



# Icarus Chess

## User Manual

Version 1.0

Last updated: 2 April 2026

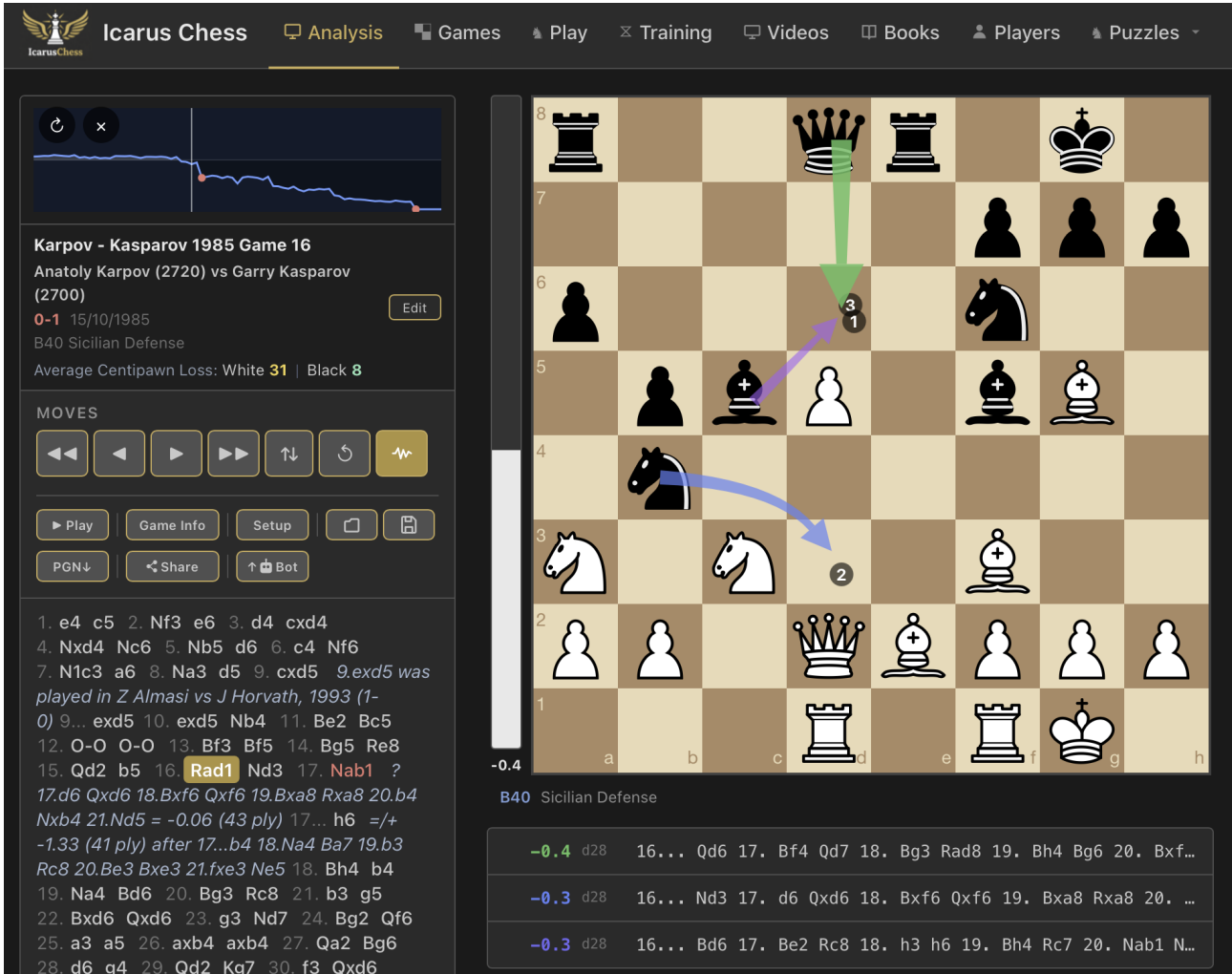
[icaruschess.org](http://icaruschess.org)

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# 1. Analysis

The Analysis board is the heart of Icarus Chess. Load or play through games, run engine analysis, annotate with comments and variations, and share positions or animated GIFs.

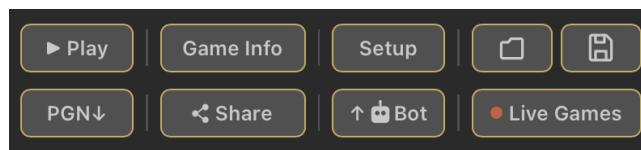


Main analysis view with board, move list, engine lines, and toolbar

## The Board

The interactive board displays the current position. Drag pieces to make moves, or click a piece then click its destination square. Right-click (or long-press on mobile) for display options including toggling last-move highlights and engine arrows.

## Toolbar

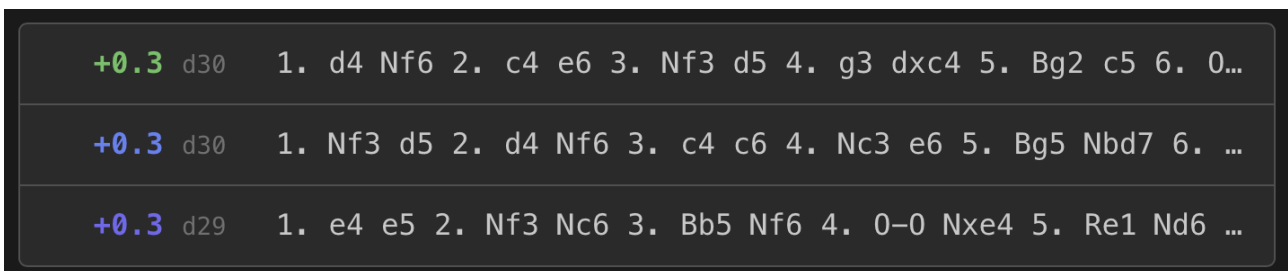


Analysis toolbar

The toolbar below the board provides quick access to key features:

<b>Play</b>	Full-screen play-through of the game with auto-advance. Also exports animated GIFs.
<b>Game Info</b>	View and edit game metadata: players, date, result, event, opening.
<b>Setup</b>	Set up a custom position manually, from a FEN string, or by uploading/pasting an image.
<b>Load / Save</b>	Load a previously saved game, or save the current game to your Games folder.
<b>PGN Import</b>	Import a game from PGN notation.
<b>Share</b>	Share a board position image, FEN, game link, PGN, or animated GIF.
<b>Play Bot</b>	Play the current position against a chess engine (Stockfish or Maia).
<b>Live Games</b>	Browse and follow live chess broadcasts from Lichess with real-time clocks and optional YouTube

## Engine Analysis



*Engine analysis panel*

Press E or click the engine button to start Stockfish analysis. The engine displays its top candidate moves as arrows on the board, along with evaluation scores and principal variations. An evaluation bar shows the balance of the position visually.

## Evaluation Graph

Evaluate every position in the game to generate a visual graph showing how the advantage shifted throughout the game. Click on any point to jump to that position. Blunders and mistakes are highlighted in red, making it easy to spot critical moments where the game turned.



*Evaluation graph with blunder highlights*

## Variations & Annotations

Create variations by simply making alternative moves at any point. The move list displays the full variation tree. Right-click a variation move to promote or delete it. Annotate with NAG symbols (!, !!, ?, ??, etc.) and add text comments for your own notes.

## Opening Explorer and Master Games

When connected to Lichess via an API token, the opening explorer shows commonly played moves in the current position along with win/draw/loss statistics. Use the rating slider to see how opening choices differ across rating ranges. Browse master games that reached the position, filter them by year range, and import them as variations for study.

## Sharing

The Share panel lets you share your games, analysis or position in multiple ways: copy a high-resolution board image to your clipboard, save it as a file, copy the FEN, export an animated GIF of the full game, create a shareable read-only viewer link, export PGN, or open the position on Lichess.



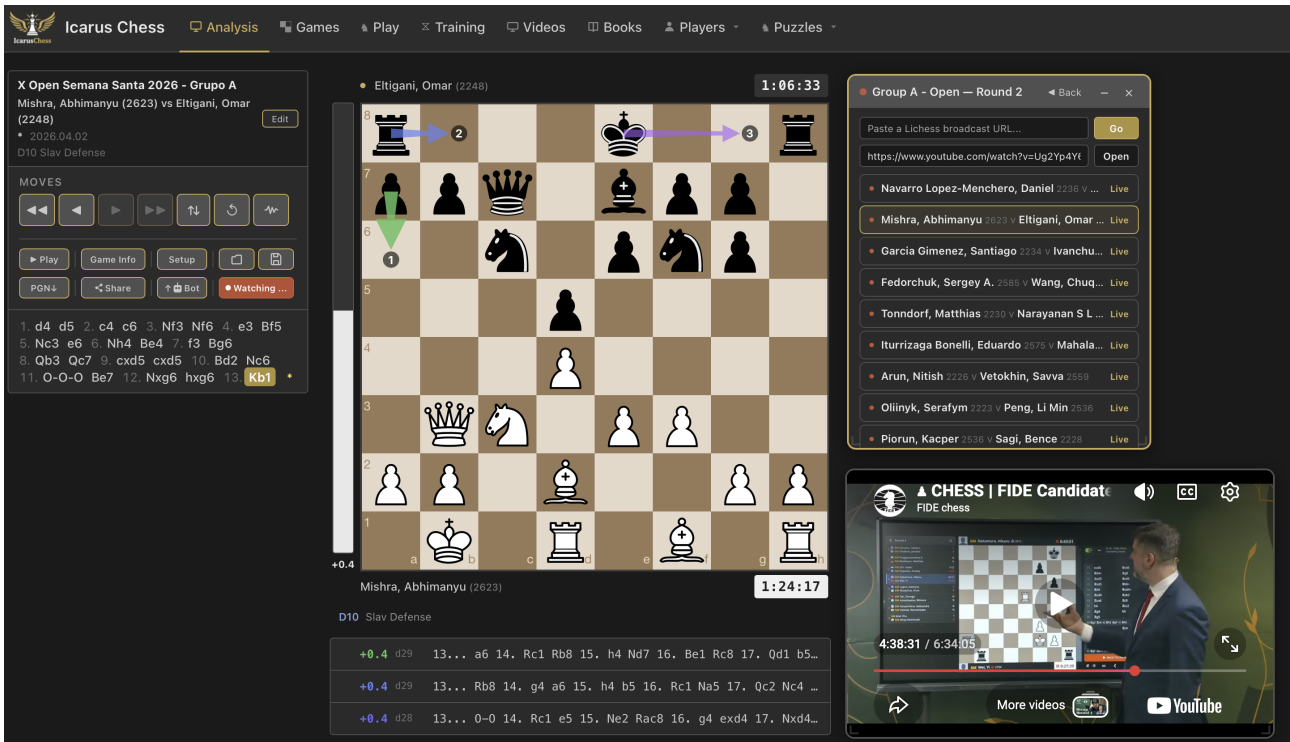
Share panel



Shared game viewer

# Live Broadcasts

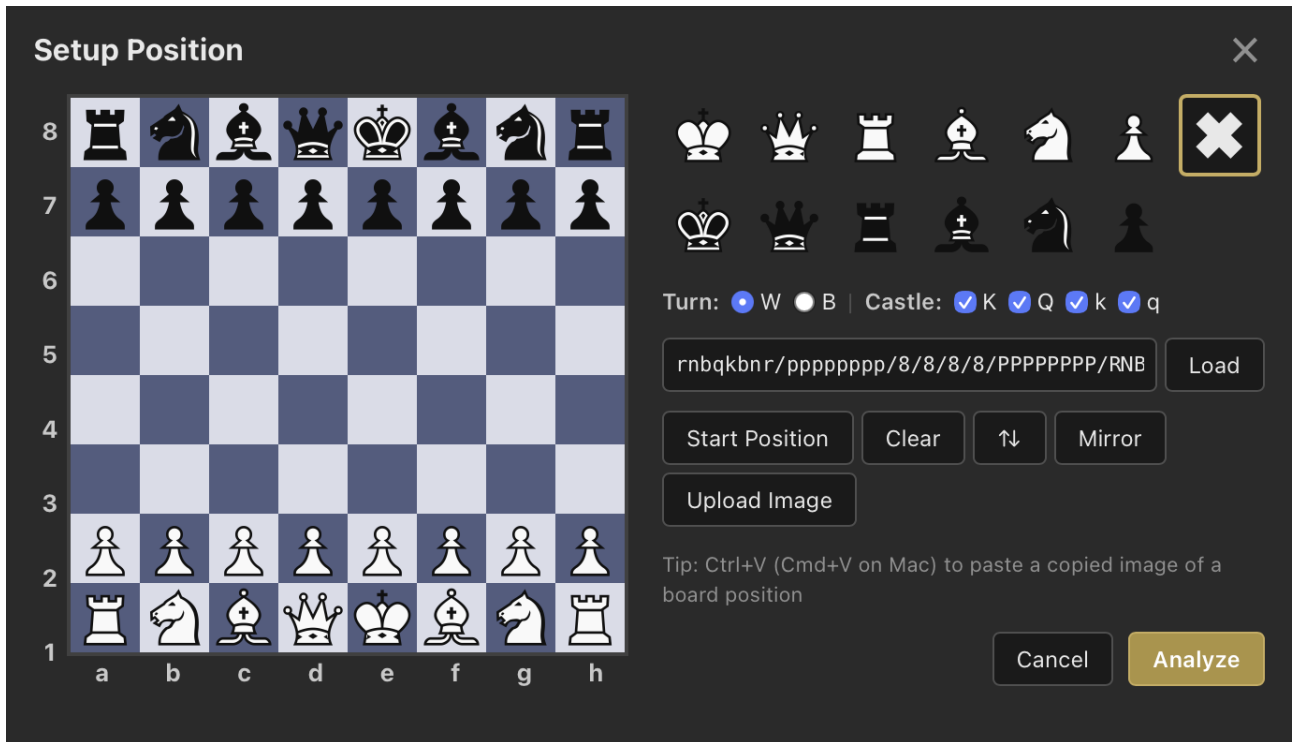
Follow live chess events broadcast by Lichess. Click Live Games to browse current tournaments and rounds, or paste a Lichess broadcast URL directly. Select a game to load it onto the board with live-updating clocks and player ratings. Moves appear in real time with sound. If you make a move on the board to explore a variation, the broadcast pauses automatically — click Resume to return to the live game. You can also paste a YouTube link to open a commentary video alongside the board in a resizable, draggable panel.



Following a live broadcast with game list and YouTube commentary panel

## Setup Position

Open the setup panel to create any position. Drag pieces onto the board, set the side to move and castling rights, or paste a FEN string. You can also upload a photo or screenshot of a board position — AI-powered image recognition (Claude Haiku) will detect the pieces and set up the position automatically. Paste an image with Ctrl+V / Cmd+V for even faster setup.



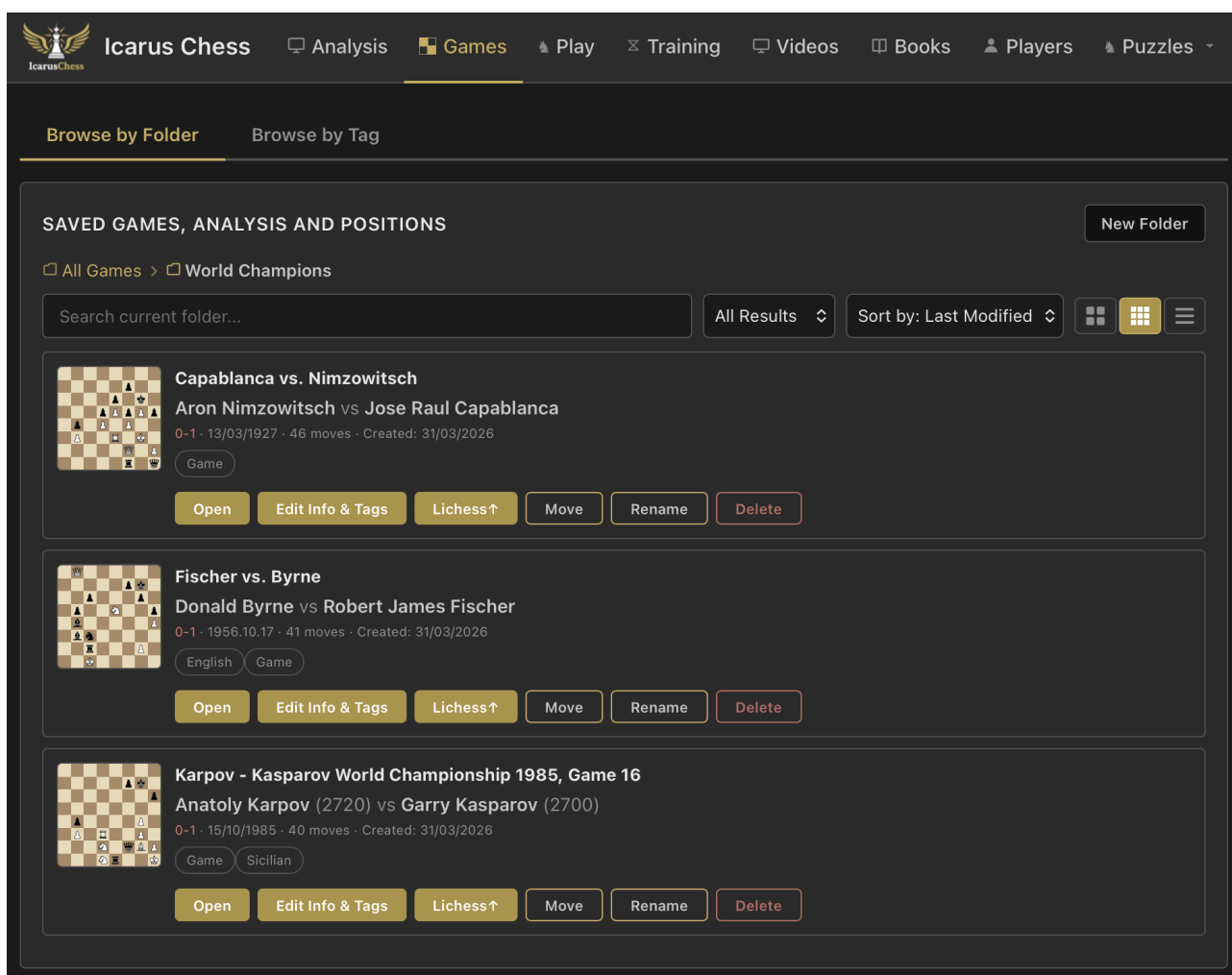
Setup position with piece palette and image recognition

## 2. Games

Your personal game library. Save games from analysis, organise them into folders, search and filter, and tag games for easy retrieval.

### Organisation

Create folders to organise your games by opening, tournament, opponent, or any category you like. Move games between folders at any time. Browse by folder structure or switch to tag view to filter across all games by tag.



Browse by Folder view with game cards, folder breadcrumbs, search, and sort options

## Search & Filter

Search games by title, player name, or content. Filter by result (White wins, Black wins, Draws, Decisive) and sort by date, player name, title, or type. Switch between large card, small card, and list views.

The screenshot shows the Icarus Chess web application interface. At the top, there is a navigation bar with the Icarus Chess logo and menu items: Analysis, Games (highlighted), Play, Training, Videos, Books, Players, and Puzzles. Below the navigation bar, there are two tabs: "Browse by Folder" and "Browse by Tag" (which is active). The main content area is titled "SAVED GAMES, ANALYSIS AND POSITIONS" and includes a "Manage Tags" button. Below this, there are several filter buttons: "All (6)", "TYPE: Game (4)", "Position (1)", "Study (1)", "OPENINGS: Bird (1)", "English (1)", "Indian Game (1)", "Larsen", "Ruy Lopez", "Sicilian (1)", "Three Knights", "THEMES: Miniature", "Quick Win", and "OTHER: My Games (1)". A search bar is labeled "Search all games...". To the right of the search bar are buttons for "All Results", "Sort by: Last Modified", and view toggles (grid, list, and menu icons). The main content area displays three game cards. Each card features a chessboard icon, the game title, player names, date, and move count, and a "Game" tag. Below each card are buttons for "Open", "Edit Info & Tags", "Lichess↑", "Move", "Rename", and "Delete".

**SAVED GAMES, ANALYSIS AND POSITIONS** [Manage Tags](#)

All (6) TYPE: **Game (4)** Position (1) Study (1) OPENINGS: Bird (1) English (1) Indian Game (1) Larsen Ruy Lopez Sicilian (1) Three Knights THEMES: Miniature Quick Win OTHER: My Games (1)

Search all games... All Results Sort by: Last Modified

**Capablanca vs. Nimzowitsch**  
Aron Nimzowitsch vs Jose Raul Capablanca  
0-1 · 13/03/1927 · 46 moves  
Game  
Open Edit Info & Tags Lichess↑ Move Rename Delete

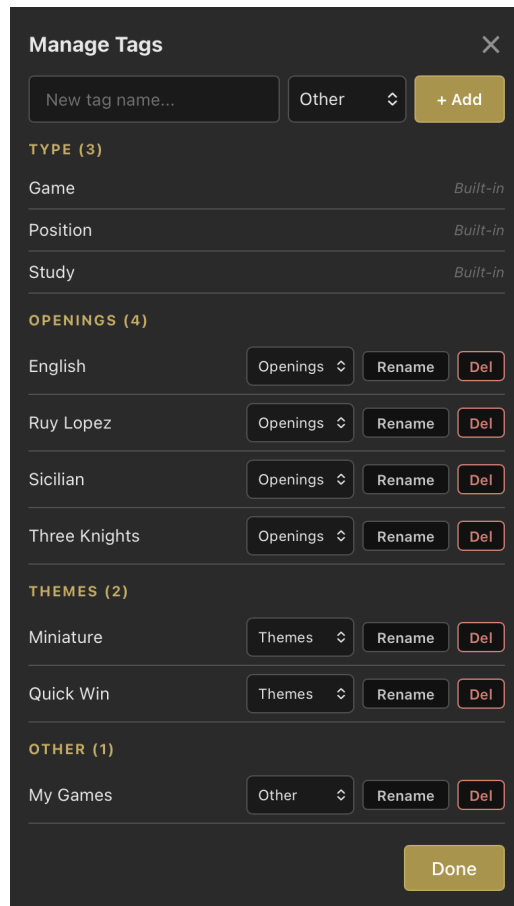
**Fischer vs. Byrne**  
Donald Byrne vs Robert James Fischer  
0-1 · 1956.10.17 · 41 moves  
English Game  
Open Edit Info & Tags Lichess↑ Move Rename Delete

**Karpov - Kasparov World Championship 1985, Game 16**  
Anatoly Karpov (2720) vs Garry Kasparov (2700)  
0-1 · 15/10/1985 · 40 moves  
Game Sicilian

*Browse by Tag view — filter across all games using tag chips*

## Tags

Tag games with categories like openings, themes, or custom labels. The tag view lets you browse all your games filtered by one or more tags, making it easy to find games across different folders. Use the Manage Tags button to create, rename, recategorise, or delete tags.



*Manage Tags — create, rename, recategorise, and delete tags*

## Game Actions

Each saved game can be opened for analysis, edited, renamed, moved to a different folder, uploaded to Lichess, or deleted. Click any game card to load it into the Analysis board.

## 3. Play

Play against a chess engine from any position. Choose between human-like Maia bots or traditional Stockfish at adjustable strength levels, with optional time controls.

The screenshot shows the 'Play vs Bot' interface with the following settings:

- Play against a saved player's repertoire** (toggle)
- YOUR COLOUR**: White (selected), Random, Black
- BOT TYPE**: Maia (human-like) (selected), Stockfish
- APPROXIMATE RATING (OTB / FIDE)**: 1000, 1100, 1200, 1300, 1400 (selected), 1500, 1600, 1700, 1800, 1900, 2000, 2200
- TIME CONTROL**: No clock (selected), 3+2, 5+3, 10+5, 15+10, 30+0
- Bot commentary** (checked)
- Play** button

Play setup — choose colour, bot type, rating, and time control

### Bot Types

**Maia** is a neural-network bot trained on human games. It plays human-like moves, including realistic mistakes at each rating level (1000–2200). **Stockfish** is a traditional engine with adjustable strength from beginner (400) to master (2800).

The screenshot shows the 'Play vs Bot' interface with the following settings:

- Play against a saved player's repertoire** (toggle)
- Playing against Richard (Chess.com)...** (selected), **Reset to standard** button
- YOUR COLOUR**: White (selected), Random, Black
- BOT TYPE**: Maia (human-like) (selected), Stockfish is not available for repertoire
- APPROXIMATE RATING (OTB / FIDE)**: 1000, 1100, 1200, 1300, 1400, 1500, 1600, 1700, 1800, 1900, 2000 (selected), 2200
- TIME CONTROL**: No clock (selected), 3+2, 5+3, 10+5, 15+10, 30+0
- Bot commentary** (checked)
- Play** button

Play against a saved player's repertoire — the bot mimics their opening choices

## Game Options

Choose your colour (White, Black, or Random), set the bot's approximate rating, and optionally add a time control (3+2, 5+3, 10+5, 15+10, or 30+0). A countdown timer option lets you set a time limit to win from a specific position. Enable or disable bot commentary for in-game chat.

Maia (1400)

Richard Anderson

"A classical choice."

*Richard Anderson vs Maia (1400)*  
31/3/2026 · Untimed  
B07 Pirc Defense

#	White	Black
1	e4	d6
2	d4	Nf6
3	Nc3	g6
4	Nf3	Bg7
5	Be2	Nbd7
6	0-0	0-0

Active game vs Maia (1400) with scoresheet and bot commentary

## Play from Position

Use the Play Bot button on the Analysis toolbar to start a game from any position you're analysing. The bot takes over from the current position. After the game, you can analyse the result or start a rematch.

The screenshot shows the 'Play vs Bot' interface. At the top, there is a search bar with the text 'Play against a saved player's repertoire'. Below it, there are two buttons: 'Playing from custom position' and 'Reset to standard'. The chessboard is displayed in the center, showing a custom position. Below the board, it says 'Black to move (switch)'. Underneath, there are two sections: 'YOUR COLOUR' with 'White' and 'Black' buttons, and 'BOT TYPE' with 'Maia (human-like)' and 'Stockfish' buttons. Below that is 'APPROXIMATE RATING (OTB / FIDE)' with buttons for ratings from 1000 to 2200. Then 'COUNTDOWN TIMER (OPTIONAL)' with buttons for 'Off', '1 min', '2 min', '3 min', '5 min', and '10 min'. At the bottom, there is a 'Bot commentary' toggle which is checked, with a note: 'The bot will share its thoughts during the game'.

*Play from a custom position with optional countdown timer*

Richard (Chess.com) (2000)

Richard Anderson

*Richard (Chess.com) (2000) vs  
Richard Anderson*  
31/3/2026 · Untimed  
B20 Sicilian Defense

#	White	Black
1	e4	c5
2	Nf3	d6
3	Bc4	Nf6
4	Nc3	g6
5	e5	

*Playing against a saved player's repertoire bot*

## After the Game

When the game ends, you can analyse it in the Analysis board, save it to your Games library, start a rematch with the same settings, or begin a new game.

## 4. Training

Create structured training sessions with timed activities. Plan your study routine and track your progress with the training calendar.

The screenshot displays the 'TRAINING SESSIONS' interface. At the top, there is a '+ New Session' button. Below it, a session titled 'Mixed training' is shown with a duration of '4 activities · 45 min'. Action buttons for 'Start', 'Edit', 'Assign', and a close icon are visible. The bottom section is the 'TRAINING CALENDAR' for March 2026, with navigation for 'Today' and 'Subscribe'. The calendar grid shows days from 1 to 31, with the 31st highlighted in a dark grey box.

MON	TUE	WED	THU	FRI	SAT	SUN
23	24	25	26	27	28	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31	1				

*Training sessions list with calendar view*

## Training Sessions

Create training sessions with multiple timed activities (e.g. 15 minutes of tactics, 20 minutes of openings, 10 minutes of endgames). Name your sessions and schedule them for specific days. Activities can link to specific sections of the app so you can jump straight to the relevant area.

**NEW TRAINING SESSION** Cancel Save Session

SESSION NAME  
My Training

ACTIVITIES

- Analyse Game
- Select Game --

+ Add Activity

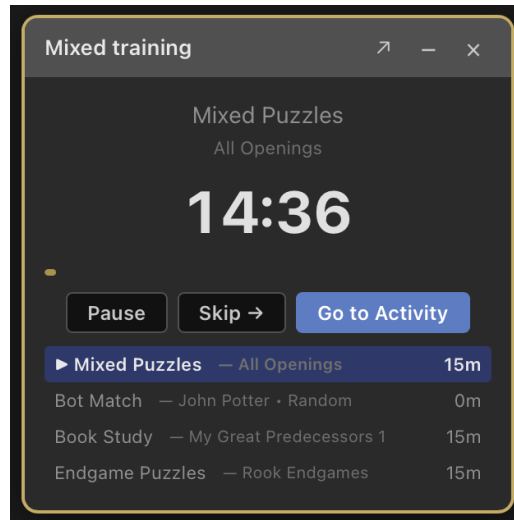
**TRAINING CALENDAR** ← March 2026 → Today Subscribe

MON	TUE	WED	THU	FRI	SAT	SUN
23	24	25	26	27	28	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22

Create a new session — choose from activity types like Puzzles, Book Study, Bot Match, and more

## Timer

Start a training session to launch the timer overlay. It counts down through each activity, with pause, skip, and go-to controls. The timer can be minimised or popped out while you work on the relevant area of the app. A progress bar shows how far through the current activity you are.



*Training timer with activity list, pause, skip, and go-to controls*

## Calendar

The training calendar shows your scheduled sessions and completed activities. Navigate between months, jump to today, and click any day to see the detail. Subscribe to your training calendar in external calendar apps for reminders.

## TRAINING CALENDAR

← March 2026 →
Today
Subscribe

MON	TUE	WED	THU	FRI	SAT	SUN
23	24	25	26	27	28	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	<b>31</b> Mixed training	1				

## TODAY'S TRAINING

Mixed training 
[Start Timer](#)
[Remove](#)

- Mixed Puzzles**  
All Openings
15 min
- Bot Match**  
Player repertoire · Random
0 min
- Book Study**  
My Great Predecessors 1
15 min
- Endgame Puzzles**  
Rook Endgames
15 min

*Today's training — assigned session with activity breakdown*

### Calendar Subscription ✕

Subscribe to your training calendar in any calendar app:

Option 1: One-click subscribe

[Open in Calendar App](#)

Option 2: Copy URL for Google Calendar / Outlook

https://icaruschess.org/cal/4c7ff2cb2185b3063f9b8a71182a4a58839e408f
Copy

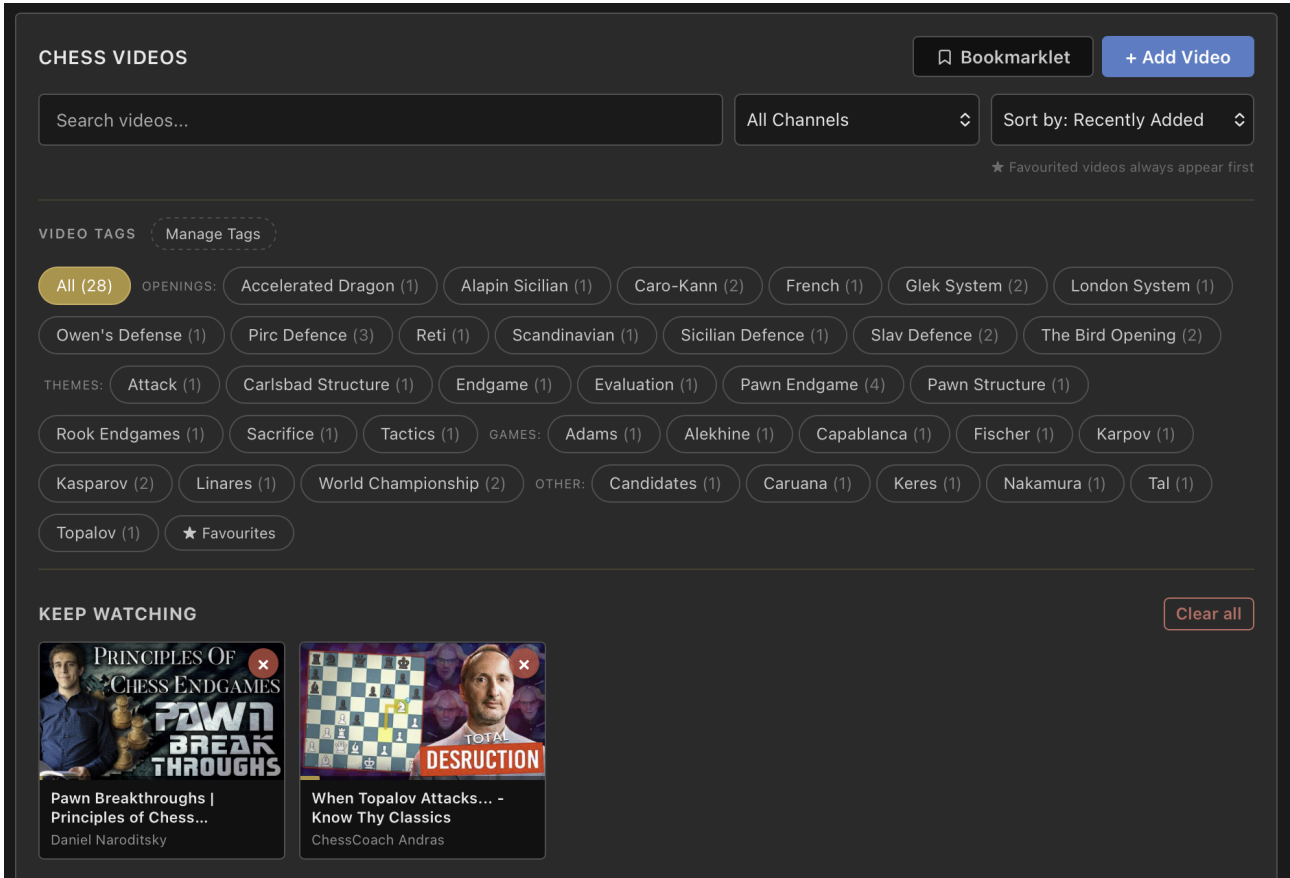
**Google Calendar:** Settings → Add calendar → From URL → paste the URL  
**Apple Calendar:** Click "Open in Calendar App" above, or File → New Calendar Subscription  
**Outlook:** Add calendar → Subscribe from web → paste the URL

[Regenerate URL](#)
This will invalidate the old URL

*Subscribe to your training calendar in Google Calendar, Apple Calendar, or Outlook*

# 5. Videos

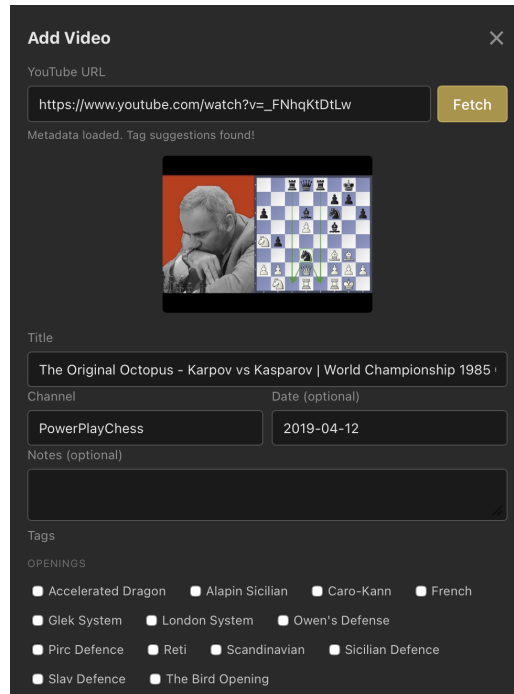
Build a personal library of chess instruction videos from YouTube. Organise, tag, and track your viewing progress.



Video library with tag filters, Keep Watching section, search, and channel filter

## Adding Videos

Click “Add Video” to save a YouTube video by pasting its URL. The video’s title, thumbnail, and channel are fetched automatically. You can also install the browser bookmarklet to add videos with one click while browsing YouTube.




**Add Video** ✕

YouTube URL

Fetch

Metadata loaded. Tag suggestions found!



Title

Channel Date (optional)

Notes (optional)

Tags

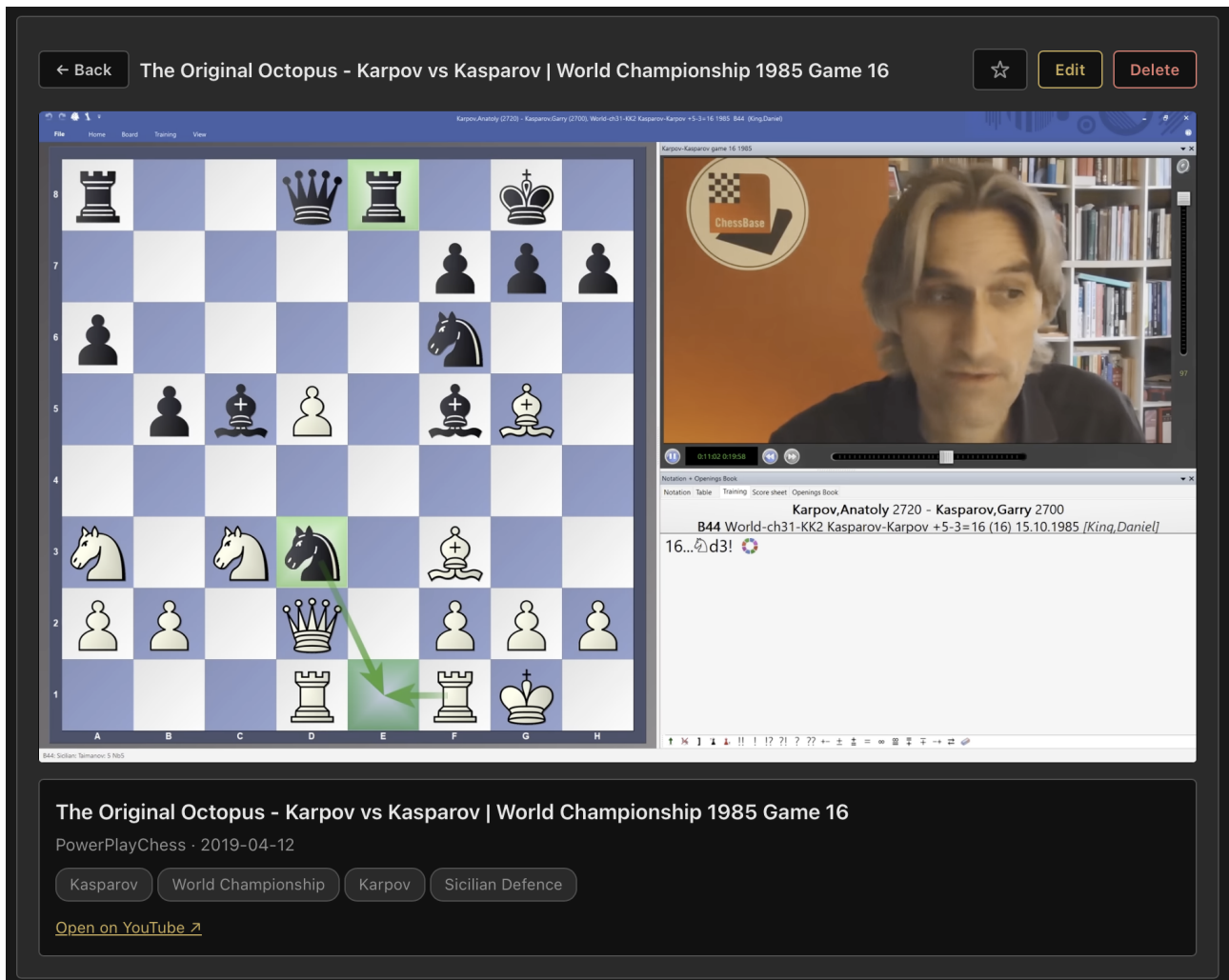
OPENINGS

- Accelerated Dragon
- Alapin Sicilian
- Caro-Kann
- French
- Glek System
- London System
- Owen's Defense
- Pirc Defence
- Reti
- Scandinavian
- Sicilian Defence
- Slav Defence
- The Bird Opening

*Add Video — paste a URL to fetch metadata and tag suggestions automatically*

## Watching & Tracking

Click a video card to open the embedded player. Videos you've started watching appear in the "Keep Watching" section at the top for easy resumption. Mark favourites with the star icon — favoured videos always appear first in the grid.



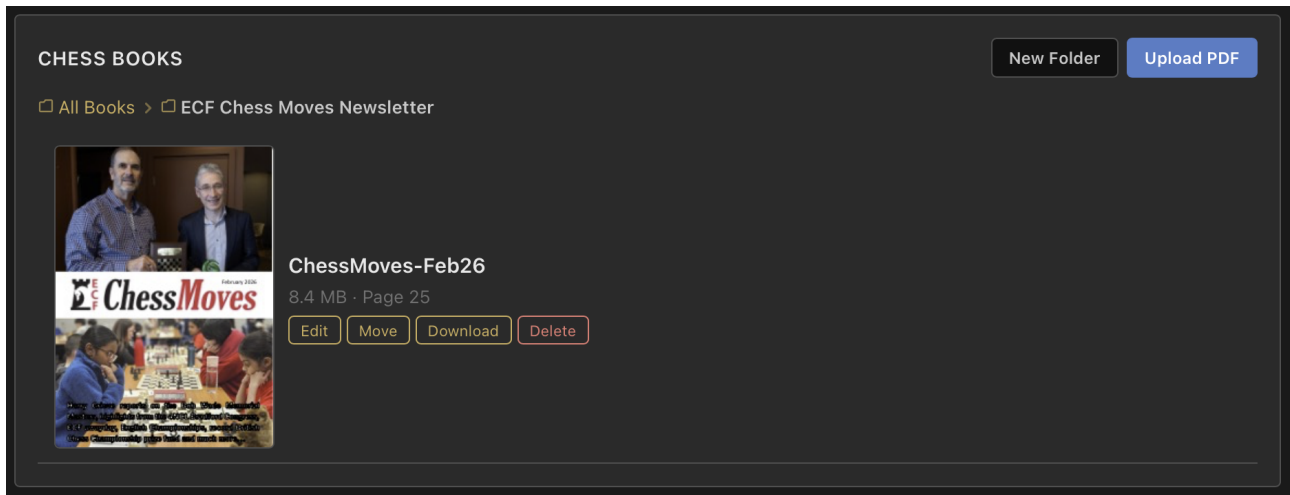
*Video player with embedded YouTube, board position sync, and tags*

## Search & Filter

Search by title or keywords, filter by channel, sort by date added or published, and use tags to categorise your video collection.

## 6. Books

Upload chess books in PDF format and read them with an integrated play-along board. Recognise board positions directly from the PDF pages using AI image recognition.



*Book library with folder organisation, covers, and book actions*

## Reading

Open a book to see the PDF reader alongside a play-along board. Navigate pages with arrow keys or swipe gestures, zoom in and out, and jump to chapters from the table of contents. Bookmark pages for quick reference. Toggle “Reading Mode” for a distraction-free view.

← Books ChessMoves-Feb26
☐ Reading Mode
Set Cover
Download
Delete


← Page 25 / 69 →
Go to
- Fit + Fit
☰ TOC

pawn progress can happen quickly.

31...e5 32.Rc6 Nb4 33.Rc7+ Kf6 34.a3 Nd5 35.Rc6+ Kf5 36.Kg2 e4 37.Kf1 e3 38.Ke1 Ke4 39.Rd6 g5 40.b4 Nc3 41.Rg6 g4 42.Rh6 Kd3 43.Rxh5 Ne4 44.Rd5 Nd2 The final position demonstrates the black pieces working as a team, with the passed pawn about to get promoted with ...Nf3+ and ...e2 etc. 0-1

The passed d-pawn led to my downfall in the following instructive example.


**Ziger, S – Flear, G**  
Neuchâtel 1995



38...Kf8 Black should take the opportunity to advance his a-pawn: 38...a5!. Instead, the tempting 38...Rb5 is well met by 39.Bxf7+! Kf8 40.Ke2 Ke7 41.Bg8 etc.

39.Ke2 a5 This is still a good idea, but now White's king is better placed.

40.Kd3 a4 41.Na3 Rb2 42.Nc2 Rb1 43.Bc6 a3 44.Bd5 Rb5 45.Bc4 Rg5 46.g3 Rf5 47.f4 g5? The calm 47...Ra5 is preferable, when the natural 48.Kc3 could be met with 48...a2 49.Kb2 a1=Q+ 50.Nxa1 Ra4, trading off the passed d-pawn. Then 51.Bd3 Rxd4 52.Kc3 Ra4 53.Nc2 leads to the following position.



Experience has demonstrated that although the minor pieces can press for a long time, in a '3 vs 3 on the same wing' scenario a draw is the most likely outcome.

48.Nxa3 gxh4 49.Ke4 fxg3 50.hxg3 Rf2 All of my thrashing about hasn't caused too many problems in the white camp.

51.Nb5 Rf6 52.Be2 Re6+ 53.Kd3 f5 54.g4 Correct is 54.d5! Rg6 55.Nd4 Rxg3+ 56.Kc4, with excellent winning chances.

54...fxg4 55.Bxg4 Rg6 56.Bf5 White only has one pawn remaining, but it's passed, and I wasn't capable of saving the day.

56...Rg3+ 57.Ke4 More incisive is 57.Kc4! h5 58.d5 Kf7 59.d6 Kf6 60.d7 Rg8 61.Nd4 Ke5 62.Bg6 Ra8 63.Nc6+ Kf6 64.Bxh5.

57...Rb3? Pushing the knight where it wants to go wasn't a very good idea! This time it's the h-pawn that needs pushing straight away: 57...h5!

58.Nc7 h5 Too late!

59.Ne6+ Ke7 60.Nf4 h4 61.Ng6+ Kd6 62.Nxh4 This endgame is winning. White needs to keep his three pieces working as a unit, and then gradually advance the pawn.


62...Rb1 63.Ng2 Rb8 64.Ne3 Re8+ 65.Kf4 Re7 66.Be4 Rf7+ 67.Nf5+ Ke6 68.d5+ Kf6 69.Nd4 Ra7 70.Nf3 Ra1 71.Nh2 Rg1 72.Ng4+ Ke7 73.Ne3 Kf6 74.Bf5 Ke7 75.Ke5 Re1 76.d6+ Kd8 77.Kd8 Ra1 78.Nc4 Rd1+ 79.Ke5 Re1+ 80.Kf6 Rd1 81.Ke6 Rd4 82.Ne5 Rd5 83.Nc6+ Ke8 84.d7+! Rd7 85.Bg6+ Kf8 86.Kd7 My opponent knew the technique, and won with ease. Apparently it was the second time that spring that he'd had this endgame!

86...Kg7 87.Bf5 Kf6 88.Be6 Kg6 89.Kd6 Kf6 90.Nd4 Kg5 91.Ke5 Kg6 92.Nf3 Kh6 93.Kf6 Kh7 94.Nh4 Kh8 95.Ng6+ Kh7 96.Bd5 Kh6 97.Bg8 Kh5 98.Ne5 Kh6 A better practical chance would have been 98...Kh4!, but although this fails to 99.Kf5! Kg3 100.Ng4! still should have tried it, as not everyone knows this idea very well!

99.Ng4+ Kh5 100.Kf5 Kh4 101.Kf4 Kh5 102.Bf7+ Kh4 103.Nf6 Kh3 104.Ne4 Kh4 105.Be8 Kh3 106.Bh5 Kg2 107.Be2 Kh3 108.Kg5 Kh2 109.Kh4 Kg2 110.Kg4 Kh2 111.Bf1 Kg1 112.Bh3 Kh2 113.Kh4 It's mate in four: 113...Kg1 114.Kg3 Kh1 115.Nd2 Kg1 116.Nf3+ Kh1 117.Bg2#. 1-0

The next example again shows the minor pieces dominating proceedings.

Play Along



⏪
⏩
↕
↻

Set Position
Send to Analysis

No moves yet

Keyboard Shortcuts

← / → Prev/Next page   ↑ / ↓ Prev/Next move

Home / End First/Last page   F Flip board

Book reader — PDF page with play-along board, navigation, and table of contents

36.Ne5 Bb6 37.Rf3 Qe8 38.Bd2 Bxe5 39.fxe5 Ng4 40.Qh4 h5 41.h3 Nh6 42.g4 hxe4 43.hxe4 Nd7 44.Kg2 Nf5 45.gxf5 gxf5 46.Rg3 Ng5 47.Bg5 Qf7 48.Rh1 1-0 Tarrasch, Siebert - Von Gottschal, Hermann, Dresden 1892 German Championship.

4.exd5 Qxd5 5.dxc5 The main line is 5.Ng3 cxd4 6.Bc4 Qd6 7.O-O Nf6 8.Nb3 Nc9 9.Nbd4 Nxd4 10.Nxd4 a6, and Black is OK.

5...Bxc5 6.Ng3 Nf6 7.Bd3 7.Bc4 Qc6.

7...O-O 8.Qe2 The same position can be reached by 8.O-O Nf5 9.Qe2.

8...Nc5 Anand beat Kasparov with 8...b6 9.Ne4 (9.Nb3 Bb7) 9...Nd7 10.Nc5 Qc5. Despite the advantage of two bishops for White, the position is approximately equal - Black is harmoniously developed, and has excellent control over the centre. 11.Be3 Qc7 12.Bd4 Bb7 13.O-O Nc5? (13...Rsd8) 14.Bd5 Ncd3+ 15.Rxd3 Qc4 16.Nd4 (16.Bxf6 Qf4+) 16...Be4 17.Re3 (17.Rg3 Qe2 18.Nxe2 Nxe8) 17...Qxa2! 18.Bxf6 Bg6 19.Ra3 Qd5 20.h4? (20.Be5 16 21.Nf3 fxe5 22.Rd1) 20...g6! 21.h5 Qxd6 22.hg6 hxe6 23.Rah3 f5 24.Rh4 f4 25.Qf3 Rcd8 26.Rxf4 Qc5 27.c3 Kg7 28.Rh4 Qe5 29.g3 Qe1+ 30.Kc2 Rcd8 31.Rd6 Qe5 32.Rh4 Qc7 33.Qa3 e5 34.Rxd8 Rcd8 35.Re4 Rd5 36.g4 b5 37.g5 Qd6 38.f3 a5 39.Qa2 Qe6 40.Qh2 Qf5 41.Qg3 Qd7 42.Qe1 b4 43.cxb4 Qa4+ 44.B3 Qa2+ 45.Kc3 a4 46.bxa4 Qa3+ 47.Kc2 Qxa4+ 48.Kc3 Qa3+ 49.Kc2 Rd3 0-1 Kasparov, Garry - Anand, Viswanathan, Reggio Emilia 1992.

9.O-O Be7 9...b6 ? is also possible: 10.Ne4 Bb7.

10.Ne4 The strategic problem in this line for White is that Black has more pawns in the centre. Therefore White achieves good results if he succeeds in attacking the black king. Ne4 - move in the direction of attack!

10...Nee4? Not a good solution. Now White's initiative intensifies. Black had more reliable moves.



10...Ne5 ? or 10...Bd7. However, it would be a serious mistake to attempt activity with 10...b6? 11.Rd1 Nb4 (11...Qh5 12.Ng3 Qa5 13.Bd2 Bb4 14.c3 Be7 15.Bb5 Bb7 16.c3 a6 17.c4) 12.Nxf6 Bxf6 13.Bb7+ (13.Bee4? 13...Ba6) 13...Kxh7 14.Rxd5 Nxd5 15.c4.

11.Bee4 Qe5 Moving the queen closer to the king was worth considering: 11...Qh5 12.c3 Bd7 13.Re1 Rf8 14.Bf4 Be8 15.h3 Rac8.

12.Bd2 Qc7 Or 12...Qb6 13.Bc3.

13.Bc3 White starts to get more interested in the position of the black king.

13...Rd8 Maybe better was 13...Bd7 14.Bd3 h6 15.Qe4 f5.

14.Ne5 14.Bd3 Bd7 15.Qe4 g6.

14...Nee5 14...h6 15.Rad1.

15.Bee5 Qb6? A mistake. White's attack is very strong now. Black's main problem is that the a8-rook is out of the game.



15...Bd6 16.Bxd6 Rxd6 17.Rd1 Rd7! 18.Rd3 Rxd3 19.Qd3 f5 20.Bf3 Bd7 21.Rd1 Be8 was needed, with good chances to defend.

16.Rd1 f6 16...Bd7 17.Rd3. 16...g6 17.Rxd8+ Qxd8 18.Rd1.

17.Rxd8+ 17.Qh5 was interesting: fxe5 18.Rxd8+ Qxd8 19.Rd1 Be7 20.Oxh7+ Kf8, but now White has to find the difficult 21.g4! 21...Bg5 22.Bg6 Bg6 23.h4.

17...Bxd8? Now Black is losing.



Navigation buttons: Previous, Next, Home, End, First/Last page, Flip board.

Buttons: Set Position, Send to Analysis

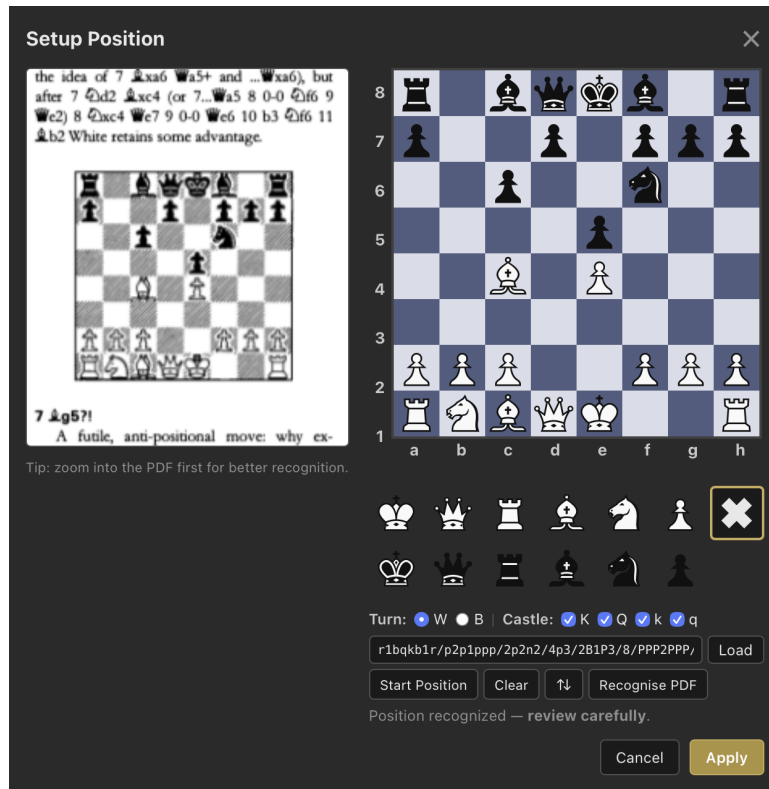
1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 Qxd5 5. dxc5 Bxc5 6. Ngr3 Nf6 7. Bd3 O-O 8. Qe2 Nc6 9. O-O Be7 10. Ne4

Keyboard Shortcuts  
 ← / → Prev/Next page  
 ↑ / ↓ Prev/Next move  
 Home / End First/Last page  
 F Flip board

Reading Mode — text-focused view with clickable moves and board position

## Board Recognition from PDF

Open the setup position panel while reading a book. Click “Recognise PDF” to automatically detect the board diagram on the current page using AI vision. The recognised position is loaded onto the play-along board, where you can correct any errors and then play through the variations described in the book.



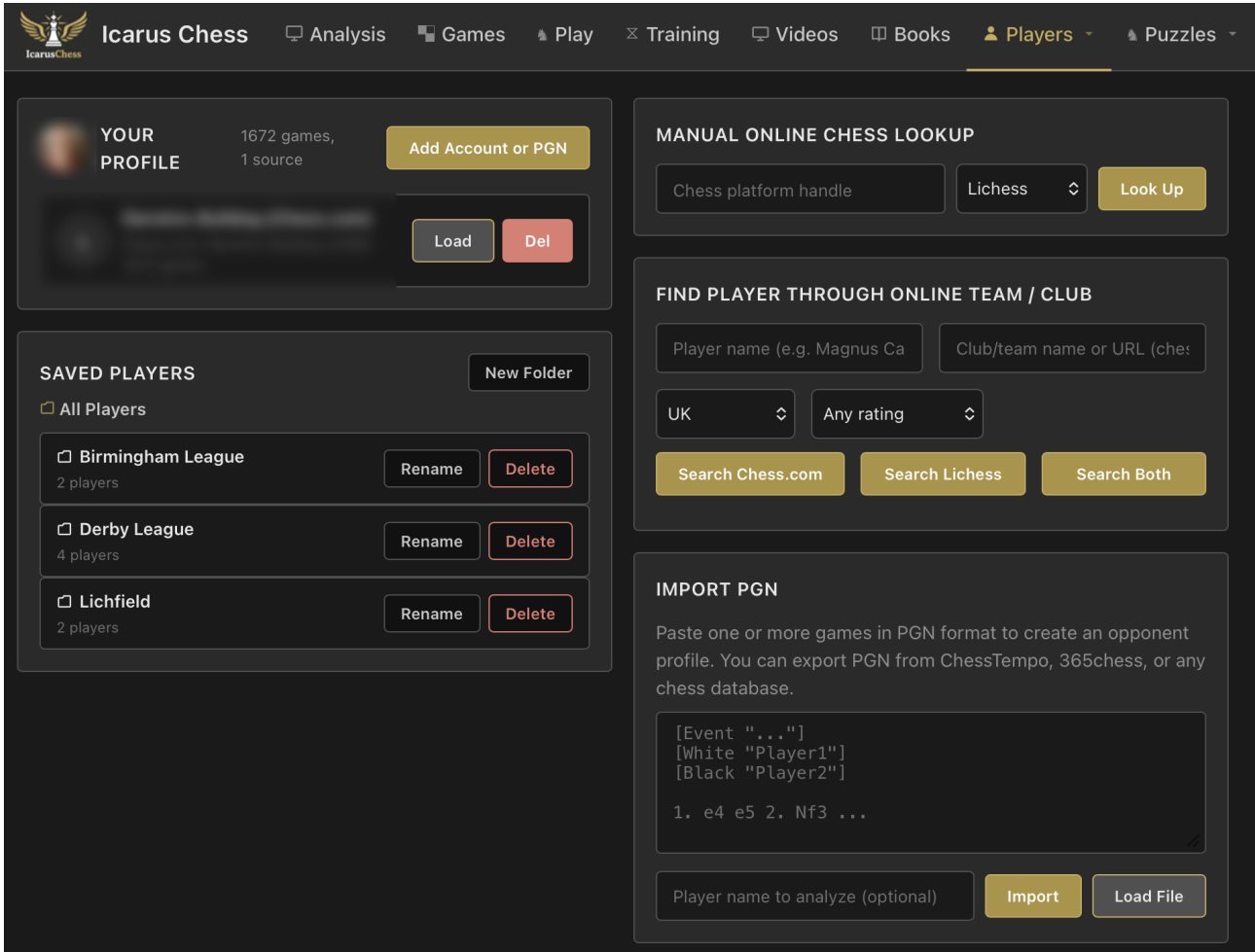
*Recognise PDF — AI detects the board diagram and loads the position for play-along*

## Send to Analysis

At any point while playing along, click “Send to Analysis” to load the current position into the main Analysis board for deeper study with the engine.

# 7. Players

Research opponents and study partners. Look up players on Lichess and Chess.com, fetch their games, analyse their opening repertoire, and even play against a bot that mimics their style.



*Players panel — your profile, saved players in folders, manual lookup, team search, and PGN import*

## Your Profile

Connect your own Lichess and Chess.com accounts to import your games. Upload a profile avatar. Your profile data is used for personalised features across the app.

## Looking Up Players

Search for any player by their Lichess or Chess.com username. You can also search by name within clubs and teams, filtering by country and rating range. Save players to your library for future reference, organised in folders.

## Game Fetching & Analysis

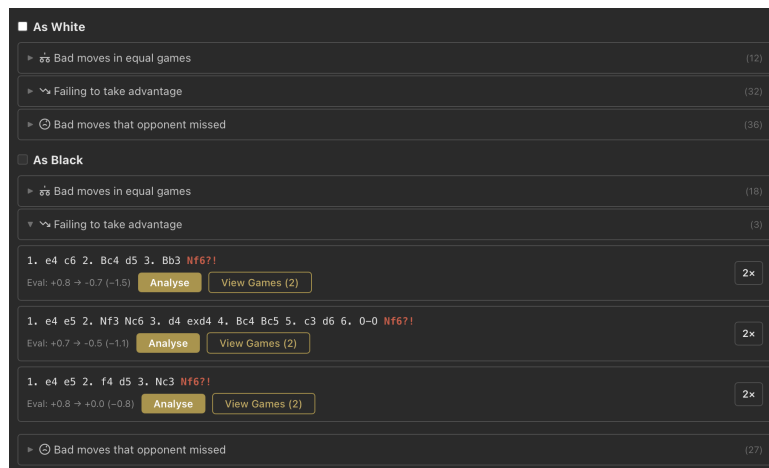
Fetch a player's recent games automatically. Once fetched, the games are available for analysis. The system identifies the player's opening repertoire — which openings they play most frequently as White and Black.



Opening repertoire — a player's most-played openings as White and Black

## Opening Weakness Analysis

Analyse a player's opening weaknesses — moves they repeatedly play that give the opponent an advantage. The system evaluates the first 12 moves of every game with Stockfish and highlights recurring mistakes. Click any weakness to load the position in the Analysis board.



Opening weakness analysis — find patterns in a player's bad moves with game examples

## Play as Bot

Once a player's games have been analysed, click "Play as Bot" to practice against their opening repertoire. The bot plays the openings this player is most likely to use, helping you prepare for an upcoming match.

## 8. OTB Player and Team Info (UK)

Look up any UK over-the-board chess player by name or ECF code. View their ECF and FIDE ratings, rating history, and recent game results. Save players for future reference, organised into groups. Add your own teams with links to league tables, fixtures, and stats.

Reorder / hide sections

### Search ECF Players

PLAYER NAME: e.g. Smith, John

ECF CODE (OPTIONAL): e.g. 120787

Search

### My Info

ECF STD: 1917

ECF RPD: 1754

FIDE STD: 1842

Refresh

### Teams

+ Add

**Lichfield A**

Birmingham & District Chess League — Division One

League Table

Fixtures

Stats

### Saved Players

Reorder groups

+ Group

Refresh All

ECF

FIDE

Player Research

▼ Lichfield (3)

ECF STD: 2030

ECF RPD: 1921

FIDE STD: 1819

FIDE RPD: 1843

FIDE BLZ: 1870

ECF STD: 1611

ECF RPD: 1481

FIDE STD: 1493

FIDE RPD: 1566

LICHESS

BULLET: 1704

BLITZ: 1706

RAPID: 1805

CLASSICAL: 1642

ECF STD: 2001

ECF RPD: 1920

FIDE STD: 1892

FIDE RPD: 1865

OTB Player and Team Info — search ECF players, view your profile, manage teams, and save players in groups

### Search ECF Players

Search by player name or ECF code. Results show ECF and FIDE ratings at a glance. Click a player to view their full rating history chart and recent game results, broken down by Standard and Rapid.

## My Info

Claim your own ECF profile by searching for yourself and clicking “This is me”. Your profile card shows your current ECF and FIDE ratings with a quick-refresh button. Click your card to expand the full rating history and recent results.

## Teams

Bookmark the teams you represent with links to their league pages, division standings, fixtures, and stats. Each team card provides one-tap access to league table and fixtures. Add a team avatar to personalise the card. Drag to reorder.

## Saved Players

Save any ECF player to your library for quick access. Organise players into groups (e.g. by club or team). Each card shows current ratings across ECF and FIDE, with links to their official profiles. Players can also be linked to their online chess accounts from the Players tab, showing Lichess and Chess.com ratings alongside their OTB ratings. Use the filter toggles to show or hide ECF, FIDE, and Player Research data. Refresh all ratings in one click.

## Customise Layout

Use the “Reorder / hide sections” button at the top to rearrange or hide sections. Your layout preference is remembered across sessions.

# 9. Puzzles

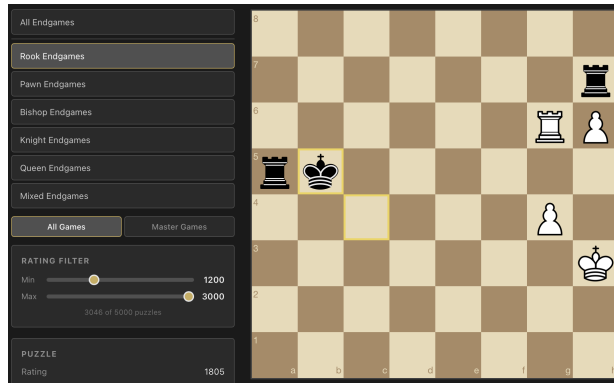
Three types of tactical puzzles to sharpen your skills: opening/middlegame tactics, endgame puzzles, and checkmate puzzles. All sourced from real games on Lichess.



Opening puzzles — filter by opening, rating range, and track your solve stats

## Puzzle Types

- Puzzles** General tactics from openings and middlegames. Find the best move or combination.
- Endgames** Endgame positions where precise technique is required to convert an advantage.
- Mates** Find the checkmate. Puzzles range from mate-in-one to longer mating sequences.



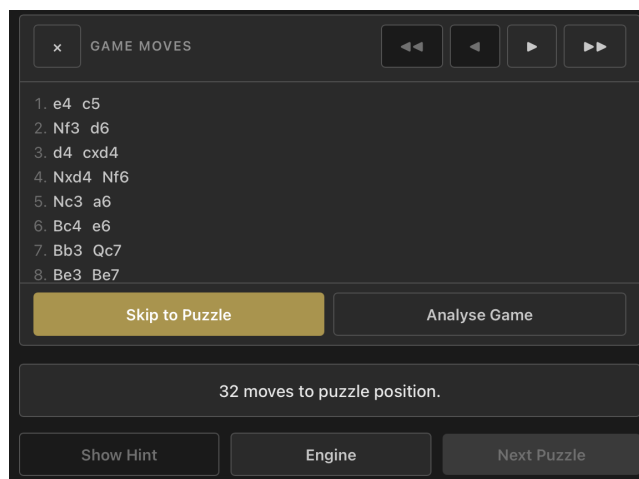
Endgame puzzles — rook, pawn, bishop, knight, queen, and mixed endings



Checkmate puzzles — mate in 2, 3, 4, or 5 moves

## How It Works

Each puzzle shows the game context — the moves leading up to the critical position. Click “Start Puzzle” to begin solving. Make the correct move(s) on the board. The puzzle responds with the opponent’s moves until you’ve found the full solution. Use the “Hint” button if you’re stuck.



Game moves panel — replay the moves leading to the puzzle, then skip to the critical position

## Rating Filter

Adjust the difficulty by filtering puzzles within a rating range. Each puzzle has a Lichess rating based on how difficult it has been for other players. You can also filter to only show puzzles from OTB master games (2550+ rated players).

## **Statistics & Retry**

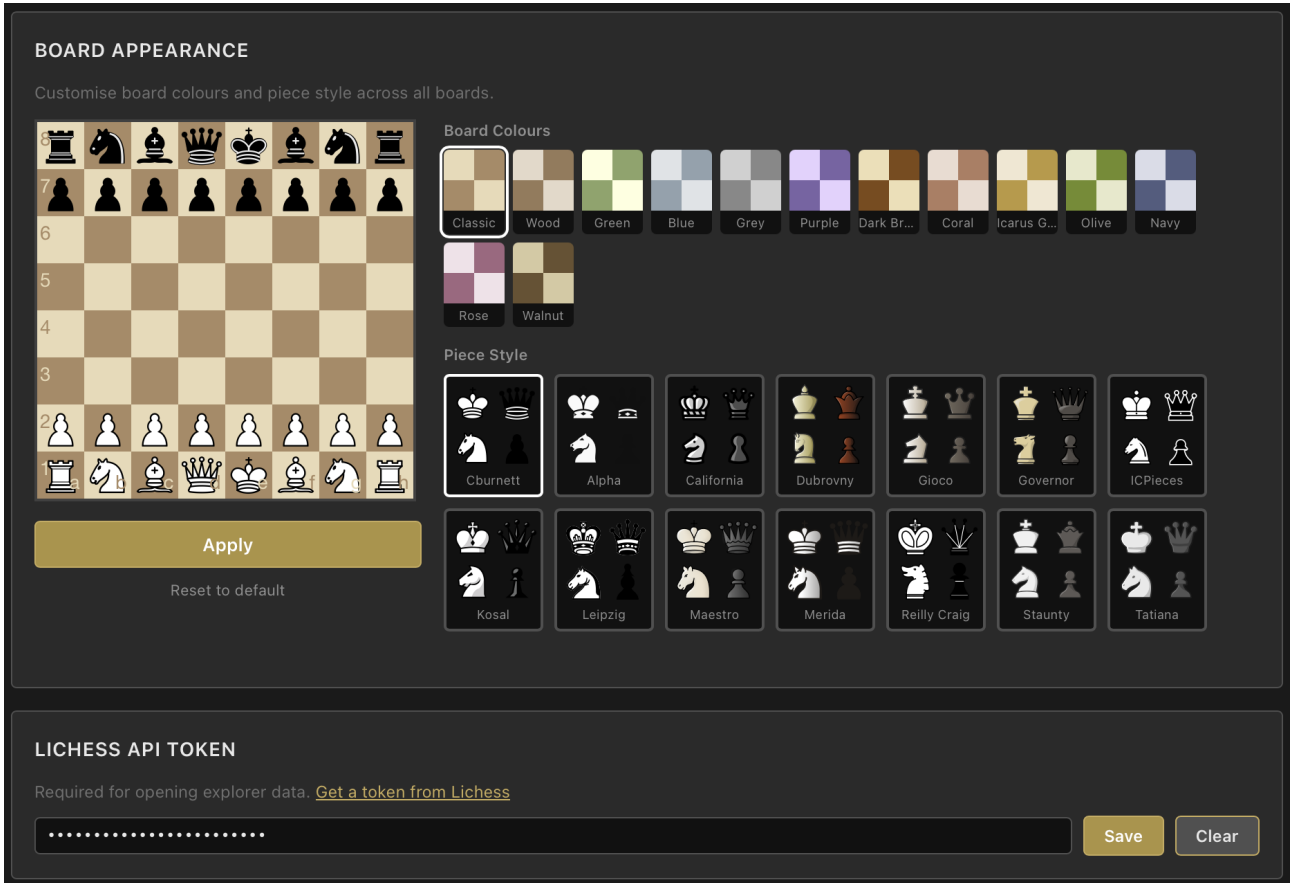
Your puzzle stats show how many you've attempted, solved, and your accuracy percentage. Failed puzzles can be retried — click “Retry Failed” to practice the ones you got wrong.

## **Engine Analysis**

After completing a puzzle, toggle the engine to explore alternative solutions and understand why the puzzle move was best. Click “Analyse Game” to load the full game into the Analysis board.

# 10. Settings

Customise your experience — board appearance, piece style, account details, and data management.



*Board appearance — choose from multiple colour themes and piece styles with a live preview*

## Board Appearance

Choose from multiple board colour themes and piece styles. A live preview shows exactly how the board will look. Changes apply across all boards in the app — analysis, puzzles, play, and books.

## Account

Update your display name (shown in bot matches and scoresheets), change your password, and upload a profile avatar.

## Lichess API Token

Enter your Lichess API token to enable the opening explorer, which shows common moves and statistics from the Lichess database. The token is stored securely on your account.

## **Data Export & Import**

Export all your data (games, players, settings, puzzle stats) as a JSON backup file. Import a previous backup to restore your data. Useful for migrating between devices or creating periodic backups.

## **Puzzle Stats**

View your puzzle statistics for all three puzzle types — attempted, solved, and accuracy. Reset individual stats if you want a fresh start.

# 11. Keyboard Shortcuts

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Quick reference for all keyboard shortcuts across the app.

## Analysis & Engine

← / →	Navigate moves
Home	Go to start
End	Go to latest move
E	Toggle engine
F	Flip board
A	Toggle annotation arrows
S	Toggle last move highlight
Right-click board	Board display options (long-press on mobile)
↑ / ↓	Move between games in live broadcast list

## Puzzles

N	Next puzzle
H	Show hint
E	Toggle engine
← / →	Step through moves
Home	Go to start
End	Go to puzzle position
Enter	Start puzzle

## Books

← / →	Previous / next page
↑ / ↓	Previous / next move
Home / End	First / last page
F	Flip board
R	Reading mode