Title: Exploring Suboptimal Play in Chess Engines

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Abstract:

In the past decades, advancements have been made to improve the peak ELO of chess AIs. Not much research has been done, however, to promote the fun in computer chess. This paper will provide insights on the topic, using a custom written engine I have worked on in the past few months. The project is a massive success, as it introduces trap-playing algorithms no computer has implemented in the past. The engine, at the same time, suffers from several issues that still necessitate further development.