



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	b	q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	b	q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	b	q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	b	q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	b	q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	b	q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h





Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	h
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	h
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	h
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	h
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	h
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	h
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	r
7	p				p		
6							
5							
4							
3							
2	p	p		p	p	p	p
1							

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	r
7	p				p		
6							
5							
4							
3							
2	p	p		p	p	p	p
1							



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	r
7	p				p		
6							
5							
4							
3							
2	p	p		p	p	p	p
1							

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	r
7	p				p		
6							
5							
4							
3							
2	p	p		p	p	p	p
1							



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	r
7	p				p		
6							
5							
4							
3							
2	p	p		p	p	p	p
1							

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	h	n	r	k	q	r
7	p				p		
6							
5							
4							
3							
2	p	p		p	p	p	p
1							

13



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2	p	p		h	p	p	p
1			q	q	q	q	q
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2	p	p		h	p	p	p
1			q	q	q	q	q
	a	b	c	d	e	f	g

14



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2	p	p		h	p	p	p
1			q	q	q	q	q
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2	p	p		h	p	p	p
1			q	q	q	q	q
	a	b	c	d	e	f	g

15



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2	p	p		h	p	p	p
1			q	q	q	q	q
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2	p	p		h	p	p	p
1			q	q	q	q	q
	a	b	c	d	e	f	g

16



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q				q		Q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q				q		Q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

17



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q				q		Q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q				q		Q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

18



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q				q		Q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q				q		Q
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q	q	q	q	q	q	q
7	p				p	p	
6			h				
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

19

20

21

22



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q					q	
7	p					p	
6						p	
5						p	
4						p	
3					r		
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q					q	
7	p					p	
6						p	
5						p	
4						p	
3					r		
2							
1							
a	b	c	d	e	f	g	h

23



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q					q	
7	p					p	
6						p	
5						p	
4						p	
3					r		
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q					q	
7	p					p	
6						p	
5						p	
4						p	
3					r		
2							
1							
a	b	c	d	e	f	g	h

24



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q					q	
7	p					p	
6						p	
5						p	
4						p	
3					r		
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q					q	
7	p					p	
6						p	
5						p	
4						p	
3					r		
2							
1							
a	b	c	d	e	f	g	h

25



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q					q	
p						p	

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q					q	
p						p	

26



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q					q	
p						p	

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q					q	
p						p	

27



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q					q	
p						p	

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q					q	
p						p	

28



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q				q		
7	p	p			p	p	
6				p			p
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q				q		
7	p	p			p	p	
6				p			p
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

29



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q				q		
7	p	p			p	p	
6				p			p
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q				q		
7	p	p			p	p	
6				p			p
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

30



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8	q				q		
7	p	p			p	p	
6				p			p
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8	q				q		
7	p	p			p	p	
6				p			p
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

31



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

32



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

33



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
a	b	c	d	e	f	g	h

34



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							

Board After Stockfish Move

a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							

35



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							

Board After Stockfish Move

a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							

36



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							

Board After Stockfish Move

a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							

37



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8					R	Q	
7	P					Q	
6		P				P	
5						P	
4							
3					B		
2						P	
1					R	Q	
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8					R	Q	
7	P					Q	
6		P				P	
5						P	
4							
3					B		
2						P	
1					R	Q	
	a	b	c	d	e	f	g

38



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8					R	Q	
7	P					Q	
6		P				P	
5						P	
4							
3					B		
2						P	
1					R	Q	
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8					R	Q	
7	P					Q	
6		P				P	
5						P	
4							
3					B		
2						P	
1					R	Q	
	a	b	c	d	e	f	g

39



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8					R	Q	
7	P					Q	
6		P				P	
5						P	
4							
3					B		
2						P	
1					R	Q	
	a	b	c	d	e	f	g

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8					R	Q	
7	P					Q	
6		P				P	
5						P	
4							
3					B		
2						P	
1					R	Q	
	a	b	c	d	e	f	g

40



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8				R		Q	
7	P				K		P
6							
5				N		C	
4							
3							
2					P	P	
1					R	Q	K
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8				R		Q	
7	P				K		P
6							
5				N		C	
4							
3							
2					P	P	
1					R	Q	K
a	b	c	d	e	f	g	h

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Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8				R		Q	
7	P				K		P
6							
5				N		C	
4							
3							
2					P	P	
1					R	Q	K
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8				R		Q	
7	P				K		P
6							
5				N		C	
4							
3							
2					P	P	
1					R	Q	K
a	b	c	d	e	f	g	h

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Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8				R		Q	
7	P				K		P
6							
5				N		C	
4							
3							
2					P	P	
1					R	Q	K
a	b	c	d	e	f	g	h

Board After Stockfish Move							
a	b	c	d	e	f	g	h
8				R		Q	
7	P				K		P
6							
5				N		C	
4							
3							
2					P	P	
1					R	Q	K
a	b	c	d	e	f	g	h

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Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

Board After Stockfish Move

a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

44



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

Board After Stockfish Move

a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

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Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g

Board After Stockfish Move

a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
	a	b	c	d	e	f	g



Board that the Vision Agent outputs (PNG to FEN)							
a	b	c	d	e	f	g	h
8							
7							
6							
5							
4							
3							
2							
1							
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Board After Stockfish Move							
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Board that the Vision Agent outputs (PNG to FEN)							
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Board After Stockfish Move							
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Board that the Vision Agent outputs (PNG to FEN)							
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Board After Stockfish Move							
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Board that the Vision Agent outputs (PNG to FEN)

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Board After Stockfish Move

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Board that the Vision Agent outputs (PNG to FEN)

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Board After Stockfish Move

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Board After Stockfish Move

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Board that the Vision Agent outputs (PNG to FEN)

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White King at h8, Black King at f8. Other pieces include a pawn at e2, two pawns at d3 and c6, a pawn at b6, a knight at e1, a pawn at d2, a pawn at c3, a pawn at b2, a pawn at a1, a pawn at g2, a pawn at h3, a pawn at f4, a pawn at e5, a pawn at d6, a pawn at c7, a pawn at b8, and a pawn at h8.

Board After Stockfish Move

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Board that the Vision Agent outputs (PNG to FEN)

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Board After Stockfish Move

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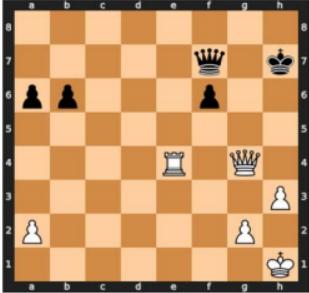
Board that the Vision Agent outputs (PNG to FEN)



Board After Stockfish Move



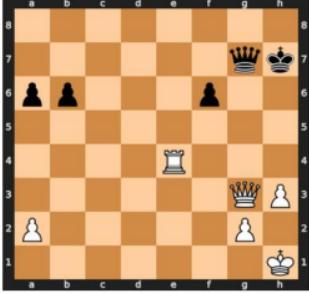
Board that the Vision Agent outputs (PNG to FEN)



Board After Stockfish Move



Board that the Vision Agent outputs (PNG to FEN)



Board After Stockfish Move



Board that the Vision Agent outputs (PNG to FEN)

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Board After Stockfish Move

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Board that the Vision Agent outputs (PNG to FEN)

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Board After Stockfish Move

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Board that the Vision Agent outputs (PNG to FEN)

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Board After Stockfish Move

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Board that the Vision Agent outputs (PNG to FEN)							
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Board After Stockfish Move							
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Board that the Vision Agent outputs (PNG to FEN)							
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Board After Stockfish Move							
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Board After Stockfish Move							
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Board that the Vision Agent outputs (PNG to FEN)



Board After Stockfish Move



65

Board that the Vision Agent outputs (PNG to FEN)



Board After Stockfish Move



88

Board that the Vision Agent outputs (PNG to FEN)



Board After Stockfish Move





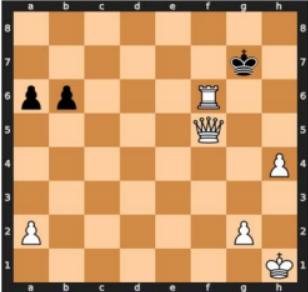
Board that the Vision Agent outputs (PNG to FEN)



Board After Stockfish Move



Board that the Vision Agent outputs (PNG to FEN)



Board After Stockfish Move



Board that the Vision Agent outputs (PNG to FEN)



Board After Stockfish Move