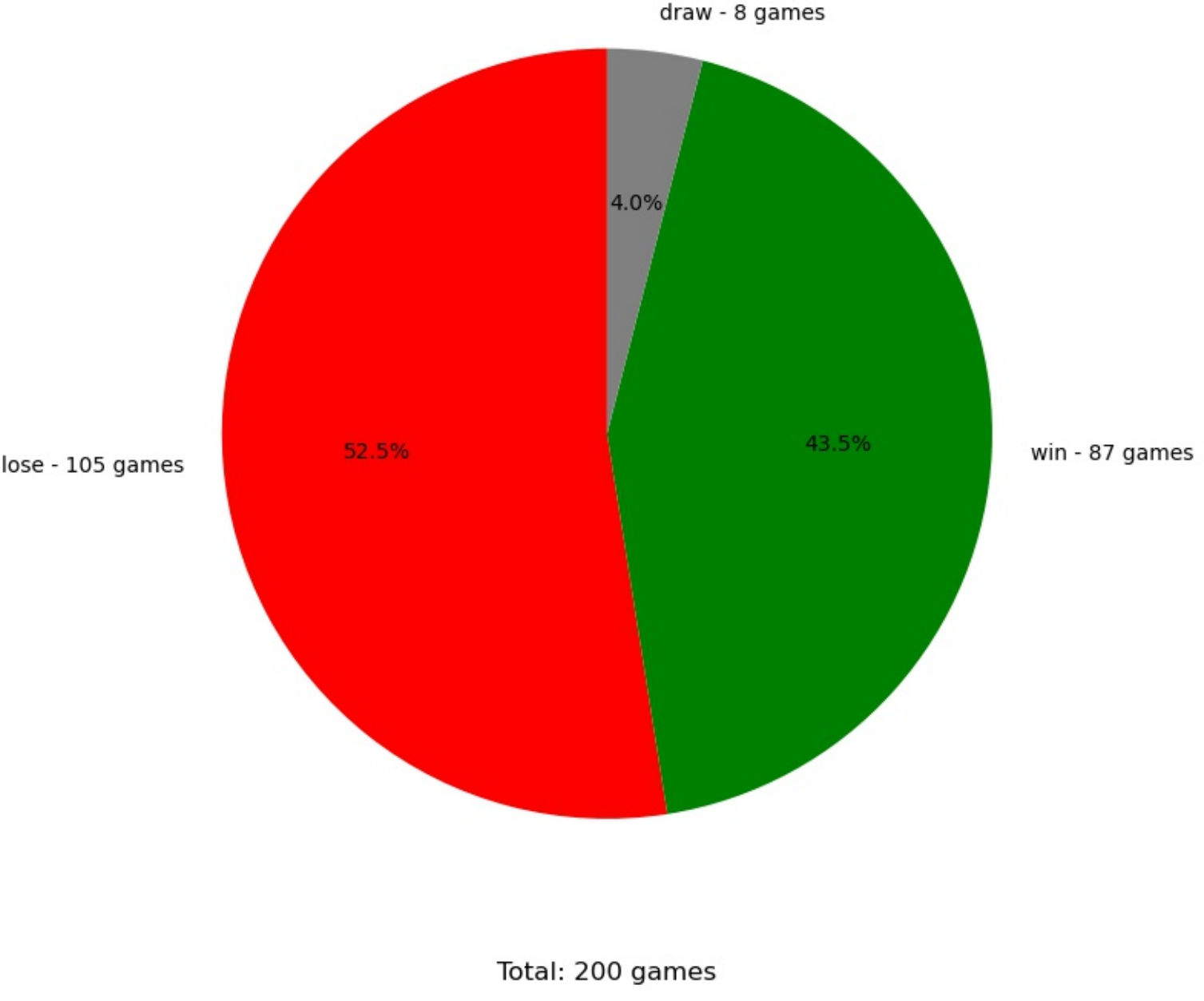
1 + 0 Win/Loss/Draw Distribution



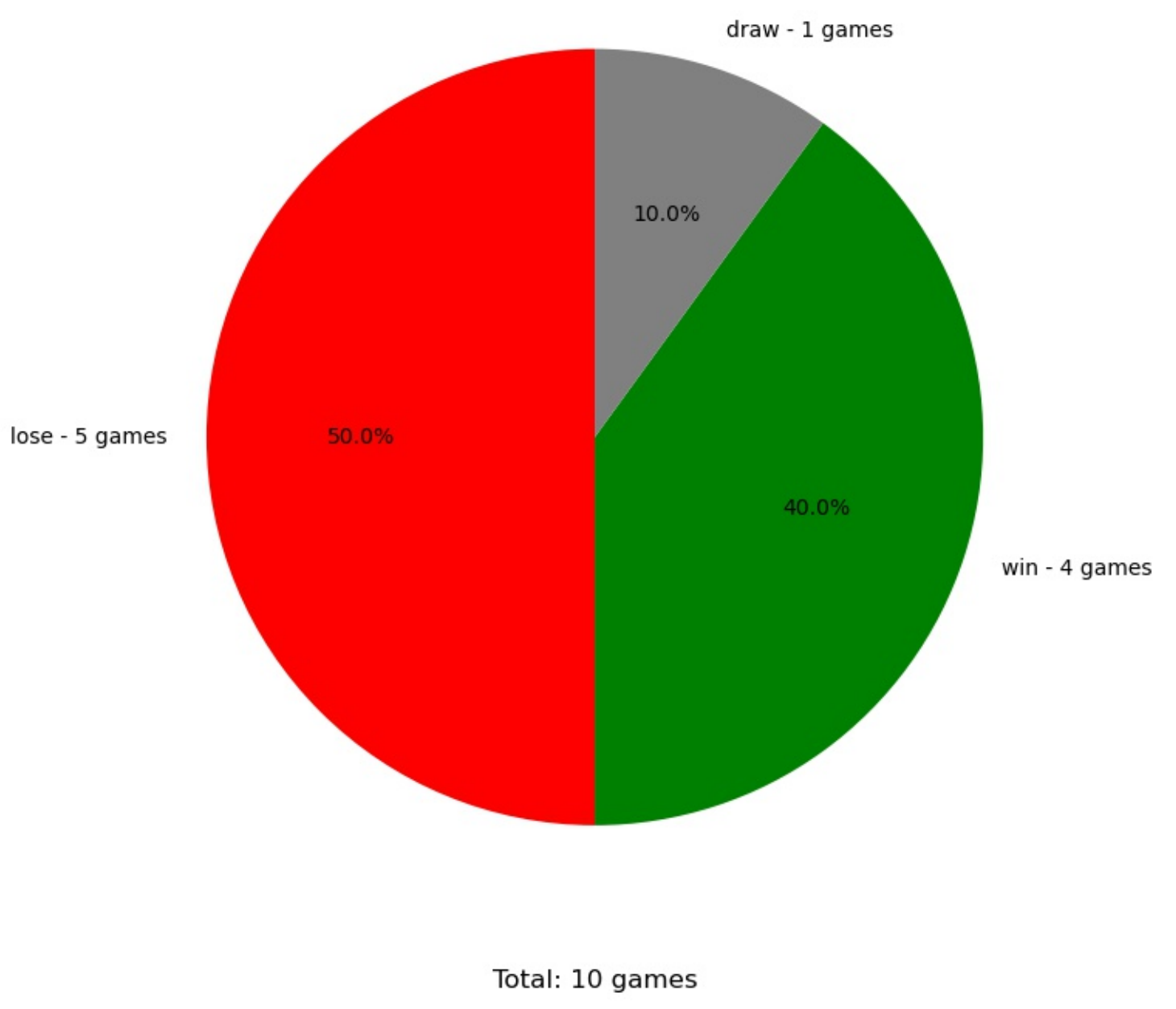
3 + 0 Win/Loss/Draw Distribution



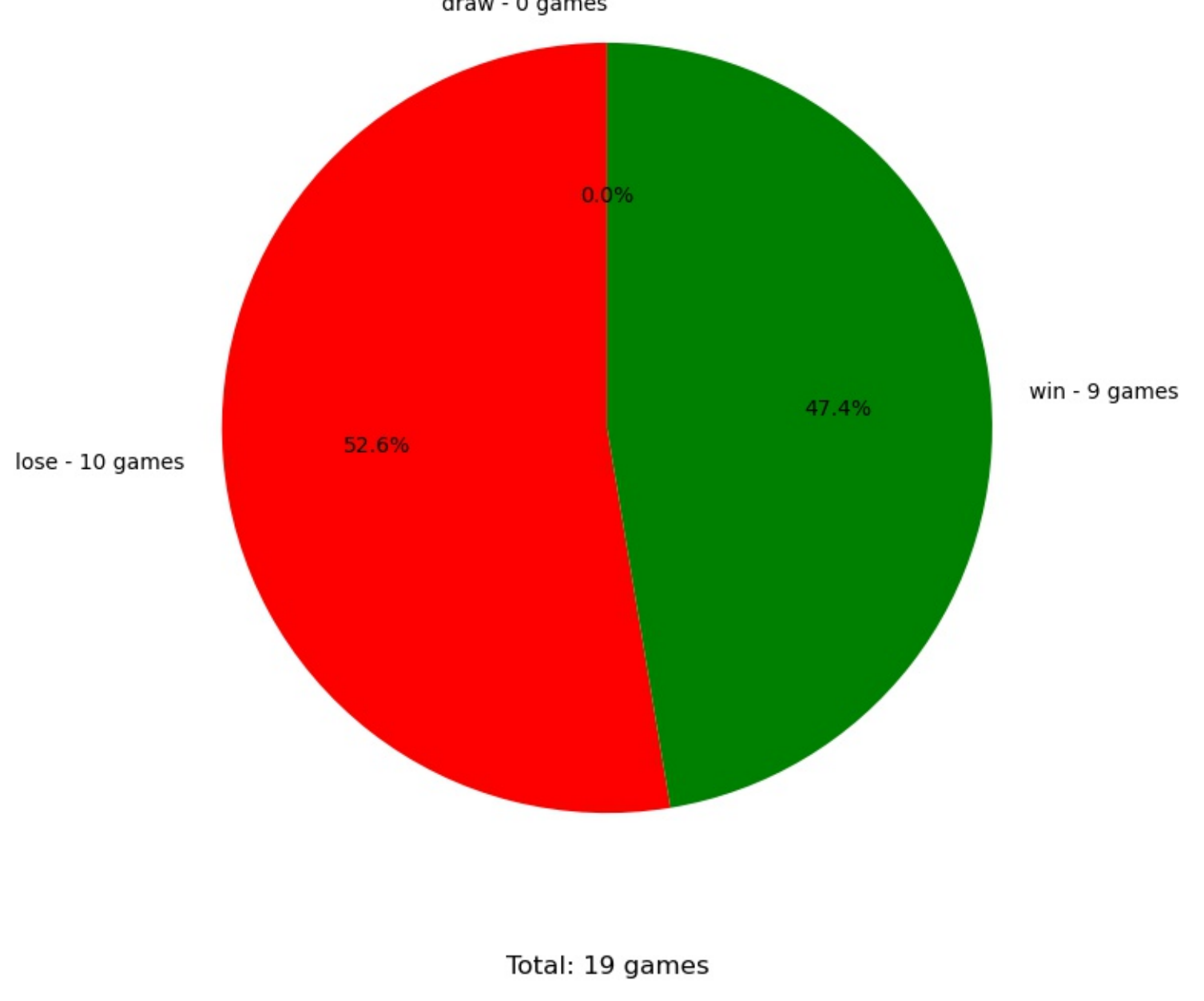
10 + 0 Win/Loss/Draw Distribution



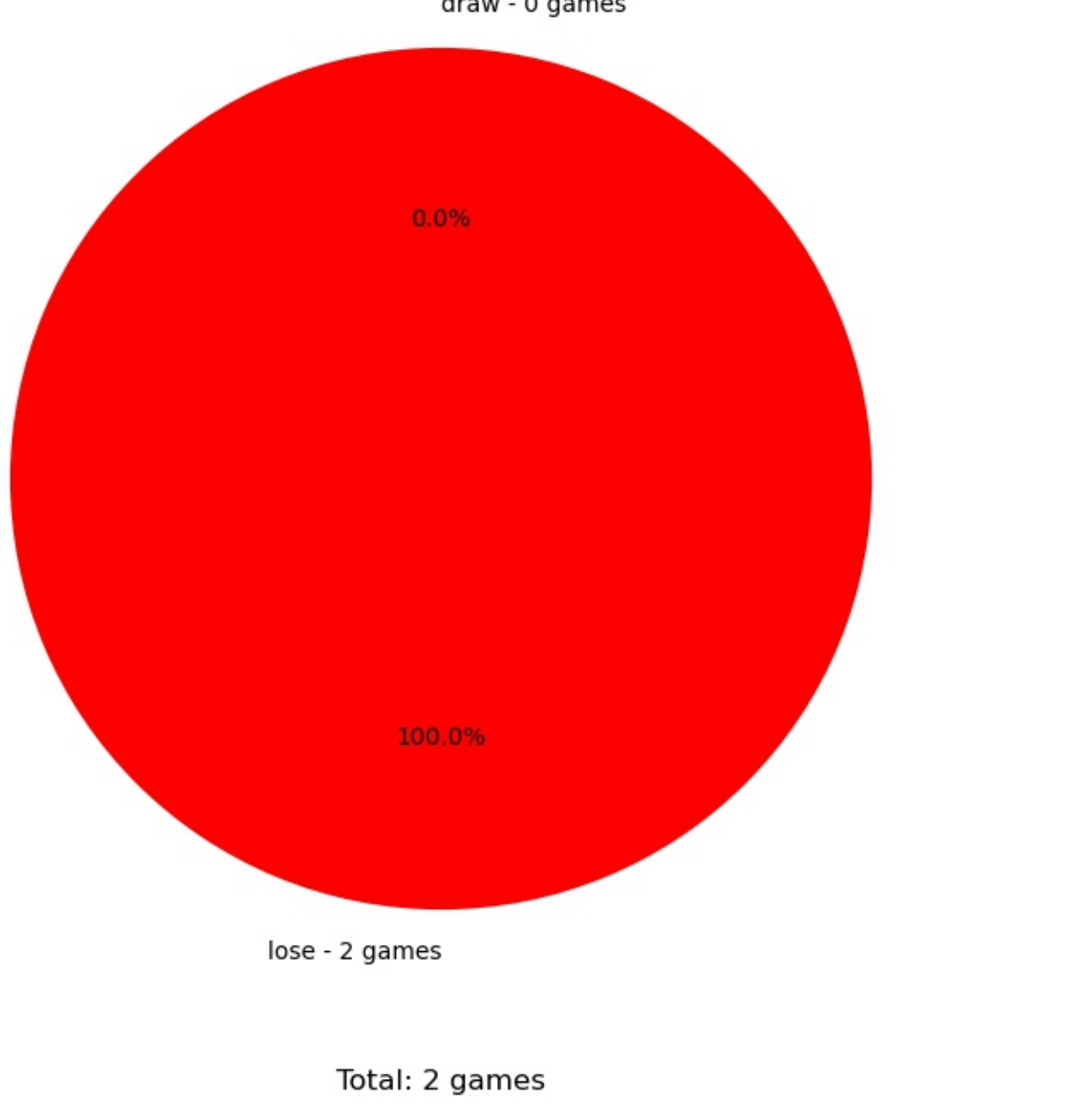
5 + 0 Win/Loss/Draw Distribution



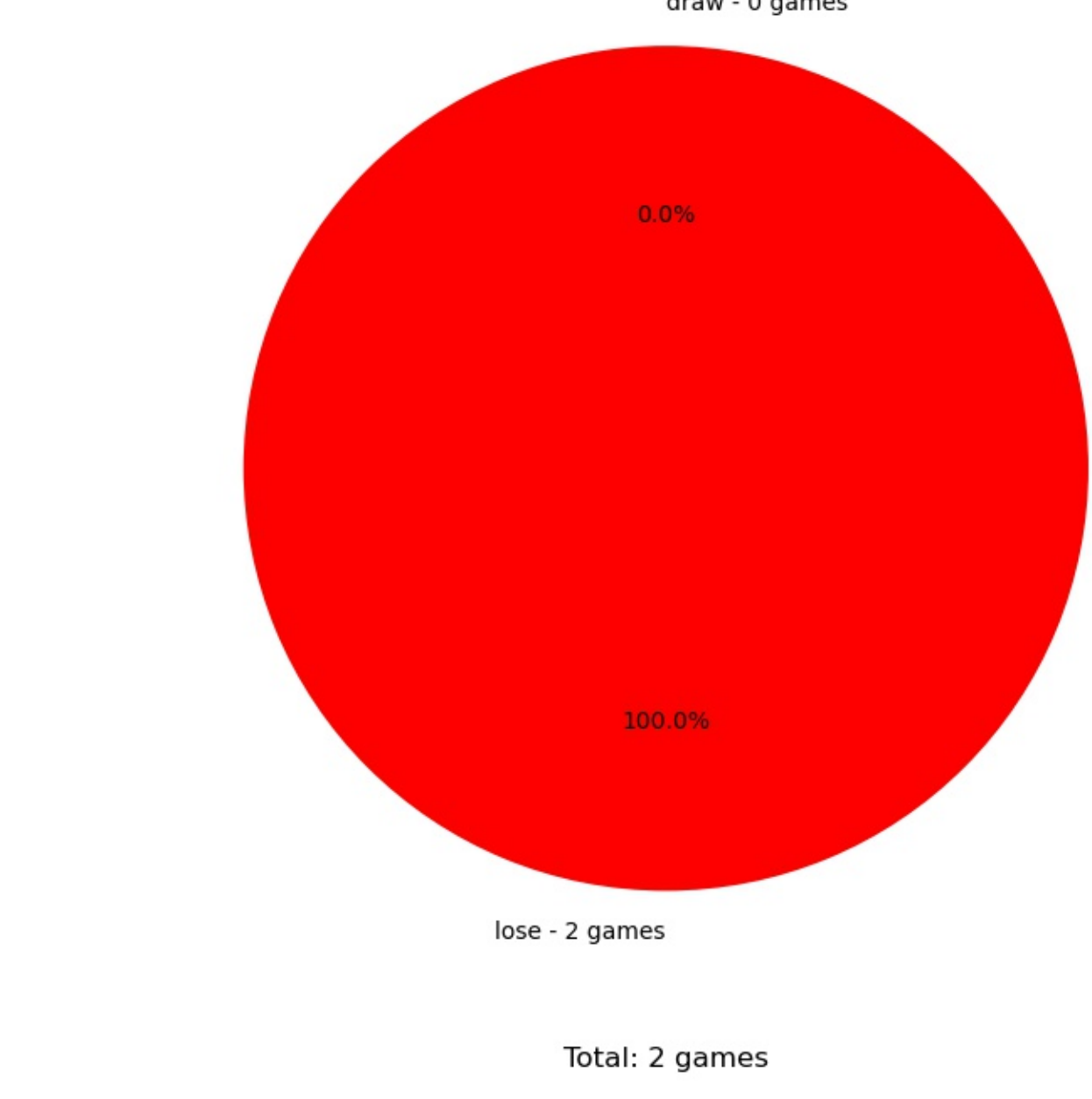
5 + 2 Win/Loss/Draw Distribution



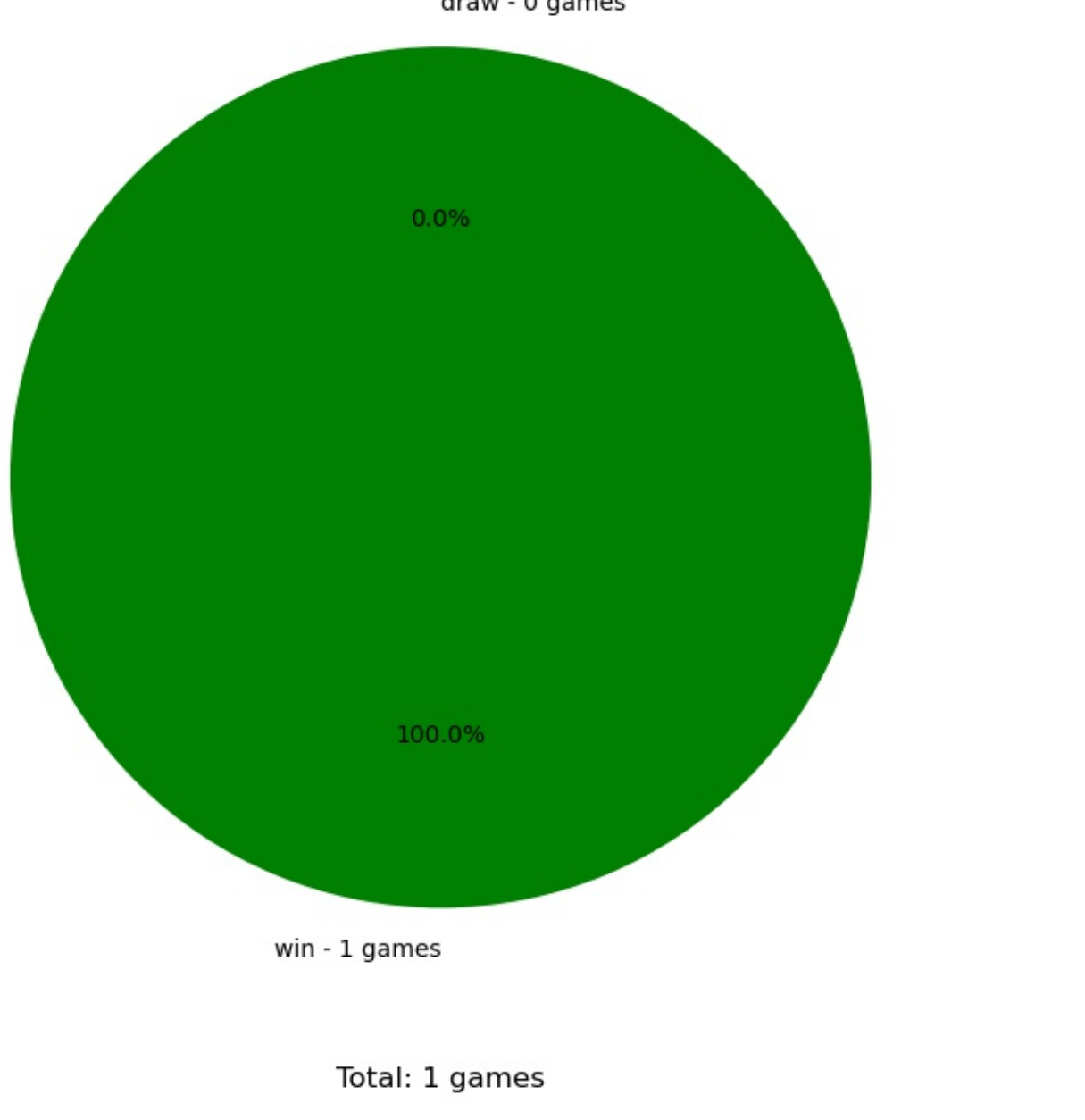
2 + 1 Win/Loss/Draw Distribution



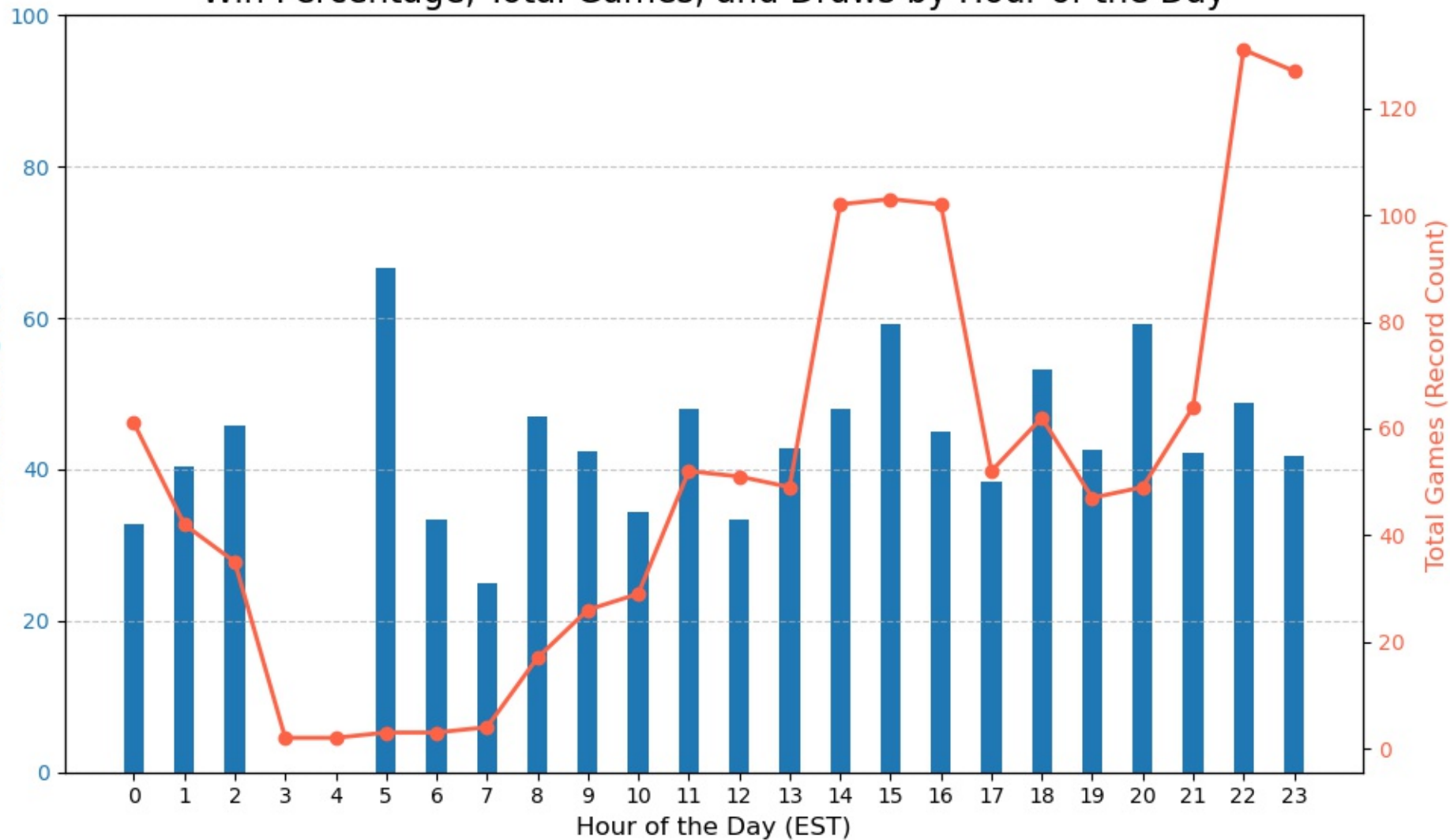
15 + 10 Win/Loss/Draw Distribution



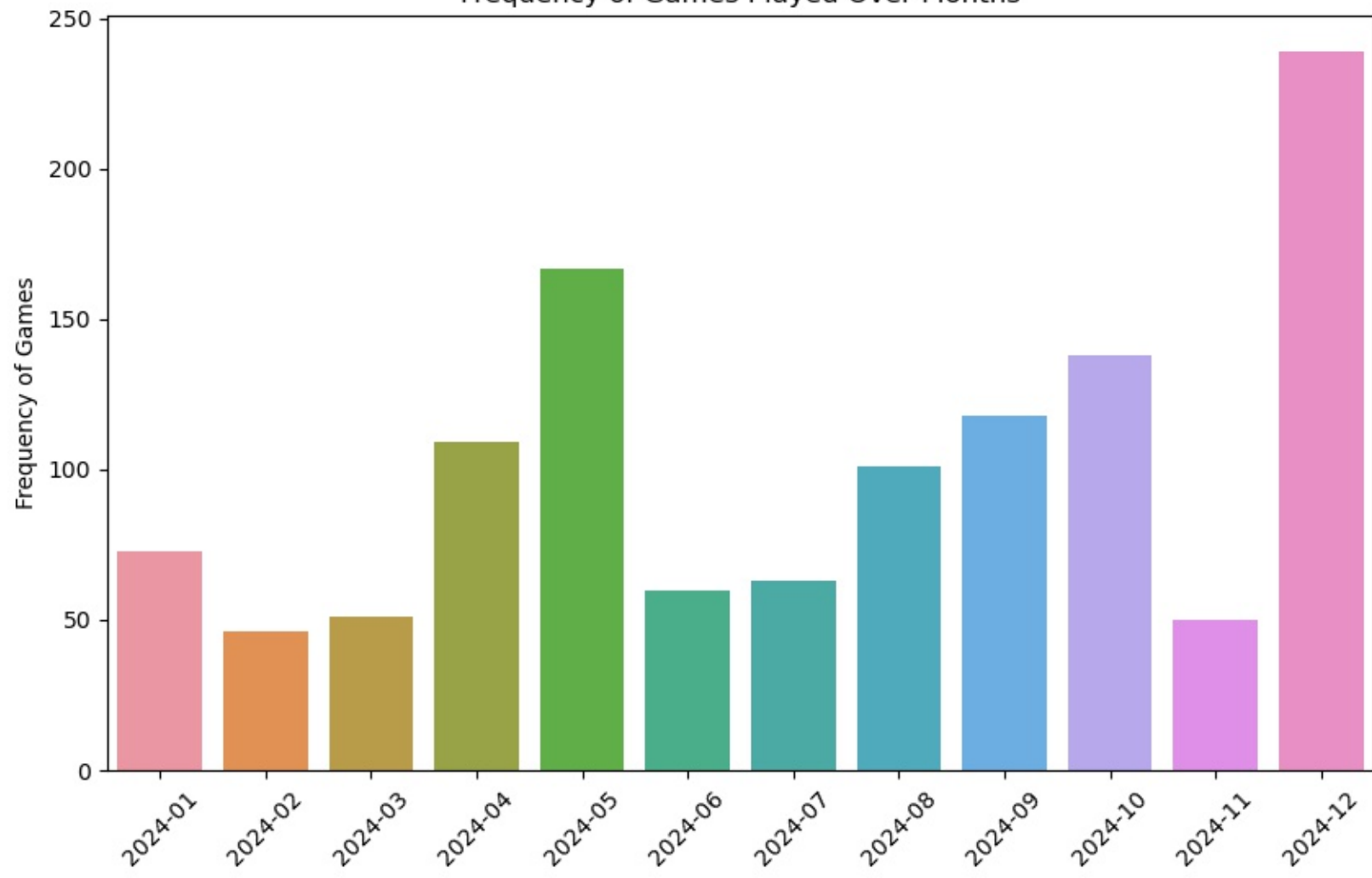
3 + 2 Win/Loss/Draw Distribution



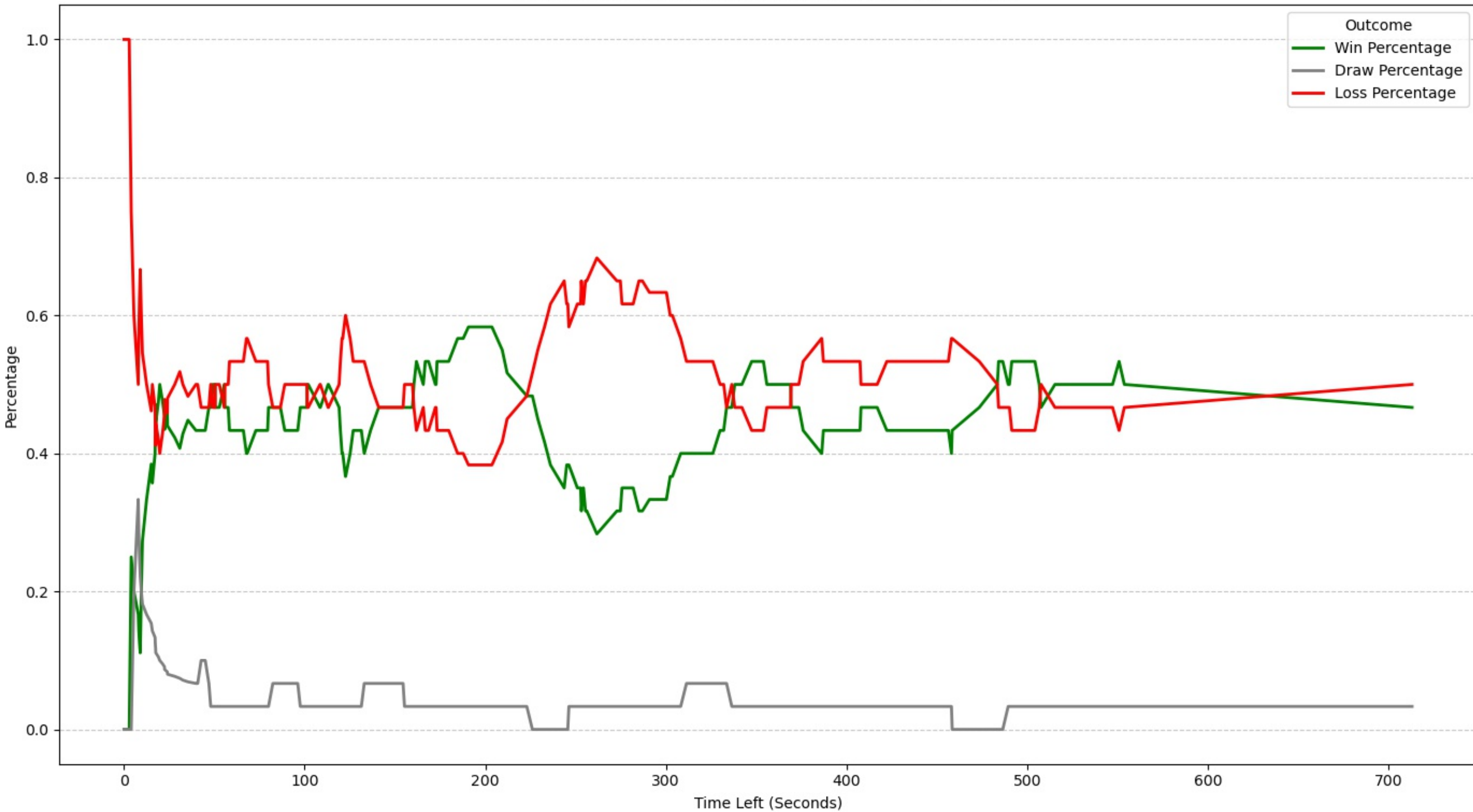
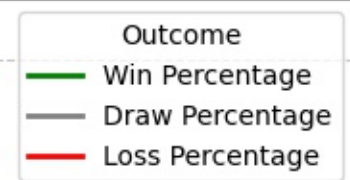
Win Percentage, Total Games, and Draws by Hour of the Day



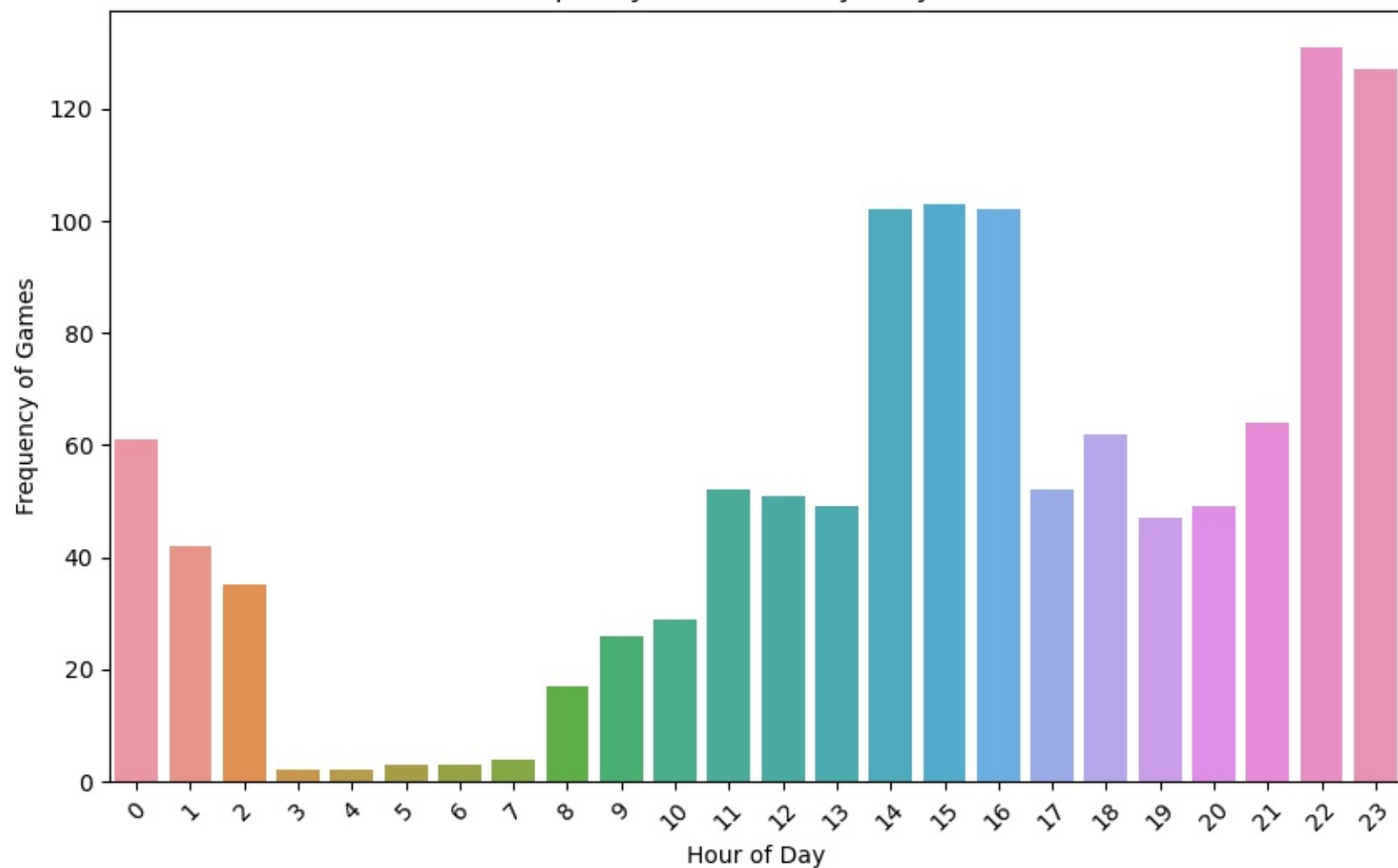
Frequency of Games Played Over Months



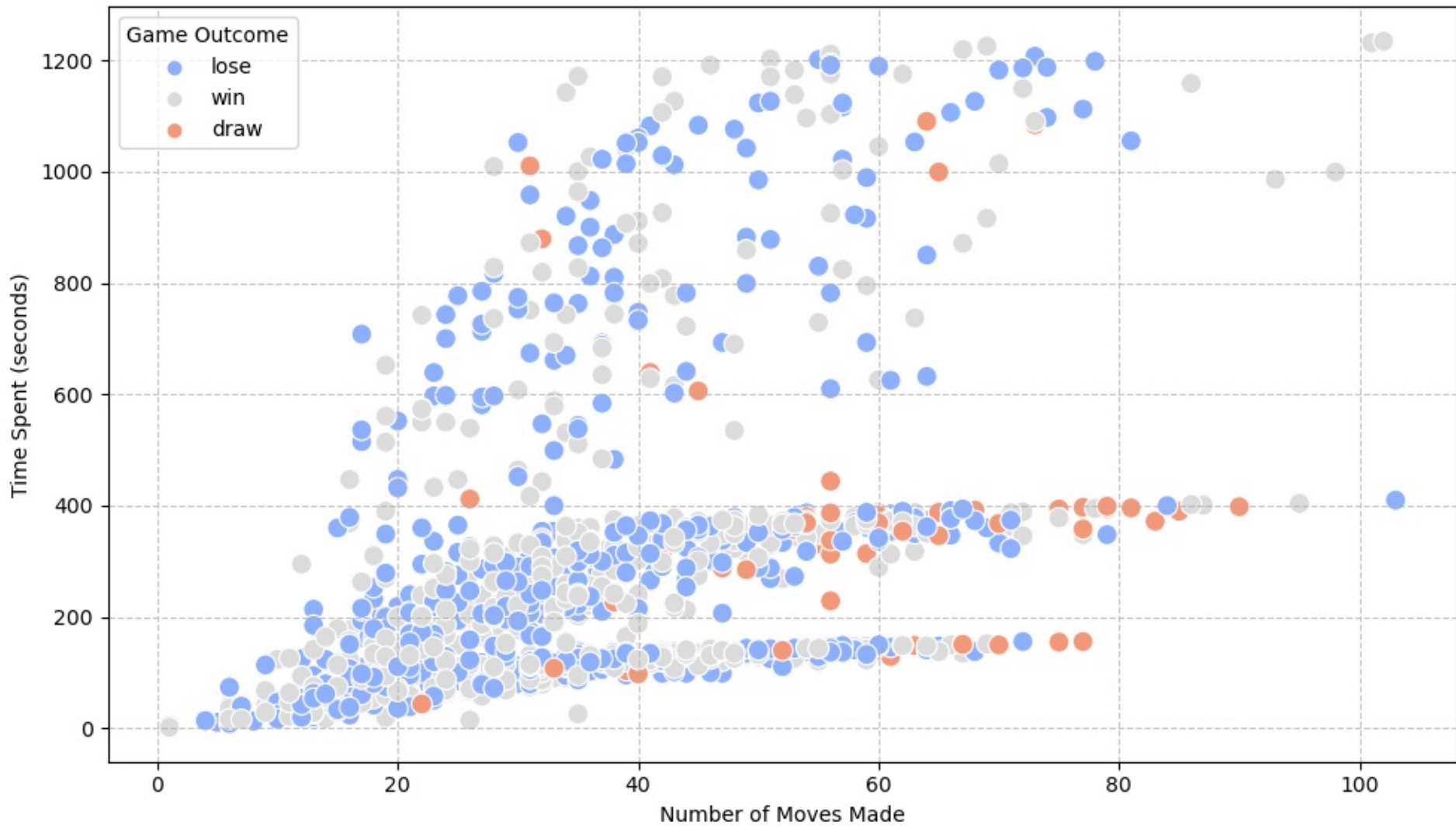
Win/Draw/Loss Percentages by Time Left (Rapid Games)



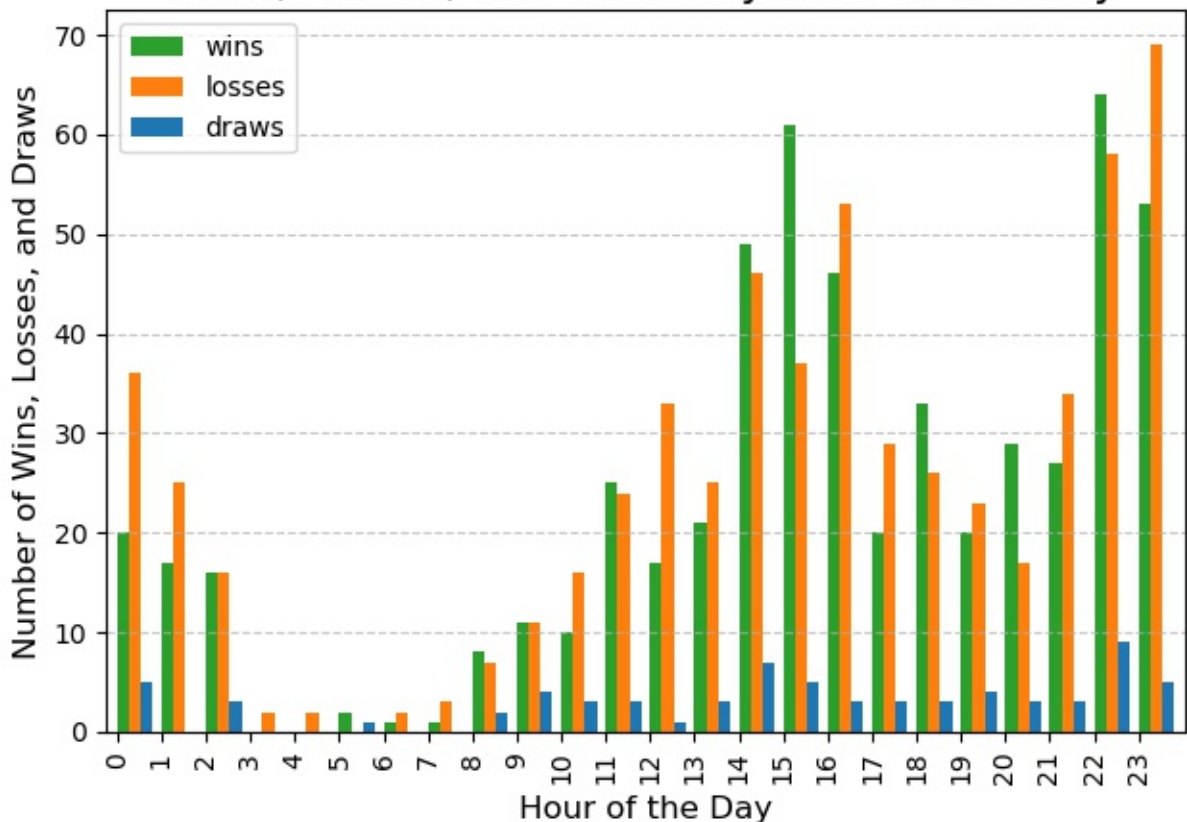
Frequency of Games Played by Hour



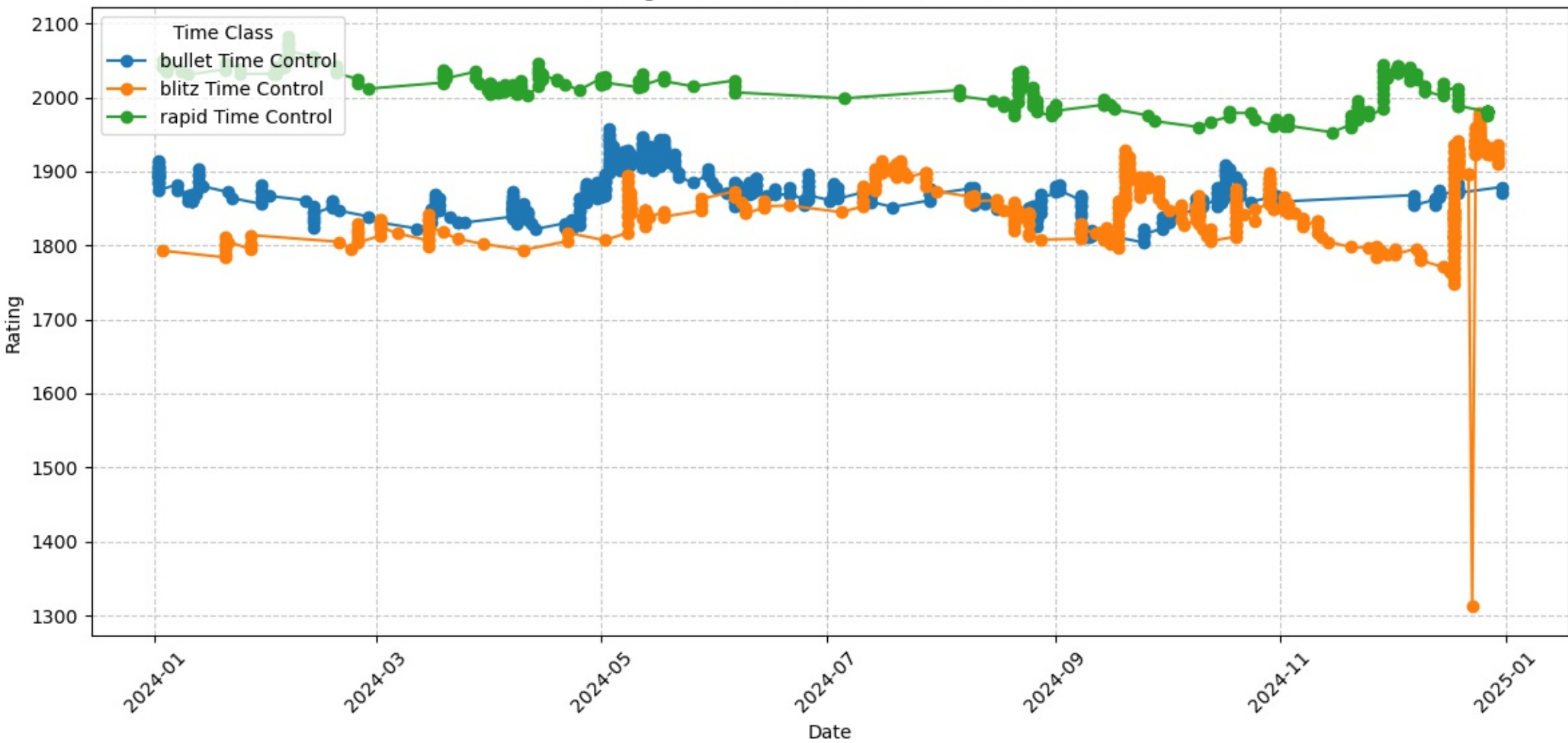
Moves vs. Game Outcome



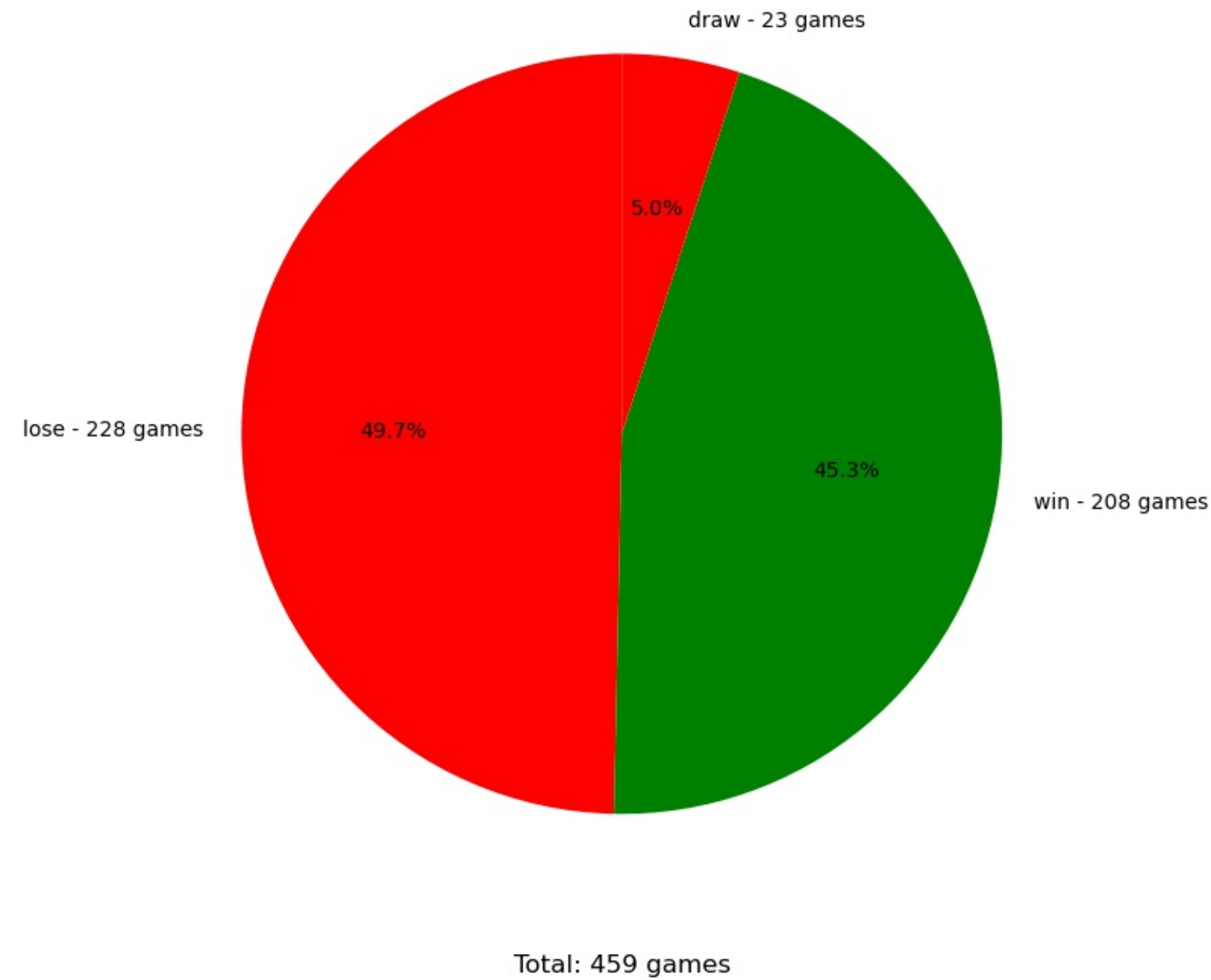
Wins, Losses, and Draws by Hour of the Day



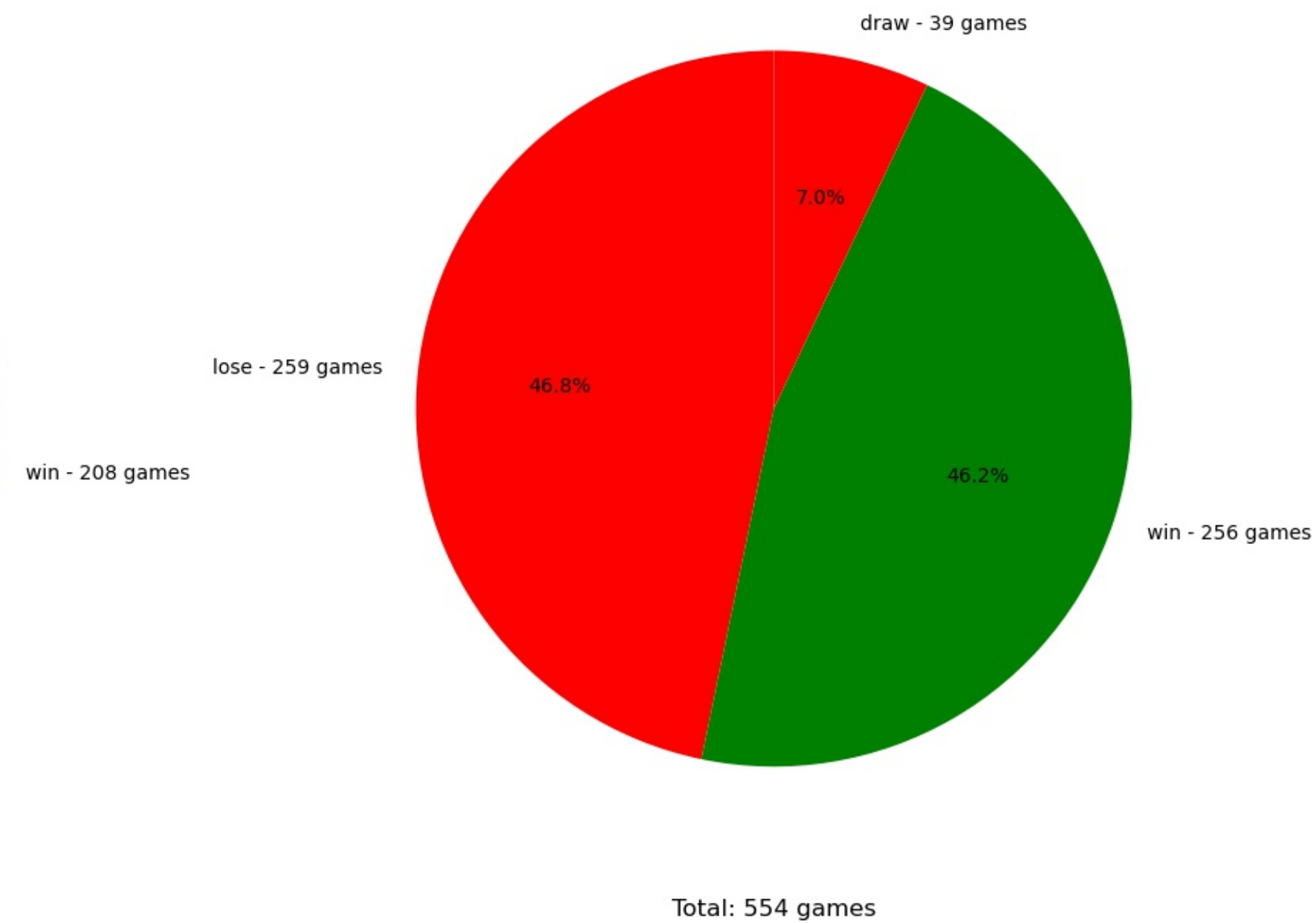
Rating Over Time for Different Time Classes



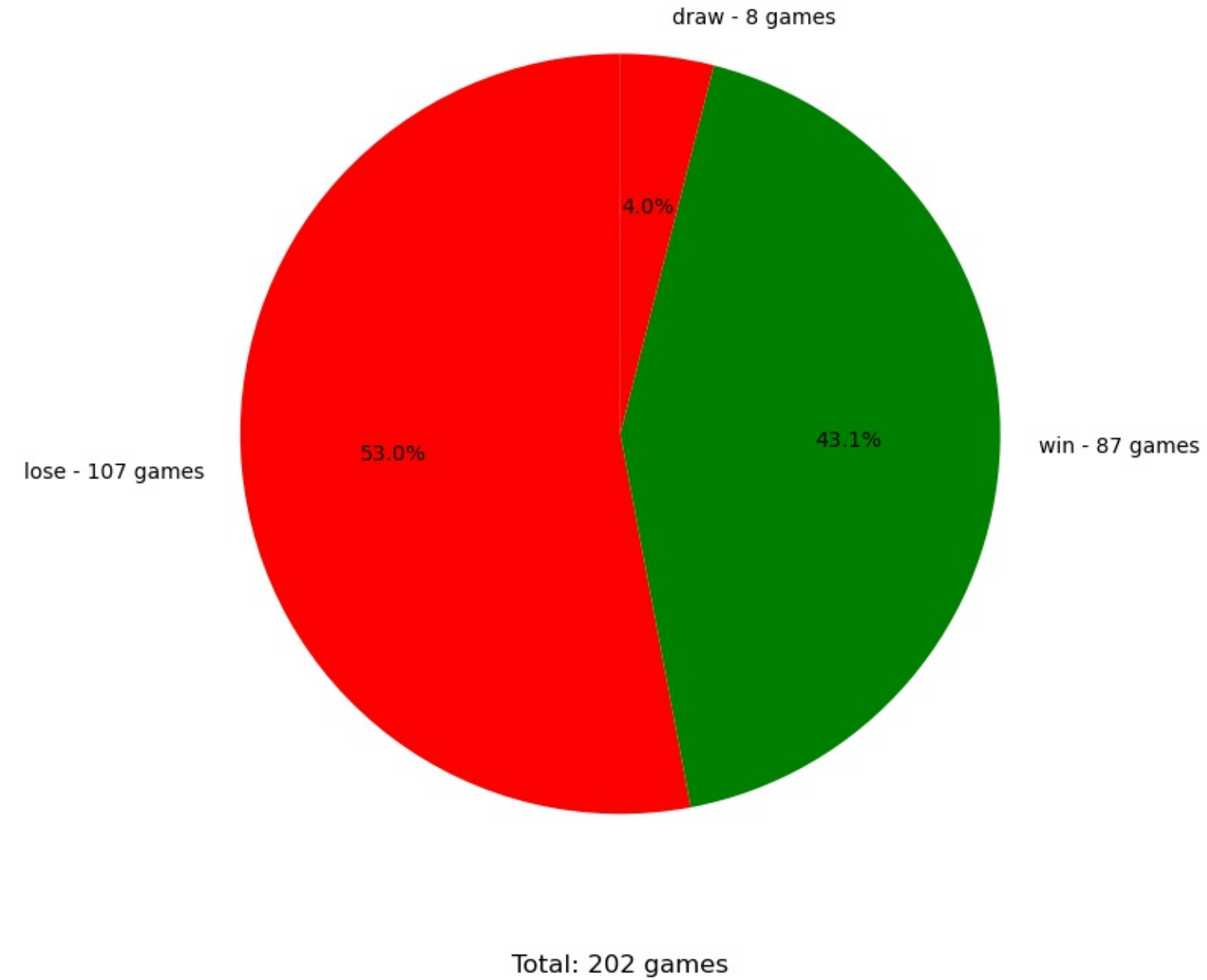
bullet Win/Loss Distribution



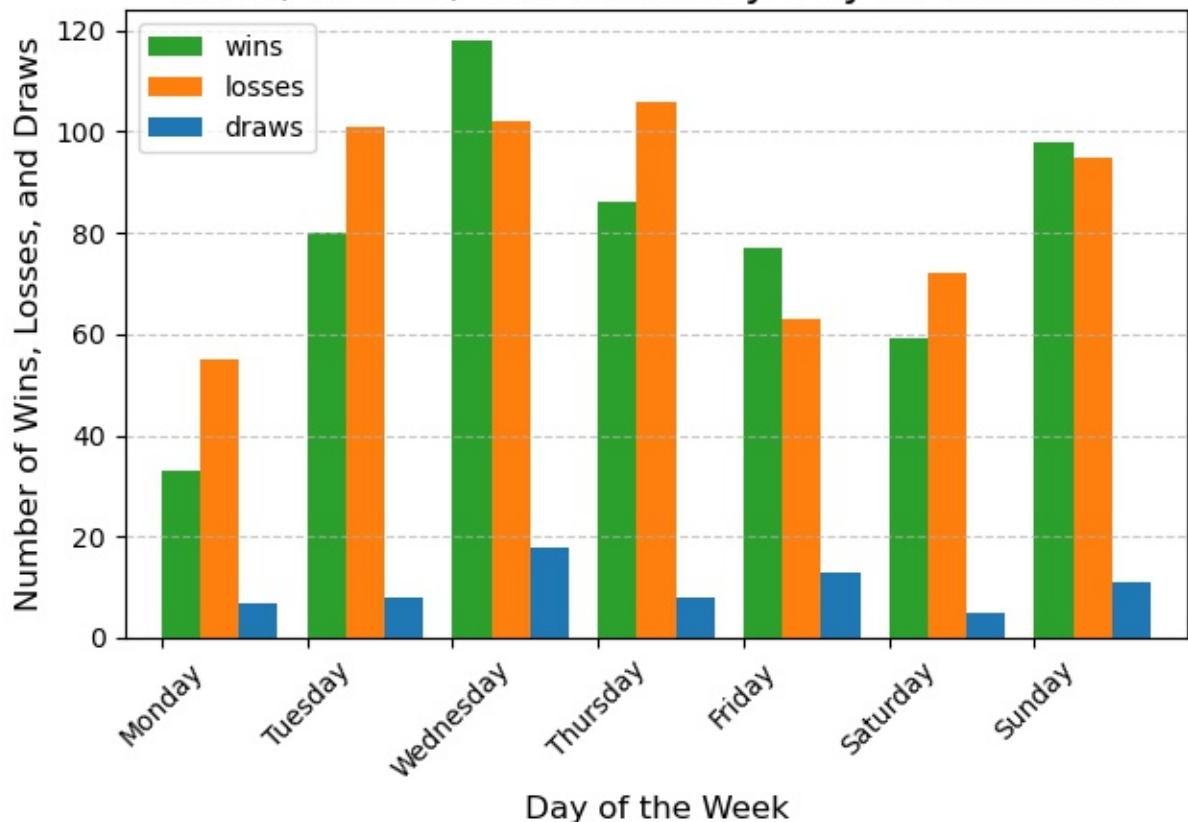
blitz Win/Loss Distribution



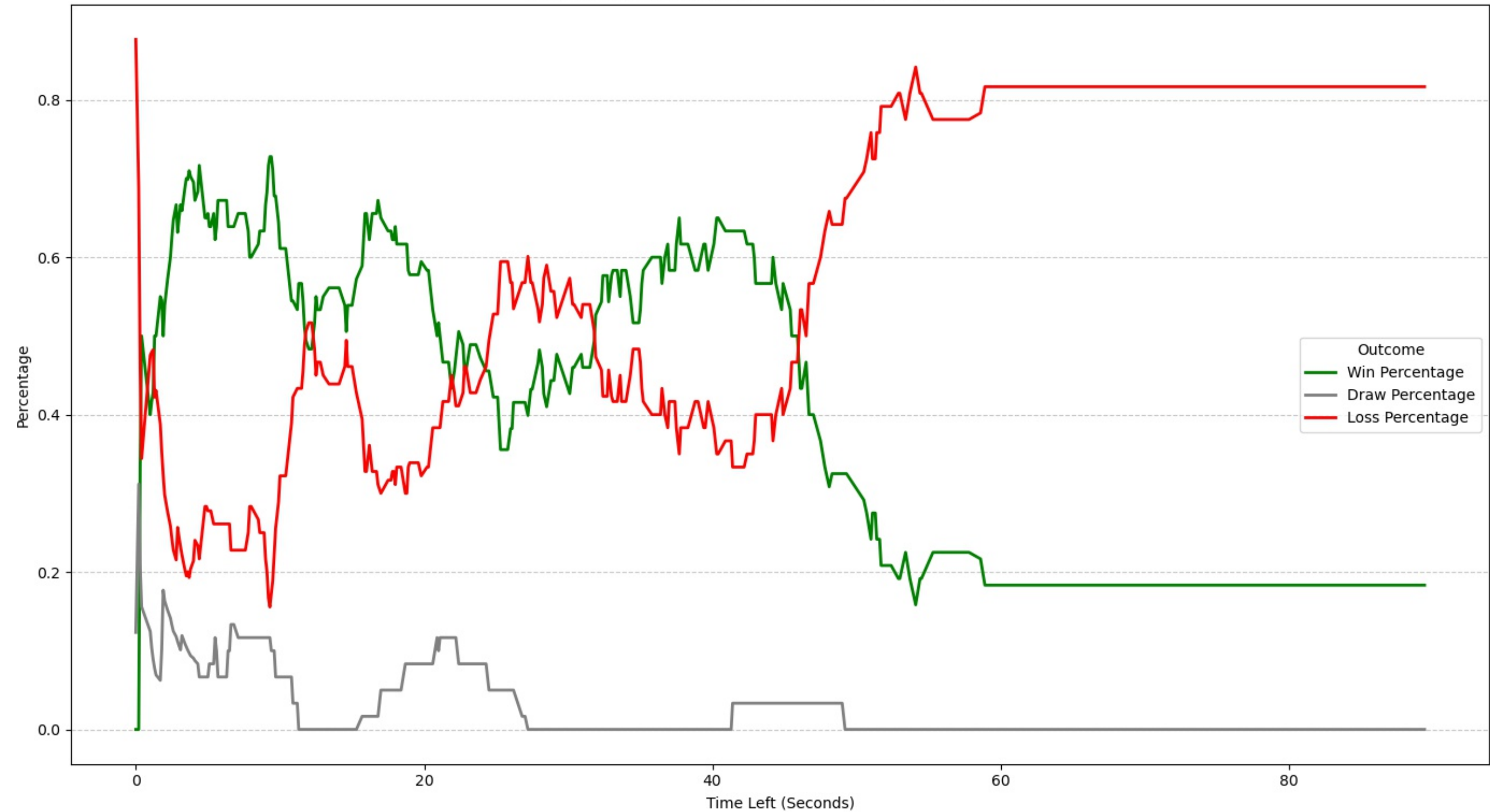
rapid Win/Loss Distribution



Wins, Losses, and Draws by Day of the Week



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



Win Rate vs. Number of Moves Made (Binned)

