Second, the program asks for the number of moves to secondary time controls.

Third, the program asks for the time of the first time control.

Fourth, the program asks for the time to the secondary time controls.

The program is not strict about your time control and will not claim a win 'on time', if you exceed any time control. The program will usually never exceed its own time control.

2) Average mode

This is really an easy usage version of Tournament mode. Instead of entering all four parameters needed for tournament mode, the program simply asks you 'Move time?' The program will then control its search to use on average the time you enter. (Entering 0 seconds for the average move time, selects the programs fastest level.) This effectively provides thousands of 'levels' of play.

Note 1: in fact, this mode sets up tournament parameters of 60 moves to each time control, with 60 times the average move-time being allocated for each control.

Note 2: this is the initial mode, with an average of 10 seconds per move.

3) All-the-moves mode

In chess clubs, most games are played with chess clocks, with each player having say five minutes to complete the game or 'lose on time'. This mode allows you to set the complete game-time and the program will try to play all the moves of the game within the specified time. If either player exceeds the game time, the game will be terminated with the message 'Time up'. By using the 'Elapsed-time clocks' command, you can 'handicap' the program or yourself, by putting some time on one of the clocks before starting the game. This can be very useful for players who are much worse or much better than the program.

4) Equality mode

In this mode, the program will attempt to keep its elapsed time clock, closely matched to your elapsed time clock, effectively playing at a similar speed as you are playing. If you make several quick moves, the program will also probably have to play quickly to keep up with the 'pace' you are setting. If however, you think for a long time over some moves, the program will also be able to think longer over its moves. In practice, the programs clock will usually trail yours by a few minutes.