

LUCAS CHESS VERSION 7.08
SUMMARY OF MODES FOR PLAYING COMPLETE CHESS GAMES AGAINST THE COMPUTER
OR REVIEWING COMPLETED GAMES

Mode	Brief Description of Mode / Icon	Navigation to Mode	Engine / Virtual Opponent	Single Game / Series of Games	Tutor Assistance / Takeback	Timed	Choice of B/W	Rating Scheme *	Opponent is given Rating?
1	Young Players - Intended for children (who can play as many games as they like) - Icon is a UFO or spaceship	> Play > Opponents for young players	Choice of many virtual opponents appearing as animals.	Over many games see progress through an album of animals and see animal pictures displayed as games are won.	Tutor Assistance - No Takeback - Yes	Available if needed	Yes (in dialog box)	Only the animal theme of the mode - no numerical rating	No
2	Custom Game against Any Engine - Extremely flexible - In-game tutor assistance - Icon is of an electrical plug and lightening flash	> Play > Play against an engine of your choice	Choice of many options for each individual game, including choice of engine, tutor and possibly opening.	The most versatile mode available in the software. Can be used for single games, many series of games, or analysis. By using the options in the dialog box you can repeatedly play against the same engine and/or repeatedly play games with the same opening. By loading FEN files you can load known positions and play from there - maybe also taking advantage of tutor assistance.	<u>Both available, plus limits can be set on the # of hints available in the dialog box options.</u>	Available if needed	Yes (in dialog box)	None	No
3	Competitive Development - Training regime - Judicious use of tutor assistance - Generates "Lucas Chess Score" - Icon is a red and white cube	> Competition	Choice of category, engine and level. Engines are allocated to categories of difficulty. Harder games become progressively available as games are won.	Serious and long-term training regime to improve the player's playing strength over time. The careful use of in-game tutor assistance (i.e. your own engine to sometimes help you) is the concept behind the regime. Tutor assistance diminishes as playing strength increases.	<u>Both available, but hints diminish as player progresses through the categories.</u>	No	Yes (in dialog box)	Lucas Chess Score	No
4 **	Elo Rating against Graded Engines - Named "Lucas-Elo" - Icon is a blue star	> Elo-Rating > Lucas-Elo	Choice of engine (including some of the children's animals from the Young Players mode). The engines made available will be within a range close to the player's own rating. Overall the engines are rated from the very low to the very high (3000+ Elo) and there is plenty of choice between 1000 to 1400 Elo.	The object is to obtain an ELO rating over the course of playing many games. The rating changes with every game and, as more games are played, the rating will more accurately reflect the player's ability. The player's initial Elo is zero and there is no takeback. Starting from zero might be useful for children or anyone new to chess, but is unavoidably time-consuming for experienced players.	Tutor Assistance - No Takeback - No	No	No (the player will have the first move if allocated the white pieces; otherwise the computer will automatically make the first move).	Elo (The program simulates over-the-board play and results)	Yes
5 **	Elo Rating against Graded Opponents - Named "Tourney-Elo" - Icon is a chess clock	> Elo-Rating > Tourney-Elo	Choice of many virtual opponents appearing as club players. The virtual opponents made available are those within a range close to the player's own rating. Overall the virtual opponents are rated from 1390 to 2530 Elo.	The object is to obtain an ELO rating over the course of playing many games. The rating changes with every game and, as more games are played, the rating will more accurately reflect the player's ability. The player's initial Elo is 1600 and (as Mode 4 above) there is no takeback. Simulates club or tournament opposition.	Tutor Assistance - No Takeback - No	No	No (as Mode 4 above)	Elo (The program simulates over-the-board play and results)	Yes
6	Engine Resistance Test - Play for as many moves as possible without incurring serious loss or weakness - Icon is a running figure	> Training > Resistance Test > Normal	Choice of engine and piece colour. The engine thinks for 5 seconds on each move. Even after the test, the game can be continued and played to its finish if so desired.	Over many games see progress in a table of results (shown as the numbers of successful moves played against each engine /piece colour combination).	Tutor Assistance - No Takeback - No	No	Yes (in dialog /table of results box)	Only the theme of the mode - the # of moves before the engine has a 100 point advantage.	No
7	Review Completed Game (after finishing a game, or by using the Read PGN option and retrieving a game from a saved PGN file) - Read PGN icon is a magnify glass in front of a document - Paste PGN icon is a clipboard	The program will always be in this mode immediately after finishing any game else > Tools > PGN Viewer > Read PGN or > Tools > PGN Viewer > Paste PGN	Not a "live" game (no engine running as the opponent)	Simply use the arrow keys on your keyboard to step through the moves of the game. Or you can replay the entire game using > Utilities > Replay game. Move by move analysis of the game can be provided by the > Utilities > Analyse option. More detailed analysis of individual moves and variations is also available.	Not applicable	N/A	Not applicable	Not applicable	N/A

* Note that the Lucas Chess Score and the Elo Ratings are shown in their respective menu selections; the Engine Resistance Test results are shown in the test's own dialog /table of results box.

** Note that in the Training menu there are versions of Modes 4 and 5 that do allow takeback. Also, these versions are different in that they each assign the player a temporary rating; the values of which can be initially set, or reset at any time, to between 0 and 3200 (in > Options > Configuration > Non-Competitive mode). These temporary ratings or "Training Elos" as they are called allow the player to play more evenly-matched opposition immediately or to play stronger/weaker opposition at will. The Training Elos are updated in the normal way as games are concluded; however, they are not necessarily representative of over-the-board ability and it cannot be assumed that they are (i.e. if takebacks have been used or if the ratings have recently been reset). These Non-Competitive modes are useful in practice where the player would like to play against graded engines /virtual opponents (as in Modes 4/5 proper) but without endangering their more formal Elo ratings (i.e. their unassisted and genuinely-earned ratings from formal competition).