Using RivChess

These terms cover the invitation list and describe the rules published for the RivChess chess demo.

What you can do now

The invitation page lets you request one launch email. The separate game demo illustrates accounts, clocks, fair play and simulated balances. Joining the list does not open a wallet, transfer assets or enroll you in a paid game.

Reading the game rules

Sections 7–17 explain how the platform describes game eligibility, stakes, results and review. References to deposits, withdrawals or winnings in those sections describe the demo model. The waitlist itself provides no service for any of those transactions.

Before a future launch

Check the version, eligibility, fees and terms presented for the actual service before deciding whether to participate. A promotional description of a planned match does not reserve a particular stake, prize or release date.

Requesting an invitation

The waitlist is free. Your email address is used to confirm that you control the inbox and to send the launch invitation.

The request

Enter your own email address and select the box requesting a launch message. An address entered without the corresponding consent cannot be registered through the form. Please do not sign up someone else, even if you intend to play together.

Completing signup

Open the confirmation email and follow its link. An unconfirmed request does not receive a queue position or a launch message. If you entered an address in error, submit a new request using the correct address.

An existing entry

Submitting an address again does not create a second confirmed place. The form gives a neutral response to protect information about who has already joined. If you did not request a confirmation, ignore it or use its removal link.

Confirmation and inbox access

A confirmation link is personal. It identifies a waitlist request without requiring a game password.

Handle links separately

Use the confirmation link yourself. To invite a friend, share the referral link displayed after confirmation. Sending the original confirmation email can give another person access to links intended for your own entry.

Expired or removed requests

Pending requests expire after seven days. An old confirmation link cannot reinstate a deleted entry; make a fresh request if you still want an invitation. A successful confirmation opens the status page with the current queue position.

If delivery fails

Check your address and spam folder. Network or mail-provider delays can affect delivery. Contact legal@rivchess.com if a service issue persists. Do not include passwords, wallet credentials or a list of other players’ addresses.

Invites and queue order

The queue is calculated from active confirmed entries. A displayed position is a snapshot, not a promised launch time.

Referral credit

A new player who arrives with a valid invite code may be linked to the referring entry. Credit is counted when the new player confirms and remains on the list. Merely opening a shared link earns no credit.

How ranking works

The ordering starts with signup time. Each qualifying referral moves the ranking timestamp one day earlier. This advances relative priority; it does not mean delivery will take place one calendar day earlier. Other confirmations or removals can also change a position.

Sharing responsibly

Send referral links only where invitations are welcome. Do not use unsolicited bulk messages, fabricated signups or automated referrals. No place or referral credit has cash value, and an invite cannot be redeemed against a game stake.

Leaving the waitlist

You can withdraw your request before the launch invitation is sent.

Removal by link

Use the removal link in the confirmation email or the unsubscribe link in the launch email. A removed entry no longer participates in queue calculations. A message already handed to a mail provider may still arrive after removal.

Loss of inbox access

If you cannot use the removal link, write to privacy@rivchess.com. Give enough context to identify the entry. RivChess may need to verify control of the relevant address before disclosing information or changing it.

Joining again

A later signup is a new request and requires a new confirmation. It does not restore a previous ranking timestamp or the former entry’s credit. Leaving this list concerns the invitation only.

Demo balances and access

The waitlist and game demo serve different purposes. The values shown in the demo let players understand the proposed match rules.

Practice

You can examine the rules and try supported practice features without funding a wallet. A simulated balance, pending win or rating change is a game record. It is not evidence that cryptocurrency was sent or received.

Availability

A waitlist invitation permits you to review whatever service is available at launch. It does not decide whether a particular feature will be open in your location, on your device or for your account.

Reading examples

Monetary examples below illustrate arithmetic under the published demo rules. They do not quote an exchange rate, offer a return or entitle a reader to receive the amount shown.

Eligibility and accounts

Eligibility for a future staked match is separate from requesting a launch email.

Published demo rules

You must be 18 or older and allowed to play skill games for money where you live.
One account per person. Second accounts, shared accounts and accounts played by someone else are not allowed.
You are responsible for everything that happens on your account, including on your devices.
Your profile name and avatar must not impersonate other players, staff or titled players.
Before your first deposit or first game with a stake you confirm that you are 18+ and accept these terms.

Keeping an account personal

A shared device and a shared account are different things. Each player must take responsibility for the moves made under their account. If you suspect someone else can access yours, stop playing and use the account support channel before entering another match.

Deposits and withdrawals

The waitlist takes no payments. The following describes the separate wallet implementation and the amounts illustrated in the game demo.

Before sending

Check the asset, network and destination together. The demo lists Bitcoin, Litecoin, SOL and the Solana versions of USDC and USDT. A token on another chain may use the same name. A completed network transfer to an incorrect address may be unrecoverable. Never send real assets to a demo or test-network address.

Deposit credit

A deposit appears in the game ledger in US cents after the required network confirmation. The displayed model uses a $1 minimum deposit and a 1% fee with a $0.10 minimum. At a gross credited value of $5, the minimum fee would apply and the net credit would be $4.90. The value shown in dollars can differ from a later wallet valuation.

Withdrawal request

Only available funds can fund a withdrawal. The wallet checks the account password, destination, amount and any open Fair Play case. The quote accounts for the network charge. On acceptance, the requested amount moves out of the spendable balance. A request may be queued or routed for manual review depending on its size and the recent withdrawal total.

Following a request

A queued request has not necessarily reached the network. After broadcast, use the transaction identifier and the correct network to check confirmation. If an administrator rejects a request before dispatch, the reserved amount returns to the account ledger. Report a missing credit with the asset, network, transaction identifier and approximate time.

Stakes, fees and results

For settlement, the detailed model applies its fee to the opponent’s stake on a win.

Published demo rules

Both players put up the same stake. It is locked when the game starts.
Rated games with stakes are bullet and blitz only (1, 3 and 5 minutes).
Ratings: everyone starts at 800 in bullet and in blitz. While your rating is provisional (marked “?”, your first 10 rated games in that category) stakes are limited to $5 per game.
An established rating can’t drop more than 400 points below its peak. Losing on purpose to play weaker opponents for money counts as manipulation (section 5).
Running out of time, resigning, disconnecting and abandoning a game all count as a loss. Your clock keeps running while you are disconnected.
If a player doesn’t make their first move within 30 seconds, the game is aborted and both stakes are refunded.
Games interrupted by server maintenance are aborted and refunded.
Moves, clocks and results are decided by our game server. Both stakes are locked when the game starts.
Practice games against bots and pass-and-play never use money.

Reading the arithmetic

At equal stakes of $5, the example gives the winner $9.50: $5 returned plus $4.50 from the opponent. The difference between that return and the original $5 stake is $4.50. A draw under the described model returns $5 to each side.

When winnings become available

The whole winning return goes on hold, including the winner’s original stake.

At settlement

If two players stake $5 each, a decisive result moves $9.50 into the winner’s pending balance and $0.50 to the fee account. The $9.50 is one entry. Match history and wallet history can both show it. A draw or an abort returns each player’s own stake without a win fee.

After 24 hours

A held win becomes eligible for release after 24 hours. The account must still be active and the game must have no queued analysis job. Release runs periodically. Reaching the displayed time does not by itself complete a transfer or prove that an engine analysis ran successfully.

If a case opens

Wins still on hold become withheld. The original release time no longer controls those entries. Opening a case pauses new withdrawal requests, including requests against otherwise available funds. A pending win, a withheld win and an already broadcast withdrawal are separate records.

Independent play

Decisions in a rated game belong to the player at the board.

Published demo rules

Every move in a rated game must be your own, found without help. The following is not allowed – during a game, and as tools prepared for one:

Stockfish or any other engine, including modified or “humanised” engines, cloud evaluations, analysis websites and apps.

Arrows, highlighted squares, move hints, evaluation bars or any other overlay on or next to the board – including hidden layers, shadow-DOM containers and invisible elements.

Tampermonkey, Greasemonkey, Violentmonkey or any extension or script that reads the position, suggests moves or changes the page.

Scripts, bots or macros that click, drag or play moves for you.

A phone, tablet or second screen with an engine, or anyone helping you during the game.

Playing weak moves on purpose, delaying moves or mixing engine and own moves to avoid detection. It is treated exactly like using the engine.

Changing the page, its code, storage, balance or game data – for example through the browser console.

Arranged results, losing on purpose, playing against your own second account or moving money between accounts through games.

Before and after a game

Close analysis tools before joining a rated match. Reviewing a finished game does not authorize assistance in another game still in progress. If assistance appears accidentally, stop using it and record which game was affected for support.

How a game is reviewed

The game service can open a Fair Play case during play or after the match.

During play

A Fair Play report sent by the signed-in player’s own game client can automatically restrict that account. If that player has a live game when the report arrives, the server scores it as a forfeit. A complaint sent by an opponent is a separate matter. Include the game reference so the complaint can be checked against the correct moves.

After play

The analysis service can compare recorded moves with engine evaluations and consider move timing and patterns across recent games. It can open a case after a match has already settled. Some short games do not produce a substantive engine review. An individual brilliant move, a high accuracy score or an opponent’s suspicion is insufficient on its own to explain a decision.

Possible errors

A signal may have an innocent explanation. If an accessibility aid, interruption or unusual input method could explain what happened, describe it in your appeal. You can ask for human reconsideration of both the restriction and its balance consequences.

Restrictions and disputed funds

Opening a case, withholding a payout and deciding who receives it are distinct events.

When the account is restricted

Rated matchmaking is disabled, the account leaves the queue and all its still-held winning returns become withheld. An open case pauses withdrawals. These steps do not automatically transfer the player’s entire balance to RivChess. The settlement routine acts on identifiable withheld entries, each linked to a game and an opponent.

If the decision is upheld

An administrator can credit each withheld return to the opponent recorded for that game. At a $5 stake this moves the existing $9.50 return. The fee was recorded at the original settlement and is not charged a second time. Where different opponents are involved, each receives the amount linked to their own game. The account stays restricted.

If the restriction is lifted

The account becomes active and the administrator releases the affected withheld amounts to its available balance. The same return cannot be paid both to the player and to the opponent. A separate complaint about an in-game forfeit, rating change or previously released amount should identify that issue explicitly.

Unrelated funds

The case decision settles withheld game proceeds. It does not automatically debit unrelated deposits or reclaim every past win. Closing the case removes the open-case withdrawal block. Requests against remaining available funds still pass through the normal wallet checks.

Appealing a decision

The published demo rules give players seven days to appeal. Send a request promptly if a decision affects your account.

How to appeal

Write to legal@rivchess.com with your username, game identifier, the date you saw the restriction and the specific outcome you dispute. Say whether you are challenging the live forfeit, an account restriction, a withheld payout or more than one of these. Give the approximate time zone and a concise account of what happened.

What the reviewer can check

A reviewer can match the case source and recorded reason to game history, evidence summaries and the affected ledger entries. If your available balance differs from your calculation, list the original stake, expected return and transaction in question. Do not send passwords, private keys or wallet recovery phrases.

Timing and outcome

The deadline concerns submitting the appeal. The server settles withheld funds when an administrator upholds or lifts the restriction. Expiry of the seven-day window alone does not execute a transfer. A lifted case releases withheld returns to the player. An upheld case directs those entries to the recorded opponents. Mention any separate result or rating correction you are requesting.

Privacy requests

For access to personal information used in the review, contact privacy@rivchess.com. A request about data and an appeal about the game result can be made together. State both outcomes so the account and privacy questions can be addressed.

Responsible participation

Practice and a launch invitation do not require a financial commitment.

Published demo rules

Only play with money you can afford to lose.
Take breaks. You can practise against bots for free at any time.
If playing for money stops being fun, contact support to set limits or close your account.

Stopping play

Set aside time to review results away from the board. If you feel pressure to recover a loss, end the session. For an account-related request, use the available support contact and specify whether you want to leave the mailing list or address a game account.

Example match ledger

These examples show how different outcomes affect two equal demo stakes. They use the detailed fee rule on the RivChess terms page.

Win at a $1 stake

Two players each enter $1. The winning return is $1 of the winner’s own stake plus $0.90 from the opponent. The winner receives $1.90 before considering any separate deposit or withdrawal charges. The game fee in this example is $0.10.

Draw or abort

At a $10 stake a draw returns $10 to each player. Under the published model an aborted match also returns both stakes. An unfinished board on one device does not itself establish an abort; check the recorded match outcome.

Pending review

A recorded win may still be pending. Do not add the same amount twice by treating the result in match history and the pending balance entry as separate wins. Refer to the game identifier when asking for a correction.

One account, two disputed games

Suppose a player has one $9.50 winning return against Alex and another $1.90 return against Sam. Both are still held when a case opens. If upheld, Alex receives $9.50 and Sam receives $1.90. If lifted, $11.40 becomes available to the restricted player. A separate $20 previously deposited and still available is outside these two settlements.

Reporting an issue

Different records help resolve invitation, game and wallet questions.

Invitation issues

For a missing confirmation, give the approximate signup time and the address you control. For a referral question, describe whether the invited player confirmed. Do not forward another person’s private confirmation or removal link.

Game issues

For a disputed result, include the game identifier, colour played and what the interface displayed when the game ended. Separate what you observed on screen from what you believe caused it.

Privacy and sensitive information

Send privacy requests to privacy@rivchess.com and terms questions to legal@rivchess.com. Never send seed phrases, private keys or login passwords. If supporting evidence contains another person’s contact details, remove them unless needed for the specific request.

Service notices and delivery

The waitlist consent covers a confirmation message and one launch invitation. It does not subscribe you to an ongoing newsletter.

Delivery

Mail providers may filter or delay messages. Keeping the confirmation email gives you a direct removal route until the entry expires. A read receipt is not required to leave the list.

Changes in plans

Supported time controls, game availability and release timing may change during development. A signup timestamp does not create an obligation to run a particular tournament, make a payment or deliver access on a specified date.

Scope of a launch email

An invitation tells you how to find the platform. Verify the terms and eligibility offered there before making a decision. The invitation itself does not authorize any transfer of funds or accept a future financial arrangement.

Documents and versions

The site offers a readable Terms page and a downloadable edition for reference.

Keeping a copy

You can download the PDF without submitting the waitlist form. The date on the document helps identify which version you consulted. For a question about wording, quote the heading and the relevant sentence.

Future rules

The existing game terms describe how changes affecting money are announced in the app. A later real-money launch would need its own applicable rules and operating details. These documents do not waive rights that cannot be waived under applicable law.

Privacy alongside the terms

The Privacy Policy explains what information the waitlist processes, how the referral system uses codes, when records expire and how to exercise privacy rights. Both documents are available from the same footer.

Contact and request routing

Choose the address that matches the issue so the request contains only the details needed to answer it.

Terms and service questions

Write to legal@rivchess.com about the published rules, a discrepancy between a summary and a detailed example, or an access issue. Identify the page and the date of the version you read.

Personal information

Write to privacy@rivchess.com about access, correction, deletion, the handling of invite links or withdrawal of consent. For removal, a working unsubscribe link lets you complete the action without opening a support case.

Keeping a record

Save the message you sent and the matching response. If the matter concerns both a game review and an email subscription, identify each request clearly. An invitation-list request alone cannot reverse a game result or settle a wallet dispute.