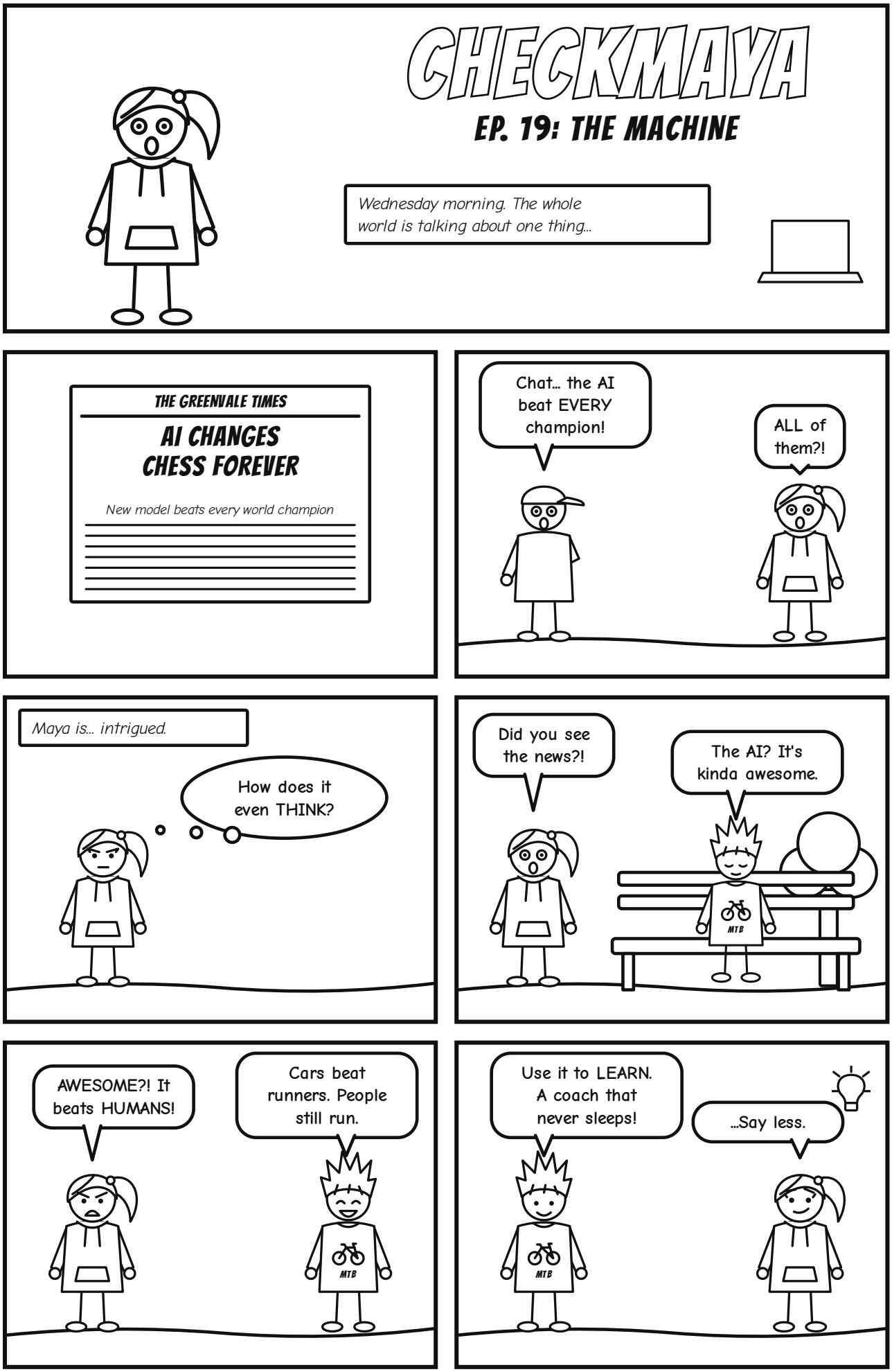
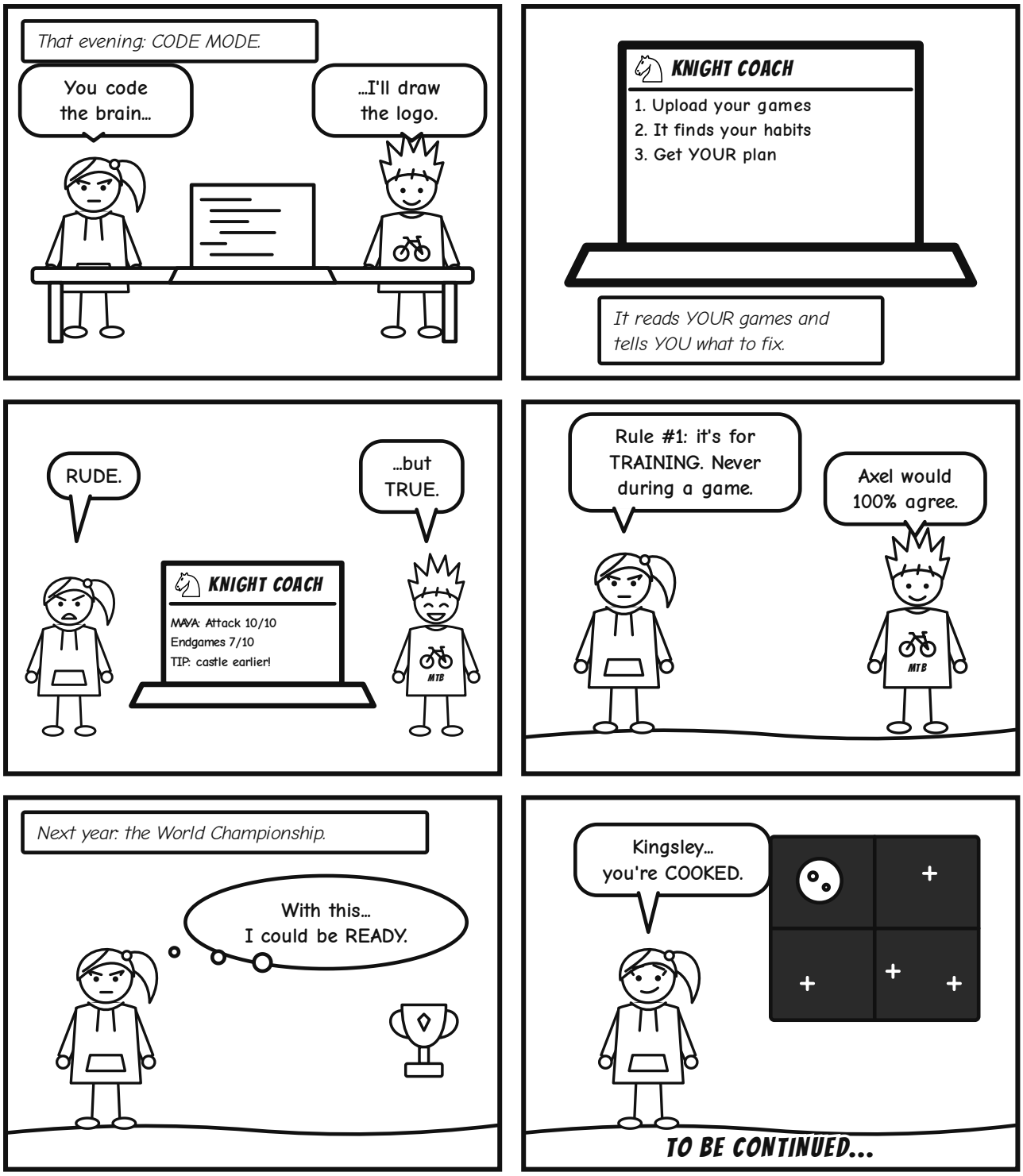

CHECKMAYA
EP. 19: THE MACHINE
Wednesday morning. The whole world is talking about one thing...
THE GREENVALE TIMES
AI CHANGES CHESS FOREVER
New model beats every world champion
Chat... the AI beat EVERY champion!
ALL of them?!
Maya is... intrigued.
How does it even THINK?
Did you see the news?!
The AI? It's kinda awesome.
MTB
AWESOME?! It beats HUMANS!
Cars beat runners. People still run.
MTB
Use it to LEARN. A coach that never sleeps!
...Say less.
MTB



REAL CHESS CORNER

How engines think: A chess engine looks at millions of positions every second and gives each one a score. +1.00 means White is about a pawn better; -3.00 means Black is about a whole piece up. Then it plays the move with the best score.

Fun fact: Alan Turing wrote one of the very first chess programs, "Turochamp", around 1948 - before any computer could run it. So he played it by hand, working out every move with pencil and paper. It took him about half an hour per move!

Lesson: Use engines AFTER your games, to find your mistakes and learn from them. During a game, it's just you and the board - that's fair play.

Knight Coach is in beta. Testers wanted… (Zeke has already signed up.)