



Icarus Chess

User Manual

Version 1.5

Last updated: 8 May 2026

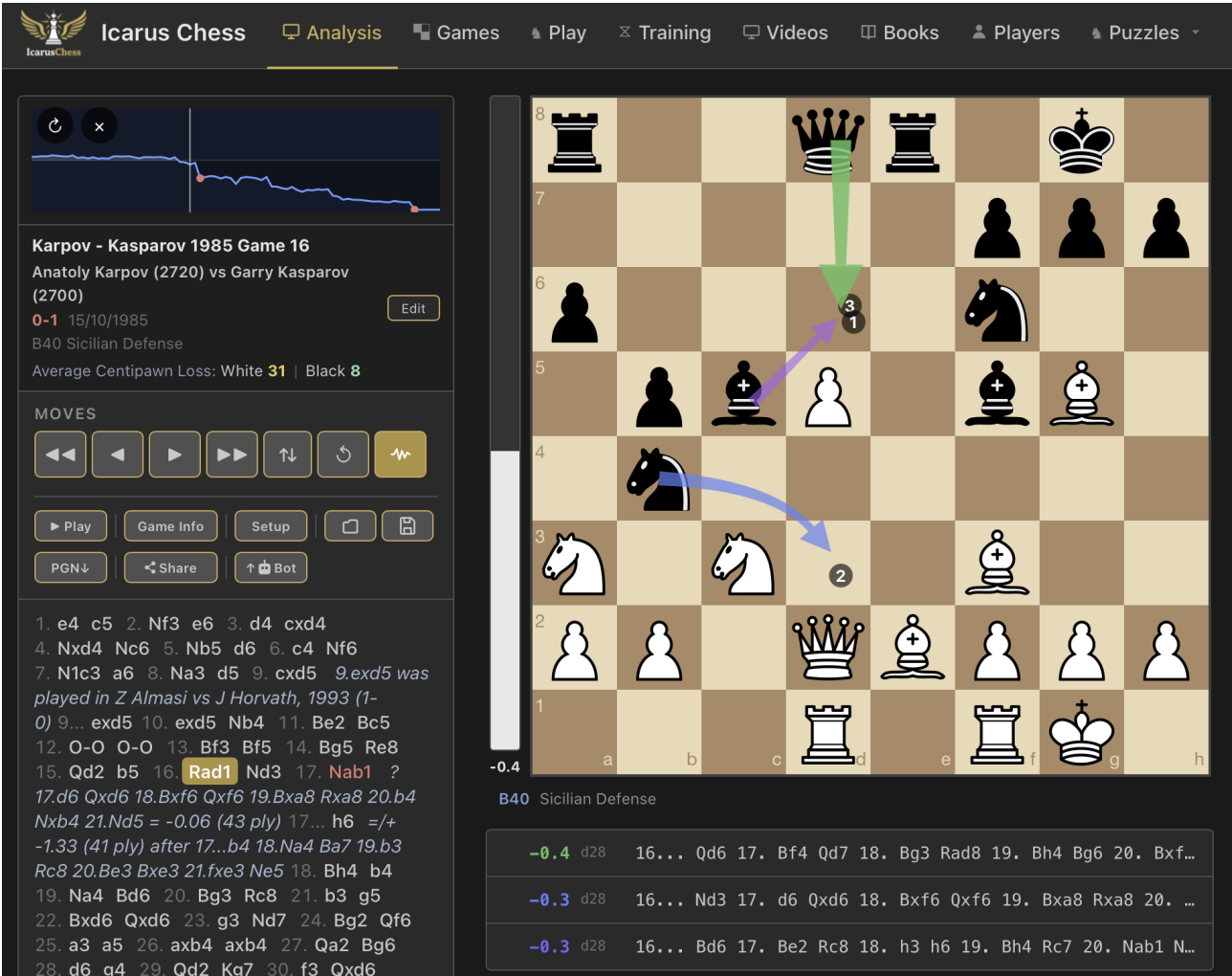
icaruschess.org

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6. Books
7. Player Research
8. OTB Player and Team Info (UK)
9. Puzzles
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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.

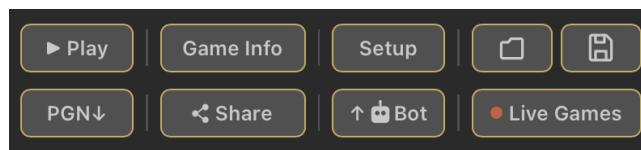


Main analysis view with board, move list, engine lines, and toolbar

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

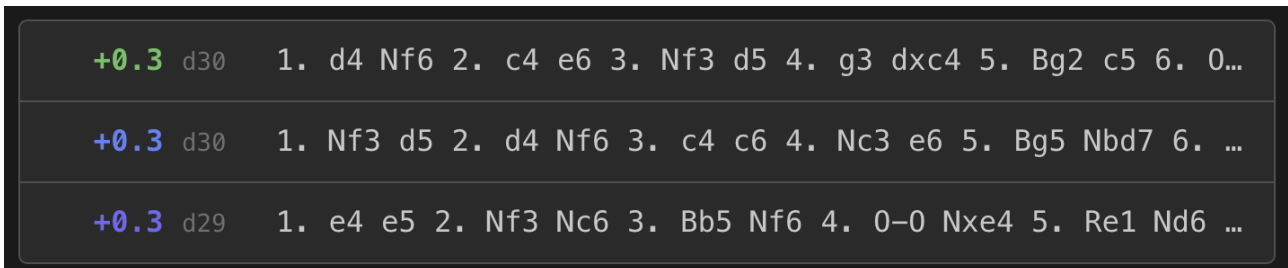


Analysis toolbar

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

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

Cloud vs Local Engine

When Lichess has a pre-computed evaluation for the current position, Icarus uses that cloud eval instead of running the local Stockfish engine — it's typically deeper and arrives instantly. If you'd rather watch the local engine work move by move, click "Use local engine" in the engine panel. The cloud database covers most positions in well-known openings and master games; for novel positions Icarus falls back to the local engine automatically.

Evaluation Graph

Click the graph icon on the analysis toolbar to evaluate every position in the game and produce a visual graph of how the advantage shifted throughout. 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. Significant evaluation drops are automatically flagged with NAG annotations (?, ??) on the relevant moves in the move list.



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. Click any move in the list to play it on the board. 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.



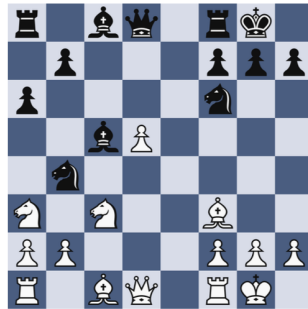
Share panel



Shared game viewer

Annotated PDF Export

From the Share panel, export the current game as a print-ready PDF. The document includes the full move list with your comments, variations, and NAG symbols, along with diagram images at key positions (openings, decisive moments, and any squares you have marked as key). Engine evaluations and an evaluation graph are included if the game has been analysed. The PDF is generated server-side and downloaded directly to your device.



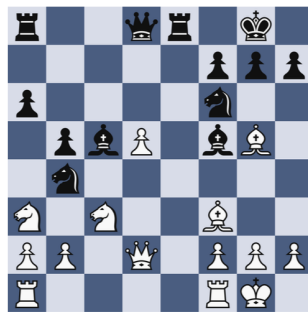
After 13... Bf5!

13... Bf5 14. Bg5 Re8 15. Qd2?!

A natural developing move, but White misses the more active Nc4 which would have centralised the knight with pressure on Black's position.

(15. Nc4 Nd3 16. Qd2 h6 17. Ne3 Bg6 18. Bh4 Qb6 = (+0.43))

15... b5! = (-0.26) Nicely played.



After 15... b5!

16. Rad1 Nd3 17. Nab1?

A passive retreat that allows Black to consolidate. The immediate d6 was stronger, opening lines and maintaining pressure against Black's exposed pieces.

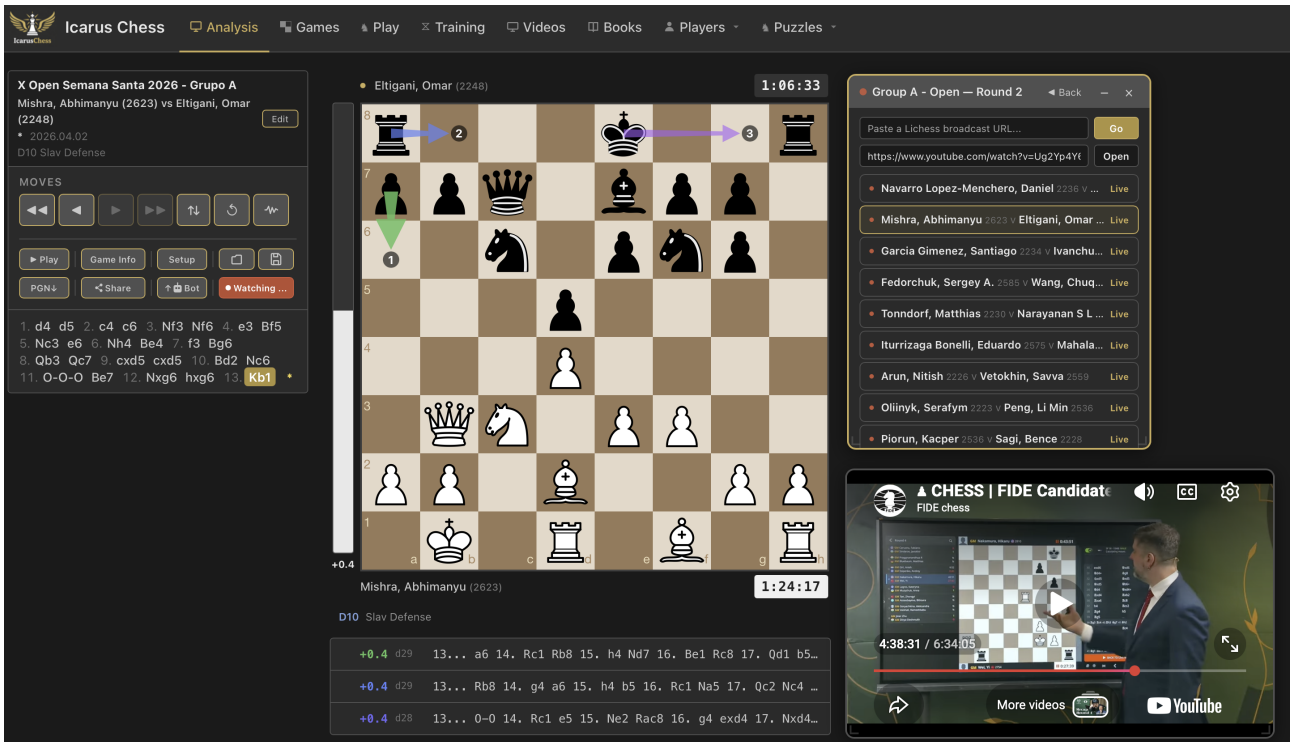
(17. d6 Qxd6 18. Bxf6 Qxf6 19. Bxa8 Rxa8 20. Nc2 Nxb2 = (-0.28))

(17. b4 Bxb4 18. Nc2 Bd6 19. Nd4 Bg6 20. Be2 Nc5 = (-0.31))

Annotated PDF export — move list, diagrams at key positions, and evaluation graph

Live Broadcasts

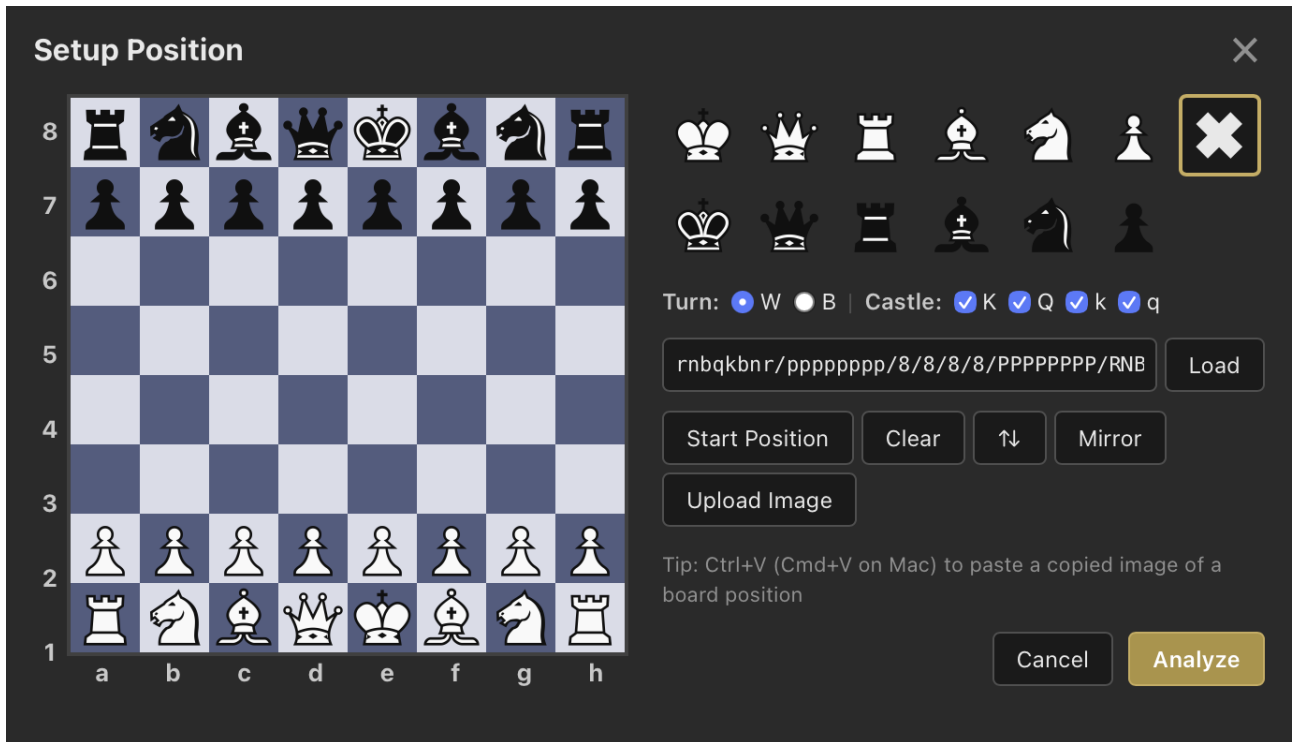
Follow live chess events broadcast by Lichess. Click Live Games to browse current tournaments and rounds, or paste a Lichess broadcast URL directly. Select a game to load it onto the board with live-updating clocks and player ratings. Moves appear in real time with sound. If you make a move on the board 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. Library

Your personal game library. Save games from analysis, organise them into folders, search and filter, tag games for easy retrieval, and group related games into **Collections**. The Library tab has three sub-views: **Browse by Folder**, **Browse by Tag**, and **Collections**.

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.

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' (selected) and 'Browse by Tag'. The main content area is titled 'SAVED GAMES, ANALYSIS AND POSITIONS' and includes a 'New Folder' button. A breadcrumb trail shows 'All Games > World Champions'. A search bar is labeled 'Search current folder...'. To the right of the search bar are dropdown menus for 'All Results' and 'Sort by: Last Modified'. There are also icons for grid, list, and menu views. The interface displays three game cards, each with a chessboard thumbnail, title, player names, score, date, and move count. The first card is 'Capablanca vs. Nimzowitsch' (Aron Nimzowitsch vs Jose Raul Capablanca, 0-1, 13/03/1927, 46 moves, Created: 31/03/2026) with a 'Game' tag and buttons for 'Open', 'Edit Info & Tags', 'Lichess↑', 'Move', 'Rename', and 'Delete'. The second card is 'Fischer vs. Byrne' (Donald Byrne vs Robert James Fischer, 0-1, 1956.10.17, 41 moves, Created: 31/03/2026) with 'English' and 'Game' tags and the same set of action buttons. The third card is 'Karpov - Kasparov World Championship 1985, Game 16' (Anatoly Karpov (2720) vs Garry Kasparov (2700), 0-1, 15/10/1985, 40 moves, Created: 31/03/2026) with 'Game' and 'Sicilian' tags and the same set of action buttons.

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 list view shows action buttons (Open, Edit Info & Tags, Add to Collection, Move, Rename, Delete) inline with each row.

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

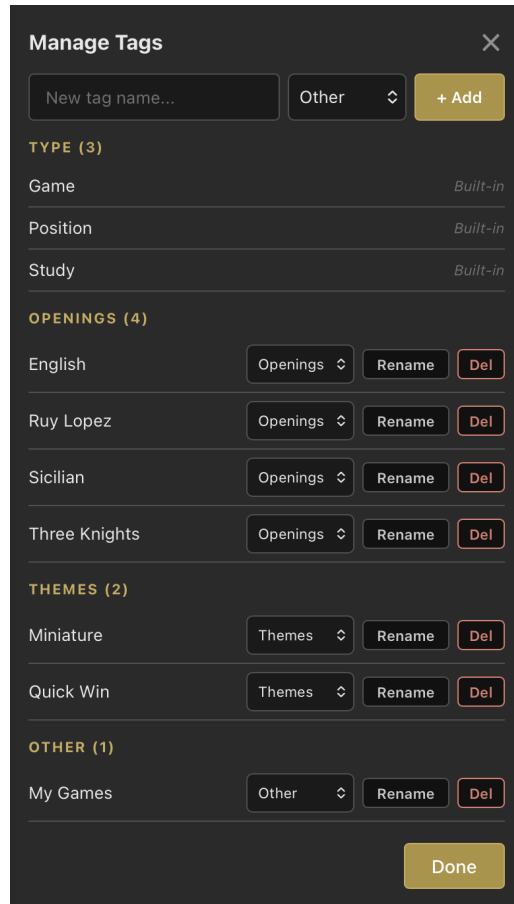
Fischer vs. Byrne
Donald Byrne vs Robert James Fischer
0-1 · 1956.10.17 · 41 moves
English Game
Open Edit Info & Tags Lichess ↑ Move Rename Delete

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 (info and tags), renamed, moved to a different folder, added to a Collection, or deleted. Click any game card to load it into the Analysis board.

Importing from Lichess and Chess.com

Click **Import from Lichess / Chess.com** on the Library to bulk-import your own games from either platform. The modal lets you choose: **Platform** (Lichess or Chess.com — both available if you've added the corresponding handle to your profile in **OTB Player and Team Info** → **My Profile**; only the platform with a saved handle is selectable); **Time controls to import** (one or more of Bullet, Blitz, Rapid, Classical — defaults to Blitz + Rapid); **Folder per time control** (pick which Library folder each time control's games should land in — leave a row blank to land at the top level, useful for keeping casual blitz separate from longer classical games); and **Max games to fetch** (newest first; defaults to 50, capped at 500 per import). Imported games are auto-tagged **Online Game + Lichess/Chess.com** + their time-control tag, and the platform's game ID is recorded so re-running the import won't create duplicates — only new games are added. Your last-used platform, time-control set, folder mapping, and max-games count are remembered per platform, so subsequent imports take one click.

Collections

Collections group related games into named, ordered sequences — an opening repertoire, an exercise set, a curated study, a tournament prep folder, etc. The Collections sub-tab lists them under two collapsible groups: **My Collections** (ones you created) and **Lichess Studies** (ones imported from Lichess). Click **Open** on a collection to jump straight into Analysis with the first item loaded and the floating Collection panel pinned; click anywhere else on the row to open the detail view.

Creating and managing collections

New Collection creates an empty collection. Add items from the Library (action button on any game row), the Analysis Save panel, or the collection's detail view. **Add Item** inside a collection opens a picker showing all your games — search by title, player, opening, or tag; toggle **Hidden** on to also show games that have been demoted out of the main Library views. Both the Collections list and the items within a collection have **drag handles** for reordering, scoped to each group. Use the kebab (■) menu in the detail header to **Rename** a collection — renaming a Lichess-imported collection keeps the link to the upstream study, so Sync still works. Each row in a collection is numbered by its sort order; the numbers refresh after every reorder.

Hidden items

Each item in a collection has a **visibility toggle** (eye icon). When OFF, the item is hidden from the flat Browse-by-Folder and Browse-by-Tag views, but stays accessible inside its collection. Useful when a 200-chapter Lichess study would otherwise drown your hand-curated games — imported chapters default to hidden. Use **Show all in Library / Hide all from Library** in the kebab menu to flip every item at once. In the Add-to-Collection picker, the same **Hidden** checkbox controls whether already-hidden games appear as candidates — off by default, since hidden items are usually already in another collection.

Importing and syncing Lichess Studies

Click **Import Lichess Study** on the Collections list and paste a Lichess study URL or 8-character ID. Each chapter is imported as a separate game, all linked into a new Collection. Imported items default to `hidden_from_library` so they don't flood the flat Library list — flip individual eyes, or use the bulk show-all action, when you're ready to surface them. **Sync from Lichess** in the kebab menu re-fetches the study and adds any new chapters. Existing chapters are matched by their Lichess chapter ID; user-added items are never removed; user customisations to existing chapters (annotations, comments, NAGs, key positions) are preserved. If you renamed the collection locally, sync still works — the link to upstream is via the source ID, not the title.

Browsing a Collection in Analysis

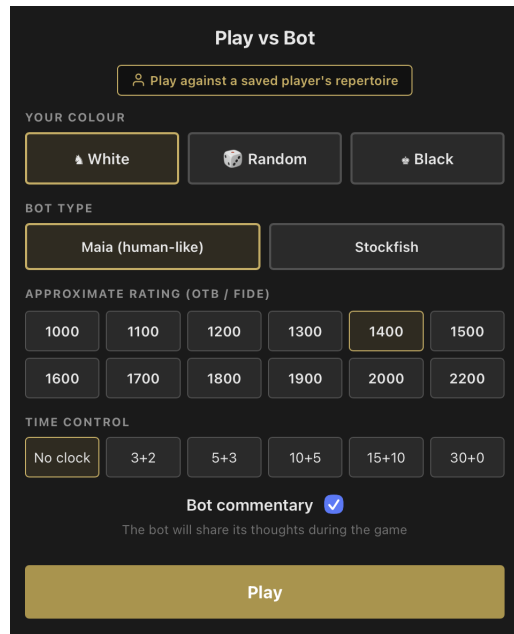
When you open a Collection item from the Library detail view (or click **Open** on the Collections list), the Analysis tab loads with a floating **Collection panel** pinned to the side — same draggable / minimisable behaviour as the Live Games and YouTube panels. The list shows every item in the collection; click any item to load it on the board. The current item is highlighted, and your ply position within each item is remembered as you navigate between them. Use **Up** and **Down** arrow keys to step between items; Left/Right still steps moves within the current item.



Floating Collection panel on Analysis — click an item to load, up/down to step through, drag the header to reposition

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.

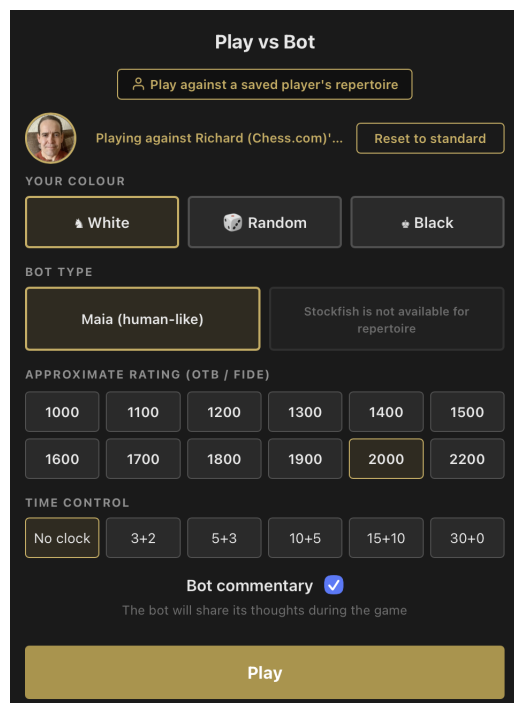


The screenshot shows the 'Play vs Bot' settings screen. At the top, there is a search bar with the text 'Play against a saved player's repertoire'. Below this, the 'YOUR COLOUR' section has three buttons: 'White' (selected), 'Random', and 'Black'. The 'BOT TYPE' section has two buttons: 'Maia (human-like)' (selected) and 'Stockfish'. The 'APPROXIMATE RATING (OTB / FIDE)' section is a grid of buttons with values: 1000, 1100, 1200, 1300, 1400 (selected), 1500, 1600, 1700, 1800, 1900, 2000, 2200. The 'TIME CONTROL' section has buttons for: 'No clock' (selected), '3+2', '5+3', '10+5', '15+10', and '30+0'. At the bottom, there is a 'Bot commentary' toggle which is checked, with the text 'The bot will share its thoughts during the game'. A large 'Play' button is at the very bottom.

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).



This screenshot shows the 'Play vs Bot' settings screen with a profile picture and name 'Richard (Chess.com)'. A 'Reset to standard' button is next to the name. The 'YOUR COLOUR' section has 'White' selected. The 'BOT TYPE' section has 'Maia (human-like)' selected, and the 'Stockfish' button is disabled with the text 'Stockfish is not available for repertoire'. The 'APPROXIMATE RATING (OTB / FIDE)' section has '2000' selected. The 'TIME CONTROL' section has 'No clock' selected. The 'Bot commentary' toggle is checked. A large 'Play' button is at the bottom.

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

"Solid choice."

*Richard (Chess.com) (2000) vs
Richard Anderson*

*31/3/2026 · Untimed
B20 Sicilian Defense*

#	White	Black
1	e4	e5
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.

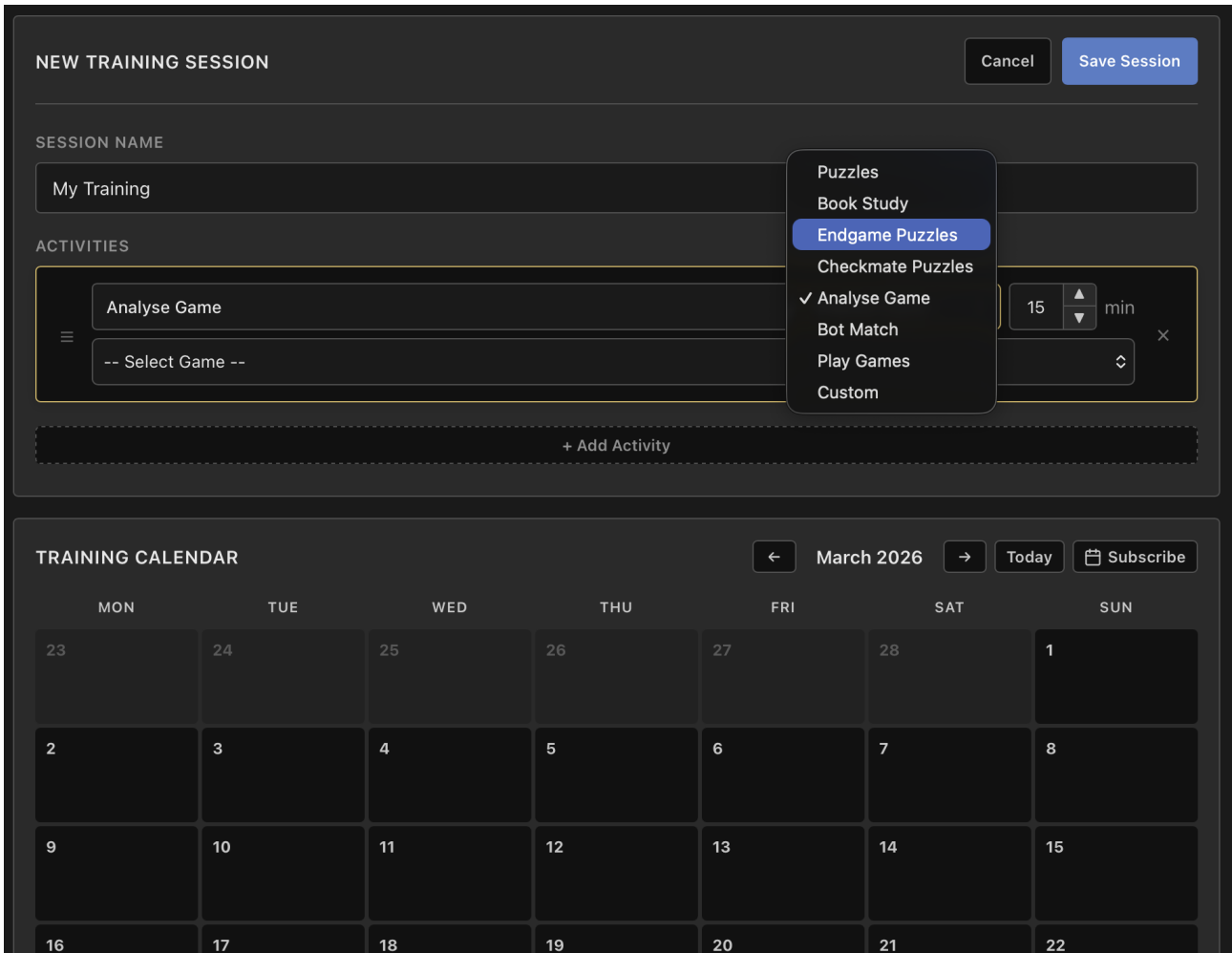
The screenshot displays the 'TRAINING SESSIONS' interface. At the top, there is a '+ New Session' button. Below it, a session titled 'Mixed training' is shown with a duration of '4 activities · 45 min'. Action buttons for 'Start', 'Edit', 'Assign', and a close icon are visible. The bottom section is 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

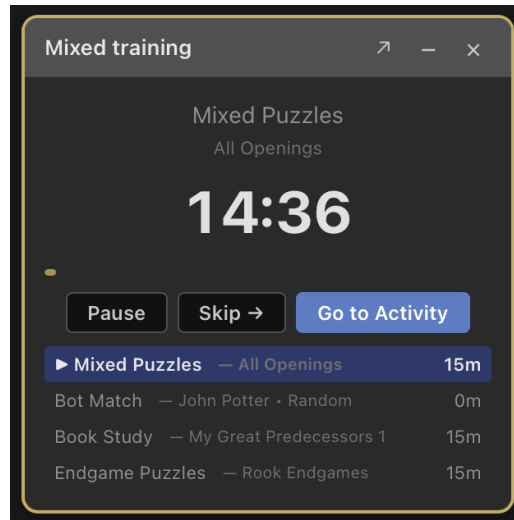
Create training sessions with multiple timed activities (e.g. 15 minutes of tactics, 20 minutes of openings, 10 minutes of endgames). Name your sessions and schedule them for specific days. Activities can link to specific sections of the app so you can jump straight to the relevant area.



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	31 Mixed training	1				

TODAY'S TRAINING

Mixed training
Start Timer
Remove

Mixed Puzzles 15 min
All Openings

Bot Match 0 min
Player repertoire · Random

Book Study 15 min
My Great Predecessors 1

Endgame Puzzles 15 min
Rook Endgames

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

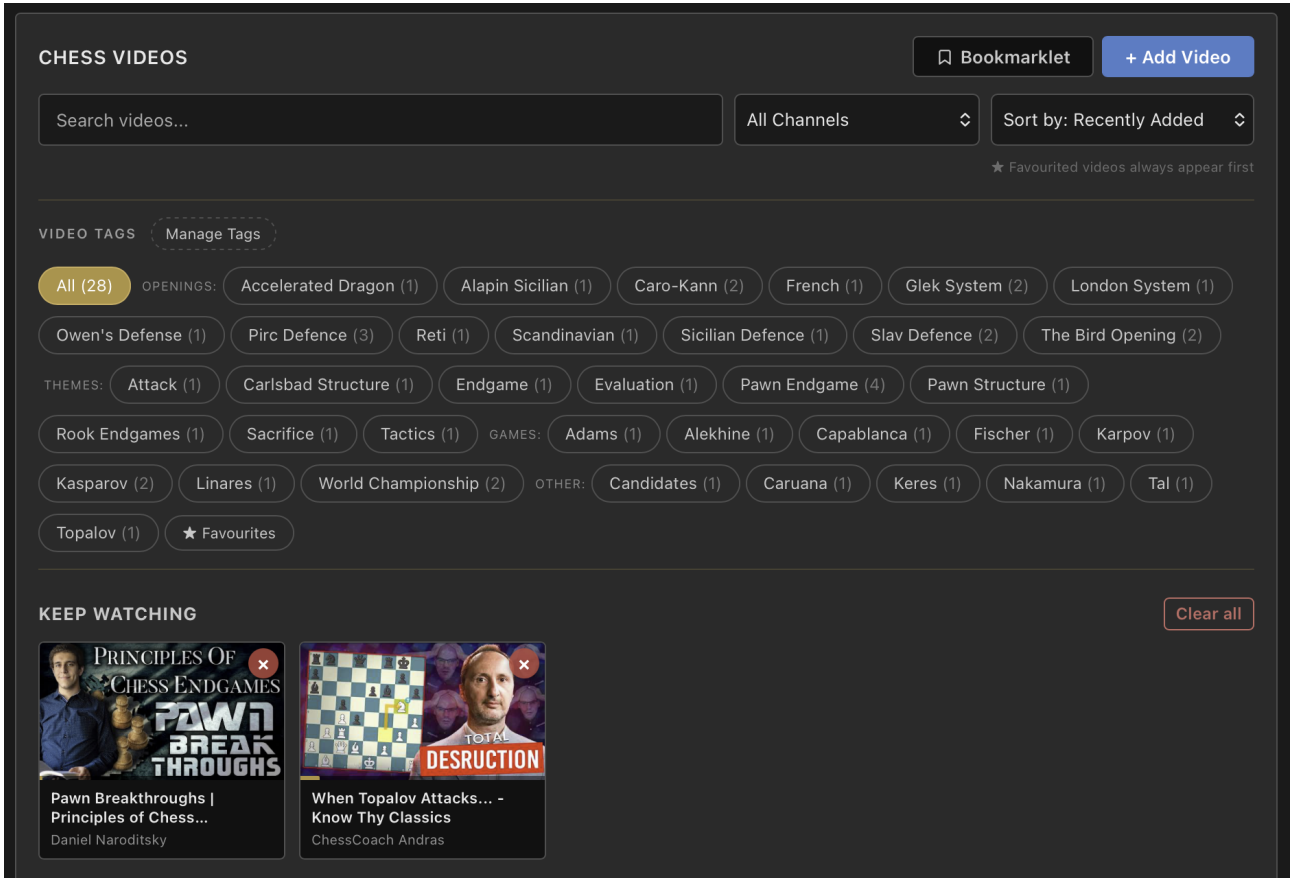
Outlook: Add calendar → Subscribe from web → paste the URL

Regenerate URL
This will invalidate the old URL

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

5. Videos

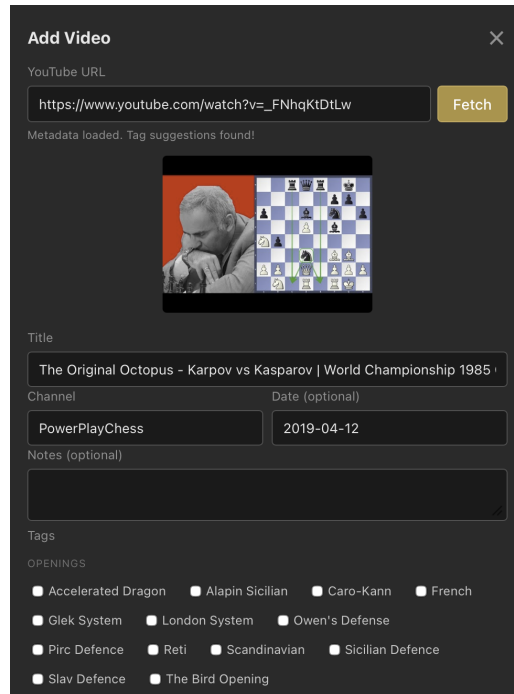
Build a personal library of chess instruction videos from YouTube. Organise, tag, and track your viewing progress.



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

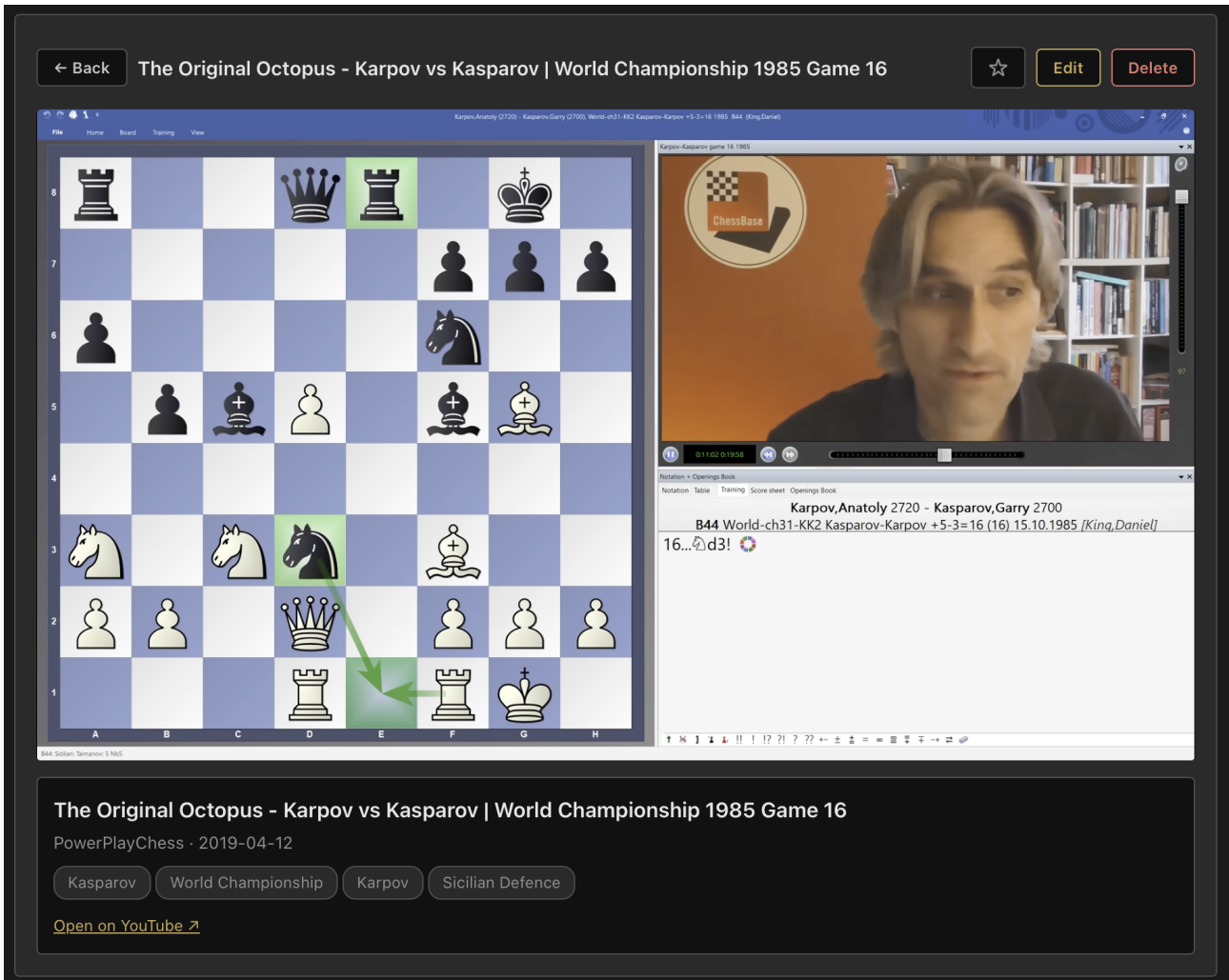
OPENINGS

- 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.



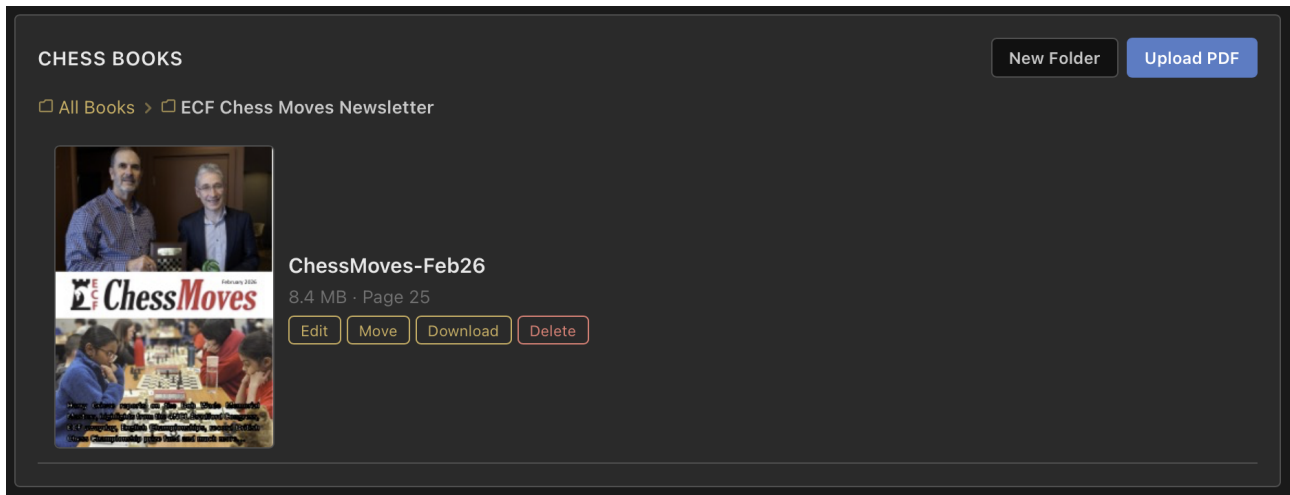
Video player with embedded YouTube, board position sync, and tags

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.Rh5 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 I 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, Siegbert - 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 Nc3+ 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 f7 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 f7 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.Nxf5 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 Rfd8 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, Flip board.

Buttons: Set Position, Send to Analysis

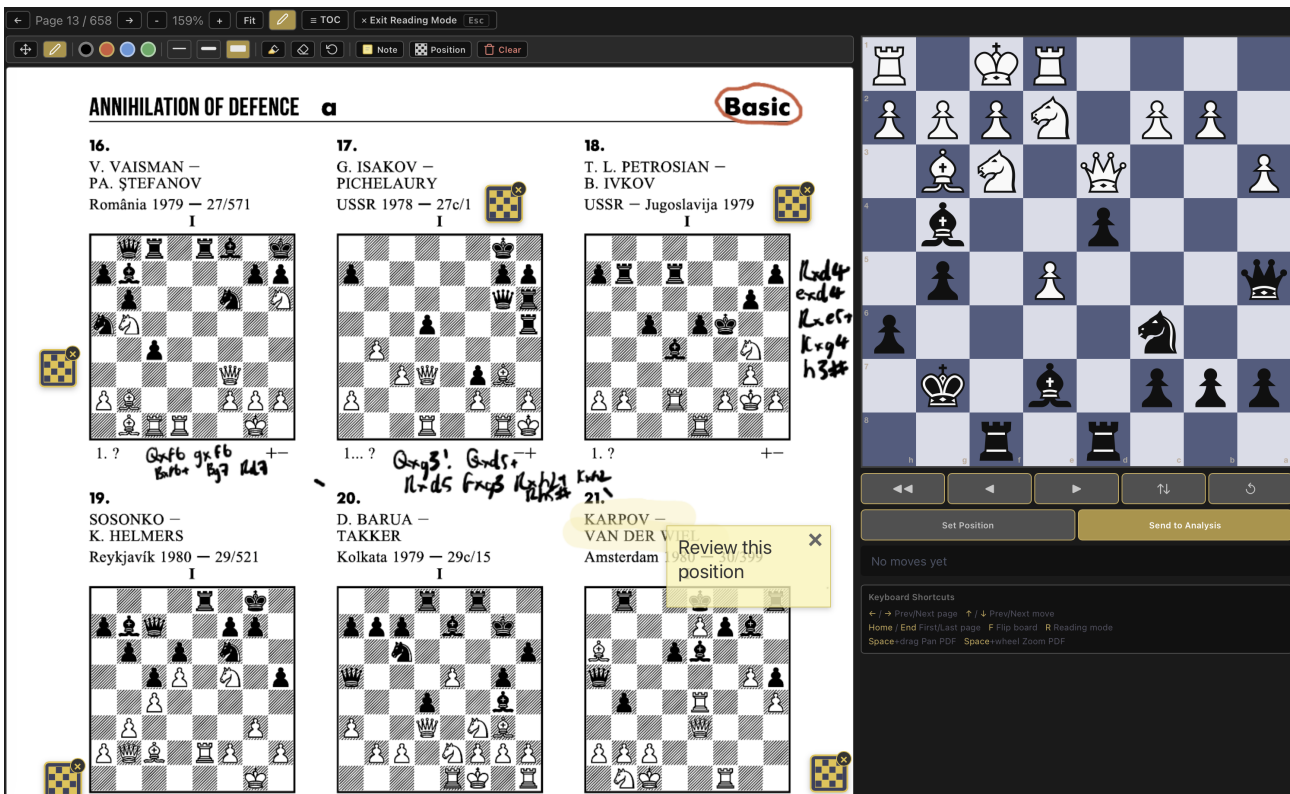
1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 Qxd5 5. dxc5 Bxc5 6. Ngf3 Nf6 7. Bd3 O-O 8. Qe2 Nc6 9. O-O Be7 10. Ne4

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

Annotation Tools

Click the pencil icon in the page toolbar to open the annotation toolbar and mark up any PDF page by hand. Annotations are saved per page and persist between sessions. The toolbar has two modes, picked explicitly to prevent accidental marks: Move mode (four-headed arrow, the default) pans and scrolls the page without drawing; Draw mode (pencil) enables drawing and reveals colour swatches (black, red, blue, green) and line thickness options. The Highlighter lays down a thick, semi-transparent yellow stroke that stays uniform within a single stroke but darkens where multiple strokes overlap. The Eraser removes individual strokes, Undo removes your most recent stroke, and Add Note creates a draggable post-it at the centre of the visible viewport (double-click to edit, tap the close icon to remove). Clear removes every annotation on the current page. On an iPad with Apple Pencil, the pencil draws while a finger pans. On touch-only devices (iPhone, non-pen Android), a finger draws in Draw mode and the Move mode button lets you pan.



Annotation tools — Move/Draw modes, colours, thickness, highlighter, eraser, undo, notes, position markers, and clear

Position Markers

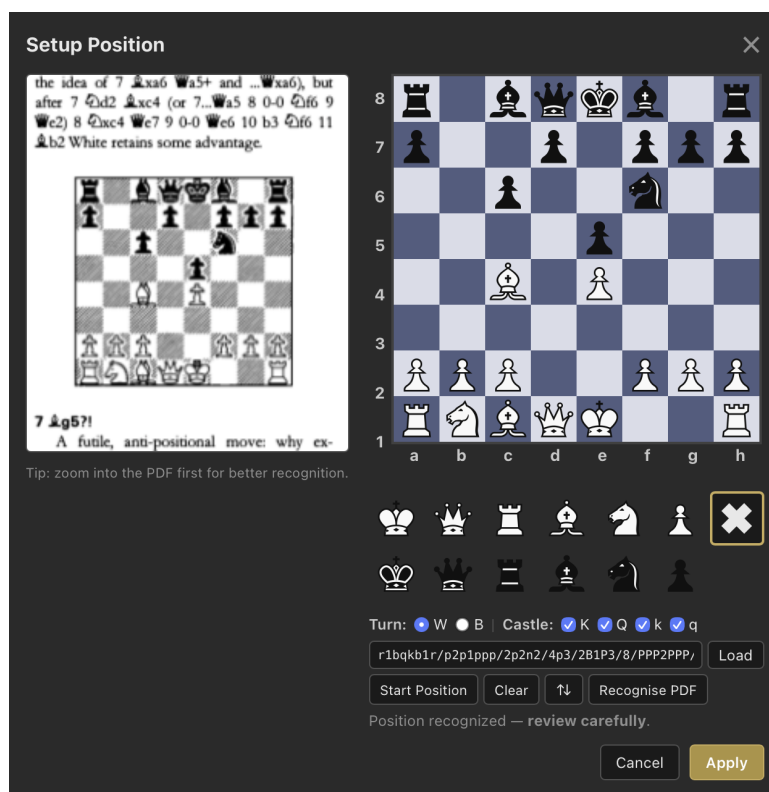
In Annotation mode, click Position in the toolbar and paste a FEN to drop a small board-icon marker on the page. The icon sits over the diagram or paragraph it relates to and stores the position you typed. Tap or click the marker any time to load the FEN onto the play-along board — useful for jumping straight back to a critical position you've revisited several times. Drag a marker to move it; tap the close icon in edit mode to remove. Markers are saved per page alongside drawings and notes.

Favouriting Books

Each book card has a star button on the cover thumbnail — click it to mark a book as a favourite. Favourite books appear in their own “Favourite Books” section at the top of the Books page (above the regular folder/book list), so you can find the titles you return to most without drilling into folders. Click the star again to un-favourite.

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.



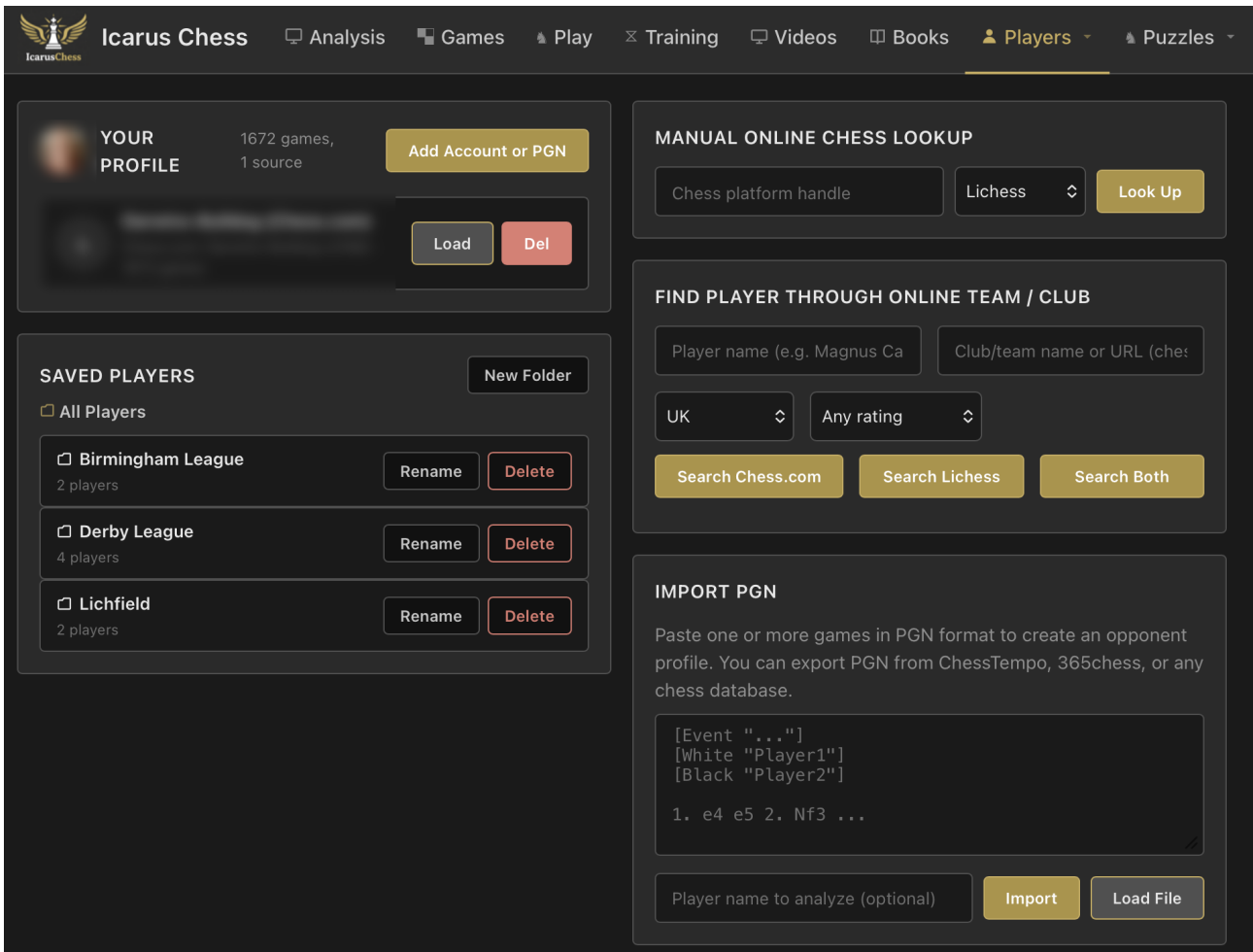
Recognise PDF — AI detects the board diagram and loads the position for play-along

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. Player Research

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. Each saved player can have personal notes — useful for recording observations, weaknesses you've spotted, or preparation for upcoming matches.

Game Fetching & Analysis

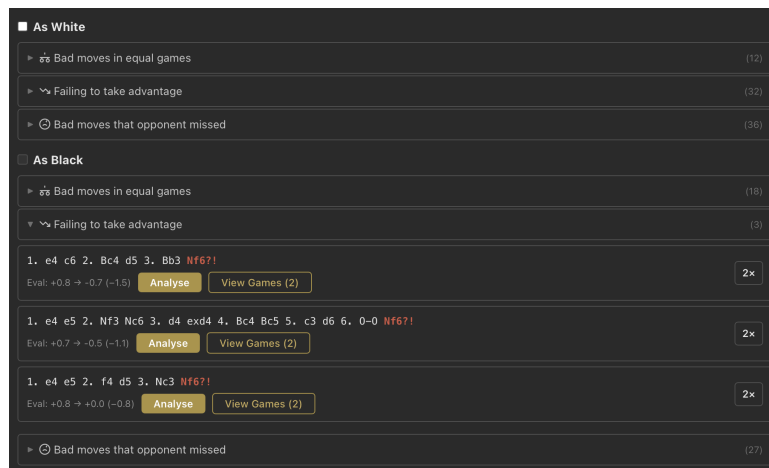
Fetch a player's recent games automatically. Once fetched, the games are available for analysis. The system identifies the player's opening repertoire — which openings they play most frequently as White and Black.



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.

My Fixtures

Build a single chronological fixture list across every team you bookmark. Click “Build My Fixtures”, tick the teams to include (only teams with a saved fixtures URL are eligible), and the list is fetched from the LMS and merged into one table sorted by date. Each row shows the team, opponent, date, and home/away. Your team selection is saved to your profile and re-applied automatically next time you visit. The list refreshes from the LMS on each visit; if any team is served from cache (e.g. when the LMS is temporarily unreachable) a “may be stale” banner appears with the cache age. Each fixture list also exposes a private iCal feed URL you can subscribe to from Google Calendar, Apple Calendar, or any other client — fixtures stay in sync without re-visiting the page.

Captain Tools

If you captain a team, open Captain Tools from the OTB Players page to manage upcoming fixtures, build squads, and reach players quickly. Each fixture row has a status pill summarising squad fill and confirmed availability (boards, ticks for confirmed, dashes for unknown). Click a fixture to open the squad editor. Fixtures are auto-imported from the LMS pages of configured leagues; manual fixtures (date, opponent, home/away, notes) can be added for events the LMS doesn't cover. The squad editor lets you add yourself or saved players, drag rows to reorder boards, set per-player availability (Available / Tentative / Unavailable / Unknown) and free-text notes, with reserves below the boards.

Availability Links

Each candidate gets a unique tokenised URL the player can open without logging in. They tap Available / Tentative / Unavailable, optionally leave a note, and the captain's view updates automatically. Reach players via three actions: "Email all" and "Email unconfirmed" open a single mailto: with all recipients in To, the captain in CC, and a pre-filled subject + match details body. "Email availability links" lists each squad member with an "Open draft" button that creates a personal mailto: containing their unique link. "Copy summary" copies the squad in a tidy WhatsApp-friendly format.

My Info Contact Details

Click the pencil button on your profile card to add an email address and phone number. These are used as the CC address on captain group emails and surface as tap-to-call / tap-to-WhatsApp icons throughout Saved Players and squad pickers.

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

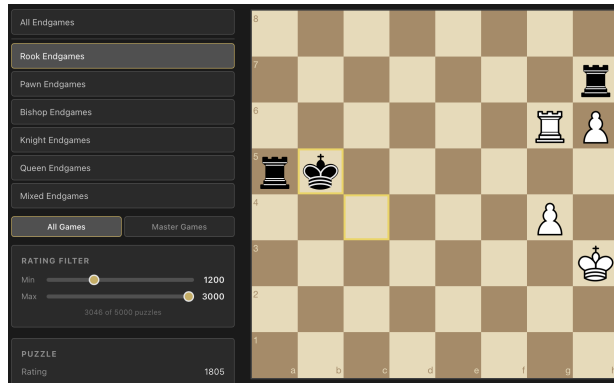
Three types of tactical puzzles to sharpen your skills: opening/middlegame tactics, endgame puzzles, and checkmate puzzles. All sourced from real games on Lichess.



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.



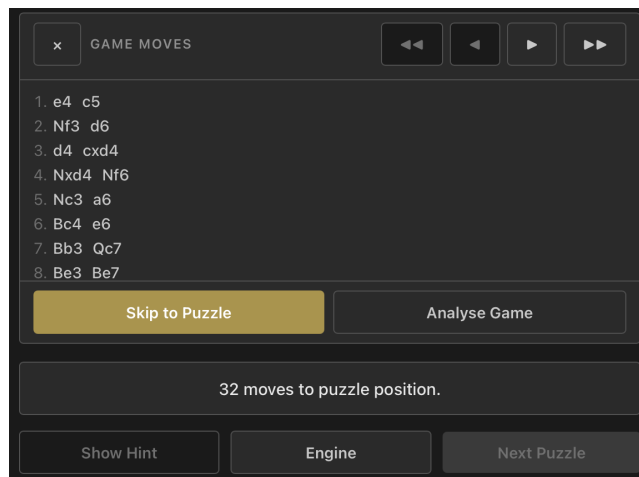
Endgame puzzles — rook, pawn, bishop, knight, queen, and mixed endings



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.

Custom Puzzles

In addition to the three built-in puzzle libraries, the **Custom Puzzles** tab lets you create your own puzzle sets — useful for tactics from your own games, training problems for students, or themed exercises (e.g. “Greek-gift sacrifices”).

The screenshot displays the Icarus Chess website interface. At the top, the navigation bar includes the Icarus Chess logo and links for Analysis, Library, Play, Training, Videos, Books, Players, and Puzzles. The main content area is divided into several sections:

- Left Sidebar:** A list of puzzle categories with counts and delete icons. The categories are: All puzzles (16), Uncategorized (0), Encyclopedia of Chess Combinations (9), King and Pawn endgames (5), Miscellaneous WhatsApp Puzzles (1), My Games (1), Woodpecker Easy (0), and Woodpecker Intermediate (0). Below this is a '+ New Category' button and a 'Browse puzzles' button.
- Center:** A chessboard showing a puzzle. The board is in a dark theme. The pieces are arranged as follows: White King on e1, White Queen on d1, White Rook on f1, White Bishop on c1, White Knight on g1, White Pawn on h1, White Pawn on f2, White Pawn on g2, White Pawn on h2, White Pawn on a3, White Pawn on b3, White Pawn on c3, White Pawn on d3, White Pawn on e3, White Pawn on f3, White Pawn on g3, White Pawn on h3, White Pawn on a4, White Pawn on b4, White Pawn on c4, White Pawn on d4, White Pawn on e4, White Pawn on f4, White Pawn on g4, White Pawn on h4, White Pawn on a5, White Pawn on b5, White Pawn on c5, White Pawn on d5, White Pawn on e5, White Pawn on f5, White Pawn on g5, White Pawn on h5, White Pawn on a6, White Pawn on b6, White Pawn on c6, White Pawn on d6, White Pawn on e6, White Pawn on f6, White Pawn on g6, White Pawn on h6, White Pawn on a7, White Pawn on b7, White Pawn on c7, White Pawn on d7, White Pawn on e7, White Pawn on f7, White Pawn on g7, White Pawn on h7, White Pawn on a8, White Pawn on b8, White Pawn on c8, White Pawn on d8, White Pawn on e8, White Pawn on f8, White Pawn on g8, White Pawn on h8. The puzzle is a tactical exercise where White is to play and find the best move.
- Right Panel:** A dropdown menu for puzzle categories, showing: Opening & mixed puzzles, Endgame puzzles, Checkmate puzzles, and Custom puzzles (selected).
- Bottom Section:** A 'Puzzle 2' section with 'Reset puzzle' and 'Edit puzzle' buttons. Below this is a 'CUSTOM PUZZLE STATS' table:

CUSTOM PUZZLE STATS	
Attempted	21
Solved	20
Accuracy	95.2%

Below the stats table, there is a text box that says "White to play. Find the best move." and three buttons: "Show Hint", "Engine", and "Next Puzzle".

Custom Puzzles — user-defined categories with their own solve stats, alongside the built-in libraries

Creating a custom puzzle

From the Analysis board, set up the position you want as the puzzle's starting point (manually, from FEN, by importing a PGN, or by jumping to the right ply in a saved game). Then play through the solution on the board so it appears in the move list — the **main line** becomes the puzzle's required answer, and any **variations** you've added become accepted alternative solutions. Add a variation any time the position has more than one good move (e.g. when several captures all win) so the puzzle accepts whichever the solver finds. Once the move list contains the lines you want, click **Save** on the toolbar and choose **Save Puzzle** instead of Save Game. Pick the category, give the puzzle a name, and you're done — the puzzle uses the position at the chosen starting ply as its setup, and accepts any of the lines (mainline + variations) as the solution.

Managing categories

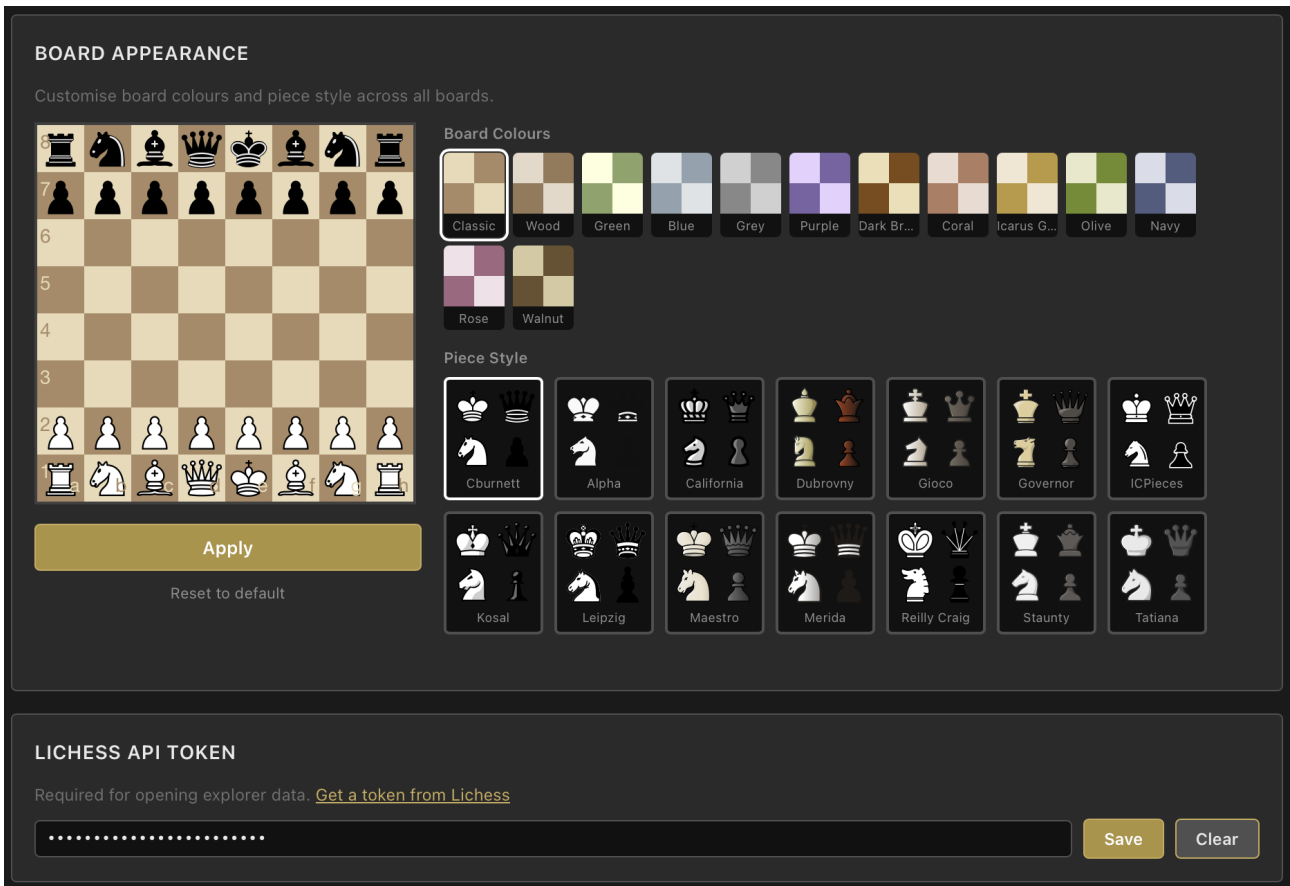
Custom puzzles are organised into categories you create — e.g. "Sicilian tactics", "Endgame studies", "My blunders". Use the category list on the Custom Puzzles tab to add, rename, reorder, or delete categories. Each category gets its own solve stats independent of the built-in libraries.

Solving custom puzzles

Solving works the same as for the built-in puzzles — the position loads with the side-to-move indicator, you make moves on the board, and the puzzle responds. Wrong moves shake the board and let you retry. Hint reveals the from-square. After solving (or giving up), you can step into the Analysis board to explore alternative lines.

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.

Engine Settings

Set the maximum search depth for the local Stockfish engine running in your browser. Lower depths use less CPU and battery — useful on mobile or when running on battery. Choose Unlimited for the deepest analysis. This only caps live engine analysis; the evaluation graph always uses depth 18 regardless of this setting, and cloud engine analysis (when available from Lichess) is unaffected.

Account

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

Interface Scaling

Adjust how large the on-screen interface elements appear — the board, sidebar panels, move lists, headers, modals, and so on. Useful on large 4K screens (where the default sizing can feel a bit small), small laptop screens (where you may want to dial back), or for accessibility. The quickest control is the **Zoom buttons** in your profile-picture dropdown (top right): the – / + buttons cycle through four presets — **Compact**, **Smaller**, **Normal**, and **Larger**. The currently active preset name flashes in place of “Zoom” for a moment after each click as visual confirmation. Hidden on mobile, where the device’s native browser zoom is the right control instead. The change is instant and persists across sessions; engine arrows, evaluation graphs, and floating panels (Live Games, Collection, YouTube) all rescale together so the visual layout stays consistent.

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.

Recycle Bin

The trash icon in the top header opens the **Recycle Bin** — a soft-delete recovery view covering games, collections, players, books, and videos you’ve deleted. Click **Restore** on any item to bring it back (collection items reattach to their original collection); click **Delete permanently** to wipe it. Items in the bin are auto-purged after 30 days, so use it as a safety net for accidental deletes rather than long-term archival.

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

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 engine line arrows
S	Toggle last move highlight
Right-click board	Board display options (long-press on mobile)
↑ / ↓	Move between games in live broadcast list, or between items in a Collection (when the floating

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
Space + drag	Pan the PDF page
Space + scroll wheel	Zoom in / out centred on cursor
Ctrl + scroll wheel	Zoom in / out (trackpad pinch equivalent)