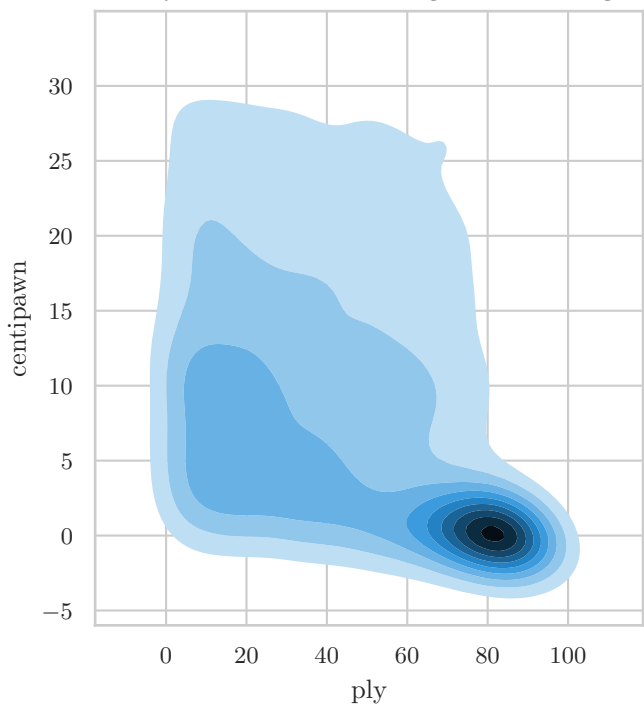
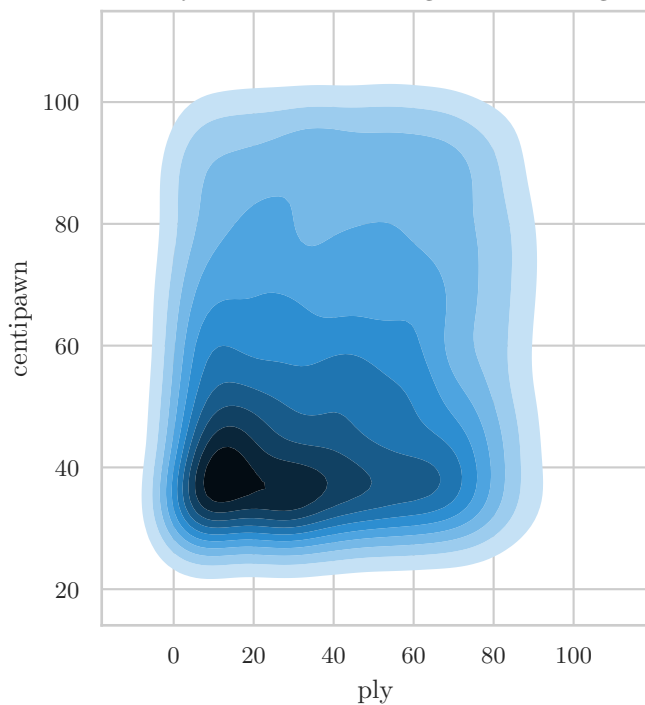


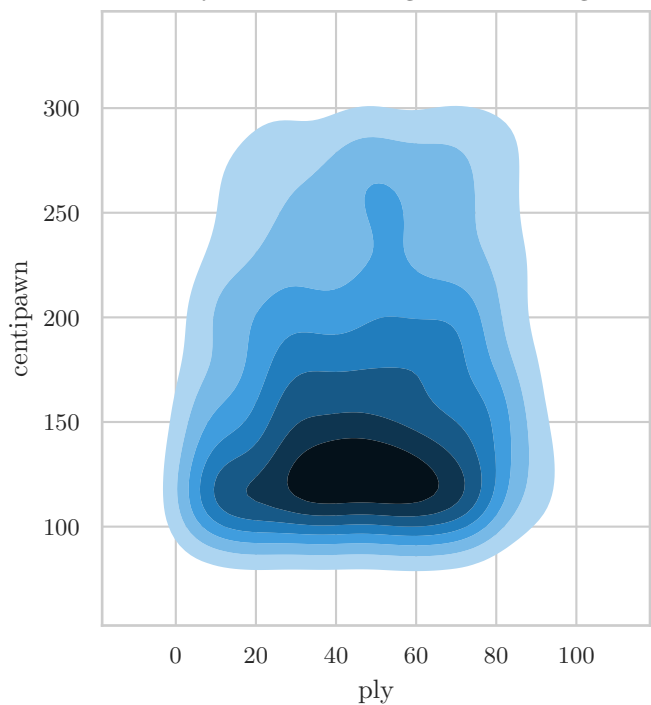
Kernel density for normal moves in games with length 20 - 40



Kernel density for inaccuracies in games with length 40 - 60



Kernel density for mistakes in games with length 60 - 80



Kernel density for blunders in games with length 80 - 100

