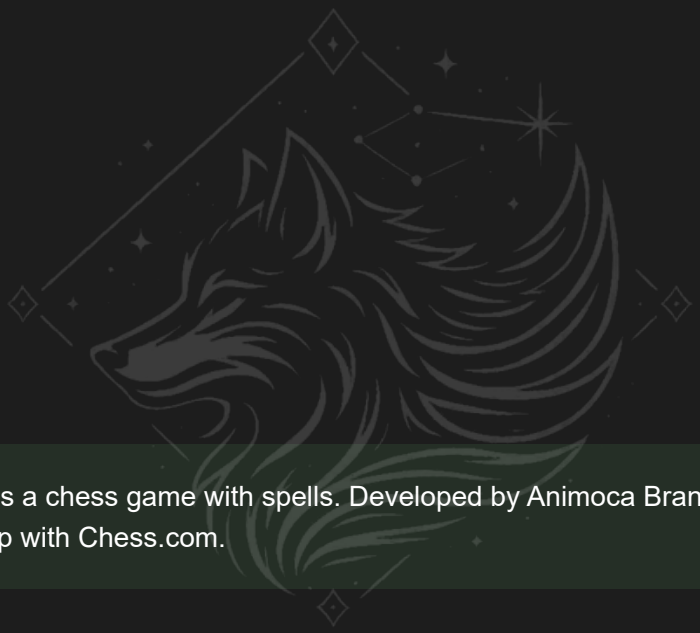
Introduction

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Anichess is a chess game with spells. Developed by Animoca Brands in partnership with Chess.com.

Players compete in spell-based matches, earn rewards, and climb global leaderboards.

Ambassadors include Magnus Carlsen, Anish Giri, Sopiko Giri, Dina Belenkaya, David Howell, Sam Sevian, and others.

Our Why

> *We are re-imagining chess for the modern generation and creating an inclusive ecosystem where everyone can contribute and grow one of the world's most iconic games.*

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1. **Modern chess experience**: chess is a timeless classic with 700M+ players worldwide. We are updating it for today's gamers, offering a fresh take on the traditional experience
2. **Leveling the playing field**: our unique spell layer provides a refreshing and engaging experience for everyone, and also levels the playing field, from novices to grandmasters, so that everyone can enjoy the beauty of chess without feeling intimidated
3. **Fair and secure competition**: we ensure fair competition by using blockchain technology to make match data and player performance tamper-proof and transparent
4. **Empowering players**: we view chess as a public good. By empowering fans to contribute to the game permissionless via our decentralized infrastructure, we can ensure that it continues to evolve for many generations to come

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Getting Started

Last updated 4 months ago

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