

15:00

*HELLO, Tentukan Permainanmu*

15:00	15:00
00:00	00:00



Pemain

Komputer

Promote

 Mentri    Gajah    Kuda    Benteng

OK

rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 0

UPDATE FEN

SET START

## Koneksi Arduino

Kirim

Terima

Permainan

Manual Mode

Kirim Data

Item 1

Pilih Mode

- Manual
- Classic
- Automatic
- Semi

Pilih Warna

- Hitam
- Putih

Pilih Engine

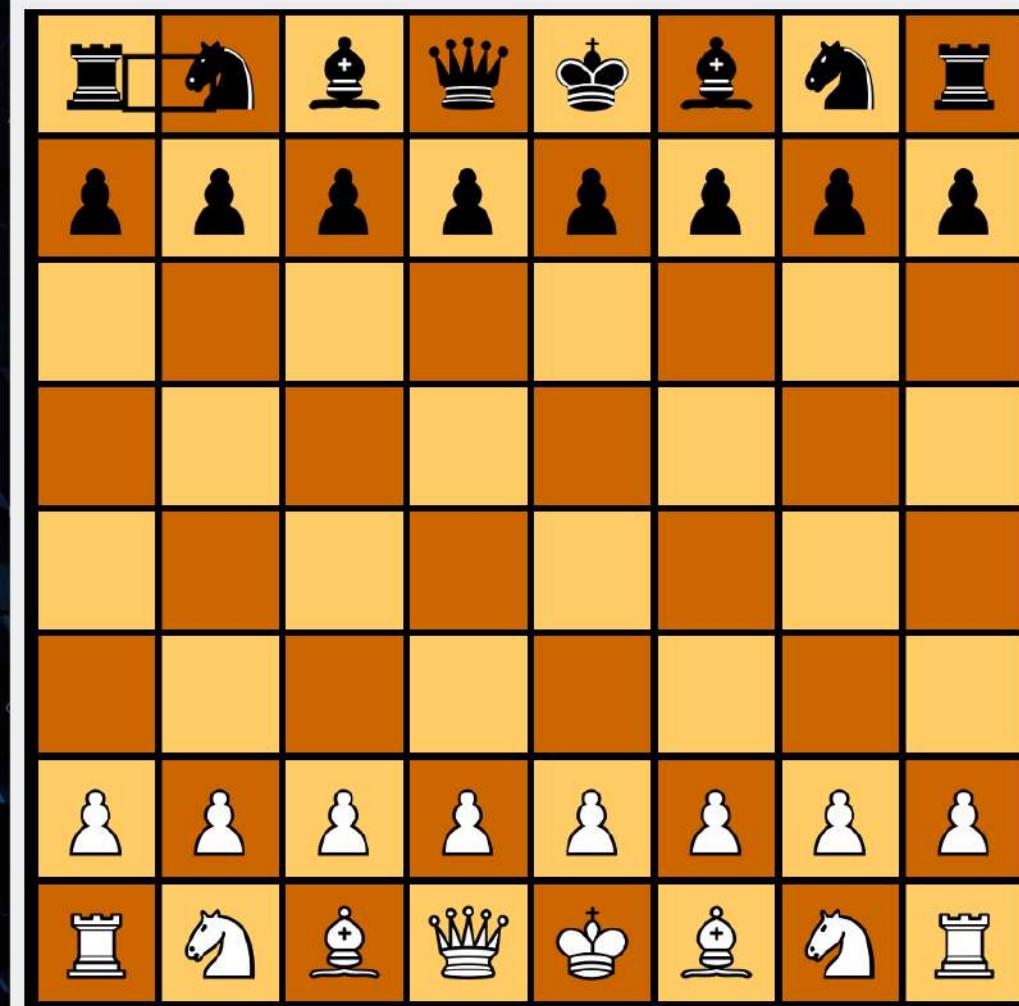
Pilih Level Permainan

Sulit

Tambahkan Level

Aksi





15:00

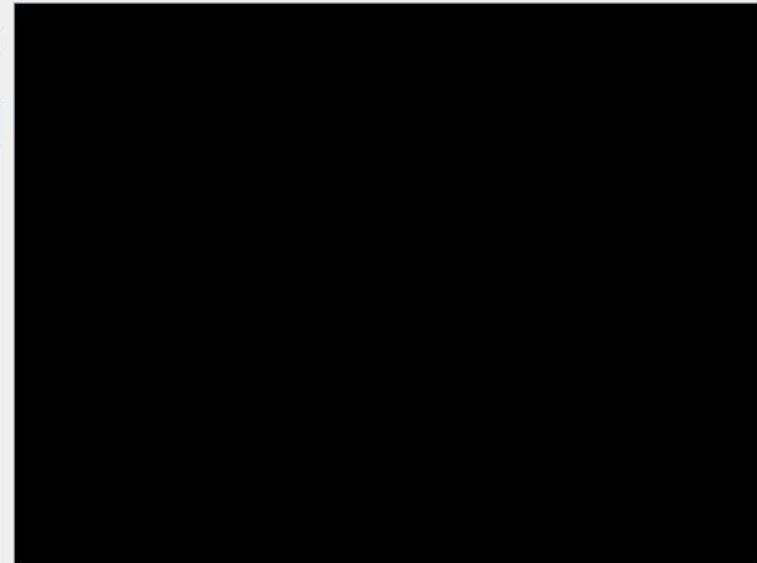
*HELLO, Tentukan Permainanmu*

15:00	15:00
00:00	00:00



Pemain

Komputer



Promote

 Mentri    Gajah    Kuda    Benteng

OK

rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 0

UPDATE FEN

SET START

## Koneksi Arduino

Kirim

Terima

COM3

## Permainan

Manual Mode

Kirim Data

Pilih Mode

- Manual
- Classic
- Automatic
- Semi

Pilih Warna

- Hitam
- Putih

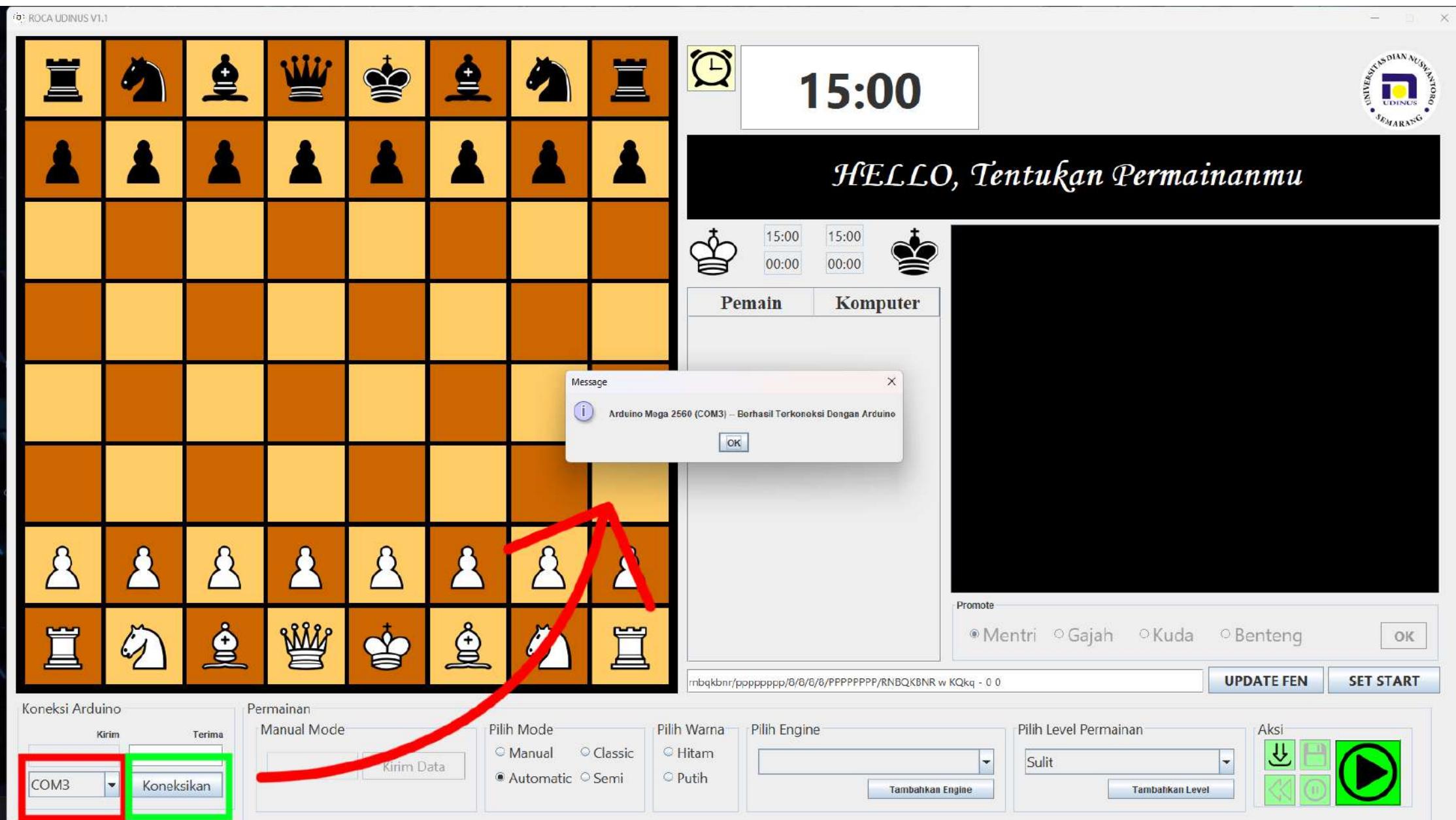
Pilih Engine

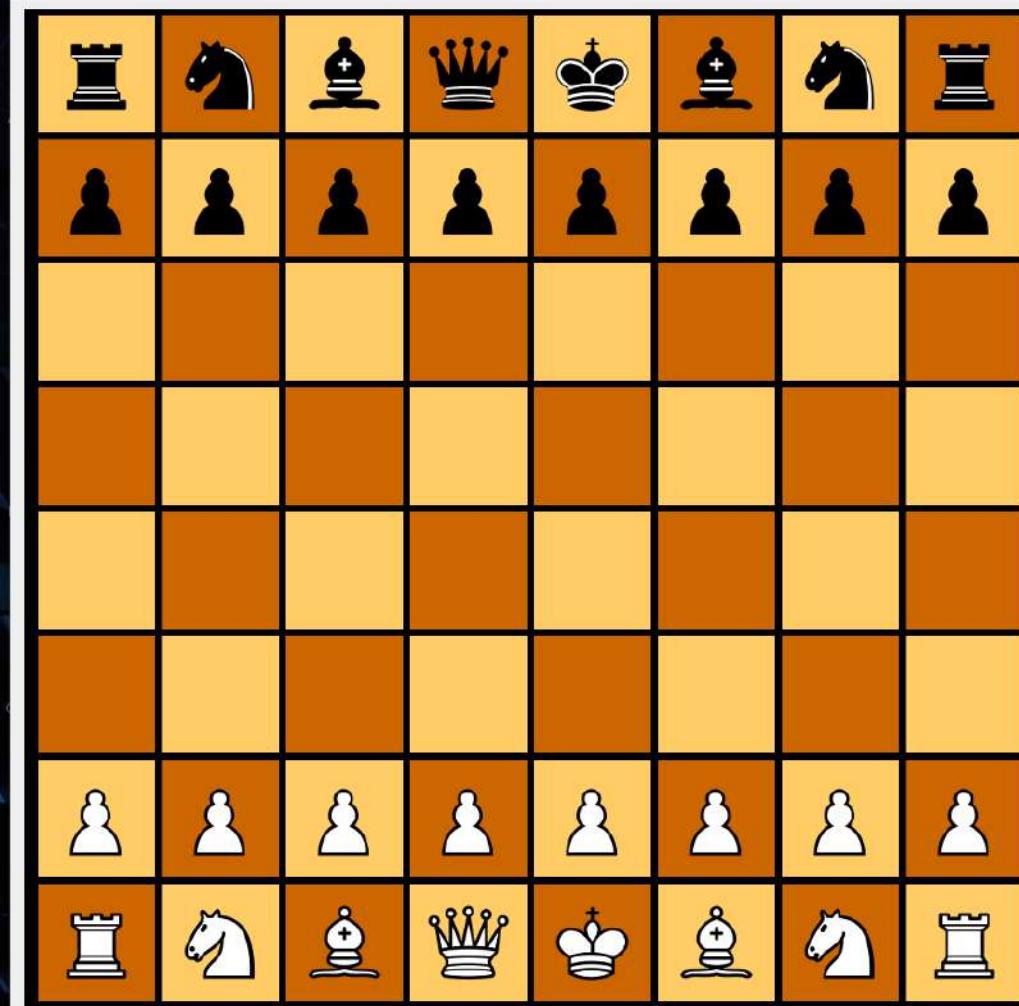
Pilih Level Permainan

Tambahkan Level

Aksi







15:00

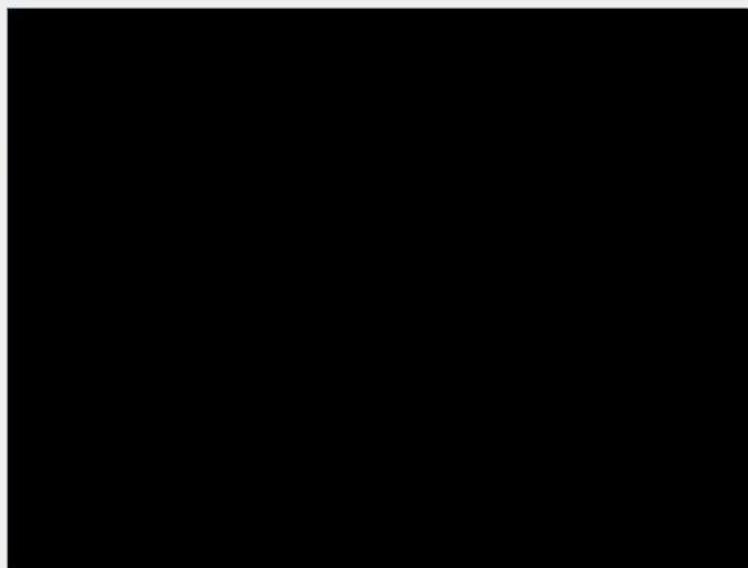
*HELLO, Tentukan Permainanmu*

15:00	15:00
00:00	00:00



Pemain

Komputer



Promote

 Mentri    Gajah    Kuda    Benteng

OK

rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 0

UPDATE FEN

SET START

## Koneksi Arduino

Kirim

Terima

COM3

Putuskan

## Permainan

Manual Mode

 Kirim Data

## Pilih Mode

- Manual
- Classic
- Automatic
- Semi

## Pilih Warna

- Hitam
- Putih

## Pilih Engine

 Tambahkan Engine

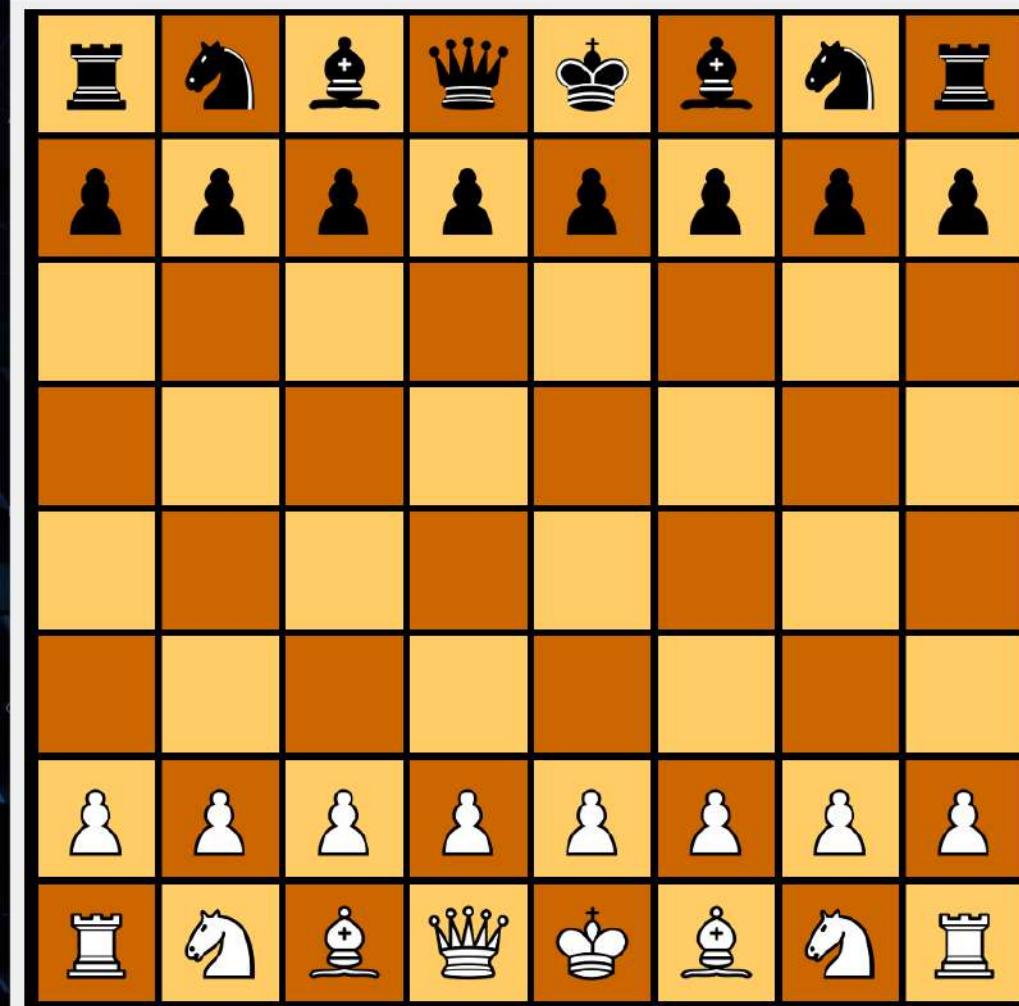
## Pilih Level Permainan

 Sulit

Tambahkan Level

## Aksi





15:00

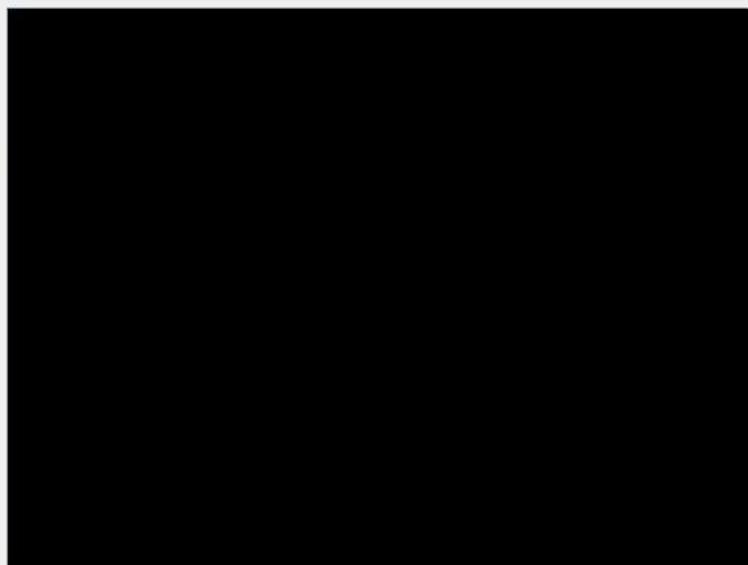
*HELLO, Tentukan Permainanmu*

15:00	15:00
00:00	00:00



Pemain

Komputer



Promote

 Mentri    Gajah    Kuda    Benteng

OK

rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 0

UPDATE FEN

SET START

## Koneksi Arduino

Kirim	Terima
<input type="button" value="COM3"/>	<input type="button" value="Putuskan"/>

## Permainan

## Manual Mode

<input type="button" value=""/>	<input type="button" value="Kirim Data"/>
---------------------------------	---

## Pilih Mode

- Manual    Classi
- Automatic    Semi

## Pilih Warna

- Hitam
- Putih

## Pilih Engine

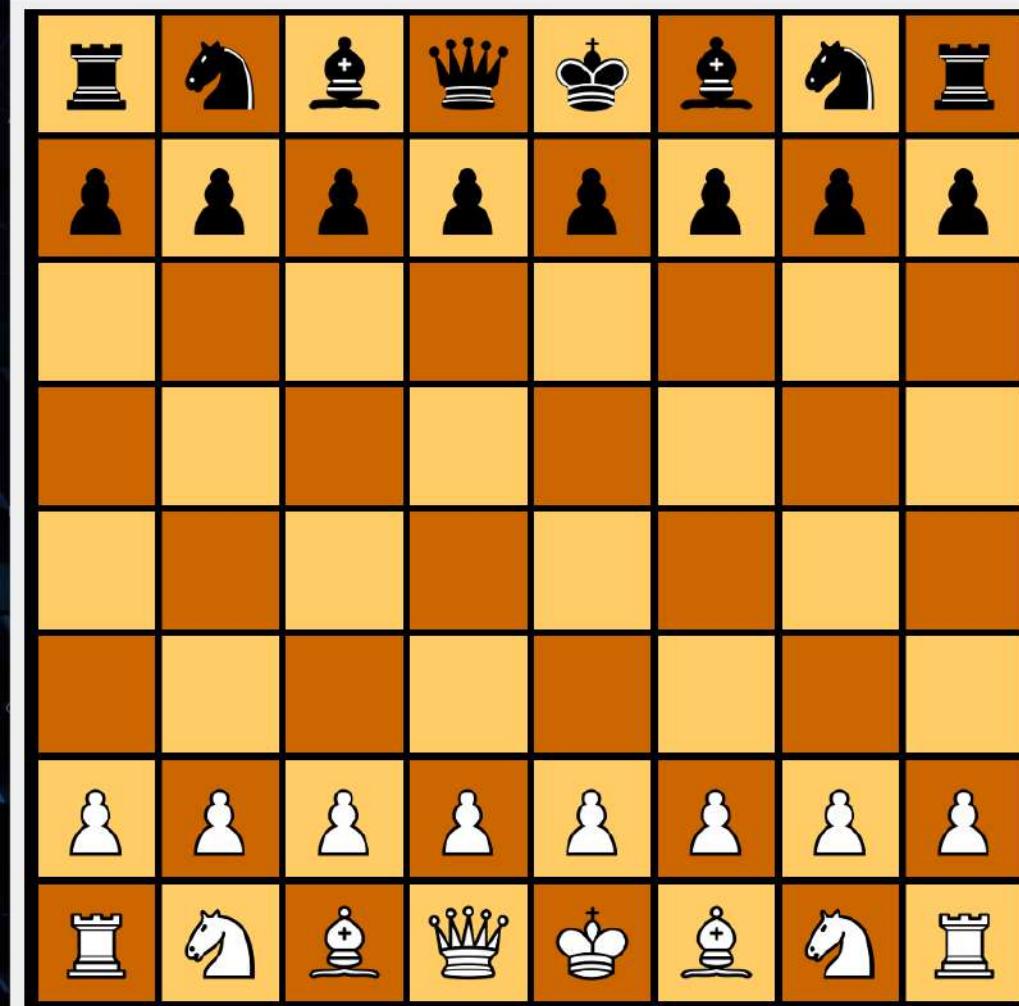
<input type="button" value=""/>	<input type="button" value="Tambahkan Engine"/>
---------------------------------	---

## Pilih Level Permainan

<input type="button" value="Sulit"/>	<input type="button" value="Tambahkan Level"/>
--------------------------------------	--

## Aksi





14:56

*Giliranmu Bermain*

14:56	15:00
00:00	00:00



\*\*\*MEMULAI GAME BARU\*\*\*

Pemain

Komputer

mbqkbnn/poooooooooooo/B/B/B/0/PPPPPPPPP/RNBQKBNR w KQkq - 0 0

Promote  
 Mentri    Gajah    Kuda    Benteng  

## Koneksi Arduino

Kirim	Terima
<input type="button" value="COM3"/>	<input type="button" value="Putuskan"/>

## Permainan

Manual Mode

<input type="text"/>	<input type="button" value="Kirim Data"/>
----------------------	---

Pilih Mode

Manual    Classic  
 Automatic    Semi

Pilih Warna

Hitam    Putih

Pilih Engine

<input type="text"/>
----------------------

Pilih Level Permainan

Aksi


ROCA UDINUS V1.1

12:35

*Giliranmu Bermain*

Pemain	Komputer
d2d4	d7d5
e2e3	g8f6
g2g4	c8g4
h2h3	g4d1

```
***MEMULAI GAME BARU***
Pemain Gerak d2d4 : OK -> rnbqkbnrr/pppppppo/8/8/2P4/8/PPP1PPP/RNBQKBNR b KQkq d3 0 0
Komputer Gerak :d7d5-> mbqkbnr/ppp1ppp/8/3p4/3P4/8/FPP1PPP/RNBQKBNR w KQkq d6 0 1
Pemain Gerak e2e3 : OK -> rnbqkbnrr/ppp1ppp/8/3p4/3P4/4P3/PPF2PP/RNBQKBNR b KQkq -0 1
Komputer Gerak :g8f6 -> mbqkb1r/1ppp1ppp/5n2/3p4/3P4/4P3/PPF2PP/RNBQKBNR w KQkq -1 2
Pemain Gerak g2g4 : ILLEGAL MOVEMENT
Pemain Gerak g2g4 : OK -> rnbqkbr/1/1ppp1ppp/5n2/3p4/3P2P1/4P3/PPP2P1P/RNBQKBNR b KQkq g3 0 2
Komputer Gerak :c8g4-> m1qkb1/r/1ppp1ppp/5n2/3p4/3P2b1/4P3/PPF2P1P/RNBQKBNR w KQkq -0 3
Pemain Gerak h2h3 : OK -> m1qkb1/r/1ppp1ppp/5n2/3p4/3P2b1/4P2P/PPP2P2/RNBQKBNR b KQkq -0 3
Komputer Gerak :g4d1-> m1qkb1/r/1ppp1ppp/5n2/3p4/3P4/4P2P/PPP2P2/RNEbKENR w KQkq -0 4
```

Promote
 Mentri  Gajah  Kuda  Benteng
OK

m1qkb1/r/1ppp1ppp/5n2/3p4/3P4/4P2P/PPP2P2/RNBQKBNR w KQkq -0 4
UPDATE FEN
SET START

Koneksi Arduino

Kir	Terima
g4d1 1 0 1	b1c3
COM3	<span style="border: 2px solid red; padding: 2px;">Putuskan</span>

Permainan

Manual Mode

Manual  Classic  
 Automatic  Semi

Pilih Mode

Hitam  Putih

Pilih Engine

Tambahkan Engine

Pilih Level Permainan

Sulit

Tambahkan Level

Aksi

ROCA UDINUS V1.1

12:21

8							
7							
6							
5		Pemain	Komputer				
4	d4	d7d5					
3	e3	g8f6					
2	g4	c8g4					
1	b2h3	g4d1					

*Giliranmu Bermain*

\*\*\*MEMULAI GAME BARU\*\*\*  
 Pemain Gerak d2d4 : OK -> rnbqkbnr/pppppppo/8/8/2P4/8/PPP1PPP/RNBQKBNR b KQkq d3 0 0  
 Komputer Gerak :J7d5-> mbqkbnr/ppp1pppp/8/3p4/3P4/8/FPP1PPP/RNBQKBNR w KQkq d6 0 1  
 Pemain Gerak e2e3 : OK -> rnbqkbnr/ppp1pppo/8/3p4/3P4/4P3/PPF2PP/RNBQKBNR b KQkq -0 1  
 Komputer Gerak :g8f6 -> mbqkbnr/ppp1pppp/5n2/3p4/3P4/4P3/PPF2PP/RNBQKBNR w KQkq -1 2  
 Pemain Gerak g2g1 : ILLEGAL MOVEMENT  
 Pemain Gerak g2g4 : OK -> rnbqkbnr/1/ppp1pppp/5n2/3p4/3P2P1/4P3/PPP2P1P/RNBQKBNR b KQkq g3 0 2  
 Komputer Gerak :c8g4-> m1qkb1/r/p/p1ppp/5n2/3p4/3P2b1/4P3/PPF2P1P/RNBQKBNR w KQkq -0 3  
 Pemain Gerak h2h3 : OK -> m1qkb1/r/ppp1pppp/5n2/3p4/3P2b1/4P2P/PPP2P2/RNBQKBNR b KQkq -0 3  
 Komputer Gerak :g4d1-> m1qkb1/r/ppp1pppp/5n2/3p4/3P4/4P2P/PPP2P2/RNEbKENR w KQkq -0 4

Promote
 Mentri
 Gajah
 Kuda
 Benteng
OK

UPDATE FEN
SET START

Koneksi Arduino

Kirim	Terima
g4d1 1 0 1	
COM3	Putuskan

Permainan

Manual Mode

Kirim Data

Pilih Mode

Manual     Classic

Automatic     Semi

Pilih Warna

Hitam     Putih

Pilih Engine

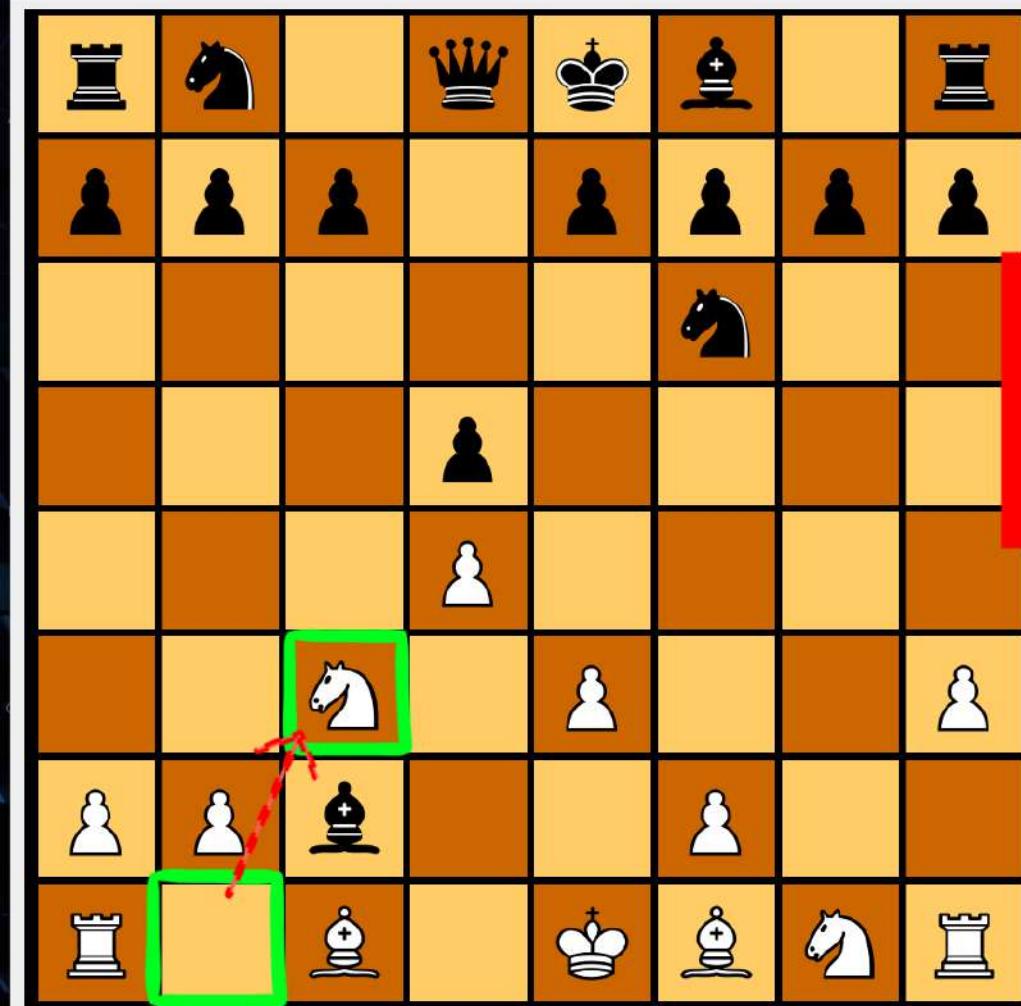
Tambahkan Engine

Pilih Level Permainan

Sulit

Tambahkan Level

Aksi



**Giliranmu Bermain**

Pemain	Komputer
b1c3	d1c2

14:53 14:35  
00:00 00:00

\*\*\*MEMULAI GAME BARU\*\*\*  
 main Cerak b1c3 -> n1qkb1r/ppp1ppp/5n2/3p4/3P4/2N1P2P/PPB2P2/R1BtKBNR b KQkq - 1 4  
 Komputer Gerak d1c2 -> n1qkb1r/ppp1ppp/5n2/3p4/3P4/2N1P2P/PPB2P2/R1B1KBNR w KQkq - 0 5

Promote  Mentri  Gajah  Kuda  Benteng

OK

Koneksi Arduino

Kirim	Terima
d1c2 1 0 1	
COM3	Putuskan

Permainan

Manual Mode

Pilih Mode  Manual  Classic  
 Automatic  Semi

Pilih Warna  Hitam  Putih

Pilih Engine

Pilih Level Permainan

Aksi   

UPDATE FEN