

# Junior Guide to Playing Matches on Lichess

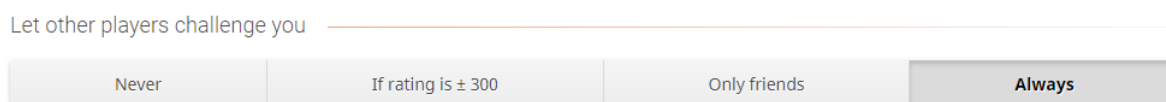
## Step 1: Creating an Account

Go to [www.lichess.org](http://www.lichess.org) and create an account with the website. To do this, you will need to click on the Register button. You can choose whatever username you want to use, and you can use it for 4NCL or any other online activity you wish.

When you have set up your account, in order to play in 4NCL Online you will need to set your account such that anyone can challenge you. But first you need to log out, and then log back in again in.

Once you have done that, you will need to go to this link (or otherwise navigate to the privacy area within Lichess): <https://lichess.org/account/preferences/privacy>

Then change "Let other players challenge you" to Always.

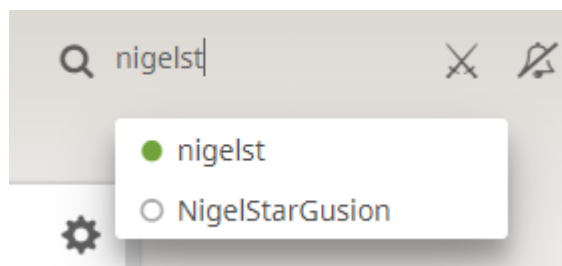


## Step 2: Finding Your Opponent

The team lists, along with the usernames, will be published in advance of the start of the match on the 4NCL website. The games are played outside any formal structure on Lichess, and so you will need to make the challenge manually.

For 4NCL Online on Lichess, to avoid any confusion as to who is challenging and who is waiting for the challenge to be made, we recommend that the player due to play white initiates the challenge.

On the homepage, you will need to search for the username of the player you are due to play. There is a magnifying glass and a text box to the next to it. In the example below, I was challenging "nigelst" to a game. I typed it in, and his name appeared. The green dot means that nigelst is online. You will note that others with similar usernames appear in the list, so make sure to challenge the right person. Click on nigelst to move to the next step.



### Step 3: Initiating the Challenge



You will arrive at the page for your opponent, where you will see a lot of statistics about the player you are about to play.

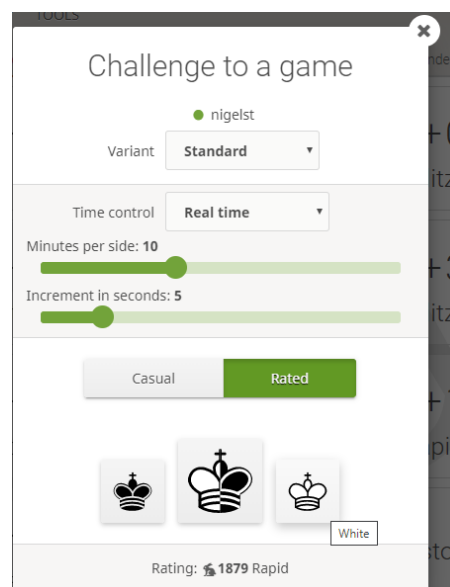
You will need to click the two swords (see the two-tone green arrow above), and click that to challenge your opponent to a game.

### Step 4: Setting the Game Parameters

On the screen on the right, you will need to make sure that:

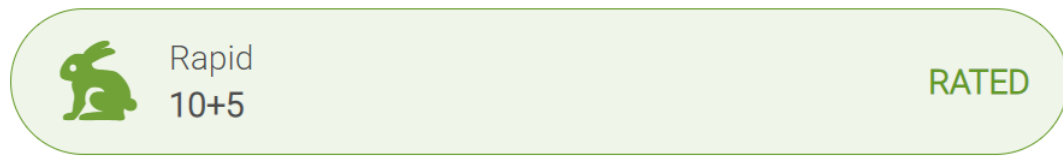
- The variant is Standard
- The time control is "Real Time"
- Set minutes per side to 10; move the slider to get to 10
- Set increment in seconds: 5; move the slider to get to 5
- Rated is selected
- You click the white King on the right of the three options in order to play white in the challenged game; this is in accordance with our recommendation in Step 2 that white should initiate the challenge.

After that happens, you will arrive at a loading screen, while you wait for your opponent to accept the challenge. You can see the loading screen below.



Making the challenge a "Rated" game is an important part of the challenge process; a game played in "Casual" will turn off the Lichess Anti-Cheating measures. Players should issue challenges that are "Rated", and we would like players who receive challenges as Casual to decline them, and if necessary, send a message to your opponent explaining why the challenge was declined and asking to re-issue it as rated.

## Challenge to a game

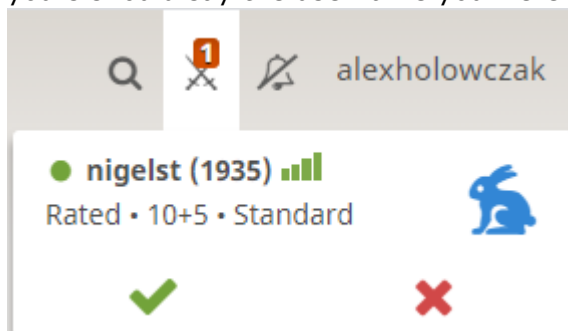


● nigelst



Waiting for opponent

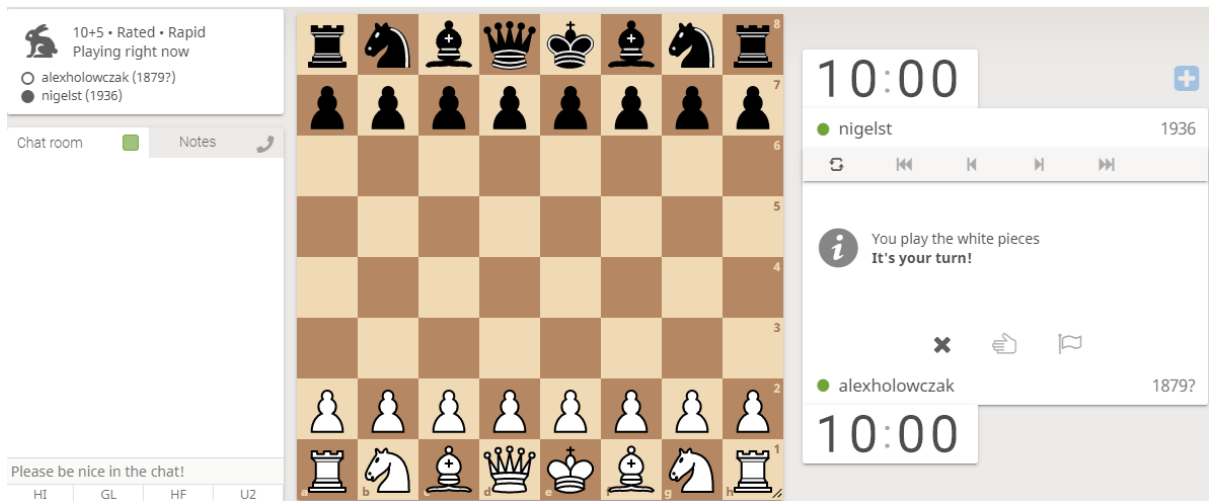
The receiver of the challenge will see this on their home screen (from an example where alexholowczak was challenged by nigelst to a 10 minutes + 5 seconds per move game; yours should say the username you were challenged by):



The challenge can be accepted by clicking on the green tick.

### Step 5: Playing the Game

Once your opponent has accepted the challenge, you are ready to start playing the game. The screen you can see will appear below. Note that this is the default appearance; you may wish to edit this in the preferences, but that is entirely up to you.



At this point, you are able to start the game. You can move either by:

- Clicking on the piece, and clicking on the square you want to move it to
- Clicking on the piece, and dragging it to the square that you want to move it to

Please note that if you make a move when it is not your turn, this is called a “premove”, and then whatever your opponent does, you will make this move as your next move so long as it is legal.

### **Step 6: Setting up the Second Game**

Once you’ve finished the first game, the person who received the first challenge should issue the second challenge using the same process as in the steps above. Both players should take extra care to make sure that you play the opposite colour to the first game you played.

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Alex Holowczak  
12<sup>th</sup> April, 2020