
ATEAM CHESS SUITE
PLAYER HANDBOOK
Illustrated User Manual
45 International Bots
Stockfish Engine
PGN Replay
Game History
Profiles & Languages
Ateam
Your next great move starts here.
Public Edition • October 2026

# Your next great move starts here.

*Ateam Chess Suite v3.1 | Windows player handbook | October 2026*

**PLAY • LEARN • ANALYZE • TRANSLATE**

45 original international bot personalities. Personal profiles and game history. Optional classical-opening practice, integrated PGN analysis and an offline translation workflow when local language models are configured.

## A welcome from our founder

Ateam Chess Suite began with one exciting idea: to train for a chess session in Philadelphia with the legendary Garry Kasparov. I first played chess around the ages of seven to ten, and years later returned to the game with fresh passion. Exploring Python turned one training idea into a broader international chess-learning platform.

What makes chess remarkable is the invitation to think, take risks, learn from a mistake and try again. You can play at your own pace against friendly opponents or explore demanding challenges, save games, and revisit the moment one different choice might have changed the result.

ChatGPT, an AI assistant created by OpenAI, has been an important collaborator in this development journey: helping write Python application code and tests, debug behavior, and prepare documentation. I contributed the vision, requirements, priorities, and hands-on Windows testing. Ateam Chess Suite is our project, not an official OpenAI product or partnership.

The new v3.1 publication highlights the single-EXE Windows distribution approach, automatic opening classification, and the optional White Opening Helper. We hope these features make study more approachable for people starting out, returning to the game, or experimenting with their favorite classical lines.

**OUR APPROACH**

Learn from every game. A loss is a position worth studying—not a reason to stop playing. Explore, experiment and enjoy the journey.

— Founder, Ateam Chess Suite

# 00 / Choose your route

*Find the feature you want to explore*

| I want to… | Turn to… |
|---|---|
| **Start playing** | 01 / Quick start |
| **Install or share the Windows app** | 02 / Single-EXE distribution |
| **Understand the game screen** | 03 / Inside the arena |
| **Learn a named opening** | 04 / Opening classification |
| **Practice a classical line** | 05 / White Opening Helper |
| **Understand warnings & deviations** | 06 / Training variations |
| **Save or review opening PGN** | 07 / PGN and the seven-move rule |
| **Choose or clone a bot** | 08 / Bots and profiles |
| **Analyze a game** | 09 / Analysis, history and clocks |
| **Set up offline translation** | 10 / Languages and voices |
| **Solve setup problems** | 11 / Troubleshooting |
| **Prepare a public release** | 12 / Distribution checklist |

## What is new in v3.1?

- One Windows executable can be distributed after building the release with PyInstaller; separate persistent data, external Stockfish engine and optional translation model files stay in their own folders.
- The status box identifies an opening as it develops, using the player moves and equivalent board positions (transpositions).
- The optional White Opening Helper shows a selected five- or seven-move classical line under the board; it warns when either side departs and shows an actual variation after the user accepts the change.
- PGN opening headers use the moves actually played—not just the training choice—and the final name is locked after seven complete moves.

**REFERENCE SCOPE**

The bundled detailed opening book has 205 curated study lines, including 100 five-move and 105 seven-move lines. This is a teaching reference, not an exhaustive encyclopedia or a promise of objectively best moves.

# 01 / Your first match

*From selecting a player to making your first move*

**01** Launch the AteamChess application. Choose Human vs Stockfish from Choose Mode if necessary.

**02** Select a human profile. Check the displayed name, country flag and optional portrait.

**03** Choose a bot; the original roster includes 45 international opponents, with custom bots available where saved.

**04** Open Game Clock Settings. Choose time limits and any optional bot-turn pacing.

**05** If you want opening practice, enable the White Opening Helper before starting, then choose a study line. Otherwise leave it off.

**06** Start Human vs Bot Match. Click one of your pieces, then choose a highlighted legal destination.

**07** Pause, continue, resign, or save your game PGN using the visible controls; visit History to inspect recorded games.

## Quick terminology

| Name | Meaning |
|---|---|
| **Opening** | A recognizable pattern of early chess moves. |
| **Defense** | A common name for Black's reply or overall opening system. |
| **Variation** | A more specific line within an opening family. |
| **ECO** | An Encyclopedia of Chess Openings code, such as B90 or D15. |
| **PGN** | Portable Game Notation: move sequence plus metadata. |
| **FEN** | A standard string describing a board position and move context. |

# 02 / Single-EXE distribution

*One application file, persistent user data and external engines*

The Windows build kit contains a PyInstaller one-file recipe. A successful build produces one Windows program executable; players ordinarily do not need Python or PyInstaller installed. The latest project package is a build kit, not a precompiled, fully release-tested application.

**01** On a Windows 11 development PC, extract the build kit into its own folder.

**02** Install the required Windows build Python version described in the included README (the v36 kit specifies Python 3.14 with Tcl/Tk).

**03** Run BUILD_ATEAM_EXE.cmd FULL when building the release with optional offline translation runtime support, or CORE for a lighter chess build.

**04** Confirm dist\AteamChess_v36.exe exists and the packaged --self-test passes.

**05** Run functional Windows tests with a real Stockfish executable and the intended voice/translation options.

**06** Copy the EXE to the existing application folder on the target Windows PC; retain its AteamShared locator, profiles, game history, Stockfish and optional translator models.

**IMPORTANT DISTRIBUTION DETAIL**

A single EXE means the main application is in one distributable file. Stockfish is a separate binary, while profiles, settings, saves and large optional translation model/tokenizer data remain external. A FULL build can bundle translation libraries, but not the large model data itself.

## Typical persistent locations

- C:\chess\AteamShared\Admin — persistent application paths
- C:\chess\AteamShared\Data — profiles, bots, PGN and history
- C:\chess\AteamShared\Translator — optional model/tokenizer resources
- Stockfish executable — in its own user-selected directory

Do not remove or overwrite existing AteamShared folders when upgrading. A PyInstaller one-file EXE temporarily extracts its internal resources at launch; that temporary area is not the place to store permanent user data.

# 03 / Inside the arena

*The board and status area are your control room*

| On screen | Purpose |
|---|---|
| **Chessboard** | Choose pieces and legal highlighted destinations; review the last move. |
| **Top controls** | Choose Mode, Open PGN, Pause / Continue and save your work. |
| **Status: Opening** | Opening family and recognized variation appear above the status logo. |
| **Under-board helper** | Optional selected opening and its expected White/Black move sequence. |
| **Player & bot panels** | Names, flags, portraits, bot settings and profiles. |
| **Clocks and evaluation** | Current game time settings, recent move duration and engine evaluation. |
| **Finish With Bots** | Hand supported positions over to two configured bots. |

## Opening labels are descriptions, not commands

An opening name helps you understand what you and your opponent played. It does not compel Stockfish to follow a selected book line and does not claim a particular move is best. If the live game takes a different path, Ateam classifies the actual moves independently from any optional training choice.

**HELPFUL HABIT**

Before each move, ask: Is my king safe? What is my opponent threatening? What changed after the last move?

# 04 / Opening classification

*The opening name grows more specific as the position develops*

The detailed embedded book recognizes 205 named study lines. Each independent record includes opening family, variation, ECO code, White and Black moves, SAN/UCI notation and successive board-position data. During the first seven complete moves, the app compares the played sequence and reachable book positions in memory.

| What happens | What the status box shows |
|---|---|
| **Early moves, multiple possible variations** | An appropriate broad family or generic name. |
| **Distinctive move or position reached** | A more specific variation and ECO when supported. |
| **Different order, same book position** | A recognized transposition if the position is represented in the book. |
| **Outside the available lines** | Last confirmed name or an appropriately general/custom description. |
| **After Black's seventh move** | The final opening name and classification remain fixed. |

## Example: the Grünfeld and a transposition

The standard Grünfeld begins 1. d4 Nf6 2. c4 g6 3. Nc3 d5. A move-order change can lead to a different opening family: 1. d4 d5 2. c4 g6 3. Nc3 Nf6 4. Nf3 c6 reaches the Slav Defense, Schlechter Variation position. Classification follows the recognized position rather than insisting on one move order.

### WHY NAMES CAN CHANGE

Several openings share early moves. The app avoids treating a premature guess as a guaranteed final variation. The recorded PGN classification can become more specific until the end of move seven.

# 05 / White Opening Helper

*Optional practice for a classical opening sequence*

The Opening Helper is a practice assistant for a human playing White. Enable it before the match and select a reference line. The app shows the planned White/Black sequence beneath the board and identifies the next expected move when you are following that line.

**01** Select Human vs Bot with the human playing White.

**02** Open the optional White Opening Helper, select a named opening/variation and set it to enabled.

**03** Choose a line of either five or seven complete moves (a complete move means one White move plus one Black reply).

**04** Start the match; follow the expected moves displayed under the board as closely as desired.

**05** Read the status for actual opening recognition as the game evolves. A selected teaching line does not override the actual board classification.

**06** If either side moves differently, the helper alerts you and lets you review the deviation.

**07** At the selected line's move-five or move-seven endpoint, the training comparison ends; normal gameplay continues.

## What the under-board display means

| Field | Use |
|---|---|
| **Selected study opening** | The variation chosen for practice, with ECO where known. |
| **Planned moves** | Numbered White/Black turns for the selected book line. |
| **Next expected move** | A suggested book move while still on the chosen path. |
| **Actual variation** | A second line following accepted deviations and the moves really played. |
| **Recognition status** | Named actual opening where supported; otherwise custom/unclassified. |

**PRACTICE IS OPTIONAL**

When the helper is off, gameplay, Stockfish and normal opening classification continue. Enabling it does not force the bot to make book moves.

# 06 / Deviation warnings and new variations

*When you or Stockfish choose another line*

A deviation simply means a legal move does not match the selected training line. It does not automatically mean the move is wrong. The app can show a warning and, when the user accepts the change, show the actual move sequence on a new line beneath the planned opening.

| Scenario | Expected learning experience |
|---|---|
| **You play a different White move** | Warning: your move differs from the selected line; review or accept. |
| **Stockfish chooses another Black reply** | Warning: the bot departed from the expected line; your game stays legal. |
| **Different move order reaches same recognized position** | The position-based recognizer can identify a transposition. |
| **You accept the departure** | The helper shows actual moves and a recognized variation if available, or a custom variation. |
| **Undo returns to earlier moves** | The displayed opening can be recalculated from the current game before move seven. |

## Example lesson

Suppose you plan a Grünfeld-style study line beginning 1. d4 Nf6 2. c4 g6 3. Nc3 d5. If Black instead develops with ...d6, that is not the same planned line. The helper should warn, preserve the actual game, and show the new played moves separately. It may find another known opening; if it cannot, the deviation stays labeled custom rather than inventing a famous name.

**FIVE AND SEVEN COMPLETE MOVES**

The practice helper stops when its selected line ends (five or seven complete moves). Separately, the general opening classifier locks the game's final PGN opening name after Black plays move seven.

# 07 / PGN, review and the seven-move rule

*A faithful record of the moves actually played*

PGN files describe a chess game's moves and metadata. Ateam's opening classification writes compatible Opening, OpeningFamily, Variation and ECO headers when the played line is recognized. These are based on the real game, not merely the optional helper selection.

| Header / element | Example / meaning |
|---|---|
| **Opening** | Grünfeld Defense or Slav Defense, depending on moves and position. |
| **Variation** | A supported specific variation, or an appropriately general label. |
| **ECO** | A recognized ECO code such as D15. |
| **Moves** | The original game moves, which opening classification does not rewrite. |
| **Result** | Standard game result or unfinished game indicator. |

## Final opening name after seven moves

Opening names may refine through the first seven complete White-and-Black turns. Once Black's seventh move is complete, the game's classification is final. Move eight and later do not change the stored opening/ECO/variation. If you undo or step back into the first seven moves, the classification can recalculate from the position being reviewed.

## Save and revisit

01 Use Save Human Game PGN or the supported pause/save workflow.

02 Open a saved PGN and step through with First, Previous, Next and Last.

03 Stop at a meaningful position; compare the recognized early opening and decisions.

04 If desired, choose Finish With Bots and select the two opponents to explore a possible continuation.

05 Save the resulting game or return to the original replay whenever you wish.

**NO SILENT FILE REWRITING**

Recognizing an opening in a current game does not secretly edit all existing PGN files on disk. Newly saved PGNs reflect the game's current recognized classification.

# 08 / Opponents and player profiles

*Make a worldwide chess community your own*

The initial roster includes 45 original bot personalities with different countries, flags, names and approximate strengths. Create or clone a bot to personalize its portrait, language, gender, name, flag and Stockfish playing settings where permitted. Factory bots stay protected, while saved custom bots can be edited or removed.

01 Use Choose Bot and the navigation arrows to explore your saved roster.

02 Inspect name, country, picture, voice and target strength before starting.

03 Open Build Bot to clone a suitable existing opponent, then edit the new custom bot.

04 Save the new bot; use Reload Bots if your chooser needs refreshing.

05 Select your own human profile, portrait and flag to keep results organized.

Bot target Elo is a configuration estimate rather than an exact promise of human tournament strength. A human profile can maintain its own saved game history, Elo progress, opponent records, portraits and PGN references.

# 09 / Analysis, history and game clocks

*Learn from a game even after the result is known*

## Analysis and Finish With Bots

Use the Analysis tools to study engine evaluations, move choices and PGN positions. In a supported game or review position, Finish With Bots lets two bot opponents continue play so you can compare an alternative with the original result.

## History

History records human results by profile, including opponent information and links to saved PGN material. Look for Reload PGN on Board, View Selected Game PGN and supporting details where available. Saved games can help you examine a single mistake without replaying an entire match from memory.

## Clocks and pacing

| Setting | Purpose |
|---|---|
| **White and Black game clocks** | Selected time limits for each player; “No limit” is untimed. |
| **No Delay** | Show the bot move once it has finished thinking. |
| **Optional minimum bot-turn duration** | Hold the presentation of a completed bot move until a target interval is reached. |
| **Pause / Continue** | Freeze and resume supported timing and pending game actions. |

**TRAINING TIP**

Begin with No Delay and untimed games while learning an opening. Add clocks and longer opponent turn intervals only when they help your learning goal.

# 10 / Languages, translator and voices

*Ateam connects players and ideas across languages*

The application provides 18 built-in interface-language choices. Its optional offline translation tools target approximately 100 languages using CTranslate2 and Meta M2M-100 when the required runtimes, model, and tokenizer are correctly installed and configured. Interface localization and offline text translation are separate features.

## Text and speech

01 Choose the supported application interface language in settings.

02 For offline translation, configure the local model and tokenizer folders in the shared Translator paths.

03 Choose Launch Text Translator or Launch Speech Translator.

04 Select source and destination languages supported by the installed translation model.

05 Translate text and review or copy the result; speech playback/recording requires compatible system voice and microphone resources.

**OFFLINE DOES NOT MEAN NOTHING TO INSTALL**

Once the required model and runtime resources are present, the translation model can operate without internet access. Model downloads, some voice packs and missing build dependencies may require an initial online setup. The model files are not packed into the single EXE.

## Voice pack considerations

Installed Windows voices determine which speech output options are available; available voices vary by system. If a speech option fails, verify the Windows voice language, microphone permissions, and required dependencies before troubleshooting the translation model itself.

# 11 / Troubleshooting

*Quick answers without losing your progress*

| Symptom | Check first |
|---|---|
| **Stockfish not moving** | Confirm the configured Stockfish executable exists and can run; inspect Engine / Game Details. |
| **Unexpected opening name** | Compare the actual first seven moves; check transpositions and whether the line is among 205 entries. |
| **Opening Helper missing** | Confirm human is White in Human vs Bot mode and helper is enabled. |
| **Deviation warning appeared** | Inspect both planned and actual moves; legal different moves are not necessarily mistakes. |
| **EXE launches but data appears missing** | Look for the correct AteamShared location or saved install-path locator; do not initialize/overwrite old data. |
| **Translator fails in single EXE** | Confirm FULL build, external model/tokenizer paths and native runtime support. |
| **Windows warns about EXE** | Verify release source, hashes and signature; do not switch off antivirus or SmartScreen. |
| **Text or dialogs appear incomplete** | Check display scale/Windows UI settings; use the latest tested build. |

## Safe upgrade practice

- Back up the AteamShared data folder before introducing any new public EXE.
- Keep a known-good application copy until Windows UAT has passed.
- Do not overwrite profiles, saved bots or PGNs as part of an ordinary executable update.
- Save the current match before switching modes or opening another PGN.
- Report a reproducible issue with the opening name, move sequence, expected behavior and actual result.

# 12 / Public distribution checklist

*Complete this before offering downloads worldwide*

| Release gate | Verify |
|---|---|
| **Windows build** | Build v36 source as the public v3.1-branded EXE and pass packaged self-test. |
| **Launch / first run** | Verify Windows 11 launch on a clean test PC without Python. |
| **Stockfish** | Confirm user-selected external engine path; complete full Human vs Bot game. |
| **Opening classification** | Verify recognized five-/seven-move lines, transpositions and seven-move freeze. |
| **White Opening Helper** | Test expected moves, White and Black deviations, acceptance and custom variation. |
| **PGN** | Save, reload, replay, undo and ensure actual Opening/Variation/ECO headers. |
| **Other game modes** | Test Bot vs Bot, Finish With Bots, pauses and clocks. |
| **Profiles / persistent data** | Back up and confirm profile, bot and history persistence after restart. |
| **Translator** | If shipping FULL, test offline translation with real external models; test voices if claimed. |
| **Security and publishing** | Scan builds, provide hashes and preferably sign the distributable. |
| **Docs / screenshots** | Replace illustrative older screenshots with a verified release capture. |
| **Licensing / distribution** | Review Stockfish GPL and other component licenses/notices for the public package. |

**PUBLICATION STATUS**

This edition documents the implemented v36 source/build kit and intended public v3.1 branding. Automated checks passed in the development kit, but the compiled Windows EXE and all public-facing installation scenarios must pass Windows release testing before claiming a fully validated release.

Thank you for playing, experimenting and learning with Ateam Chess Suite. Your next great move starts here.