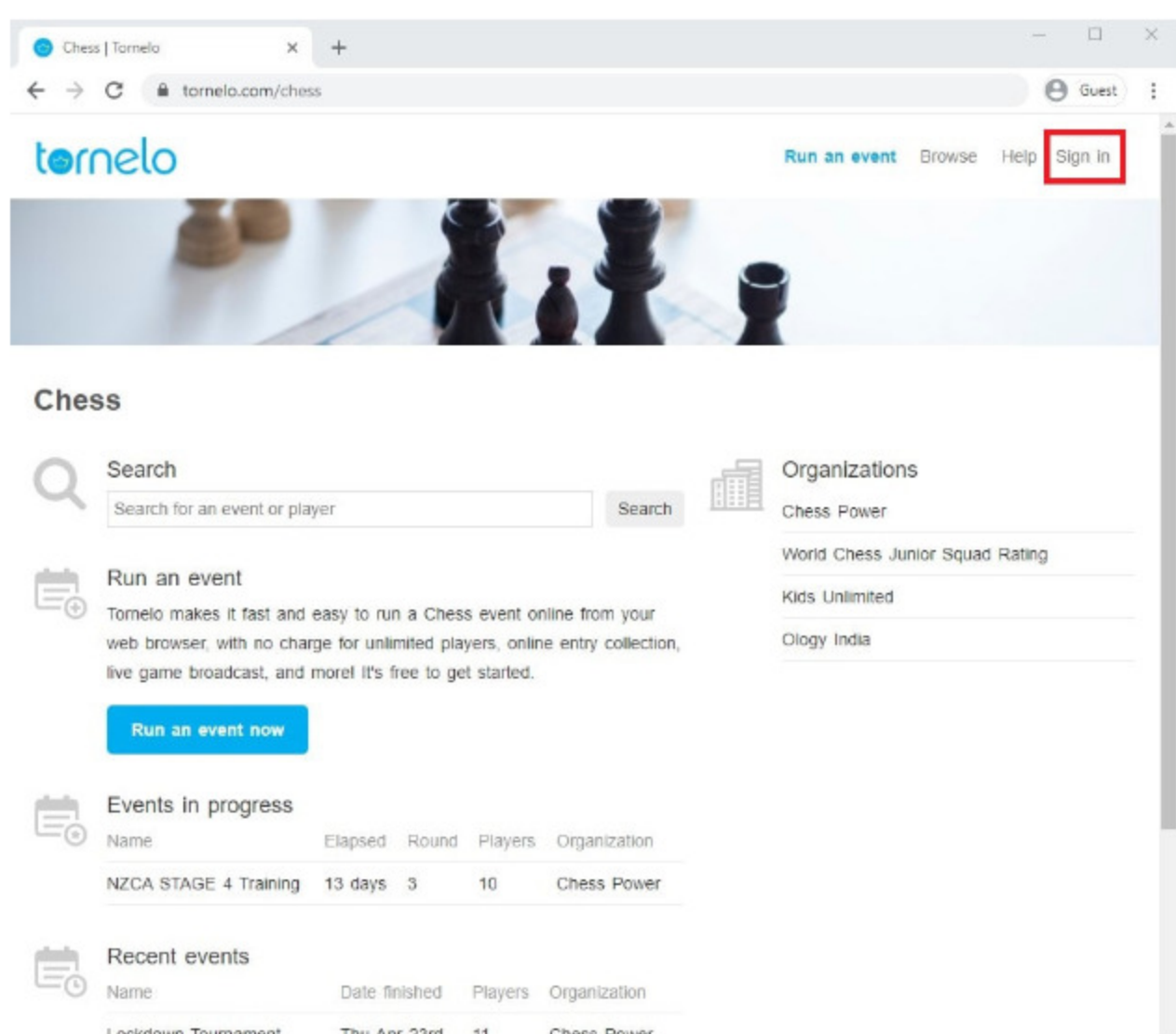


Check-In Process

Opens 30 min before the event

1. Go to the website Tornelo.com

We recommend using CHROME web-browser for best results



2. Sign in to Tornelo.com

Please use the SAME email address that you used to register for the event. If you cannot login, click "Reset password" and check your email (including Spam Box) to reset your password and sign in.



Sign in

Create new account

Reset password

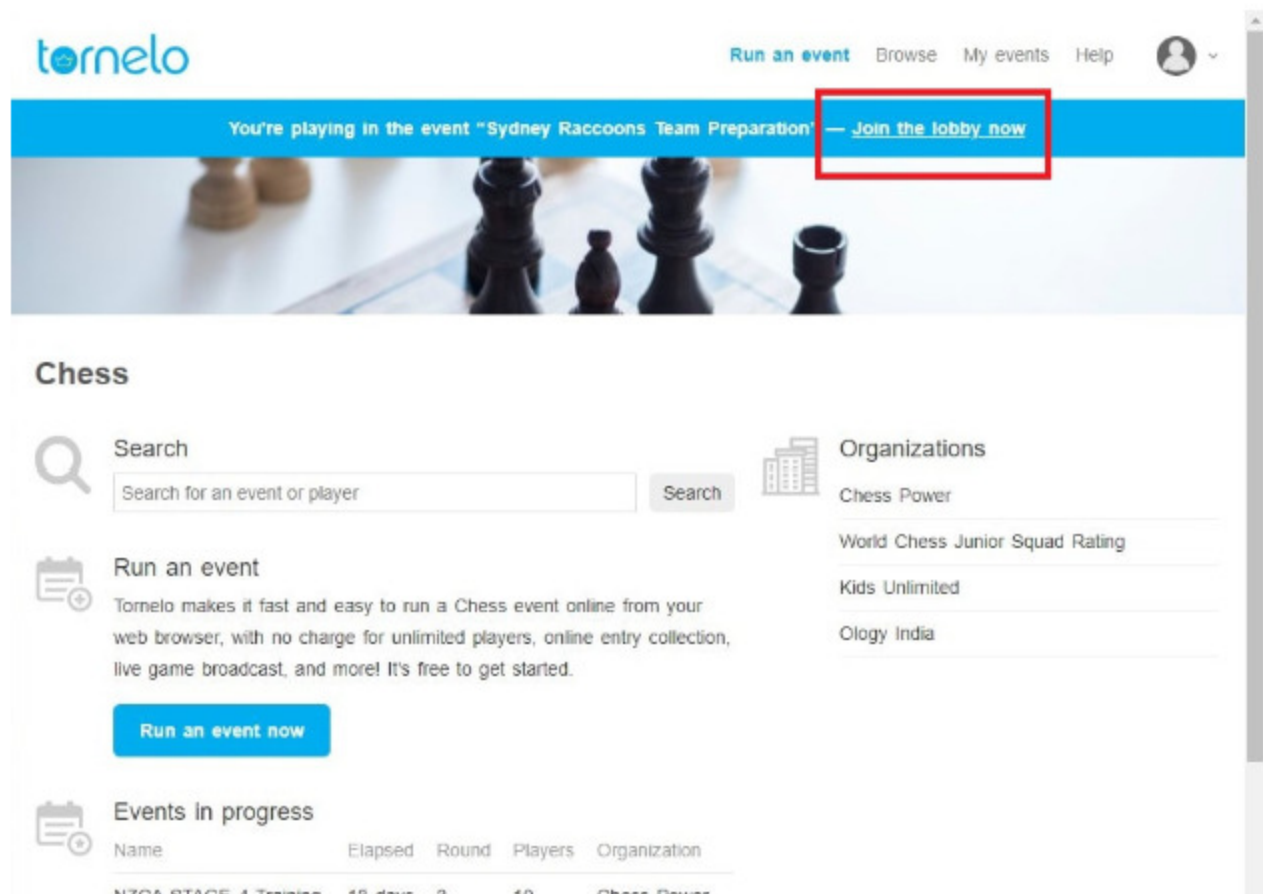
Email

Password

Sign in

3. Join the Tournament Lobby

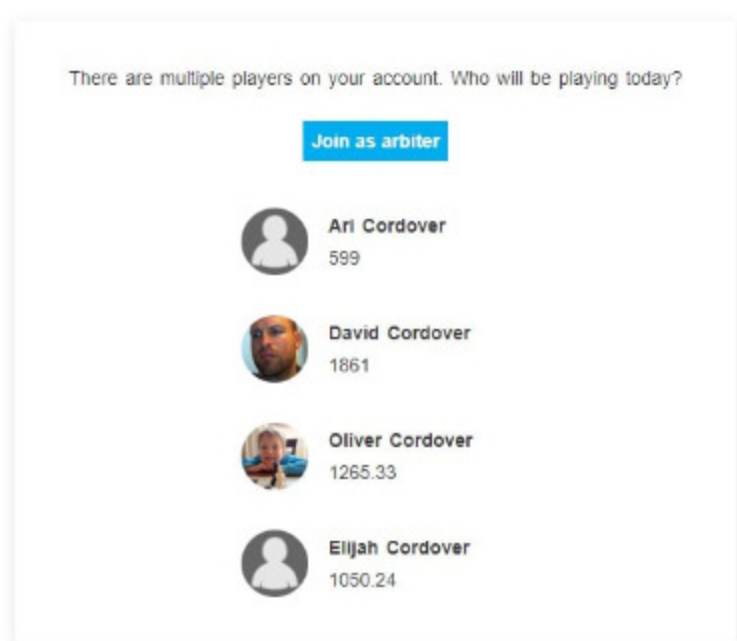
You should see a blue bar at the top of your page with a shortcut to your active Tournament Lobby. You can also navigate by clicking My events in the top right of your screen.



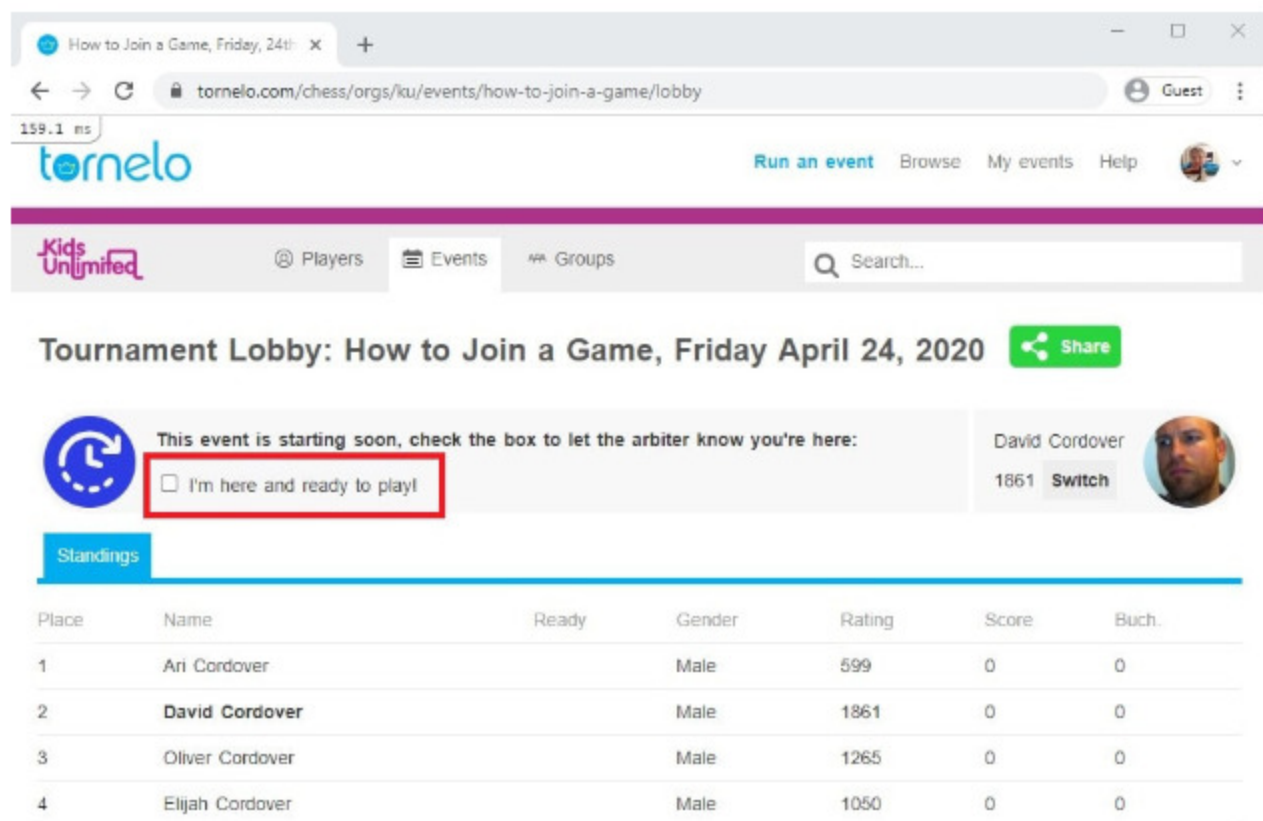
4. Tick the "I'm ready to play" box

If your account has registered multiple players (eg. siblings) then you must select the Player who will be using this Device. Click the correct name.

Tournament Lobby: How to Join a Game, Friday April 24, 2020



When you are ready to play, tick the "I'm here..." box to Check-In. Now the arbiter knows you are ready!



Playing Games

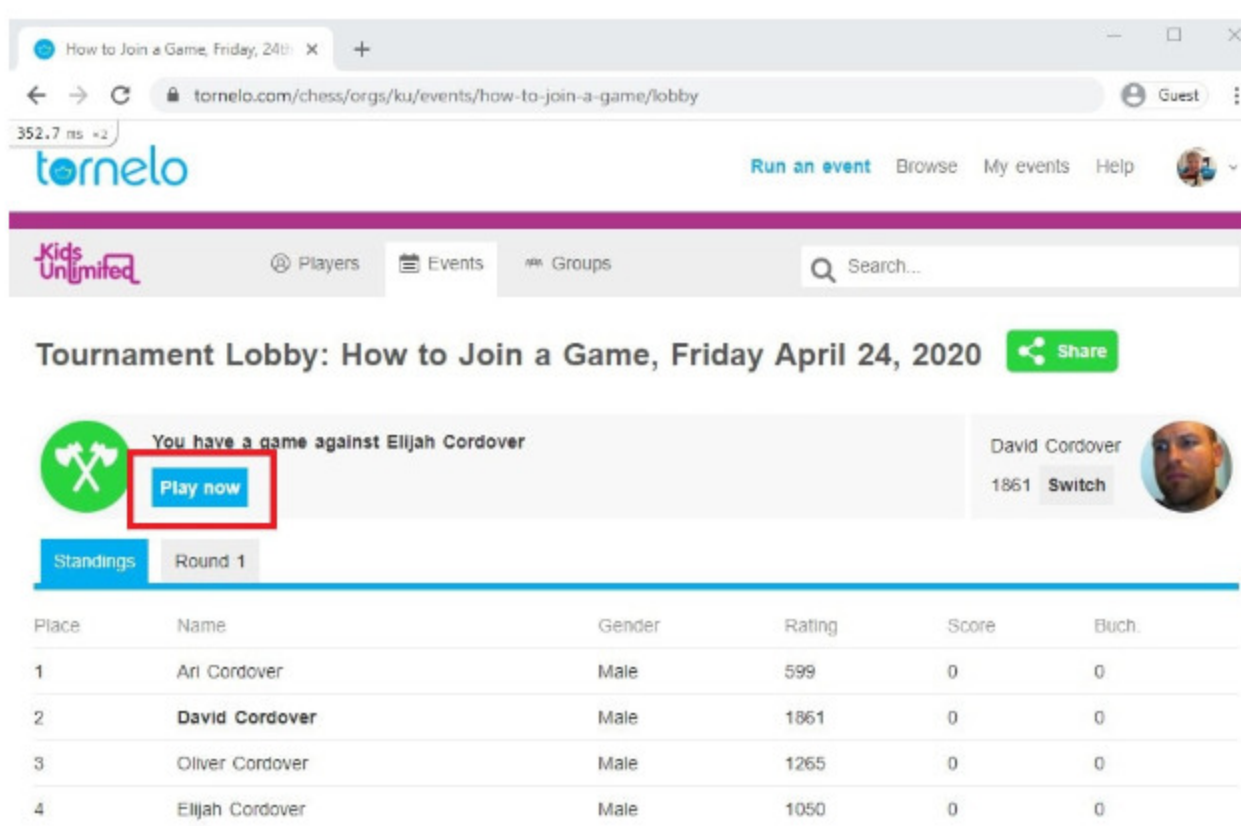
1. Be signed in - see the **Check-In Process**

2. Be in the Tournament Lobby - see the **Check-In Process**

You may also find the Tournament Lobby by clicking **My events** in the top right corner of your screen.

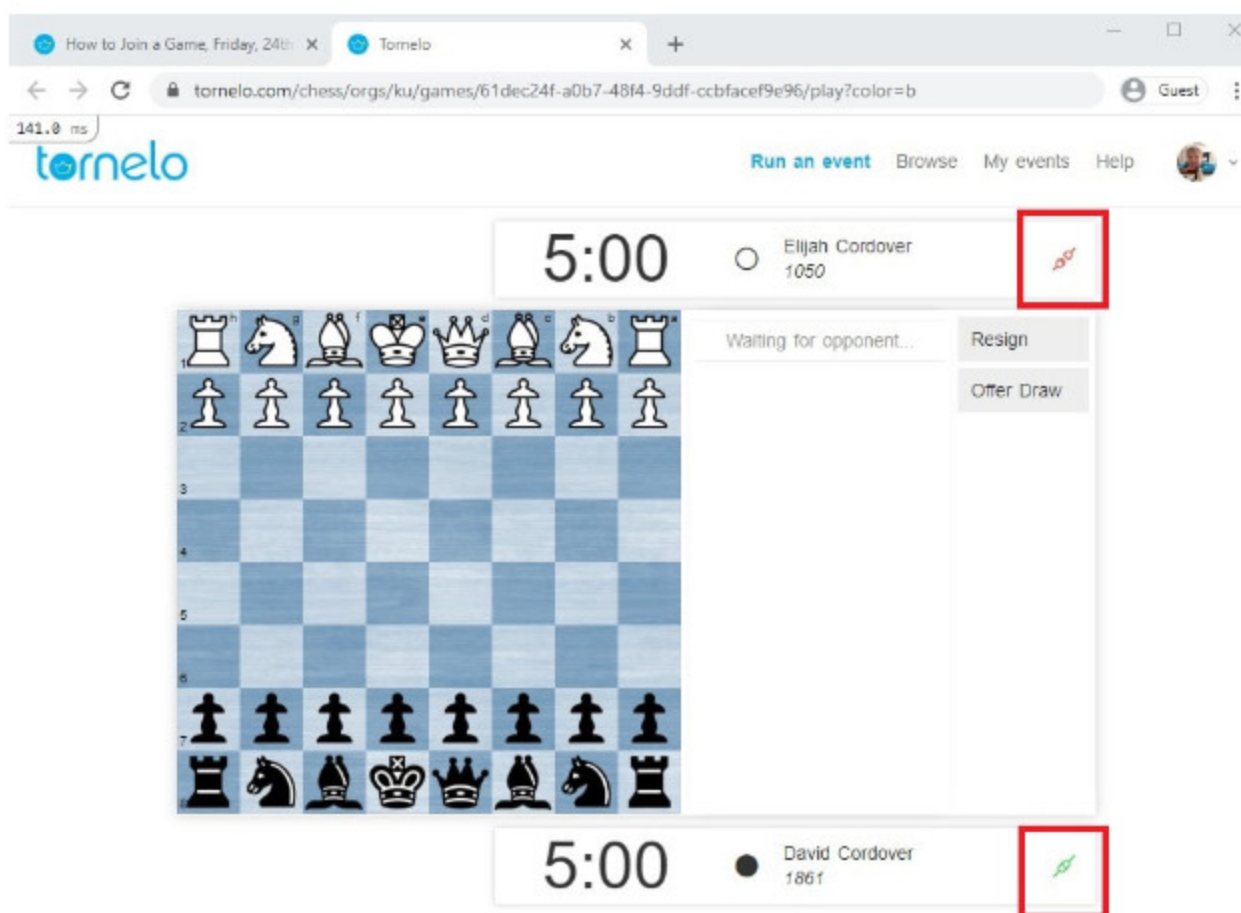
3. Click Play Now

As soon as the arbiter does the pairings your Lobby will display your opponent's name and a blue Play Now button. Click the button and join your game



4. When your opponent is present, make a move

You cannot make a move until both players are at the board. There is an indicator which is RED if the player is absent and GREEN when the player is present. When both player indicators are green, White may make the first move.



5. You must DRAG a piece to move it

Clicking on a piece or a square will not move the piece, only drag. This will be updated in the future, so click-to-move will be possible. Currently only DRAGGING a piece will move that piece.

Once you release the piece the move is made and no take-back's are allowed. Please be CAREFUL when moving!

Finishing Games

- Checkmate or stalemate will be automatically registered and the result recorded
- If both players agree a draw, the draw result will be automatically recorded
- If you wish to CLAIM a triple-repetition, 50 move draw or draw by insufficient mating material, you will need to **call an arbiter**. The arbiter will declare a result, these results are not automatically declared by the computer
- If you have any questions or problems DURING a game, please call the arbiter from your Arbiter Meeting Room