

Forum:[Hack Forums](#)

Thread: [Chess as a byte incentive based game for entertainment.](#)

Pawnhub - July 14, 2020, 10:44 pm

So you could challenge members to a game of chess while betting a fixed amount of bytes.

You could receive a notification that a user want's to challenge you to chess with 3 possible buy-in amounts and if possible done through convos with interactive elements that way people could also spectate via chat group. Also if a current game of chess is being played, messages will display above the match area vs the game being bumped out of sight.

I think i'd bring more entertainment to the forums, let members have fun or get rich (skillz baby skillz)and also maybe an award incentive also.

e?erg1zer - July 15, 2020, 12:06 am

Having recently started playing chess on my own, after it blew up on Twitch, I think there's a lot of potential here. I can envision teaching services, rankings and all kinds of other stuff (tournaments, anyone?) coming along with it.

Xerotic - July 15, 2020, 12:16 am

Downside of chess is that it can be botted quite easily.

MightyOne - July 15, 2020, 4:19 am

I'd love to see some more games for byte incentive use !

Chess sounds fun. not sure how we can avoid it being botted but if possible then yha its a great addition.

webdev77 - July 15, 2020, 5:04 am

(Jul 15, 2020 04:19 AM)MightyOne Wrote: [\[CITE\]](#) I'd love to see some more games for byte incentive use !

Chess sounds fun. not sure how we can avoid it being botted but if possible then yha its a great addition.

You can stop a bot directly interacting with the game, but there is nothing that can stop someone from copying the chess board and moves into their own move calculator program. Chess is a game that is fully calculable. There is a reason why programming exercises such as the knight's tour can be done in just a few lines of code.

Maxie - July 15, 2020, 5:15 am

Lichess have an API that would support this. That way they will (hopefully) catch cheaters as well.

Have a way to connect HF usernames to lichess accounts -> have a way of starting games via HF and betting on the outcome (There is a post request for challenging) -> fetch the game outcome through their API once it's done.

MightyOne - July 15, 2020, 5:33 am

(Jul 15, 2020 05:04 AM)webdev77 Wrote: [\[CITE\]](#) You can stop a bot directly interacting with the game, but there is nothing that can stop someone from copying the chess board and moves into their own move calculator program. Chess is a game that is fully calculable. There is a reason why programming exercises such as the knight's tour can be done in just a few lines of code.

I appreciate the detailed comment!

Im a B.Sc student and trying to come up with idea's and projects to work on\learn from.
Ill definitely be reading about that. Thank you for an educative lesson ?
Never thought of chess as a coding project!

ETH - July 15, 2020, 5:56 am

(Jul 15, 2020 05:15 AM)Maxie Wrote: [\[CITE\]](#) Lichess have an API that would support this. That way they will (hopefully) catch cheaters as well.

Have a way to connect HF usernames to lichess accounts -> have a way of starting games via HF and betting on the outcome (There is a post request for challenging) -> fetch the game outcome through their API once it's done.

Even source code is available !

<https://lichess.org/source>

I'm really like chess game but only downside is can be botted !

Nachfolger - July 15, 2020, 6:29 am

Every single game suggestion will "bring more entertainment to the forum", but that never materializes. No one even plays DNP, no one "plays" the crypto game, barely anyone legitimately plays the hack game. Does HF honestly need a game that 5 members are going to play and then abandon?

Blockonome - July 15, 2020, 6:40 am

This is something I would like a lot, just putting it out there, I would love to challenge some people to chess here.

Pawnhub - July 15, 2020, 9:03 am

(Jul 15, 2020 06:29 AM)Nachfolger Wrote: [\[CITE\]](#) Every single game suggestion will "bring more entertainment to the forum", but that never materializes. No one even plays DNP, no one "plays" the crypto game, barely anyone legitimately plays the hack game. Does HF honestly need a game that 5 members are going to play and then abandon?

Well the way I see it is games that are established already are doing better then the ones that are not.

Like blackjack and slots, a lot of people still play it. On the topic of the hack game, not many people hack anymore and it's in a slow development stage because it a game the admins are creating from scratch.

(Jul 15, 2020 05:04 AM)webdev77 Wrote: [\[CITE\]](#) You can stop a bot directly interacting with the game, but there is nothing that can stop someone from copying the chess board and moves into their own move calculator program. Chess is a game that is fully calculable. There is a reason why programming exercises such as the knight's tour can be done in just a few lines of code.

Yeah I agree but this nearly unavoidable for all HF games. There's just too many options like you said with pixel scanning, autoclickers that could be implementing cheating algorithms.

Pikachu - July 15, 2020, 5:02 pm

I already suggested something like this in the past

<https://hackforums.net/showthread.php?tid=5900662>

Semmenial - July 15, 2020, 5:08 pm

You can probably develop one yourself using the HF API. Very easy to ease, and if you have previous knowledge in creating web applications, you can definitely create one with the correct research.

Prox - July 15, 2020, 5:27 pm

I like the chess idea a lot, but there are so many ways to run an AI based simulation to see which is the best move.

With that said, I'd love to see chess WITHOUT the betting. That way people would be more likely to just play.

Free Kurdistan - July 15, 2020, 5:32 pm

I like the thought of a skill-based game with bytes as bet whether it's chess or something else.

SIM-2908357 - July 15, 2020, 5:44 pm

(Jul 15, 2020 12:16 AM)Xerotic Wrote: [\[CITE\]](#) Downside of chess is that it can be botted quite easily. What about poker? ??

Big E - July 17, 2020, 5:43 pm

(Jul 15, 2020 12:16 AM)Xerotic Wrote: [\[CITE\]](#) Downside of chess is that it can be botted quite easily. Can it be botted well, though? I haven't looked around for a few years, but most of the chess bots around in 2017 or so were fairly easy to beat.

Obviously the Supercomputers and stuff are a different league but I don't think there's any bots that good around.

Scottyj01 - July 17, 2020, 5:45 pm

(Jul 17, 2020 05:43 PM)Bookie Bulldozer Wrote: [\[CITE\]](#) Can it be botted well, though? I haven't looked around for a few years, but most of the chess bots around in 2017 or so were fairly easy to beat.

Obviously the Supercomputers and stuff are a different league but I don't think there's any bots that good around. <https://nextchessmove.com/>

Omniscient - July 17, 2020, 6:06 pm

I wouldn't make a bet for online chess. I love chess, but I don't want to incorporate it into HF.

Stixx - July 17, 2020, 6:10 pm

As someone who's studying AI I would definitely never bet anything on an online chess match lol.

Just have a feature where HF members meet up and play chess that sounds like a good idea

Pawnhub - July 17, 2020, 7:13 pm

(Jul 17, 2020 06:06 PM)Omniscient Wrote: [\[CITE\]](#) I wouldn't make a bet for online chess. I love chess, but I don't want to incorporate it into HF.

You make the decisions boss.

Thread closed.