

SUPER HUMAN CHESS ENGINE

FIDE Master / FIDE Trainer Charles Storey PGCE
WORLD TOUR Young Masters Training Program

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INTRODUCTION

The Super Human Chess Engine was first created in 2002 and has been refined through theory and praxis to its current iteration with assistance from England's top junior students guided by its creator and developer FIDE Master Charlie Storey.

Charlie created The Super Human Chess Engine to help himself analyse positions such that he could win opens as his memory was damaged in 1991 after having a severe allergic reaction, which left him in a serious debilitating non communicative state for 2 years. Charlie started using a scientific approach to chess analysing, not only helping him to develop an excellent chess analysis skill; it helped generally upgrade his own mind to the extent he is now a Chess Master and qualified Computer Science Teacher FIDE Trainer, established England International team Coach and published author via:

Everyman Chess, Foxy Opening Video, Chessbase Fritz Trainer (2 products) and now ICC Monthly presenter for this ground-breaking work Super Human Chess Engine 2020. In short this engine will not only massively improve your chess skill; it will improve your mind into a computational decomposition and efficient priority order executing engine.

Charlie now has one of the best Chess Teaching CVs and Computer Science Teaching CV's in the World, through professional qualifications & England team experience; his understanding of Chess mastery and training as a Computer Science teacher from the prestigious Kings College London University has created an exceptional thinking tool, that enhances chess ability by creating computational thinking for a human chess player.

During the past 18 years Charlie has refined The Super Human Chess Engine to its current iteration, originally called 'The Fruit Tree' as a tree or dendrites are the neurochemical structures that aid and cement human learning and memory: these tree-like structures hold the information and knowledge.

The Super Human Chess Engine has been updated to reflect popular chess and Computer Science culture, and Charlie's own teaching improvement by becoming a qualified teacher and taking a Masters Course in Teaching & Learning.

The Super Human Chess Engine has helped create the fastest FIDE improvement of a UK 10-year-old player within three years to get to a 2242 FIDE rating. A student, by the initials JM, who by the age of 13 reached this rating is an incredible achievement in England, as the culture tends to be for balanced activities rather than exclusive. This can be validated by observing the student's progress from age 10-13 on the FIDE website.

The engine uses special human memory techniques to aid in remembering what to search for in correct priority order. Many of these techniques were devised by professor of Psychology DR. Kenneth Higbee, who is the originator of many Memory techniques subsequently copied by more populist authors.

On the following page, there is a very high-level abstract view of the Entire Super Human Chess Engine – Each section is explained in detail at Internet Chess Club (<https://www.chessclub.com/videos/fm-charles-storeys-super-human-chess-engine-introduction>) on the Weekly Video.

Super Human Chess Engine

by FM Charlie Storey PGCE Computer Science

Power Principles

+

Human Opening Book

+

Mantra and 4'P's

+

CCTV + CCTV 2.0

+

DAFIII

+

Fruit Tree

+

Opening Plugin

+

Middlegame plugin

+

Endgame Plugin

+

Super Human Chess Engine

Power Principles

1. Pieces and Pawns gain a small amount in **value** the closer they get to the opponents King.
2. Never start a **'Fair Trade'** (Exchange of equal value pieces) unless you have not a good, but an excellent reason to do it, because it increases the Power of an opponents piece or Pawn.
3. The point of controlling the **center** is to allow your pieces through it, so that they can support the attack on the King or the defense of your own King.
4. All training should be linked to developing your **calculation power and visualization** (Viz) skill.
5. Complete your Basic and Advanced **Tactical learning** and training before attempting a Fruit Tree as analysis is pointless without good tactical skill.
6. Search for chess ideas and resources that appear **not to be there** – they are there – especially in the endgame. This is called being humble to your knowledge and relevant to the truth of the position
7. You **cannot be good at speed chess** until you have learned to be at least 2200 fide strength at slow chess. Speed chess is everywhere on the Internet and is a vice (sadly one of my own) try and reduce your speed chess activity until you are at least 2200 Fide.
8. You must study chess **at least 10 hours** per week to attempt to become a Master
9. You should practice what you have studied with a **sparring partner**; not to ego destroy them; at least 6 hours per week to improve at a good rate.
10. There **are exceptions to every rule** including all of these ones, except this one!

Human Opening Book

Your Human opening book will be your ability to learn many openings and their variations and once learned you must devise methods to remember what has been learned; this is not such a simple feat and requires enormous effort, intelligent memory methods are advised here followed by saving your variations in a good format. My strong recommendation is to use [Chessbase](#) software to do this, as Chessbase also enables good User interface learning environment for this area of chess reinforcement. Having a partner quiz, you on your chosen variations is essential to examine your learned to memory ratio.

What is the best way to find the best moves?

The old way was with the Encyclopaedia Chess Openings books, reading it and trying to remember it – I tried this method for a couple of years and was relieved when [Chessbase](#) arrived, when I could see things more clearly even if their interface was not very user-friendly and Black and White!

Chessbase has evolved dramatically since then and is now fully aware of Human Computer Interaction design, and is clearly the market leader and continues to evolve with an excellent team who I have seen work first hand.

Many companies now claim they have excellent openings books and they do but for super elite level you need the best and the current leader is [Hiarcs](#) using the Chessbase GUI: it is colour coordinated and punctuated and incorporates Correspondence and Computer games as well as the latest top super GM games. Importantly, it is also updated every 3 months and it will be 10 years before the Chess variations are crystallized into credible certain best and second best etc moves.

When your opening book has been memorized, the best place to practice this is at the 5-0 Time control. The best 5-0 place for playing players immediately on your same level is at the [Internet Chess Club](#). Other chess servers are not as good, because they mainly support faster time controls and you must wait a long time to find opponents for this time control. So, playing at Internet Chess Club is a very good option for quality practice.

'The Core' Super Human Chess Engine 2020

To be used in all phases of the game – additional methods (PLUGINS) will be given for each separate phase (Opening – Middlegame - Endgame)

What is the Storey Human Chess Opening Engine 2020

Simply put it is a series of step by step priority-based searching functions that can be easily applied as a checklist- let's have a look. It will be remaining the same for years 2019 to 2020 when there will be a new update hence the name Storey Human Chess Opening Engine '**2020**'.

The Mantra – This was originally designed as a positional search for the endgame. I was surprised to find it also worked effectively in the Middlegame and the Opening. The Mantra is the simplest way to ensure you are following effective planning and positional moves in the correct priority - it has helped me win over 160 Chess Opens and defeat many Grandmasters!

The Mantra looks at the six main elements of good positional chess; planning and understanding their importance in comparison with one another all bundled up in 6 numbers 1,2,3,4,5,6

Number 1 is the most important, followed by two all the way down to number 6. Other moves not connecting up with these six elements are normally very poor moves, so we have created a nice filtering process that prevents bad moves, and gives priority to the more important type of moves.

What is the most important type of moves in The Mantra;

1. **King safety**
2. **Team Activity of the Pieces** + 4ps
3. **Fight for the Centre**
4. **Fight for the Tempo**
5. **Fight for Restriction** and not be restricted
6. **Fight for Pawn Scale & Pawn Structure**

Detailed Mantra

1. **King safety** and potential (future) safety for both sides. (**KSAPS**)
2. **Team Activity of the Pieces (TAP)** And improving the developed pieces. (**Improved TAP**) **The 4P's OPS** Prioritise Poorly Placed Pieces Over Pawn Strategies.

Fight Mantra;

3. **Fight for the Centre** – How each move impacts upon it throughout the entire game.
Each Piece can Pivot.
 - (a) Must fight for control and occupation – (s)he who controls the center wins the game; Opening Middle and Endgame.
 - (b) All moves, therefore, should **ALMOST ALWAYS** attack and defend the Centre.
 - (c) Sometimes the **Centre can Shift** to around the opponents King.
 - (d) In time pressure if you cannot find the best move – just find one that brings extra control over the center. **“Overprotection of the Centre.”**
 - (e) **In time pressure use CACITC Control and Consolidate In The Centre.**
4. **Fight for the Tempo** – Gaining a Free move - How one tempo can lead to the win of the game.
 - (a) Opening – leads to faster piece team development (TAP) so you attack first and the opponent has to make pointless defensive moves.
 - (b) Middle game - leads to faster piece team development (TAP)
 - (c) Endgame – Most important in this phase – Easier to control center or dominate 7th Rank with Rook.
 - (d) Multiple Tempo – You need The Fruit Tree! – Use it in **EVERY** Game.
5. **Fight for Restriction** – Reducing opponents good move choices.
 - (a) Reducing his realistic move choices – Restricting move choices. **“Use The Force Luke”**
 - (b) Taking away good squares for pieces.
 - (c) Control fewer and less important squares. Such as none central squares.
 - (d) Bad Piece Theory - Use entire strategy to play against that piece by playing the entire game a Piece up! Best Strategy, therefore, is a dominated center then switch attack to the King.
6. **Fight for Pawn Scale & Pawn Structure** The Starting approximate Values of Pawns; *Quarter (a and h) / Half (b and g) / One (c and f) / One and a Half* (d and e) Understanding importance of Pawn support in the Centre.
 - (a) Pawn scale increases with more pressure over the center.
 - (b) **Pawn Value Advancing;** Start Position is same as Pawn Scale but in enemy territory when supported a pawns value increase in value because; Space Advantage on that area of the board. Increases massively in value if it is on 6th and 7th rank.
 - (c) Binding and damaged Pawns. Flip and half the value.

Acronym Algorithms that make The Storey Human Chess Engine

The six key elements within the Mantras are excellent for finding great positional moves and avoiding poor moves, but what happens when the position gets messy; **tactics available**, pieces in combat versus one another; imbalances all over the board. This is the time for deep calculation, but before calculation, you need to know how to think - You now ready to learn Charlie's FRUIT TREE Algorithm! If you do not have time in your game use MANTRA CCTV DAFI CACITC. Let us examine these Acronym algorithms that build up into the Super Human Chess Engine 2020but first a simple equation

Power Principles

+

Human Opening Book

+

Mantra and 4'P's

+

CCTV + CCTV 2.0

+

DAFIII

+

Fruit Tree

+

Opening Plugin

+

Middlegame plugin

+

Endgame Plugin

Super Human Chess Engine 2020

To see the correlation with a modern modularised computer program and the Super Human Chess Engine, we see there are ten modules (methods) generally applied in this sequence

1. Power Principles
2. Human Opening Book
3. Mantra and 4'P's
4. CCTV + CCTV 2.0
5. DAFIII
6. Fruit Tree
7. Opening Plugin
8. Middlegame plugin
9. Endgame Plugin
10. Review and Improve Engine

Super Human Chess Engine 2020

Now that we have seen the workings of Super Human Chess Engine we can examine some of the Acronyms which are purposely created to aid remembering for a human here they are;

- **4Ps**
- **CCTV**
- **CCTV 2.0**
- **DAFiii**

Each acronym is an essential part of Super Human Chess Engine - let's have a look what each stands for;

- **4Ps** Prioritise Poorly Placed Pieces
- **CCTV** Checks / Captures / Threats / Vulnerabilities
- **CCTV 2.0** Checks / **Checkmate Threats** / Captures / Threats / Vulnerabilities
- **DAFiii** Defence / Attack / Features / Initiative / I for tactics / Ideas (crazy)

Acronyms are catchy and easy to remember lists; read Kenneth Higbee's book on memory for more memory techniques; he is the Father of all memory techniques.

Let's have a look at each of the acronyms in some depth as each is very important for a fully working Super Human Chess Engine 2020

4Ps Prioritise Poorly Placed Pieces

When completing my FIDE Trainer qualification, which was taught to me by arguably the greatest chess trainer in the World - Adrian Mikhailchisin, the most striking thing I learned from him was the importance of always giving your priority to a poorly placed piece. Essentially, this links to the importance of improving your pieces from poor places of influence to okay to good to excellent, and this process starts and continues through the entire game. I then realized playing any Pawn move is a last resort and the 4Ps as a teaching approach to improving your chess ability was borne and fitted very nicely in number 2 element of The Mantra. To make it clear that you should improve your pieces that are poorly placed, and further you should not engage in Pawn moves until you have optimized the placement of your pieces, the acronym 4Ps OPS was born. OPS simply meaning Over Pawn Strategies. For example, starting a Minority attack is bad unless you have optimized the improving of your pieces. I later learned all strategy is submissive to the POWER of the 4Ps.

CCTV Checks / Captures / Threats / Vulnerabilities

Once the pieces come into combat and there are tactics and calculation needed as The Mantra although an excellent guide will not be entirely accurate for tactics, we must now have a simple 'order of priority' for examining different types of threats; the simplest way is to classify them in order of danger;

1. Search for **CHECKS** and examine
2. Search for **CAPTURES** and examine
3. Search for **THREATS** and examine
4. Search for **VULNERABILITIES** and examine (especially double attack possibilities)

CCTV 2.0 Checks / Checkmate Threats / Captures / Threats / Vulnerabilities

Once CCTV has been learned a nice little bolt on how to find a type of idea that is commonly overlooked, is the Checkmate in 1,2,3 or 4 threats. This threat, although not as 'high priority' as a check, has almost equal priority in terms of restricted responses, and has special stealth factors and now takes up position 2 in our newly formed upgrade to CCTV that is **CCCTV 2.0**

CCCTV 2.0

1. Search for **CHECKS** and examine
2. **Checkmate** in 1,2,3 or 4 threats (dependent on ability)
3. Search for **CAPTURES** and examine
4. Search for **THREATS** and examine
5. Search for **VULNERABILITIES** and examine (especially double attack possibilities)

DAFiii Attack / Features / Initiative / I for tactics / Ideas (crazy)

CCCTV 2.0 Works for **simple to hard** tactic situations, but sometimes we need to increase our search and information gathering process for Hard to Extremely Hard, so we use Dafiii

This is where we use a clever Acronym algorithm called DAFiii. Our Dafiii is a **three** eyed (iii) duck that is a cartoon character.



There he is. His 3rd eye is in his mind, where he searches for all manner of crazy ideas!

You need this when expanding your search beyond **CCTV 2.0**

Defense Gather information about Defence of pieces and position **DWD**

Attack Gather information about Defence of pieces and position

Features Gather information about positional or future tactical factors of pieces and position

Initiative Forcing types of moves (tempo's) visualized in a row until the end of a forcing sequence.

I know 40 Tactics Search for the 40 Tactics in combination with one another

Ideas (crazy) this will flow into the next process called 'Candidate Ideas'

In our Fruit Tree process, I normally request a student closes their eyes and 'sees' Dafiii duck hugging the trunk of the tree stepping on a CCTV camera. This helps use clever human memory visualization techniques to remember the precise sequence that the acronym algorithms should be used, as they move up the Fruit Tree from Roots to Trunk. Learn more about them in Dr. Kenneth Higbee book, but for now, try and get that image of Dafiii Duck hugging a tree and standing on CCTV camera out of your mind – it is very difficult ever to forget – thanks, Dr. Higbee!



The Fruit Tree analysis process

Now that you fully understand:

Mantra

4 Ps

CCTV

CCTV2.0

DAFiii

you should be able to find a very good and probably best move in most moves of a typical 50 move chess game. Sometimes this is not enough, and a full Fruit Tree process is required and takes about 40 minutes to do thoroughly. When first training on them, if you do this well then congratulations, you have your Super Human Chess Engine installed and working. If you have not got it working yet then by the end of this chapter, you should be there!

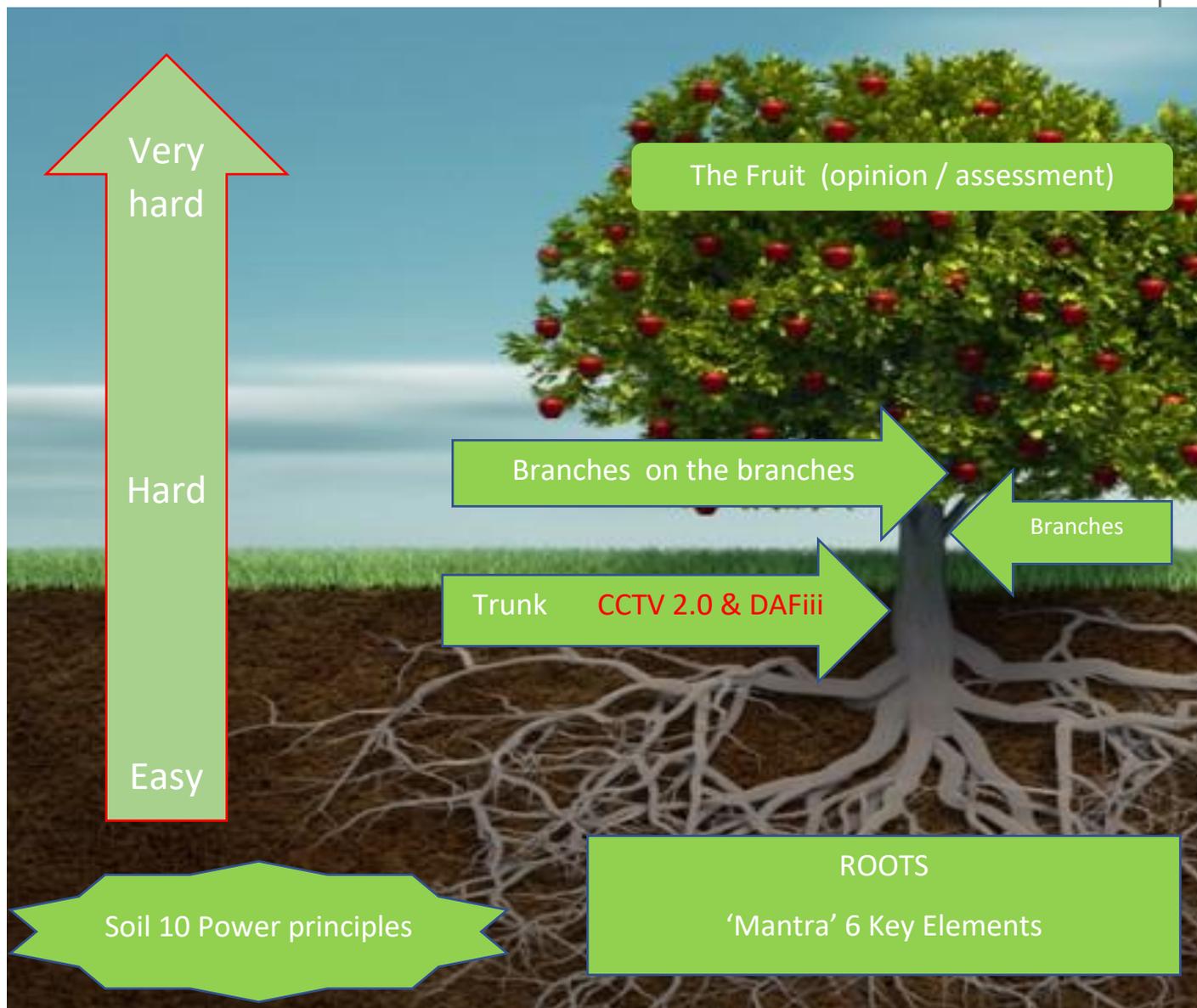
[Highly complex repertoire based middlegames / Endgame Strategy Situations / Russian Endgame Studies are best]

Fruit Tree positions typically occur once, twice, or thrice in difficult games. The more you practice, the faster you can do it until you can do it thoroughly into 10 to 20 minutes. The time invested gives you quality information that will span over next 1-10 critical moves, which will often decide the outcome of the game.

Fruit Tree – Chess Analysis Algorithm for finding the best moves in difficult positions.

The Fruit Tree is broken down into five stages – a Fruit Tree is used to aid a student in remembering what to think in the correct priority sequence, serving as a visualization checklist – The Fruit Tree is a thinking algorithm to help with the mind's search for the best move under typical tournament conditions. Think of it as 'Google search' for your mind, but for searching for the best chess move in a very complex position. **It can typically take 20 minutes to 1 hour to do correctly!** But it is worth it as the information will be saved for your next **1-10** moves!

Let's start with the Fruit – The Fruit in our Fruit Tree is analogous to your opinion of the position. In chess, your opinion is called your assessment; in Chess Computer world, it is called an evaluation. When using The Fruit Tree Algorithm, we call your opinion 'The Fruit'. The greatest skill in chess is having a persistent and reasonably accurate opinion at every move. See the Fruit in the diagram on the next page.



So here are our five components in The Fruit Tree Algorithm as can be seen in the diagram.

All five steps working together with your Opening and Endgame Book create **The Super Human Chess Engine**.

- 1 Roots / Soil
- 2 Trunk.....3rd I
- 3 Branches
- 4 Branches coming from branches
- 5 The Fruit

Can you remember all five steps in this sequence – Picture the tree above with eyes closed.

Extending the 5 Step Fruit Tree process

I have already explained The Fruit – it's simply your informed opinion. QIQO, not GIGO!

Let's summarize the rest

1 Roots / Soil – The Higher and Normal Mantra elements and the Power Principles.

2 Trunk – CCTV CCTV 2.0 ; Checks Captures Threats Vulnerable Pieces



DAFIII (Duck) Defence / Attack / Features / Initiative / I know 40 tactics / Ideas (crazy)



3 Branches Ideas - Three or four Candidate Ideas selected from the last steps Crazy idea search in Dafiii

4 Branches Candidates coming from the branches – Two Candidate Moves - very deeply

5 The Fruit – Your opinion of the position and two emerging candidate moves for deep examination and self-critique.

To make your Super Human Chess Engine work, you need to practice, and the more you practice, the more you speed up the process without sacrificing quality.

Once you have practiced for six months – modify it and tweak it and give it a new name but please do quote the original if you publish it.

You can now use the Super Human Chess Engine for all phases of the game. If you would like to Power Tweak the engines for Opening Middlegame or Ending, read on to see how I make each phase easier, by tweaking the engine to the extent I can put my opponent in time pressure, by making my engine efficient in all phases without losing quality of analysis.

Simply Explained Super Human Chess Engine

1. **Power Principles**
2. **Human Opening Book**
3. **Mantra and 4'P's**
4. **CCTV + CCTV 2.0**
5. **DAFIII**
6. **Fruit Tree**
7. **Opening Plugin**
8. **Middlegame plugin**
9. **Endgame Plugin**
10. **Review and Improve Engine**

Super Human Chess Engine 2020

The following 5 sheets clearly explain:

- **Power Principles**
- **Mantra and 4'P's**
- **CCTV + CCTV 2.0**
- **DAFIII**
- **Fruit Tree**

Power Principles

1. Pieces and Pawns gain a small amount in **value** the closer they get to the opponents King.
2. Never start a **'Fair Trade'** (Exchange of equal value pieces) unless you have, not a good, but an excellent reason as it increases the Power of an opponents piece or Pawn.
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 - (h) Sometimes the **Centre can Shift** to around the opponents King.
 - (i) In time pressure if you cannot find the best move – just find one that brings extra control over the center. **“Overprotection of the Centre.”**
 - (j) **In time pressure use CACITC Control and Consolidate In The Centre.**
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 - (f) Middle game - leads to faster piece team development (TAP)
 - (g) Endgame – Most important in this phase – Easier to control center or dominate 7th Rank with Rook.
 - (h) Multiple Tempo – You need The Fruit Tree! – Use it in **EVERY** Game.
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Binding and damaged Pawns. Flip and half the value.

CCTV 2.0 Checks / Checkmate Threats / Captures / Threats / Vulnerabilities

Once CCTV has been learned a nice little bolt on to find a type of idea that is commonly overlooked is the Checkmate in 1,2,3 or 4 threats. This threat although not as 'high priority' as a check has almost equal priority in terms of restricted responses and has special stealth factors and now takes up position 2 in our newly formed upgrade to CCTV that is **CCCTV 2.0**

CCCTV 2.0

1. Search for **CHECKS** and examine
2. **Checkmate** in 1,2,3 or 4 threats (dependent on ability)
3. Search for **CAPTURES** and examine
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5. Search for **VULNERABILITIES** and examine (especially double attack possibilities)

DAF iii



Defense Gather information about Defence of pieces and position. **DWD**

Attack Gather information about Defence of pieces and position.

Features Gather information about positional or future tactical factors of pieces and position.

Initiative Search for all temp gaining moves in a row and shuffle around the move sequences like a bicycle lock.

I know 40 Tactics Search for the 40 Tactics in combination with one another

Ideas (crazy) This will flow into the next process called 'Candidate Ideas'

The Fruit Tree

1 Roots / Soil – The Higher and Normal Mantra elements and the Power Principles.

2 Trunk – CCTV CCTV 2.0 ; Checks Captures Threats Vulnerable Pieces

DAFIII (Duck) **D**efence / **A**ttack / **F**eatures / **I**nitiative / **I** know 40 tactics / **I**deas (crazy)

3 Branches Ideas - Three or four Candidate Ideas selected from the last steps Crazy idea search in Dafiii

4 Branches Candidates coming from the branches – Two Candidate Moves - very deeply

5 The Fruit – Your opinion of the position and two emerging candidate moves for deep examination and self-critique.

Tweaking your Engine for Opening or Middlegame or Ending

At some point, you will leave your Human opening book, depending on how much learning and memory work has been done on your opening.

Once out of your Human Openings Book it is time to switch on your Super Human Chess Engine

As already pointed out, the Core Engine is applicable at every phase and once learned some adaption can be used to optimize it for Opening, Middlegame and Endgame. Essentially you will have one core engine, but we can slightly modify our Super Human Chess Engine to be more specific for the Opening Middlegame and Ending. Let's see how each can be tweaked to create a more relevant engine for each phase;

1. Super Human Chess Engine **Opening**
2. Super Human Chess Engine **Middlegame**
3. Super Human Chess Engine **Endgame**

So essentially, we will have three specific engines that are extremely similar but slightly tweaked

Super Human Chess Engine Opening

These factors will influence this:

1. You forget your opening theory.
2. You get confused with a similar line resulting in playing a wrong move.
3. Your opponent plays a second class or third class move that is not covered in your opening book.
4. You experiment with something new.

Your opponent has found a new move and idea that has become the new mainline

So what differences is there to our established Acronym algorithms?

Well, generally the one 'Super Human Chess Engine' fits all phases and still works excellently, however, let's go beyond excellent and make some tweaks at each phase of the game to save you further time on the clock whilst still playing quality ideas and moves.

Let's forget fancy opening names for a moment, even my own creation The Sniper, and understand what the opening is actually all about.

The opening is simply to get your pieces out as fast as possible, and try to restrict your opponent's pieces in the process. If we achieve this, we win the opening battle as our pieces will be better located to begin more interesting operations than the opponent's. This will eventually restrict our opponent's piece(s) and allow ours to be improved, ready for even better concrete operations.

So we come out of our Human Opening Book, and our Super Human Chess Engine starts firing up looking at all of our Algorithms: which one to change? Let's see the whole process in sequence without Tweaking it.

1. You come out of your opening book.
2. You naturally understand The Power Principles.
3. You start your **Mantra searching**, comparing the six key elements for each move and future move.
4. You aim for structures and ideas you are familiar with, and hopefully getting some possibilities of attack or some concrete small positional threat.
5. If the position becomes tactical in the Opening (inside first 12 moves) then you should immediately do, in the following sequence;
 - Mantra
 - CCTV2.0
 - DafIII
 - Full Fruit Tree :

In really important games I suggest an entire Fruit Tree as soon as you come out of your opening book.

- A **Fruit Tree** should take **at least** 20 minutes.
- Extending upon above as soon as a middlegame becomes Tactical, another **Fruit Tree** should be done of at least 20 minutes.

- The transition to the Endgame with Endgame strategy **Fruit Tree** should also take at least 20 minutes.
- When certain of a winning position, a **Fruit Tree** should also be done. Then, even if it leaves you with just 3 minutes on the clock, the moves will be available to play reasonably quickly and still with quality.
- Start your **Fruit Tree** on your opponent's time to help put them into time pressure or make them play moves which are not thorough.
- If you do your **Fruit Tree** correctly, you will not lose and will probably win.

Super Human Chess Engine **Middlegame**

Opening into Middlegame; Green, Yellow and Red plans

If you have studied your repertoire well, then you should have a Green, Yellow and Red plan for most of your main opening into middlegame positions, from moves 10 through to 20. When you are in a new middlegame situation, the ability to adapt to a completely new plan but borrowing many of the ideas from your Green, Yellow and Red plans is useful, but should not substitute for a full Fruit Tree. Otherwise, this bad habit will reduce your quality and results. The Fruit Tree in the middlegame is the most important Fruit Tree, and you should look to do 2-3 of these Fruit Trees in the moves 15-30 (**ideally on your opponent's time**). Typically every five moves – do not be afraid to get into time pressure. Time pressure is easy when you have the advantage, and the Fruit Trees should enable you to have a better position. Another useful technique is to do a Fruit Tree from your opponent's perspective. This means you should be working very hard at the board and no reason to be up looking at other players games.

Super Human Chess Engine **Endgame**

Endgame Book

Blueprint Thinking

Review your Engine and PLUGINS

Improve your Engine

References

ICC Video course Outline

Super Human Chess Engine 2020

Intro 15mins

Section 1 30 Minutes 5 Q Test

Section 2 30 Minutes 5 Q Test

Section 3 30 Minutes 5 Q Test

Section 4 30 Minutes 5 Q Test

Section 5 30 Minutes 5 Q Test

Section 6 30 Minutes 5 Q Test

Section 7 30 Minutes 5 Q Test

Section 8 30 Minutes 5 Q Test

Section 9 30 Minutes 5 Q Test

Section 10 30 Minutes 5 Q Test

Section 11 30 Minutes 5 Q Test

Section 12 30 Minutes 5 Q Test

Introduction and Components**The Power Principles****Human Opening Book****The Mantra****The 4Ps****CCTV + CCTV 2.0****DAFIII****Fruit Tree (1)****Fruit Tree (2)****Opening Plugin****Middlegame plugin****Endgame Plugin****Summary Review and Improve Engine****PGNs****Quizzes & Test****BOOK / Physical / PDF**

World Chess Junior Squad Young Masters Training Program

World Chess Junior Squad is an 'Events Management and Internet Digital Solutions Agency' that oversees World Tour Events and Elite Coaching for Juniors who are members of their countries National Junior Squad.

See more at www.WorldChessJuniorSquad.com

World Chess Junior Squad was set up by Sniper Author and Super Human Chess Engine creator FM Charlie Storey to enable passionate chess students to participate in International Tournaments at luxury holiday 5 Star destinations, enabling a positive holiday experience for parents and fantastic chess experience for child.

There are two ways to qualify for World Tour Events:

1. Qualify through your National Junior Squads Tournaments – the top 4 from each age section qualify. We allow only 3 National Junior Squads per country.
2. Each National Junior Squad has a World Chess Junior Squad Young Masters Chess Training Program – anyone participating in this will have automatic qualification into the World Tour Events.

See more at www.WorldChessJuniorSquad.com

We classify States in America as 'Countries' such that there can be 3 National Junior Squads per State. If you would like to see the great benefits of setting up a National Junior Squad in your Country / State, please see our website for more details. www.WorldChessJuniorSquad.com

Each National Junior Squad is encouraged to have a two-man team as owners – A Titled Coach who will be responsible for most of the students professional training and an experienced Chess Organiser, although we have training and support pages for each at www.WorldChessJuniorSquad.com