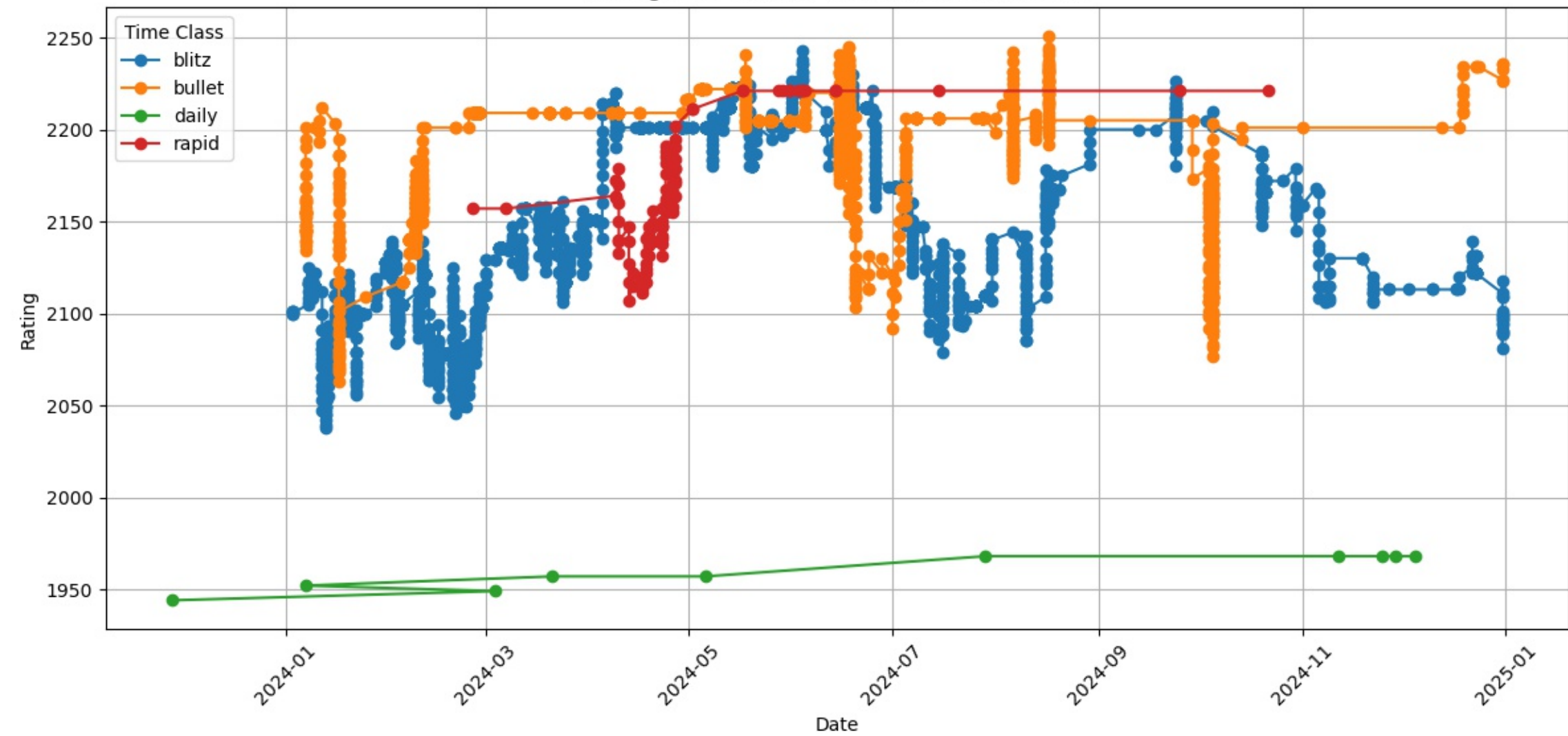
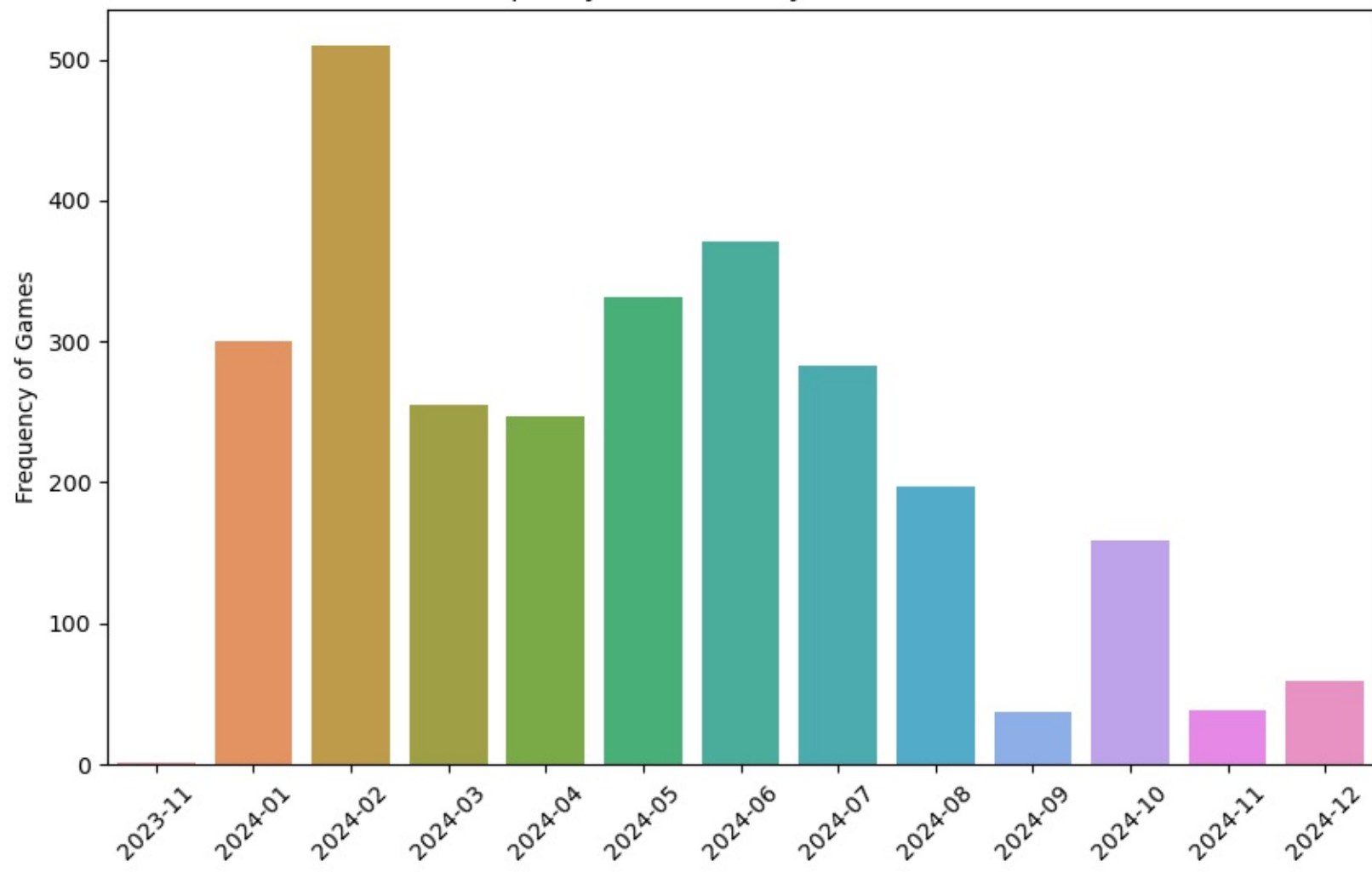


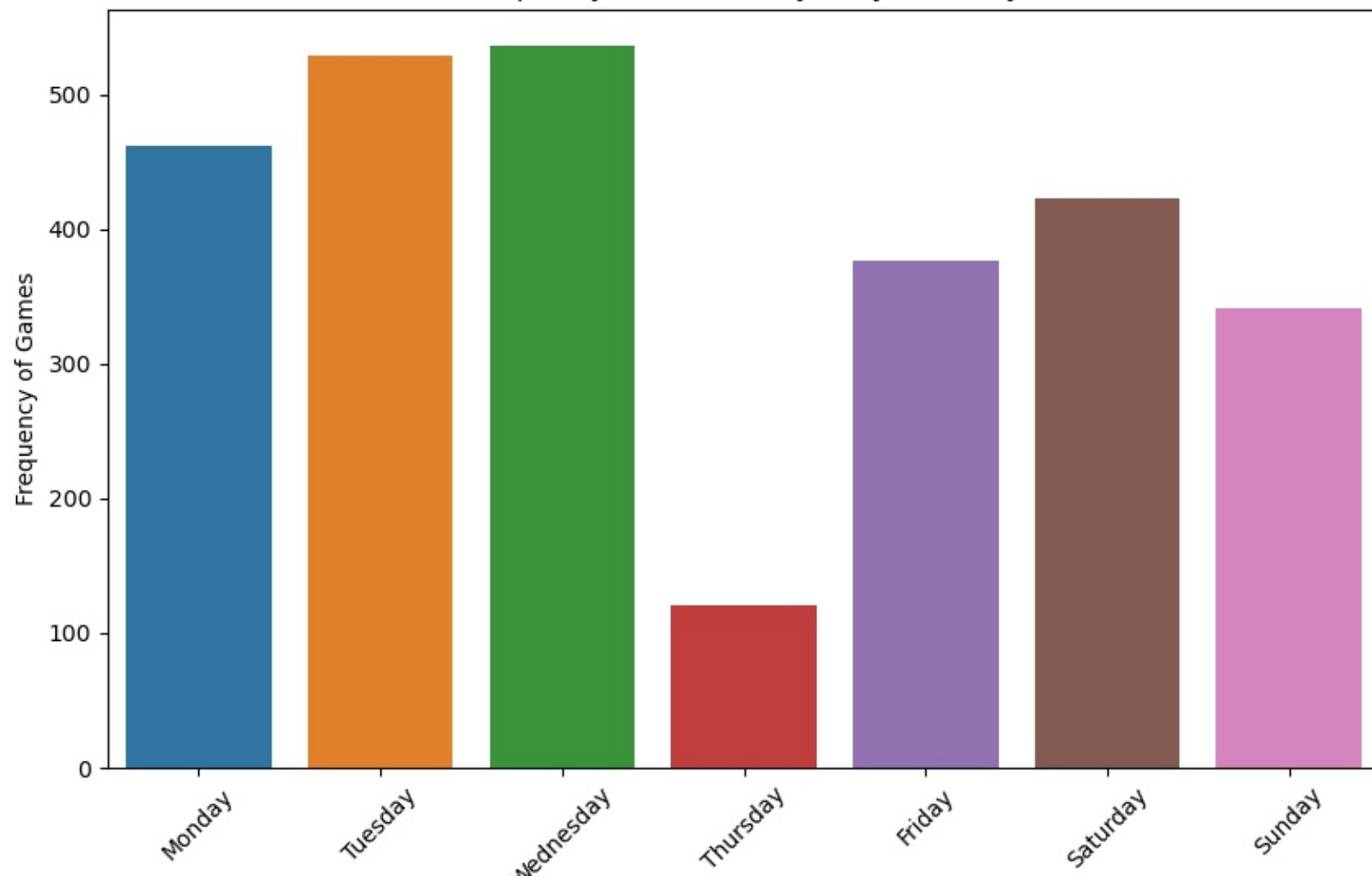
Rating Over Time for Different Time Controls



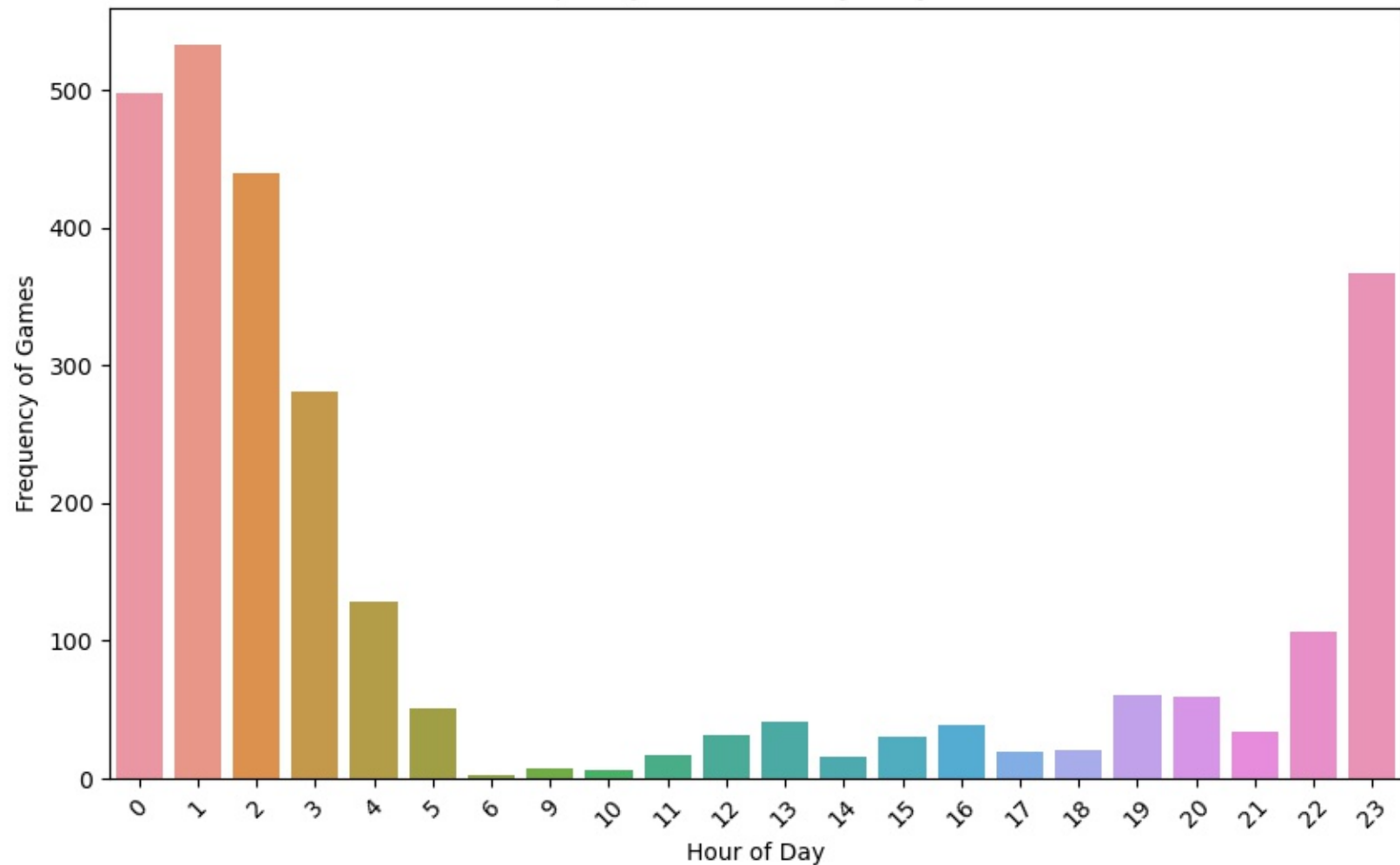
Frequency of Games Played Over Months



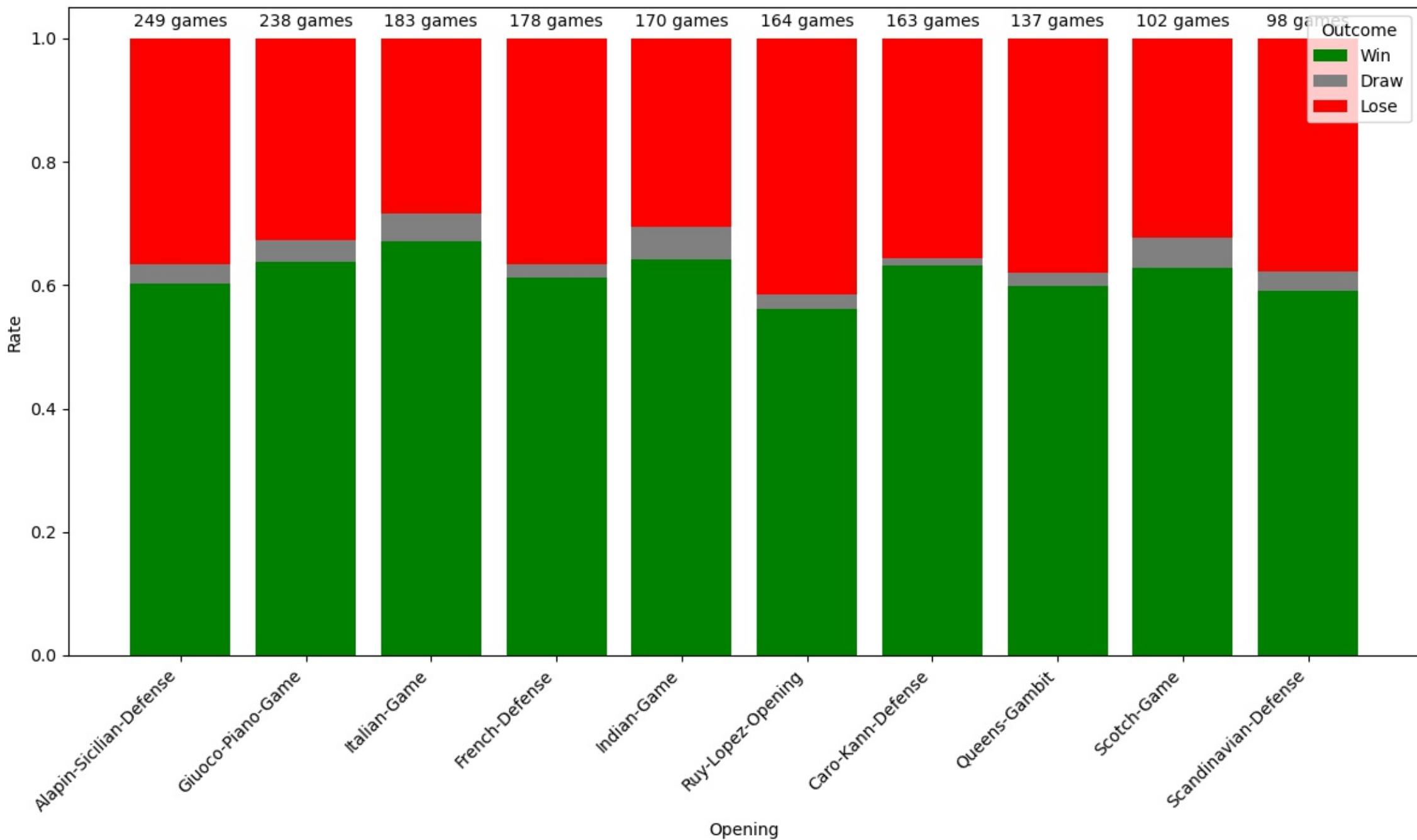
Frequency of Games Played by Weekday



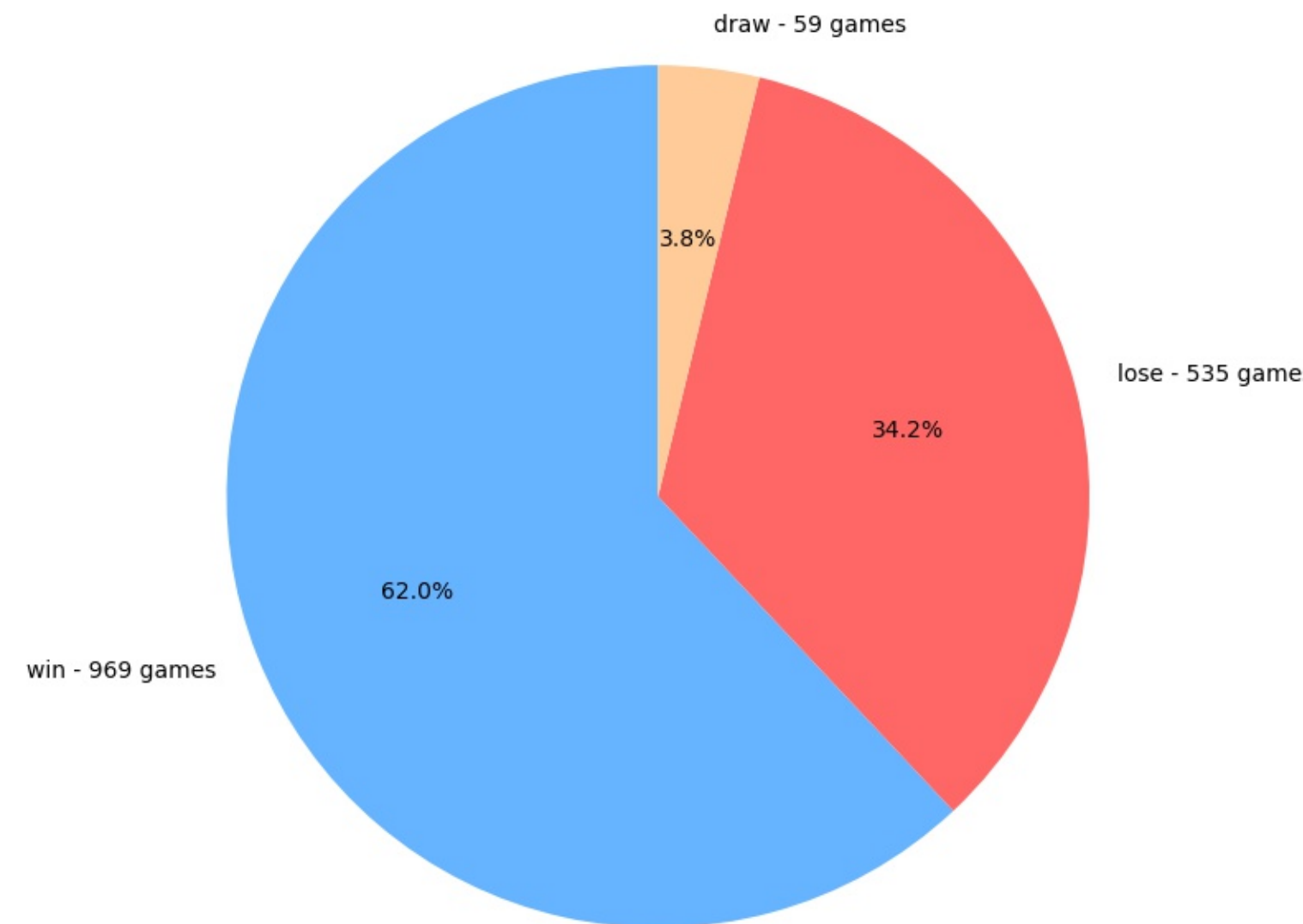
Frequency of Games Played by Hour



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

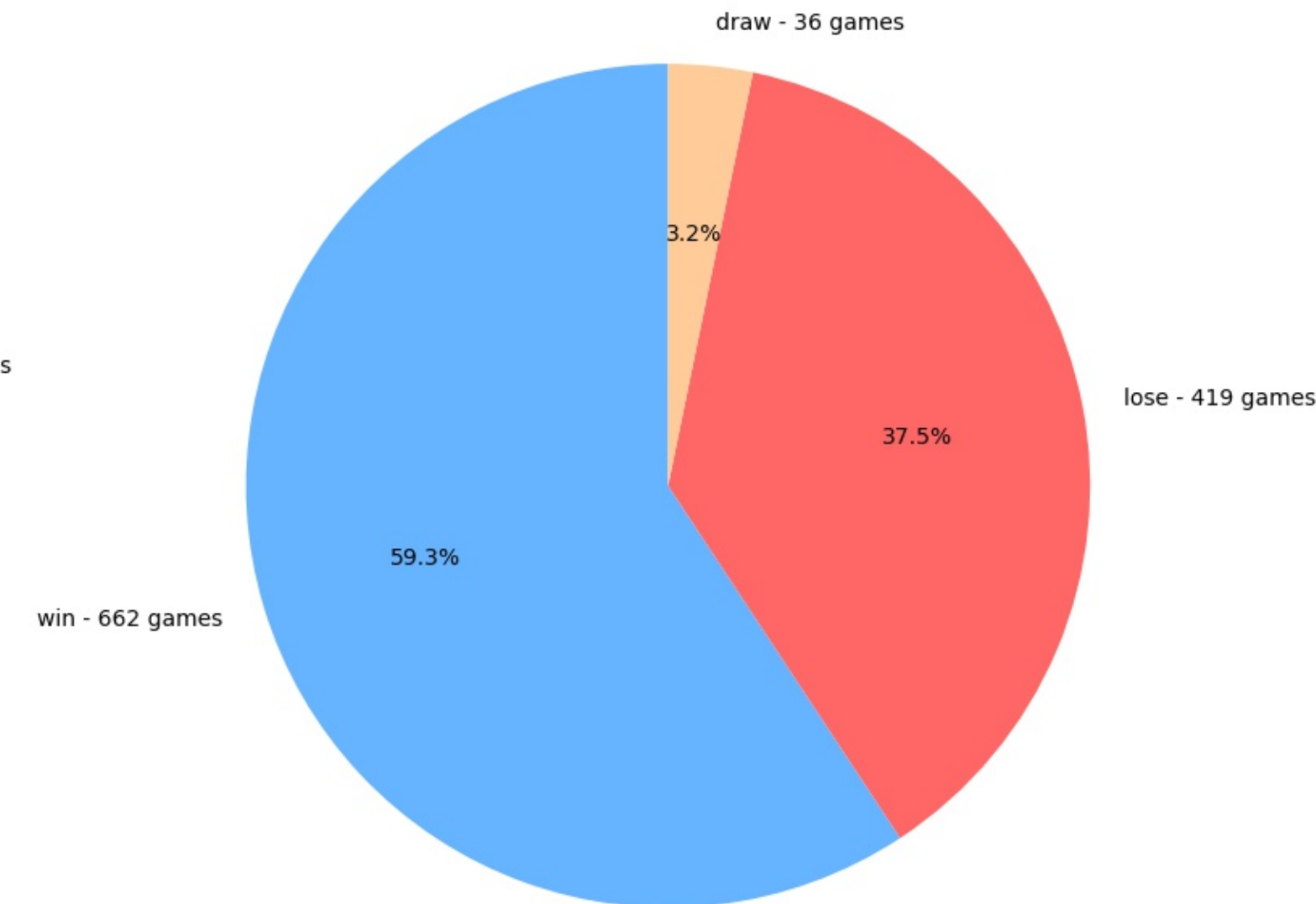


blitz Win/Loss/Draw Distribution



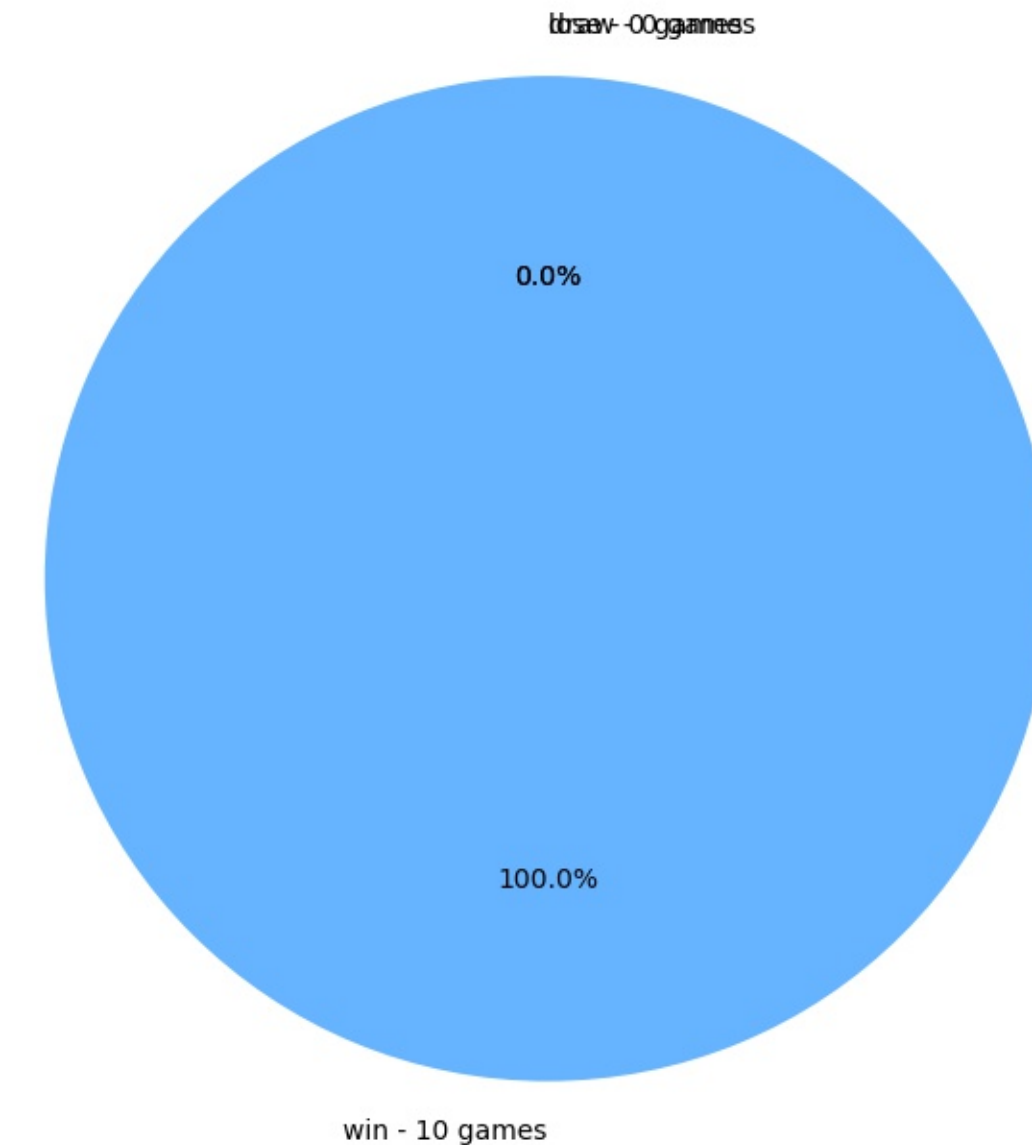
Total: 1563 games

bullet Win/Loss/Draw Distribution



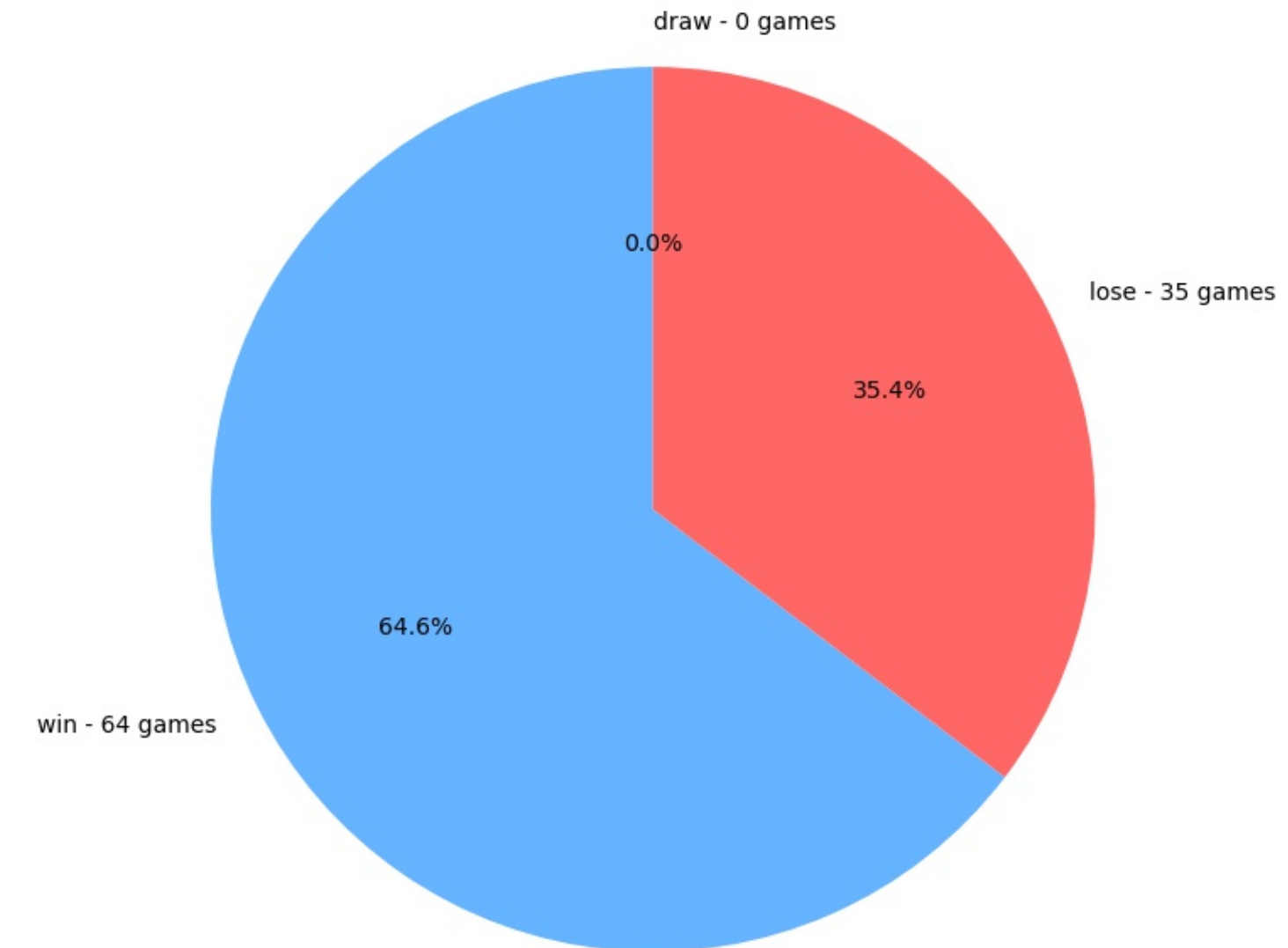
Total: 1117 games

daily Win/Loss/Draw Distribution



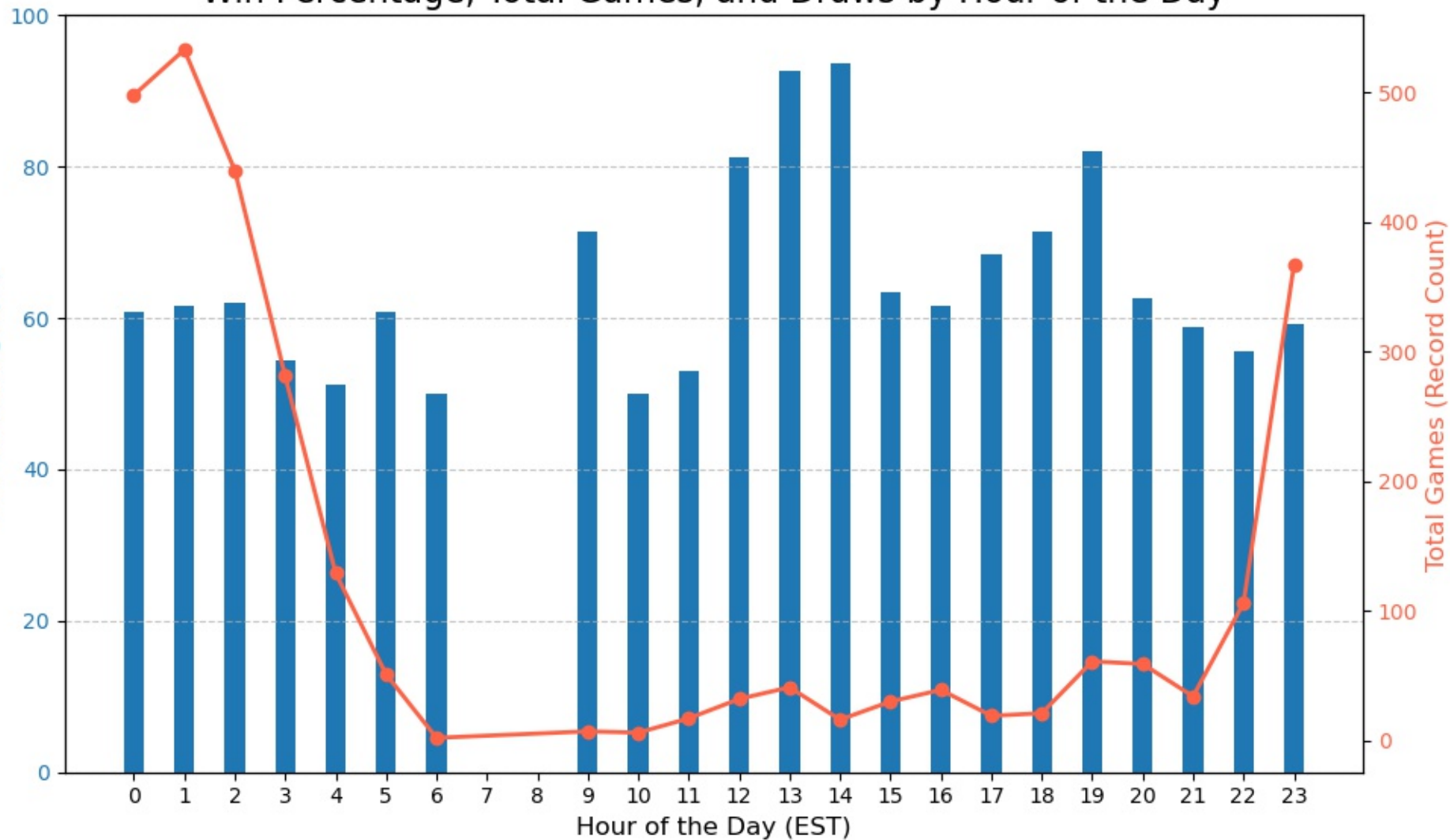
Total: 10 games

rapid Win/Loss/Draw Distribution

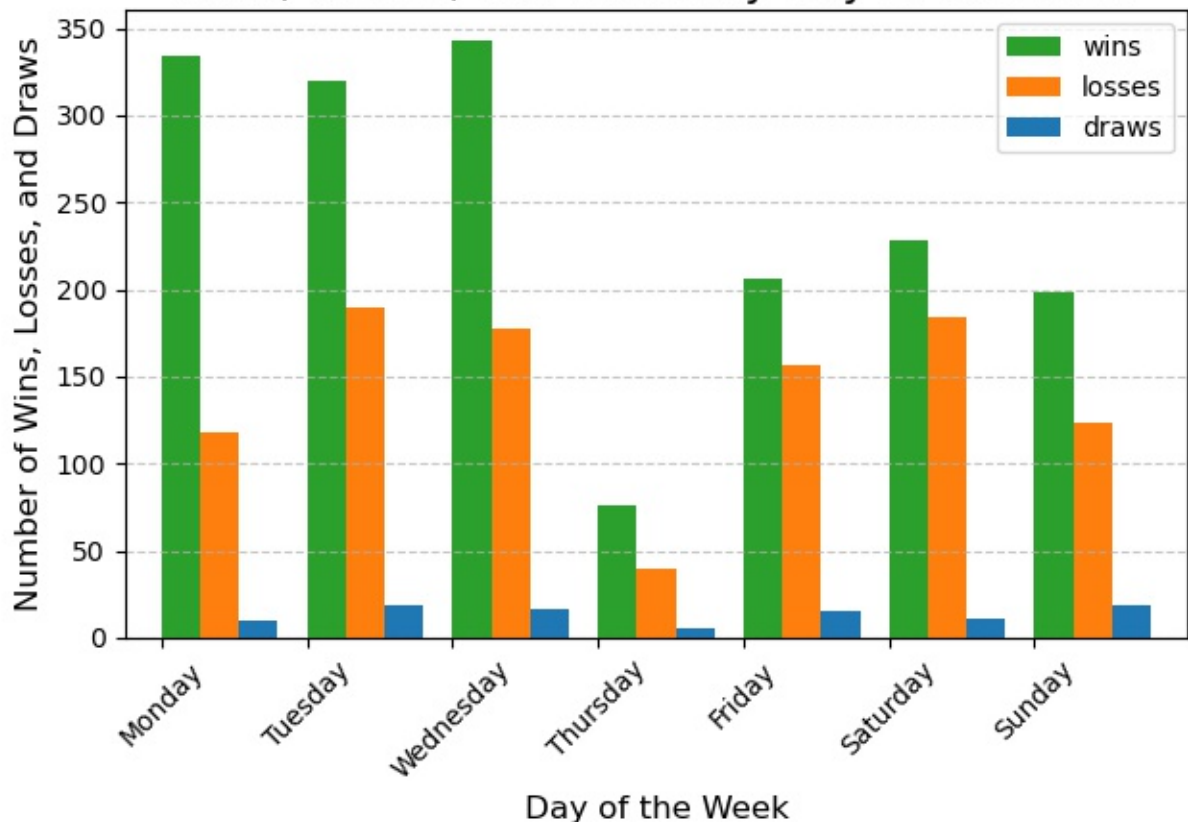


Total: 99 games

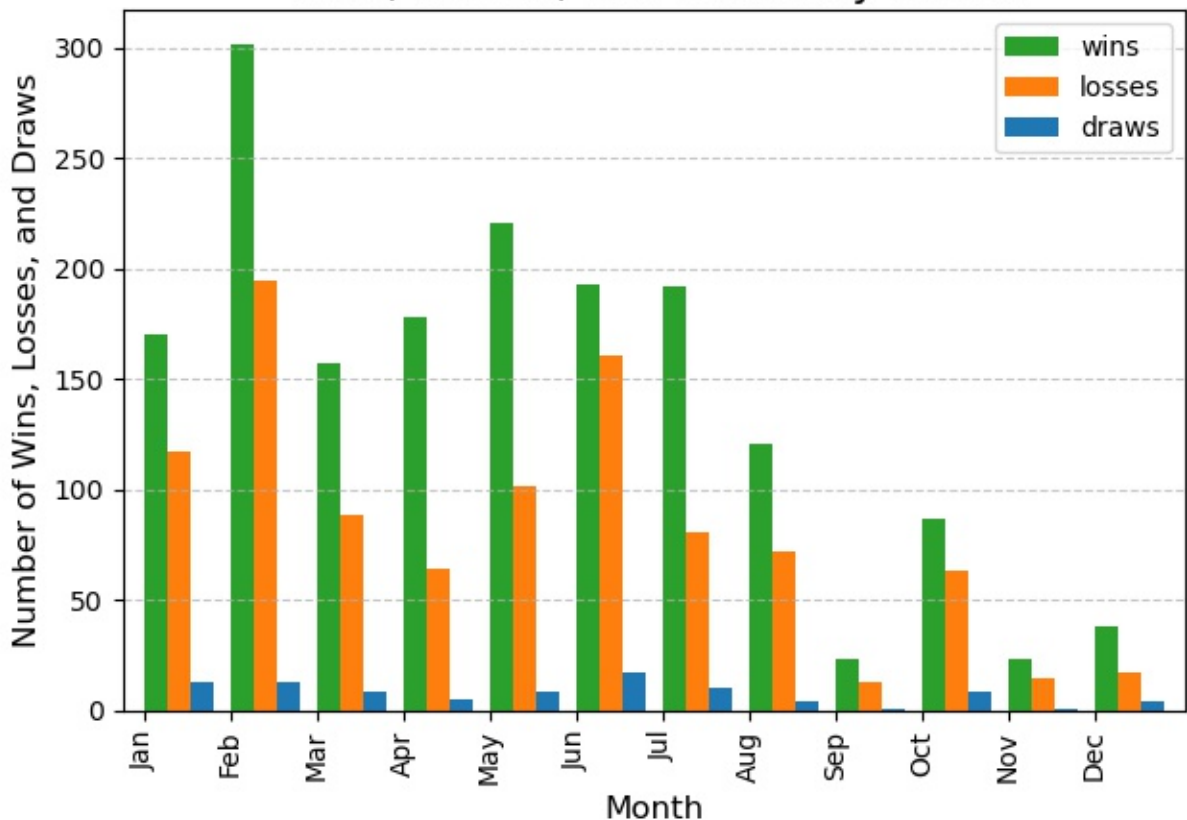
Win Percentage, Total Games, and Draws by Hour of the Day



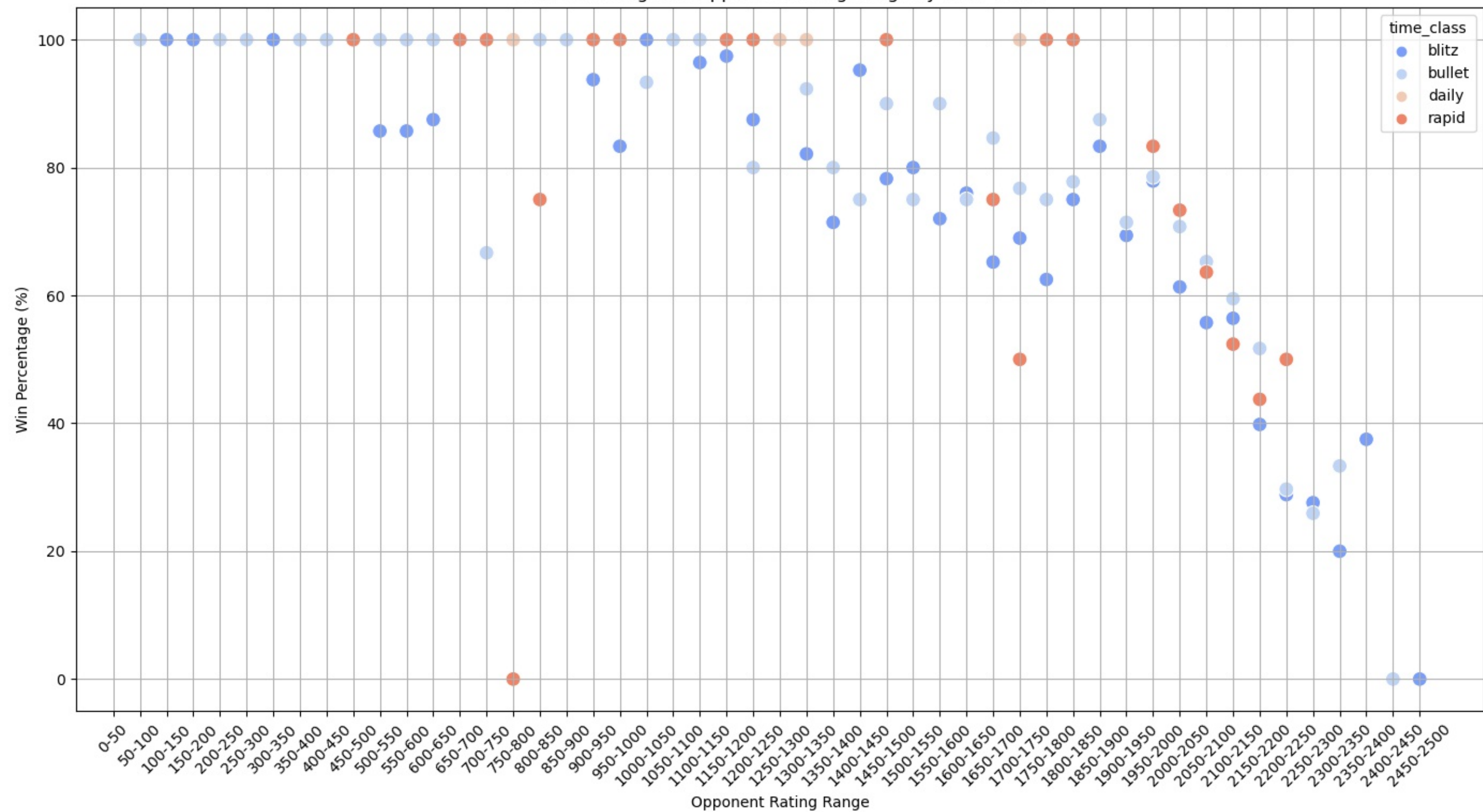
Wins, Losses, and Draws by Day of the Week



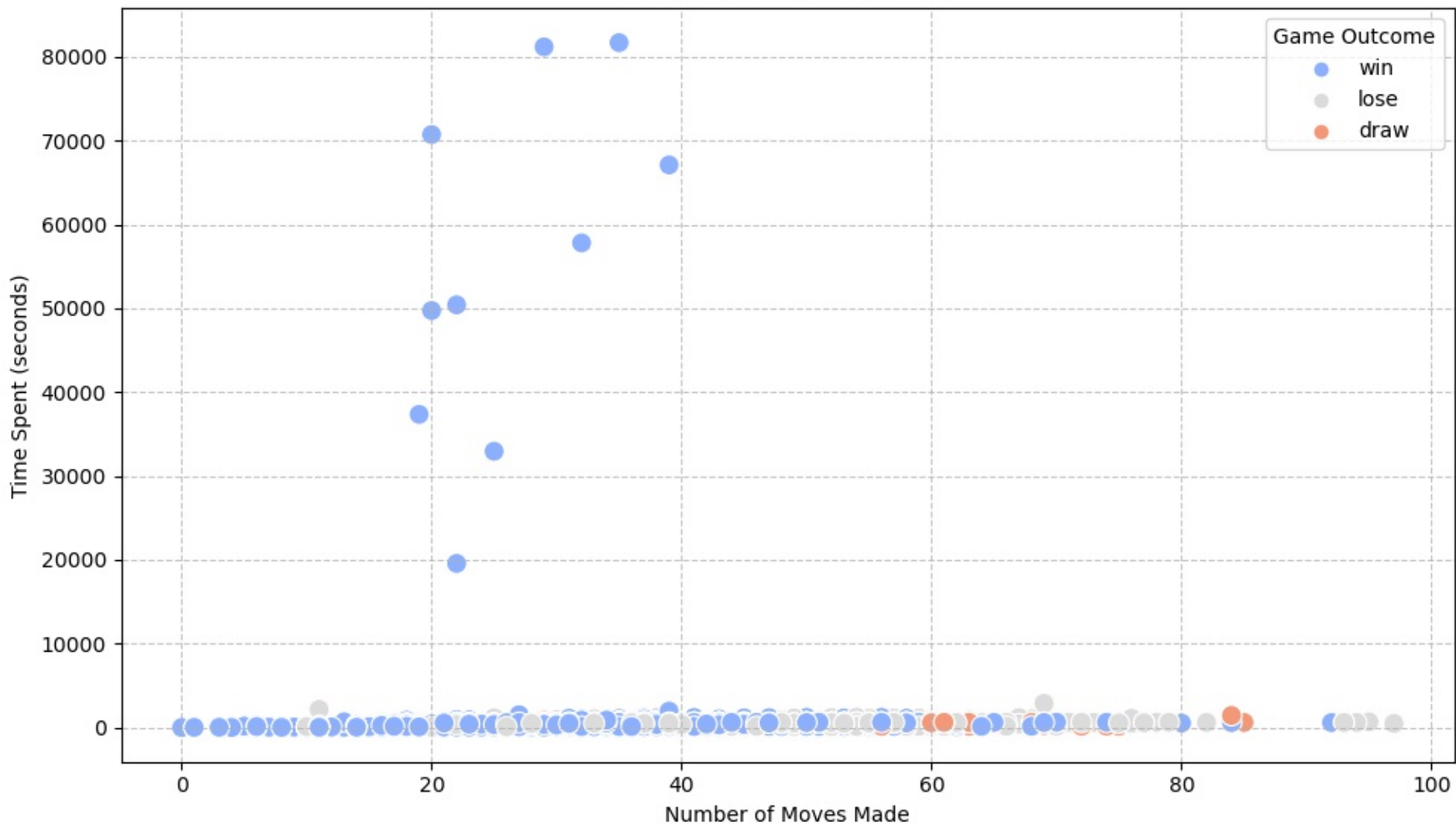
Wins, Losses, and Draws by Month



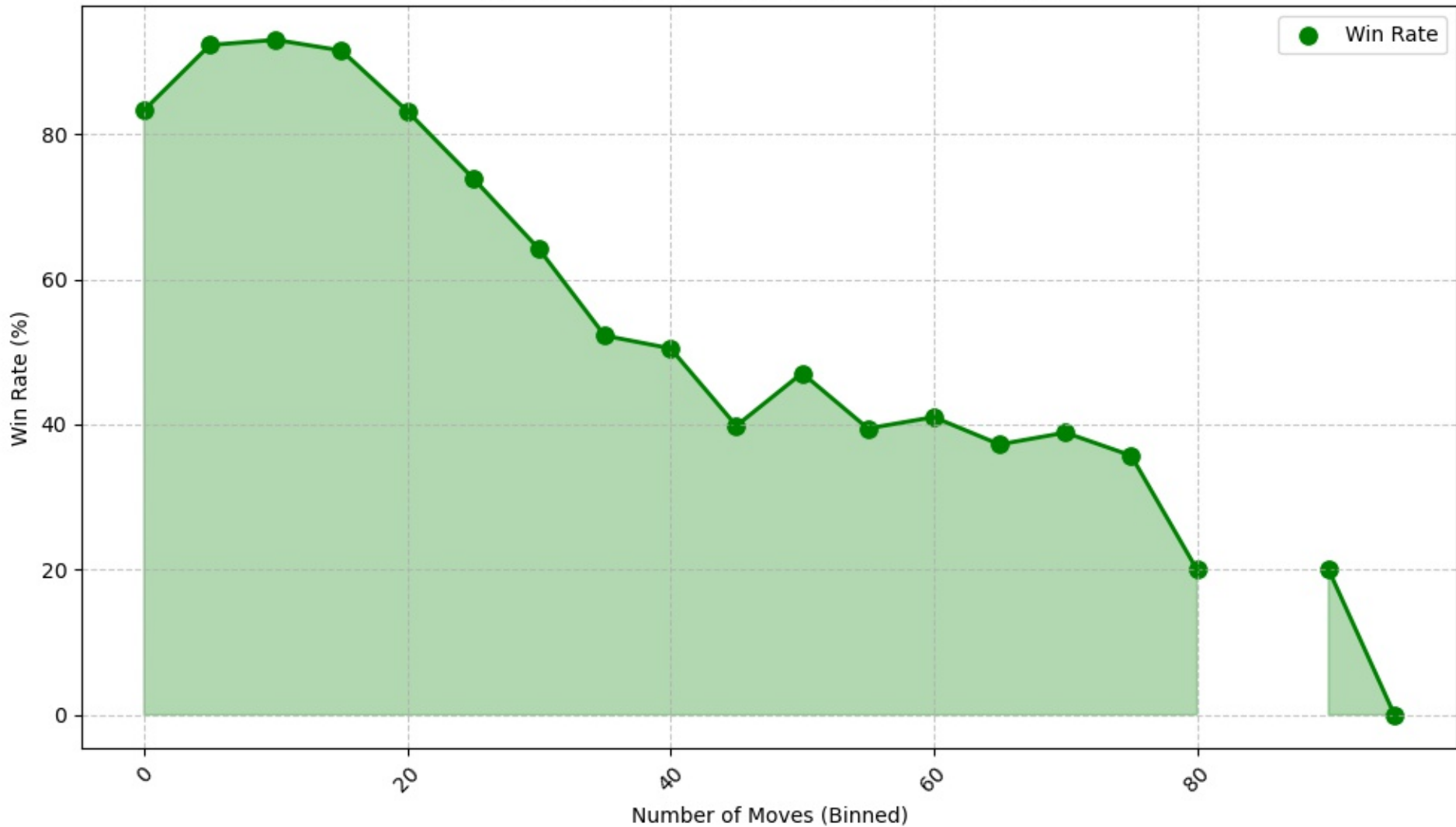
Win Percentage vs. Opponent Rating Range by Time Class



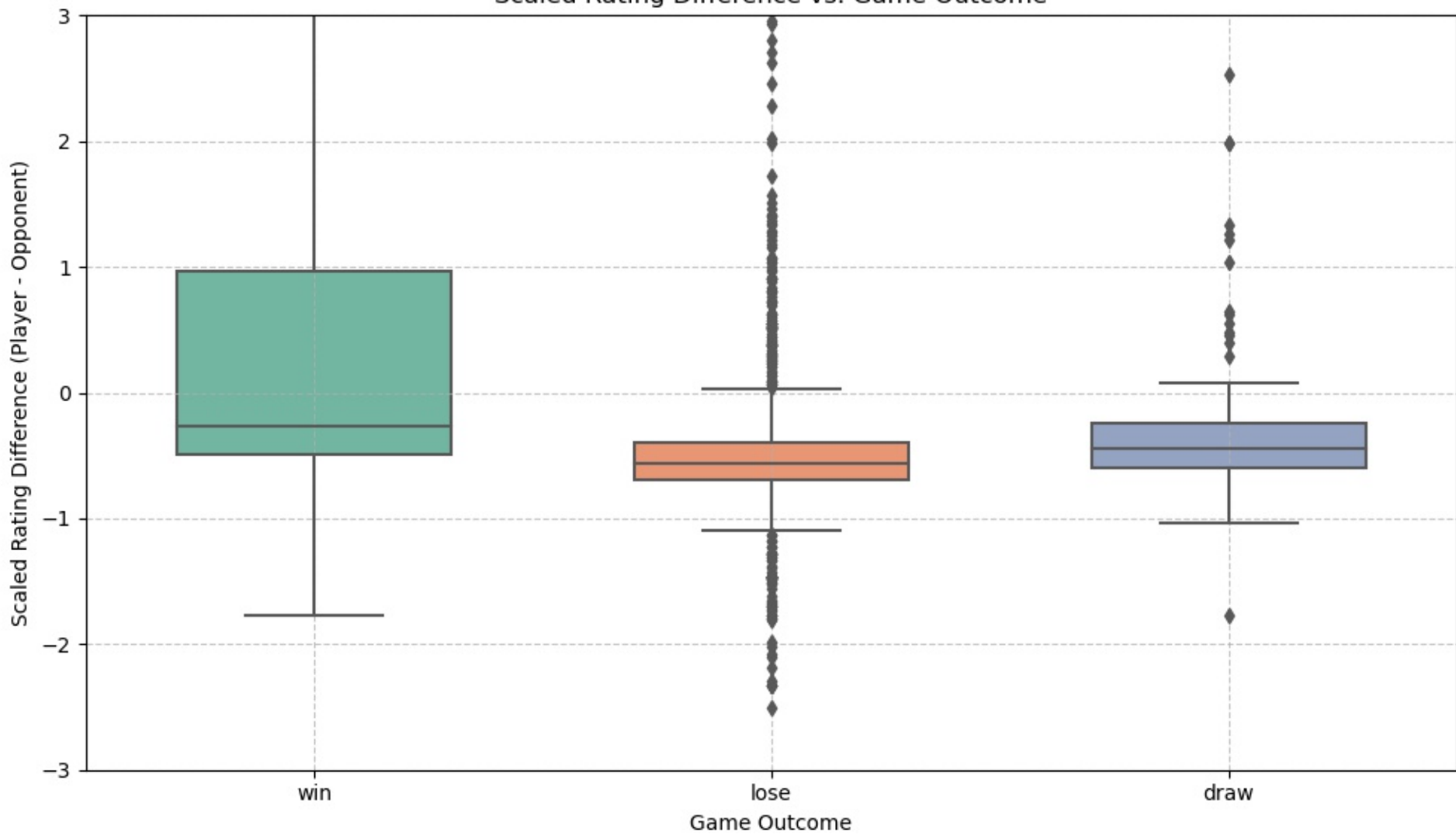
Moves vs. Game Outcome



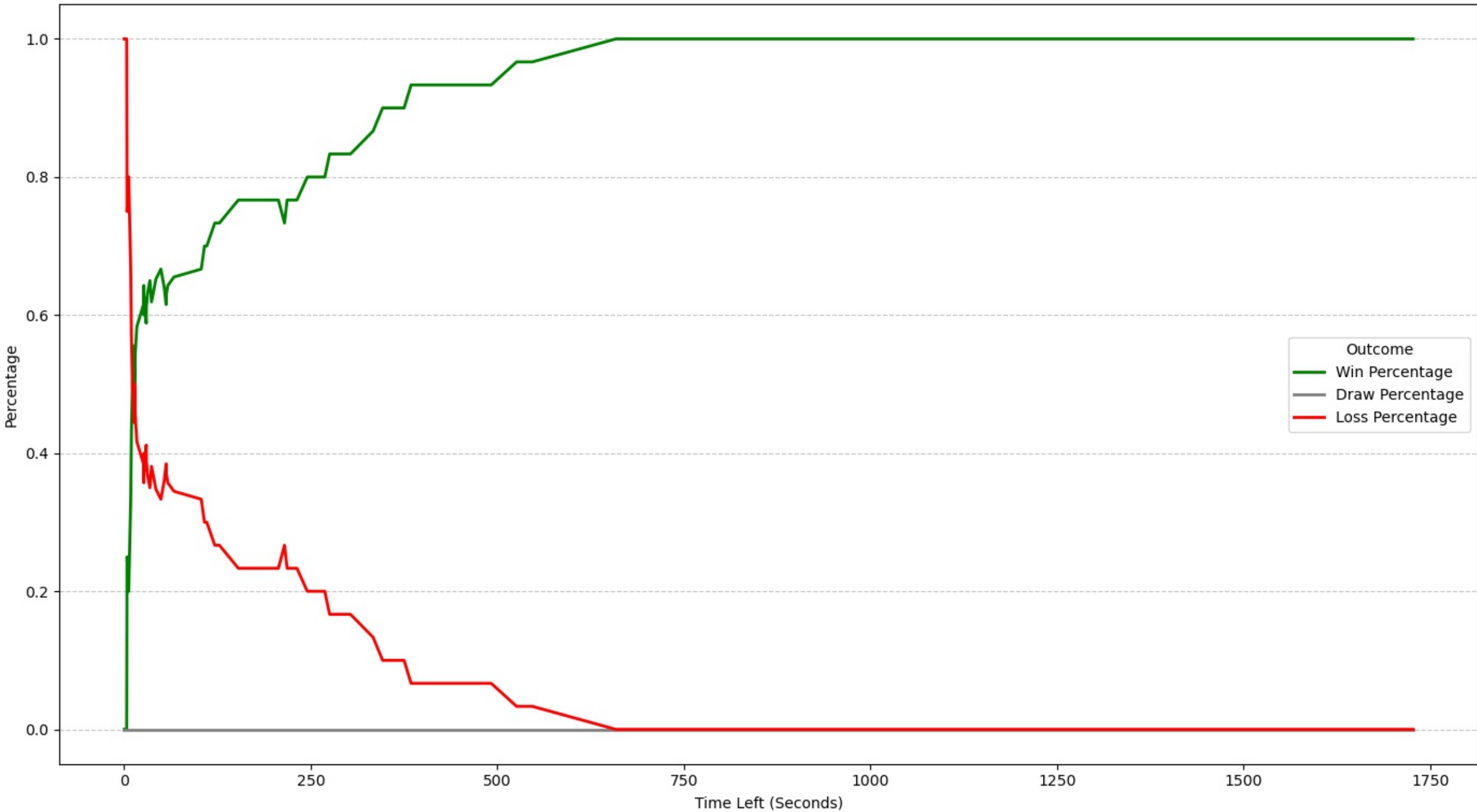
Win Rate vs. Number of Moves Made (Binned)



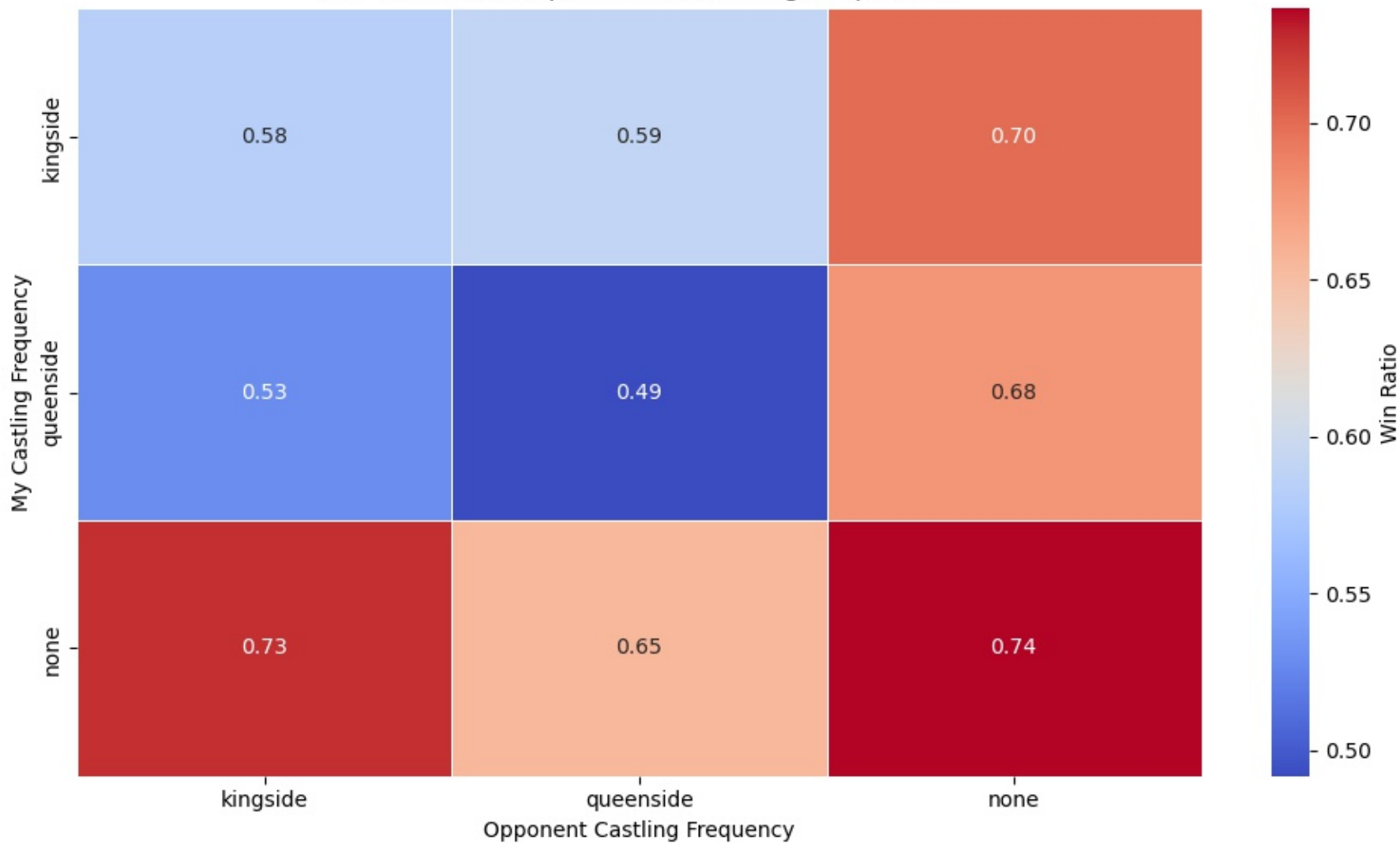
Scaled Rating Difference vs. Game Outcome



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



Win Ratio Heatmap Based on Castling Frequencies



Game Count Heatmap Based on Castling Frequencies

