

ChessLand Virtual Chess in Decentraland User Guide



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Welcome to ChessLand Virtual Chess in Decentraland!

If you enjoy playing chess, and would like to play ChessLand “virtual over-the-board” with others from around the world, this is for you!

There are working chess boards, pieces, and optional chess clocks provided in several locations in the Decentraland Virtual World. The locations are listed in a section below.

If you know how to get around in Decentraland, you can jump directly to the Locations sections, and follow a link to one of the venues with chess boards. The boards themselves should be pretty self-explanatory if you are familiar with chess play and chess clocks. You may find the further information here useful if you are new to any of this.

As an alternate or complement to this User Guide there is a quick tutorial video at <https://youtu.be/NN9zn8cwzhY>

You may also want to explore <https://ChessLand.games>

How to Enter the Chess scene in Decentraland

Chessland games should be played with the latest downloaded and installed Decentraland Explorer.

To obtain the client, go to <https://decentraland.org> and click on the Download button

The old browser Decentraland client will not see other players that are using the Explorer

It is highly recommended that you use a computer with a good graphic processing unit (GPU) is highly recommended, like a Windows PC with an nVidia GPU, or a recent Mac.

Once you are in Decentraland, you can one of the ChessLand locations, by typing the following coordinates into the chat box in the lower left:

`/goto 5,105`

`/goto 1,101`

Tournaments are played at 5,105.

How Chessland Chess Play Works in Decentraland

ChessLand supports Decentraland scenes with one or more chess boards.

The Boards are independent - any of them can be having games.

If you enter a Decentraland scene that has one or more of these chess boards you may approach and use any available board. If other players are using the chess board, feel free to be a spectator, but please observe courtesy and avoid distracting the players. If there is a tournament underway, the boards will be assigned to particular players.

If a board says "Ready to Play" it is not reserved for a tournament and you may start a game on it.

If an old game has been left on a board but the players are gone, you may click the RESET button to clear the board and use it.

There are three types of games you can start (Solo play, Player-vs-Player play, or paying a Bot), and you can start a game from either the White or Black side of the board.

Etiquette

Please observe the same etiquette as you would in a chess tournament.

- If you are playing a game, please refrain from trash-talking
- If you are watching a game that is play, stand politely back from the board and please do not use voice chat in the scene

Locations:

Currently there are currently a number Chess Boards set up for play in Decentraland



[Chess in the Park 5,105](#) (6 boards)

(Our tournaments are held here, otherwise open for public play)

[Chess Play 1,101](#) (6 boards)

(public play, even during tournaments)

If you are using a browser, you can simply click on the links above to start up (or if necessary download first) the newest Decentraland explorer and then get to those locations. If you are already in the Decentraland explorer, you can always go to a location by opening the chat window and typing a goto instruction, such as:

/goto 5,105 or /goto 1,101

Contacting Other Players

To meet and arrange gameplay with other players, you can join either or both of the following Discord servers:

- **ChessLand Discord server** - you can use the #play-scheduling channel
<https://discord.gg/ZZyafVba8v>
- **Chess channel in the Decentraland Conference Center discord server:**
<https://discord.gg/vhwNWCMJ25>

User Instructions

How to move and how to select objects in Decentraland

Play chess in First Person view

You can switch between 3rd-person views (seeing your avatar) or First Person view (seeing from your avatar's eyes), using the "v" key.

First person view is recommended when playing a game.

Play chess in the Interaction mode

There are two interaction modes in Decentraland:

- Chatting - chosen with the Enter key.

- Interacting with the scene - chosen by clicking on the scene or the ESC key.

When you are in the "Interacting with the scene" mode, You can move your avatar using the WASD keys, or the arrow keys on your keyboard.

The Shift key will change you between walking and running

To operate a button or to move a chess piece or select a destination square on the board, place the arrow cursor on it and click the mouse. Right click will toggle you between an arrow cursor and a center-of-the-screen cursor circle.

You can turn your avatar using click and drag with the mouse.

Text Chatting with others in the scene

Enter will switch to chat mode.

Esc, or clicking in the scene, will take you back to interaction mode.

Finding an available board

If the scene is in the usual open public play setup, (not hosting a formal tournament or special event), then you may approach any available board, which will say “Ready to Play” on its Information Panel.



To click on something in world

- Be sure to be in Interaction mode by clicking on the screen.
- If you see a little round circle and dot in the middle of the screen you can use that to point at something., Or you can use the ESC key to toggle to a mode where the cursor is a little arrow.
- Use the mouse to place the arrow (or the circle) on exactly on what you want to click to touch
- Click the mouse button



It is suggested that you become at least basically familiar with moving and clicking on things in Decentraland before beginning competitive PVP play.

Starting a game

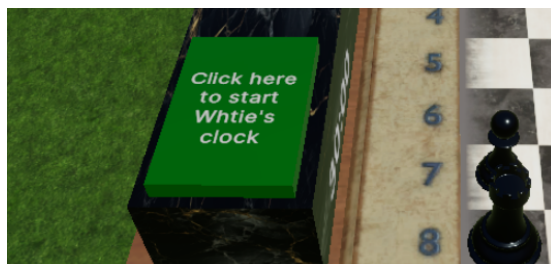
To start a game, touch one of the Play buttons that are available on the near edge of the board. You will see a popup window appear for setting the game options..



- **Play Solo:** initiates a 'solo' game, where you can play both sides of the board, e.g. for learning, teaching, or puzzle-solving. All Solo games are Unrated
- **Play PVP:** initiates a 2-player game.
 - The game will put up a time control UI, where the first player can choose a time control, or no time control. If the table is being used for tournament play, the time controls will be set by the tournament. The Game Options UI that will pop up whether to offer the game as Unrated or Rated.
 - The board will then indicate that it is waiting for a second player to accept to play and what the time control will be



- Once the second player accepts to play, the game will begin. If there is a Time Control, then black must press the green button on the Chess clock to start White's time. Thereafter the time clock is controlled by the moves, and does not need to be touched again. Note that PVP play against oneself is allowed, but Unrated.



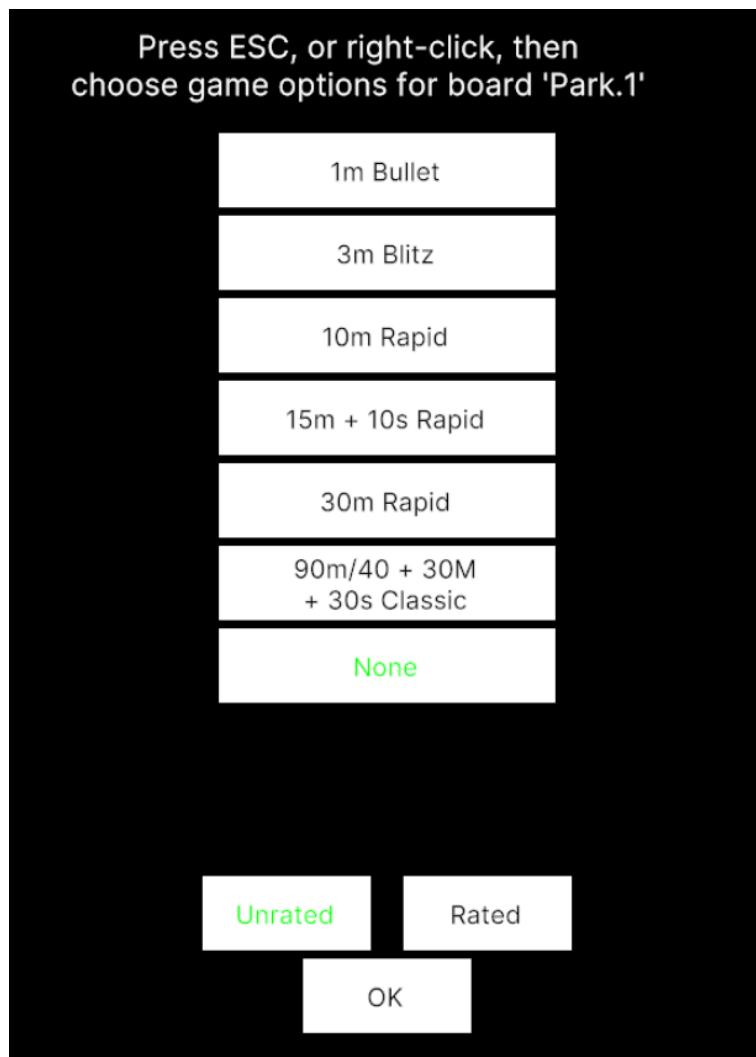
- **Play Bot:** (if available) initiates a game against a bot. See information about bots below. You can pick a bot from a list. All bot games are unrated

Setting the Game Options

After you press a Play button, you will see a popup Game Options panel. Its appearance varies based on game type. You make selections, and then press OK to start the game play.

For all game types, a column of Time Control buttons will appear. Whichever one you select will turn green. If you select None, then there will be no time control.

For PVP games, you will also have a pair of buttons for choosing to offer an Unrated or a Rated game. Solo games, Bot Games, and PVPV games played against yourself will automatically be set to Unrated before playing begins.



For Playing a Bot, you will also have a column of buttons for choosing which bot to play, which will also show their APPROXIMATE Elo strength

Press ESC, or right-click, then
choose game options for board 'Park.1'

Opie-Bot ~300	1m Bullet
Andy-Bot ~500	3m Blitz
Blair-Bot ~650	10m Rapid
Charlie-Bot ~800	15m + 10s Rapid
Dakota-Bot ~1000	30m Rapid
Elliott-Bot ~1200	90m/40 + 30M + 30s Classic
Finnegan-Bot ~1400	None
Glenn-Bot ~1600	
Hunter-Bot ~2000	

OK

How Time Controls work

Time Controls work in the usual way for chess

If you initiate a game, and if a current tournament or other event doesn't specify the Time Control, then, as indicated above, you are presented with a 2D Game Options panel on which you can select the Time Control you want to offer in the game. The selected time control will be green, and will go into effect when you press OK.

The Time Control UI has a few Time Control Presets, using standard notation.

For reference, Time Controls have 4 elements

1. **Initial Time:** in **minutes**, that each player is given for the game (like 3 minutes or 90 minutes)
2. **Increment At Move N:** An additional amount of time, in **minutes**, that is added (like 30 minutes) after a number of moves. (0 means no such additional time)
3. **Move N:** The move number after which the additional time is added (ignored if the 2nd item is zero)
4. **Increment Per Play:** The number of **seconds** that are added after each move

Once the time control has been determined, silently by the event, or with the TimeControl UI by the first player...

- **If no time control is in force:** the game play begins, piece moves are enabled starting with white, and the clock isn't active
- **If there is a time control:** The Black player must touch the green panel on the top of the clock to initiate the game and white's time to begin counting down

About the Chess Clock

1. If a game has a TimeControl, then there will be an active clock on White's side of the board.
2. At the start of a time-controlled game, the initial allowed time will be shown in white.
3. There will be green panel on the top of the clock that Black must touch to start the game



4. Once Black starts white's clock the game can begin, the two players' times will show in green, and white's time will begin counting down



5. Players do not need to touch the clock after their move, the decrementing side switches automatically.
6. If a player loses by running out of time, their time will show in red.
7. If a game ends by checkmate, draw or resignation, the final times will show and the clock will stop.

If no Time Control has been selected, then the clock has an arrow that points at the player whose turn it is.

To move pieces

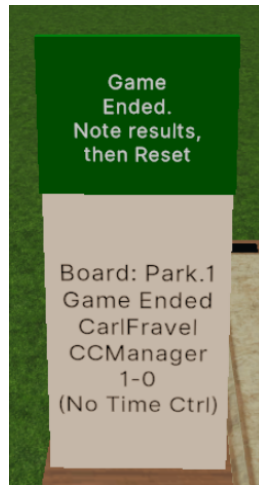
- Once the game is underway, and when it is your turn, click on a piece to move it
 - When you click on the piece you want to move, it rises up a bit and glows green
 - You may need to move your avatar a bit sometimes to get a clear view of what you want to click on
 - To move the piece, click on the square you want to move to
 - For a capture, you can click on the destination square, or on the piece to be captured.
- The board will indicate the destination of the last move with a glowing square.
- If there is a Time Control operating, then as soon as you move a piece, the clock countdown switches to the other player

Hover Text

Many parts of the 3D interactive board will show “hover text” if you hover your pointer on them, helping you understand what would happen if you click there. This is true of the buttons, the pieces, the Information panel, etc.

When it is your turn to move, if you hover your pointer on one of your pieces, a hover text identifies its type. If you click and select a piece, then hover texts appear on the squares and opposite player’s pieces. A player doesn’t see hover text on pieces or the board when it is not their turn, and spectators never do.

The Information Panel



There is an Information Panel at the left side of the board that can show information about the current or recently completed game.

There is also a colored alert panel that may appear sometimes above the Information Panel when::

- a player is choosing a time control for a new game
- an invitation to play has been offered
- a draw has been offered, or
- a game has ended.

Any time after a game has started, or after a game has ended but before anyone presses RESET, anyone can click on the Information Panel and be given an option to open a web page that show the details of the game play (in standard PGN format), and as well as showing the game history of the players.

Offering or Accepting a Draw

When you are playing PVP, you will see an “Offer Draw” button AFTER you make a move. (That is a standard formal chess rule, that you may only offer a draw after you make a move.) The information panel will show the green section indicating that you have offered a draw, and the other player will see an “Accept Draw” button.

The other player may either accept the draw, or proceed to make a move which cancels the offer.

At the end of a game....

A game can end in one of several ways:

- A player can Resign
- A player in a PVP can Offer a Draw and the other player may Accept Draw
- Checkmate
- Automatic Draw (by Stalemate, Insufficient Material, three repetitions of the same position, or the traditional “50-moves without a capture or pawn move” rule.)
- Out of time (the player whose turn it was when their clock runs out of time out loses)
- A “Play Solo” player clicks “RESET”

When a PVP or Bot game has ended, or before pressing RESET on a Solo game, the Information Panel shows the current or final information about the game, until someone presses RESET. From the Info Panel (or from the LeaderBoards) one can see the PGN formatted history of a game. PGN data can be copied and pasted into other tools for analysis. See more about this in “Learning to Play Chess Well” below.

For open public play: if you are a player, or an Admin, you can press the RESET button after a game has ended, and it will clear the board (and the Info panel no longer provides the prior game info).

Anyone else can use the RESET button N minutes after a game has ENDED, or N minutes after the last move in a SOLO game, where N is typically 5 minutes by default for open public play.

When a game is Reset it goes into the game archive database. Completed rated PVP games feed the Leader Board.

Gameplay rules

- As in classical chess play, draw offers can only be made after you play a move, i.e. when it is the other player’s turn.
- An offer of a draw is terminated if the other player moves.
- Touch-move is not enforced

About the Bots and their ELO estimates::

If you choose Play Bot, the Game Options UI that pops up will include a column of buttons for selecting which Bot to play. All bot games are Unrated.

The ratings here are very approximate.

1. Opie-Bot: Estimated Elo: ~300 (Total Beginner)

- Opie-Bot is designed to be weaker, likely exhibiting erratic moves, resulting in a very beginner-level playing strength.
- Occasionally Opie-Bot may resign. None of the other bots ever do.
- Engine and Settings: OpenAI GPT-4o model with temperature 0.7

2. Andy-Bot: Estimated Elo: ~500 (Novice)

- Andy-Bot is a relatively weak bot, making simpler moves and likely making frequent mistakes.
- Engine: Stockfish

3. Blair-Bot: Estimated Elo: ~650 (Improving Beginner)

- Blair-Bot plays at a beginner to intermediate level, showing limited depth and strategy.
- Engine: Stockfish

4. Charlie-Bot: Estimated Elo: ~800 (Advanced Beginner)

- Charlie-Bot's performance is likely at the club level, showing solid but not advanced play.
- Engine and Settings: Stockfish, strength 6, 750 ms. move time

5. Dakota-Bot: Estimated Elo: ~1000 (Developing Intermediate)

- Dakota-Bot is a strong competitor in the Class A range, bordering on expert level.
- Engine: Stockfish

6. Elliott-Bot: Estimated Elo: ~1200 (Solid club beginner)

- Elliott-Bot plays at an expert level, quite powerful but less than the top-tier bots.
- Engine: Stockfish

7. Finnegan-Bot: Estimated Elo: ~1400 (Intermediate club player)

- Finnegan-Bot is very competitive, likely performing at a strong expert level.
- Engine: Stockfish

8. Glenn-Bot: Estimated Elo: ~1600 (Competent and experienced)

- Glenn-Bot is very strong, but slightly less powerful than Hunter-Bot, placing it at a high master level.
- Engine: Stockfish

9. Hunter-Bot: Estimated Elo: ~2000 (Expert-level candidate master)

- With nearly the highest Stockfish setting, Hunter-Bot is likely capable of very strong play
- Engine: Stockfish

About Leaderboards



Name	Wins	Draws	Losses
CarlFrael	8	0	1
DearbornCarling	2	2	0
CCManager	0	2	2
gtrFrost	1	0	2
DJRabbit	1	0	5
fdgdhcmvghbmcim	0	0	1
AurelieLebon	0	0	1

- Different boards may select from different sets of games, as indicated at the top of the board.
- Games are only included in the leaderboard scoring if they:
 - Were PVP (human-human) games, and
 - Were played to completion (Win, Draw or Loss, including Resigns), and
 - Were played by two different players.
 - Were “rated” games.
- Tournament games are rated games.
- Scoring for ranking is similar to normal tournament scoring, but with a tiny negative weight for losses so that losses also participate in the leaderboard order, as follows:
+1 point for Win, +½ point for Draw, negative 0.001 point for Loss
- In tournaments, ties are generally broken using one of the Buchholz methods
- Although leaderboards only show Rated Games, the reports that you can get from them or from the game Info Panels show all games.

Known Issues:

<https://gitlab.com/dcl-tech/chess-system-public/-/issues>

- 1) When you first enter one of the ChessLand scenes, you might not be able to move to or touch buttons or play games.
Workaround: click in the chat box one or more times until you get a vertical cursor bar there, then type **/reload**

Submitting feedback

You are encouraged to provide feedback...

- Bug reports
- Feature requests
- Feedback about the inworld scenes, the web page, or this document
- Any other kinds of suggestions

Reports are most quickly seen if you post them in the support-and-suggestions channel of the ChessLand Discord server, at <https://discord.gg/u2tQ6fGBqp>

Alternatively you may use the following form to submit feedback.

<https://docs.google.com/forms/d/e/1FAIpQLSddtgQWiQHHkbEaNuyzH2qb-pKli8kQMUL27sI59o1KnnsnEg/viewform>

Thank you!

References

Thank you VegaChess

I want to point out a great software package for setting up and managing tournaments

<https://www.vegachess.com/ns/>

ChessLand uses a semi-automated integration of Vega Chess for the 3DChess tournament setups.

Technical References

About PGN notation of games

https://en.wikipedia.org/wiki/Portable_Game_Notation

[https://en.wikipedia.org/wiki/Algebraic_notation_\(chess\)](https://en.wikipedia.org/wiki/Algebraic_notation_(chess))

Learning to Play Chess Well

Here are some recommended ways to learn:

1. A great book and online lessons for learning chess:

How to Win at Chess, The Ultimate Guide for Beginners and Beyond, by Levy Rozman

<https://www.amazon.com/gp/product/B0BSZYQJLP>

It is wonderful on Kindle, because the links take you directly to the online lessons.

2. [Chess.com](https://www.chess.com)

Online chess community, with online play, puzzles, lessons, reference materials, game analysis.

3. [Lichess.org](https://lichess.org)

Another excellent online system and community

You can copy the PGN of ChessLand games (from the info panel of a chess board, or from clicking on the Leaderboard), and then paste them into the Learn - Analysis area in [Chess.com](https://www.chess.com) to study them. Similar features exist in [LiChess.org](https://lichess.org)

Studying your games helps you get better.