ChessBase Complete

CHESS IN THE DIGITAL AGE Jon R. Edwards

ChessBase lete

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Jon R. Edwards

Foreword by Karsten Müller



ChessBase Complete Chess in the Digital Age by Jon R. Edwards

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Foreword

Discover the Digital Dimensions of Chess

For software programs like ChessBase, there seems to be a golden guideline: 90% of the users use just 10% of the functions. Once you get started, you learn first how to enter your games into a database and then you play bullet on the Playchess server. Content, you can easily stop looking deeper into the many faces of ChessBase. And that is a real pity, because the program offers so much more. The author, Jon Edwards, is not only a real power-user and computer expert, but also an experienced chess teacher who uses the program regularly in his classes. He is very qualified and succeeds wonderfully in explaining all aspects with great clarity, using many ChessBase graphics to illustrate his points.

He not only shows you how to begin with the program and get access to the Playchess server, he also reveals tips and tricks for advanced users. For example, on a basic level, do you know what you can do with the X and Y keys in engine analysis? Or how to publish content with ChessBase?

And on a more advanced level, Jon also discusses topics such as how to prepare for an opponent, how to create an opening repertoire, how to use "Let's Check" and the engine cloud, the various Tablebases, how to read books with the help of the program, how to coach students and many, many more. You will be amazed at the many fascinating possibilities you may have overlooked.

Edwards points out that he is independent of ChessBase and only in the distant past worked with ChessBase USA. This of course cannot be said about me. In the interest of transparency, I have recorded a series of 14 FritzTrainer DVDs on the endgame from 2006-2013, I write the endgame section of *ChessBase Magazine* and have the feature *Endgame Magic* on the playchess server, to mention but a few of my ChessBase projects. In addition, almost all my other publishing projects – like the book *Fundamental Chess Endings* that I wrote with Frank Lamprecht – simply would not have been possible without the ChessBase program. That said, I highly recommend Edwards' work and I wish you a lot of fun as you dive into the deep ocean of chess in the digital age.

> GM Dr Karsten Müller Hamburg March 2014

Introduction

Perhaps you are curious how a very young Norwegian conquered chess so early in life. Carlsen's handlers insist that early on, he put in only an hour and a half a day. The not-so-well kept secret? That time was spent with ChessBase.

Any master will tell you that to get good at chess, you must play in tournaments, you must review the games of great players, and you must also subject your games to scrutiny. ChessBase helps with all of that with such efficiency that its users gain the opportunity to become very good, very quickly. You can play there all day long, you can easily review thousands and thousands of carefully annotated games, and the software permits you to locate your errors, to fashion an effective opening repertoire, and to hone your tactical and endgame skills much more quickly than previous chess generations could imagine.

We have arrived at a significant generational split among chess players. My "older" generation, a funny word to use because many "seniors" continue to seek out the latest and greatest toys, grew up on books. We poured over the modern classics, Fischer's 60 Memorable Games, Vukovic's Art of Attack in Chess, David Bronstein's book on Zurich 1953, The Second Piatigorsky Cup edited by Kashdan, and Tal's 1960 book on his match for the World Championship. If you have not yet read these books, please do!

We readers came to rely upon the published sources, many hundreds of opening tomes and encyclopedias, biographies of great players, hundreds of books about great tournaments, Informants and magazines for recent games, and Averbach, Fine, and Smyslov for Endgames. Many of us built up large libraries. Through the 1980's, it was not uncommon for a young, maturing player to put in five or many more hours a day on preparation. We enjoyed it without having any sense of our inefficiencies or even the hours as they sped by. Life was good.

Life is better than ever. Know simply that a single software package, ChessBase 12, and its polished data now permit savvy chess players to accomplish more in an hour than I ever did as a chess youngster in ten. At its heart is a simple fact. With ChessBase, players have instantaneous access to all of the data they need. If chess were an academic discipline, and there is good reason to think of it that way, we would refer to ChessBase as a scholar's environment, a place harboring all relevant information as well as the sophisticated tools required to make sense of it all.

With the latest version of this chess software, we can quickly generate a detailed book about any move, or variation, we can locate combinations, as well as middlegame and endgame positions similar to our own, we can instantly see the results of thousands of computer engines as they survey openings and all grandmaster games, and we can rent powerful computer engines right out of the cloud.

Of course, not all of us are tech savvy. There's a general recognition among serious chess players that ChessBase is important for improvement, perhaps necessary, but many in my older generation and even some younger players are intimidated by the software, and not without reason. A few scoff viscerally at the thought of using computers and software. Some are afraid of change, or are simply aware of their technical limitations. Many take the plunge only to discover that the software is tough to install correctly, and even if they get past that point, they really have no intuitive sense of what to do next. And of course, some dismiss the modern approach without ever understanding what it is or what it can do for them.

I am writing this book because I have come to know, as a chess player, as a chess teacher, and as a chess author, that ChessBase is instrumental to every aspect of chess. One of the main purposes here is to explain how the software can help you too, to improve your play, your learning, your teaching, your writing, or simply your love of and enthusiasm for the game. As you read this introduction, you may not yet know what the program can do for you, the creative possibilities at your command. But at least you are curious! I explain here all that you will need to know with concrete examples and simple instructions. After that, how strong a chess player, how good a chess teacher, how good a chess author you become is truly up to you.

This book is not a ChessBase manual. ChessBase includes a comprehensive help facility within the program and provides a free online manual which you can locate quickly with an internet search. I do discuss all of the program's main functions. For those who become desperate to find the answer to a specific ChessBase question, I have added an index that mirrors the language in ChessBase's free online manual. That way, you can see what they have done easily and quickly find my treatment of that topic. I am confident that, between their Help facility, their online manual, and this book, you will find your answers.

Rather than write another help facility or manual, I have created real life scenarios that focus upon why the software is so important for chess players of every class. These descriptions should intrigue that portion of the chess community that believes that ChessBase is only there to help you locate and then play through chess games.

With ChessBase...

- Reading chess books becomes MUCH easier and MUCH more fun
- Opening preparation is quick, comprehensive, fully-up-to-date, and effective.
- You can compete at any time of the day or night.
- You can prepare quickly and effectively for an opponent, viewing their opening preferences and their attacking style.
- You can quickly locate and review important games in every opening, middlegame type, and endgame.
- You can quickly review the games from recent international events and review the games of your favorite players.
- You can instantly see what worldwide engines think about most opening and many middlegame positions.
- You can use your own computer engine to participate in a worldwide effort to expand opening knowledge.
- You can use engines right out of the cloud, or place your own engine there for your own use while you travel.

- You can instantly see where you and your opponents erred.
- You can reliably prepare chess books for publication in print or on the web.
- You can send relevant games to students for their review.

Not all of these scenarios will resonate with every chess player, but there is surely much here for everyone.

I have strong technical credentials, but I think of myself today primarily as a full time chess coach and author.

While reading this book, I hope that you think of me simply as a guide on the side, as a chess player talking to another chess player explaining how the software can help you to improve your play, to assist your access to current grandmaster games, to improve your opening research, to sharpen your tactics or endgame play, to improve your coaching, or whatever else you are interested in doing within the world of chess.

A bit of background will help.

I learned how to play chess when I was six, but I only began to take the game seriously when I got sick for six months when I was nine. My parents asked what might help to pass the time in bed. "Chess books," I replied. I still remember my first chess book, *Great Moments in Modern Chess*, as well as the look on my father's face two days later when, having consumed Reuben Fine's wonderful book, I asked for another.

As I mentioned, I grew up in the age of books. Now, with our two sons out of the house, my wife and I are looking now to sell our home. But the houses we've looked at have no books and no place to put them. That's a problem when you own three thousand chess books.

A lover of books, I still built a bridge to technology. I was Senior Editor for Reviews at BYTE Magazine, I was Assistant VP for Computing at Princeton University for 15 years, and later their Coordinator of IT Institutional Communication for 10 more. Along the way, I won the APCT Championship four times, the 10th US Correspondence Chess Championship, and the 8th North American Invitational Correspondence Chess Championship. For those later triumphs, I used ChessBase. I cannot imagine winning those titles or playing meaningfully today without the program. Grandmasters can rely upon dozens of examples to reinforce their understanding of chessBoard themes. Early on and after, I had ChessBase.

At work for 25 years, I relied upon Microsoft's Office Suite for 8 hours a day. Now in "retirement," I use ChessBase every day for at least that long. The result is that I have developed some fluency with the software.

Please note that I do not today work for ChessBase. Twenty years ago when ChessBase version 4.0 was released, I worked for a time for ChessBase USA to turn out a few volumes of the ChessBase University series. Those royalties ended more than 15 years ago with the result that I have no meaningful monetary affiliation left. I am writing this book because the product is essential for chess players. In my experience, many potential users don't have a clear sense of what the software actually does, while many users appear not to know how to make the most of it.

I will indeed guide you through both the easy and challenging uses of the program. I hope that even a casual reading of a chapter or two will convince you that ChessBase really can help you to accelerate your chess improvement and that you're never too old to try something cool. Three important notes before we get started:

- (1) ChessBase requires a PC, preferably a PC with a fast processor. If you have a Mac, know that I love them too, but don't try to run ChessBase in its PC emulator.
- (2) Some will want me to begin by delving into technical aspects of the program, especially its installation. I have placed those details in the first appendix, and you can turn there now if you have just purchased the application.

Installation of the ChessBase software is indeed challenging, especially for those who refuse to read the instructions. Many users remain unaware that they never completed their installation.

To work properly, the software must be activated (From the Database View ⇒ FILE ⇒ Activation ⇒ Activate).

You must also update the software! Many long time users experience application crashes precisely because they have failed to update the program. From the Database View: ➡ FILE ➡ Activation ➡ Update Program.

(3) As might be true for any program on its 12th version, ChessBase has introduced numerous, modern features that significantly enhance the program and improve the functionality of various legacy approaches. In most cases, those new approaches are significant improvements and are prioritized within this book, although I have also explained how to use those legacy functions.

A brief technical note:

I have Chessbase 12 installed on a Dell XPS-8300 with an Intel Core i7-2600 CPU @ 3.40 GHz, 16 GB of RAM, and a 16-bit Operating System.

The new ChessBase 13 will be available near the end of 2014. ChessBase assures us that the program features and interface described within this book are not expected to change. The new version will provide some new storage capabilities as well as new mobile functions.

Jon Edwards Pennington, 2014

Table of Contents

Foreword	•••		3
Introduction			4
Table of Conte	nts.		B
SCENARIO	1	The Future of Chess Books (And some very simple searching)	9
SCENARIO	2	Maintaining Quality Data (Garbage in, Garbage out)	4
SCENARIO	з	Working well with Chess Base (Organizing and viewing your chess information)3	1
SCENARIO	4	Preparing for an opponent (Because they're preparing for you)	4
SCENARIO	5	Playing (At any time of the day or night)	6
SCENARIO	6	Playchess Tournaments (Competing for fun and profit)	3
SCENARIO	7	Preserving and annotating your games (Because you must)	2
SCENARIO	8	Honed opening preparation (No more surprises)	1
SCENARIO	9	Engines and Kibitzers (Subjecting your games to unbiased scrutiny)	1
SCENARIO	10	A Grandmaster by your Side (Complex searching made easy)	D
SCENARIO	11	Watching Grandmaster Chess (It's better than baseball)	9
SCENARIO	12	Training and Teaching (Lighting up the board)	B
SCENARIO	13	Competing at Correspondence Chess (It's not dead yet)	2
SCENARIO	14	Writing about Chess (With tips on printing)	1
APPENDIX	1	Installing and Activating ChessBase and Playchess	B
APPENDIX	2	The User Interface	1
APPENDIX	з	Setting program options	6
APPENDIX	4	Tech Talk (Luddites stay away)	2
APPENDIX	5	Keyboard Shortcuts	6
About the auth	or .		7
Index			B



The Future of Chess Books (And some very simple searching)

"I have a lot of chess books," a common refrain heard at every chess tournament book store. "Imagine, I once heard. I have five chess books!" Even when folks have only 10 or 50 books, they feel like they have a lot. I have about 3,000, a lot says my wife, but Grandmaster Lothar Schmidt passed last year with a holding of well more than 40,000.

I love my old chess books like children, but I matter of factly began to realize two decades ago that the future of chess books lay with ChessBase.

There's truly nothing to fear from the technology unless you insist on ignoring it. Using its most basic functions, ChessBase actually makes reading the chess books I own much more fun and productive. And using its more advanced functions, ChessBase quite literally generates fully up-to-date books instantly on the topics that interest me the most.

Reading a chess book

Let's start simply in a familiar place... reading a chess book.

As a young learner, when I read a chess book, I always set up my chess board and moved the pieces along with the analysis. But I rarely played through involved variations and analysis over the board in the certainty that I would once again have to set up the board from the beginning to return to the point where those variations had started. ChessBase need not eliminate your library; It just makes the books you own more fun and much easier to read. Now there's no reason to avoid variations. You can play through them and then return to the main line with a single keystroke. Indeed, many of the databases come with well annotated games that are, frankly, a joy to read. I find myself reading famous chess books again with fresh energy.

Let's take Fischer's 60 Memorable Games as our example. As it turns out, all of those games appear in ChessBase's large databases, and more than a few are annotated proficiently in the ChessBase MegaBase.

Searching for Bobby Fischer

OK, that was a fun header! Begin by double clicking on Mega Database 2013 or upon your largest database.

Opening mine looks like this when I open it with a simple double click:

; ■‰					-					
File	Home Statistics Cames	Opening Keys	View							
Paste	☑ Delete Image: Self Defined □ Copy Segoe UI • 13 ☑ Clip or Undtp First 0 ☑ Clipboard Properties	Board Filter	Edit Game Data	Goto Edit	ct All > Line	Cross Table To	Next Next ournament	Z Activate/deactivate Fritztrainer Activate		
Tert	Games Pierren Tournaments Annotating Sou	Teams Onen	ings The	mes Tar	tics Str	aterny Fi	odoames			
Number	White Elo W	Black	Flo B	Result	Moves	FCO	Tourname		Round	Date
	Introduction Mena 2013			Text						
2	De Castellyi F	Vinoles N		1-0	21	B01	Valencia			1475
3	Lucena L	Ouintana		1-0	32	A00	Huesca			1515
4	Lopez de Segura,R	Leonardo,G		1-0	12	C30	Rome			1560
5	Polerio,G	Lorenzo		1-0	32	C53	Sora			1575
6	Lopez de Segura, R	Leonardo,G		1-0	9	C40	Rome			1572
7	Polerio, G	Leonardo, G		0-1	13	C40	Rome			1572
8	Leonardo,G	Lopez de Segur		1-0	10	C41	Madrid	1	L	1575
9	Leonardo,G	Lopez de Segur		1-0	10	C53	Madrid	2	2	1575
10	Scovara	Boi, P		0-1	14	C53	Spain cas	ual		1575
11	Busnardo	Polerio,G		Line	10	C53	Rome			1590
12	Polerio,G	Busnardo		1-0	11	C33	Rome			1590
13	Saduleto,G	Polerio,G		0-1	24	C53	Rome			1590
14	Saduleto,G	Polerio,G		Line	13	C53	Rome			1590
15	Polerio,G	D'Arminio,D		1-0	24	C57	Rome			1610
16	Greco,G	NN		1-0	15	C42	Europe			1620
17	Greco,G	NN		1-0	11	C29	Europe			1620
18	Greco,G	NN		1-0	19	C23	Europe			1620
19	Greco,G	NN		1-0	17	C57	Europe			1620
20	Greco,G	NN		1-0	17	B00	Europe			1620
21	Greco,G	NN		1-0	13	C01	Europe			1620
22	Greco,G	NN		1-0	24	C34	Europe			1620
23	Greco,G	NN		1-0	7	C54	Europe			1620
24	Greco,G	NN		1-0	10	A02	Europe			1620
25	Greco,G	NN		1-0	13	C33	Europe			1620
26	Greco,G	NN		1-0	16	C37	Europe			1620
27	Greco,G	NN		1-0	18	C33	Europe			1620
28	Greco,G	NN		1-0	16	C38	Europe			1620
29	Greco,G	NN		1-0	9	C 54	Europe			1620
30	Greco,G	NN		1-0	11	C33	Europe			1620



ChessBase

Note "Filter List" in the ribbon.

Selecting that brings up the following window.

.....

TIP: You can also bring up the Filter List with CTRL-F. Many useful other keyboard shortcuts are listed in Appendix 5.

TIP: You can more quickly locate all of Fischer's games by opening your large database, clicking on the Players tab, searching for the player's name (The search function is to the bottom left of the screen), and then clicking on the name of the player whose game you want to view.

.....

Filter Games	5 () ;						X
Game data	Annotations	Position	Medals	Material	Manoeuvres		
<u>W</u> hite: <u>B</u> lack:	F	ischer		2000 (1.2000) (1.2000) (1.2000) (1.2000) (1.2000)	, R	Wins only	
Tournar Annotat Year ECO: Move	nent: or: 2 A es: 0	013 ÷ 000	- 2013 - 2 99/ - 22 ire	3 ↓ 999	Elo 2500 None Both Result 1-0 Mate	 3500 One Avg 1 ½-½ 0-0 Stalem. Check Good games 	
Any Tex	t				Not	<u>Reset</u>	
🕑 Game (lata (*) A (*) I	Annotations nclude lines	in searc	psition h	M <u>a</u> terial	Manoeuvres 🛛 M	e <u>d</u> ais
			🗹 Fi	iter acti	vated		
QK			Help		Best		ancel

Note that I have already typed "Fischer" and "R" in the field for the white player, and also note that the "Ignore Colours" box is checked, the default for the filter list. The result when you press OK will be to bring up 1,407 games, with Fischer playing both White and Black. Not surprisingly, other R. Fischer's have played chess. And so I might limit the search to look for games between 1955 and 1992. That more useful search shows up 971 games, all played by Bobby! Such iterative searching often helps to produce the desired results.

ChessBase

TIP: If you only want to see Fischer's games with the white or black pieces, enter his name by White or Black and click off "Ignore Colours" .

Number	White	Elo W	Black	Elo B	Result	Moves	ECO	Toumament	Date	vcs
111556	Fischer,R		Ames, D		₩.₩	28	C55	USA-ch U18	1955	
111557	Fischer,R		Pupols,V		0-1	44	C40	USA-ch U18	1955	
111558	Fischer,R		Warner,K		0-1	28	B76	USA-ch U18	1955	
111559	Thomason,J		Fischer,R		0-1	23	A41	USA-ch U18	1955	
111560	Whisler, W		Fischer,R		∽.,	25	E81	USA-ch U18	1955	
115651	Sobel, R		Fischer,R		1-0	27	B 70	CAN-op Montreal	1956	a
115660	Fischer,R		Fox, M		0.1	62	A05	CAN-op Montreal	1956	
115688	Walz, W		Fischer,R		0.1	40	825	CAN-op Montreal	1956	
115692	Fischer,R		Matthei,H		₩-₩	108	877	CAN-op Montreal	1956	
115706	Fischer,R		Sharp,C		1-0	33	C84	CAN-op Montreal	1956	
115712	Bernstein,S		Fischer,R		0-1	33	D00	CAN-op Montreal	1956	
115723	Anderson, F		Fischer, R		₩.₩	19	893	CAN-op Montreal	1956	
116136	Fischer,R		Casado, J		¥2•¥2	48	B32	Havona sim	1956	
116430	Fischer,R		Vine,K		⊁ ₂.₩	36	832	Manhattan CC-ch.	1956	
116435	Tomargo, J		Fischer,R		0-1	40	822	Manhattan CC-ch.	1956	
116436	Fischer,R		Pavey, M		0-1	52	A05	Manhattan CC-ch.	1956	
116441	Turner,A		Fischer,R		1-0	53	E69	Manhattan CC-ch.	1956	
116442	Fischer,R		Baron, S		1-0	53	C98	Manhattan CC-ch.	1956	
117366	Grossguth,C		Fischer,R		0.1	29	892	USA-ch Juniors	1956	
117367	Fischer,R		Nash,E		0.1	51	A07	USA-ch amateurs	1956	
11736 Doubledid	k (Despenden, J		Fischer,R		0-1	40	E94	USA-op	1956	
117369	Fischer,R		Gross, H		⅓-⅔	17	A07	USA-op	1956	
117370	Fischer,R		Lapiken,P		1-0	19	A07	USA-op	1956	
117371	Flecher,R		Popel,S		<u> አ</u> -ሥ	38	A05	USA-op	1956	
117372	Fischer,R		Popovych, O		1-0	52	A05	USA-op	1956	
117373	Fischer,R		Santasiere, A		₩.₩	19	D02	USA-op	1956	
117374	Fischer,R		Stavens, W		72-72	20	C82	USA-op	1956	
117375	Ovvens, B		Fischer,R		¥₂-¥₂	43	E68	USA-op	1956	
117376	Ruth,D		Fischer,R		0-1	24	892	USA-op	1956	

It's a rather simple exercise now to scroll through the list to find and then double click on the game you want to review. Of you could use the search window to locate a specific game by also entering in the name of Fischer's opponent and the year in which the game was played.

TIP: You can save even more time by searching the web for prepared lists of the games in your book. A search for My 60 Memorable Games download will yield favorable results. More and more authors and publishers are making the game scores available as an aid for readers. And obviously, it is not at all difficult with ChessBase to assemble to find the games very quickly indeed.

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ChessBase

A NOTE ON COPYRIGHT: You cannot copyright a game score, but you can obtain a copyright for your annotations to that game. Hence, you will find on the internet only the raw scores for the games in a book, not the annotations that appeared in the original book. In the future, many books will be viewable from within ChessBase. For example, there is ChessBase magazine, which comes free with many ChessBase purchases. More on that later!

Making your own chess books!

Unlike the chess books you buy, imagine being able to produce the perfect chess book for any occasion, all within less than a minute.

Here's a simple, very practical scenario. As you improve, you will become more and more interested in increasingly complex opening variations. Every player comes to wonder a bit about the history of popular lines, there's some fascination about which players play which lines, and all players want to know the best, most critical continuations in each position.

As an example, I have picked one of my favorite lines in the Sicilian Dragon:

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.f3 0-0 8.Qd2 Nc6 9.0-0-0

I have several books on the Dragon, but certainly none that are fully up-to-date.



To begin, let's create a Dragon or Openings database and bring up a new game: ➡ HOME ➡ Board (or simply Ctrl-N). Use your mouse to enter in those first nine moves of the Dragon, click on the Report Tab in the Ribbon, and then select Opening Report.

Depending upon your machine, the operation may take a minute or more. ChessBase now assembles a remarkable, up-to-date report on this variation of the Dragon, essentially a bookon-Demand! The report reveals that there are 11,360 games in the Mega Database after 9.0-0-0. It provides a link to earliest game in the database the latest grandmaster game, as well as the very latest game. One click brings up these games.

It shows me how often this variation has appeared through the years and, to my personal glee, the variation's fashion index. As a young player, I often played 9.0-0-0 despite the fact that most players favored 9.Bc4. The fashion index shows that, just like fashion, variations can come in and out of popularity. As the second chart makes clear, 9.0-0-0 is very much in fashion today.



The Future of Chess Book (And some very simple searching) 13



Next we learn that ten Grandmasters have played this line, led by Michael Adams (12 times) and Alexei Shirov (9 times). Once again, a simple click brings up those games. Other notable players are listed. Oleg Korneev has been here 31 times. Herman Van Riemsdijk follows closely at 27.

2. Players

a) Strong grand	masters wh	o used th	is line	as Wh	ite:
Michael Adams	Result=7/12	1996-2011	Elo-Ø:	2702 <u>G</u> a	ames: 12
Alexei Shirov	Result=6.5/9	1996-2010	Elo-Ø:	2718 <u>G</u> a	ames: 9
Vassily Ivanchuk	Result=5/6	1993-2009	Elo-Ø:	2725 <u>G</u> a	<u>ames: 6</u>
Evgeny Alekseev	Result=4.5/6	2001-2011	Elo-Ø:	2677 <u>G</u> a	<u>ames: 6</u>
Sergei Rublevsky	Result=2/3	2009-2011	Elo-Ø:	2687 <u>G</u> a	ames: 3
<u>Gata Kamsky</u>	Result=2/3	1987-2012	Elo-Ø:	2726 <u>G</u> a	ames: 3
Garry Kasparov	Result=1.5/2	1986-1995	Elo-Ø:	2762 <u>G</u> a	ames: 2
Wesley So	Result=1/1	2010	Elo-Ø:	2668 <u>G</u> a	ames: 1
Ernesto Inarkiev	Result=1/1	2008	Elo-Ø:	2669 <u>G</u> a	ames: 1
Sergei Movsesian	Result=1/1	2000	Elo-Ø:	2666 Ga	ames: 1

White scores overall 58%, above average for White the report reminds us.

The most useful section is labeled *Moves and plans*.

9...d5, a move played by Carlsen (2.5/5) and Radjabov (2/6) scores only 45% for Black. The report recommends that White continue with 10.exd5. A single click brings up a list of all of those games. The report itself recommends that we play over Kasparov-Topalov, Amsterdam, 1995, a game that Ftacnik has annotated in the Mega Database.

On and on. The report examines a total of 14 Black responses, notably including 9...Nxd4, 9... Bd7, 9...Be6.

For many lines, the report offers us plans for both White and Black:

Plans White:		
(Nc6xd4)/Be3xd4/g2-g4/h2-h4/Qd2-g5/(Qa5xg5)/h4x	sg5/Bd4xg7 (6)	<u>Click for</u> games
h2-h4/g2-g4/a2-a3/h4-h5 (6)		Click for games
(Nc6xd4)/Be3xd4/h2-h4/Qd2-g5/Bd4xg7 (6)		Click for games
h2-h4/h4-h5/h5xg6 (30)		Click for games
(Nc6xd4)/Be3xd4/g2-g4/(Qa5xg5)/h4xg5/Bd4xg7/() f4/(f7-f6)/g5xf6/g4-g5 (4)	Kg8xg7)/Rh1-h4/f3-	Click for games
h2-h4/h4-h5/h5xg6/Bf1-d3 (5)		Click for games
Plans Black:		
Nc6xd4/Qd8-c7/Rf8-c8/Qc7-a5 (23)	Click for games	
Nc6-e5/f7xe6/Ne5-f7/Ra8-c8/e6-e5 (2)	Click for games	
Ra8-c8/f7xe6/Qd8-d7/Nc6-e5 (6)	Click for games	
Qd8-c7/Rf8-c8/Qc7-a5/Nf6-d7/Kg8xg7/f7-f6/Nd7xf6 (5)	Click for games	
Ra8-c8/Nc6-e5/Be6-c4/Bc4xf1/Kg8xg7/Ne5-c4 (2)	Click for games	
Qd8-c7/Rf8-c8/Qc7-a5/f7xg6 (4)	Click for games	

At the very bottom of the report is a link to the Opening Key for this line. The presence of this key will come as a relief to those players who have not yet mastered ChessBase keys (more later in Scenario 8) or for those who are not fully comfortable with the complexities of the ECO (Encyclopedia of Chess Openings) classification system.

In this case, clicking on that link transfers us to the Mega Database, as if we had selected its opening tab and scrolled our way down to the appropriate ECO code, in this case B76.

```
9.000 ---
⊞ B76 -
                                                                                       928
⊕ B76 --
                             9.... 10.---
                                                                                     1098
B-B76 -
                                       10.g4 ---
                                                                                     1566
₿ B76 -
                             9.... 2d4 10.2d4 (2e6 11.2b1 ---)
                                                                                     1014
B-876 -
                                                   11.... @c7 12.---
                                                                                      790
                                                                                      891
B-876 -
                                                              12.g4 ---
9.... d5 10.---
                                                                                     1364
⊕-B76 -
                                       10. #e1 ---
                                                                                       817
                --> 10.ed5 (4)d5 11. ()c6 bc6 12.---)
                                                                                     1327
⊕ B76 -
                                           12. dd4 (e5 13. dc5 ---)
B-876 -
                                                                                       828
                                                       13.... 10-6 14.---
⊕ B76 -
                                                                                     1108
```

The distribution of the games in this variation is apparent. Note the + key to left. Clicking on that will permit you to drill down into the sub-variations of each line.

TIP: You can save or print each Opening Report with ⇒ FILE ⇒ Save ... or with ⇒ FILE ⇒ Print. In that way, you can share these reports with friends or with your students, or print them out for your own use.

Game collections for every taste

Some very simple searches can generate remarkably useful games collections. Here are just a few obvious possibilities:

Quick wins: When I am learning a new line, I enjoy playing through its quick wins, learning much from the mistakes of others. Open your largest database \Rightarrow Select Filter List (Ctrl-F) \Rightarrow Enter the ECO range of the opening \Rightarrow Click moves and enter a low number at the top of the range, perhaps 25.

Sacrifices: \Rightarrow Open the Filter List (Ctrl-F) \Rightarrow Medals Tab \Rightarrow Click on Sacrifice ... This simple search generates more than 2,000 well annotated games all featuring entertaining sacrifices. You can sort these by opening if you want to focus on sacrificial ideas in your favorite opening lines.

Underpromotions: Underpromotions are rarely required in over-the-board chess, but if you are fortunate to have a database of Chess Studies, this search can produce truly fascinating results ➡ Filter List (Ctrl-F) ➡ Maneuvers tab ➡ Click on Promotion ➡ Select the piece





ChessBase

TIP FOR ADVANCED USERS: Harold van der Heijden charges 50 Euro for a wonderful, comprehensive collection of more than 76,000 endgame studies at http://www.hhdbiv.nl/.

Stalemates → Filter List (Ctrl-F) → Data Tab → Click on Stalemates. This search yields more than 4,000 games that end in Stalemates. Using this method, we easily locate the end of Brinkman-John, Hamburg 1921:



The game ended: 38.Re8+ Kxe8 39.Qb8+ Qxb8 ½-½

An endgame report!

The idea, of course, is generating books when and as you need them, the perfect book for the occasion.

One of my students this morning reached the following position. White's advantage is obvious and there are certainly winning chances. White is a pawn ahead on the kingside, has pieces that are every bit as active as Black's, and his opponent is unlikely to be able to regain the pawn.

In some time pressure, White let his opponent off the hook with 35.Qd3? Qxd3 36.Rxd3 Rxf2 and the game soon ended in a draw.

The winning method, I explained somewhat abstractly, should be to create luft, to exchange off the queens and then a pair of rooks without ceding back the pawn, and then maneuver the king towards the queenside. And there we might have left the position, but instead we used ChessBase to find comparable endgames.





In the Game Board ribbon, select ➡ REPORTS ➡ Similar Endgame

ChessBase returned more than 6,000 games. Ever optimistic, we began by examining the wins. ChessBase helped by opening the games to remarkably similar positions, most of which seemed instructive and somewhat varied approaches. I present three

of the many positions we reviewed. I have no doubt that a Grandmaster would have been able to recall many such positions. I do not have such a memory, but my student has no obvious cause for complaint. He certainly has a better idea now how to handle such endgames.



Trifunovic-Braslav Belgrade, 1952



Farago-Bacso Hungary, 2011



Tringov-Tosic Nis, 1981

Finding similar Middlegame structures

There's a growing consensus that correspondence chess is **dying** a slow death. So goes the reasoning, simply plug your on-going e-game into Rybka, Fritz, Houdini, or any of a number of other powerful engines and the worst you will likely do is **draw**. After all, these engines have a rating far greater than all but a handful of players.

I have more faith in humanity's abilities, especially when the human is armed with ChessBase.

Here is a position that I reached against Wayne Conover in the 8th North American Invitation CCC:



The computers seem to like moves such as ...Nc6, ...Qc7, and ...Ng6, but I began considering ...g5, a pawn thrust designed to discourage White from trying f4.

A ChessBase search using the position field for Hedgehog structures with ...g7-g5 generated approximately a hundred games.

ChessBase

TIP FOR ADVANCED USERS: That type of search still works: \Rightarrow Open the Mega Database \Rightarrow Filter List (Ctrl-F) \Rightarrow Click on the Position Tab \Rightarrow Enter in the main structural attributes of the position (Pawns on a6, b6, d6, e6, and g5) \Rightarrow Set the length at 1 move \Rightarrow and click OK

......

I played through them, a far better use of my time than watching the computer chug away ply by ply. I won that game, though Conover remained convinced that it was risky and unwarranted. He may have been right.

The Future of Chess Book (And some very simple searching) 19

This type of search is extremely powerful and so useful that ChessBase has vastly simplified the process. Now a single button for finding games with similar structures or even similar endgames.



From the Game Ribbon with the position after ...g5 on the board: ➡Reports ➡ Similar Structures

Similar Structures Five seconds later, there are 457 relevant games to review. The act of reviewing this data is akin to having a GrandMaster at your side, bringing up one relevant example after another. Masters draw on such examples to aid their decision making.

When ChessBase was on version 4, I had the opportunity to show Anatoly Karpov a ChessBase e-book I had written. I asked him how many Hedgehog games he knew that contained a ...b5 and then ...d5 pawn break. After a moment's thought, he said about 25. Within seconds, I had 120 on the screen. Others present were waiting to take Karpov to lunch, but he wouldn't budge until he had looked through all of the games.

Now with this simple function in ChessBase, so can we all. My search for the games took five seconds. The review of the first 30 games took less than 20 minutes. The most impressive part of the effort is that ChessBase opens the games in the list to the pawn structure in question, making discoveries and learning that much more efficient.



.....

TIP FOR LONG-TIME CHESSBASE USERS: ChessBase has introduced Similar Endgames, Similar Structures, and Similar Moves to replace legacy functions. Similar Endgames is certainly faster and more efficient than using the old Endgame Keys. So too, Similar Structures is a remarkable new feature that is significantly quicker than positional searches in the Filter List or key searches in the Strategy tab (Pawn Structures). However, I have not experienced comparable success with the new Similar Moves function. The idea is simple enough. Open a game, call the function, and have ChessBase search for moves and ideas similar to the one highlighted on the board. You are certainly welcome to use this new feature, but I am personally sticking with the maneuver searches I discuss in Scenario 10.

Enjoying our favorite writers

My favorite chess books contain copious written explanations, not simply variations. A great game with great notes becomes a keeper, and ChessBase includes many. But how to locate them?

Try this fun exercise. Load your Mega Database, select the Annotator tab, and type "Kasparov" into the search box towards the bottom left of the screen. You will soon see that Garry has annotated 57 games in the database.

Within seconds, we obtain his notes to the Evergreen Game played between Anderssen and Dufresne in 1852. Like a book, we can read his wonderful annotations. Unlike a book, we can tap through the game and its variations observing the position as it changes and enjoy the variations without fear that we will have to set up the board new.

Anderssen, Adolf - Dufresne, Jean 1-0
C52 Berlin 'Evergreen' 1852 [Kasparov]
Today we will look at a game that bewitched its contemporaries and became known as the "evergreen". Heute werden wir eine Partie betrachten, die ihre Zeitgenossen bezaubert hat und als "Immergrüne" in die Geschichte eingegangen ist. Dufresne war ein deutscher Jurastudent und Journalist, dessen "Kleines Lehrbuch des Schachspiels" ganze Generationen von Schachspielern begleitet hat. Leef es 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bcb4 5.c3 Ba5 6.d4 exd4 7.0-0 d3 8.Qb3 Qf6 9.as Qg6 10.Ba1 Nge7 11.Baz 165 12.Qub5 Rb8 13.Qa4 Bb6 14.Nbd2 Bb7 15.Ne4 Qf5 16.Bxd3 Qh5 () White has a huge advantage and it is time for decisive action. In accordance with his own romantic style and public demand Anderssen played () Weiß hat einen gigantischen Vorteil, die Zeit ist reif für den Sturm. Seinem eigenen romantischen Stil getreu, und dem Publikumsgeschmack gehordverd, spielte Anderssen 17.Nf6 *?!! The two exdamation marks are for one of the most beautiful combinations in chess history, which was started with this move. But objectively the search for beauty created unnecessary complications. The prosaic ?!! Zwei Ausrufezeichen, weil eine der glanzvollsten Kombinationen der gesamten Schachgeschichte mit diesem Zug eingeleitet wurde. Aber objektiv gesehen kann das Streben nach Schönheit unnötie Komplikationen schaffen. Das roseaische
[17.Ng3 Qh6 18.8c1 Qe6 19.8c4 Nd5 (19Qg6 20.Nh4 Qg4 21.8xf7+) 20.Ng5 Qg4 21.Re4 would finish the game without any troubles, but then chess would have lost one of the jewels from its crown! hätte die Partie ohne weitere Schwierigkeiten beendet. Aber damit würde heute dem Schachspiel ein Juwel in der Krone fehlen.]
17. -grife 18. ext6 RgB At first sight an open g-file gives Black excellent counter-attacking chances, but Anderssen's calculations were beyond the fears of an ordinary human being. Auf den ersten Blick bietet die offene g-Linie Schwarz ausgezeichnete Chancen für einen Gegenangriff. Aber die Berechnungen von Anderssen waren jenseits der Ängste von normalen Menschen. 19. Rad11 [7] spare you hundreds of analyses by following generations of chess players. After endless debate they have agreed that 19. Bad1 was better than the alternative 19.£4. Now the best reply was 19. Bg41 , which would pose some difficult problems for White, but in the emerging wild complications White would, in my opinion, retain the upper hand. Ich werde Innen die unzähligen Analysen von Generationen von Schachspielern ersparen. Nach endlosen Debatten haben sie beschlossen, daß Anderssens Zug besser als die Alternative 19. Le4. war. Danach wäre 19Tg4! der beste Zug. Weiß hätte einige schwierige Probleme zu meistern, aber nach meiner Meinung behält er in den wilden Komplikationen, die folgen, eindeutig die Oberhand. Qxf37 Now White's king is suddenly just one step from decapitation. But how can we reproach Dufresne from not recognising the magic of a genius?
hesitetion resorted to Ein weiterer Beweis dafür, daß die Meisterwerke des Schachs der großmutigen Kooperation des Opfers benötigen! Hextzvtage würde ein Schachprofi und natürlich auch ein schachspielender Computer ohne Zögern den Zug 20Kdß wählen, um die nahende Vernichtung zu vermeiden. [20Kdß preventing the upcoming demolition, but losing anyway later after Aber Schwarz verliert auch so: 21.Rxd7+! Kcß (21Kxd7 22.BfS+ Kc8 23.Bd7+ Kd8 24.Bxc6+ with mate nebst Matt.) 22.Rd8 +! Kxd8 (22Rxd8 23.gd7 or; 22Nxd8 23.Qd7+!! - the same motif mit dem gleichen Motiv) 23.Be2+ less dear is (weniger klar ist 23.BfS+ Qxd1+ 24.Qxd1+ Nd4 25.g3 Rg51 26.Bh3 Bf3!) 23Nxd4 24.Bxc6 24.Bxc6 + with mate nebst Matt.) 22.Rd8 +! Kxd8 (22Rxd8 23.gd7) auch 24.Qxd1+ Nd4 25.g3 Rg51 26.Bh3 Bf3!) 23Nxd4 24.Bxc7 = XFB 24.Bxc7 + Kxd8 24.Qxd1+ Abering but winning endgame. mit einem langweiligen aber gewonnenen Endspiel.]
21.2027+II NC0 / 22.075+ Kes 23.007+ KCs 24.05Ke/# It was not surprising mat cress payaers of the time, impressed by this kind of greatness, did not want to listen to dull positional advice. But the old combinational school, led by its first knight Anderssen, was doomed in the battle against the modernized warfare techniques of Paul Morphy, whose tactics had much better positional foundations. Es ist nicht verwunderlich, daß die Schachspieler jener Zeit angesichts solcher großartigen Angriffspartien wenig Neigung hatten, stumpfe strategische Regeln zu lernen. Aber die alte kombinatorische Schule, geführt von ihrem strahlendsten Ritter Anderssen, war letztendlich zum Untergang verdammt. Ihre Vertreter konnten den fortschrittlicheren Techniken eines Paul Morphy, dessen taktische Schläge ein viel solideres positionelles Fundament besaßen, nicht lange widerstehen. 1-0

Some Things to Try

I have learned to try things in ChessBase. In the annotator window, sort the annotators by number simply by pressing the "#" tab. We see that GM Lubomir Ftacnik has been very busy. According to the textual introduction (the database's text tab), he has had the lead in editing the Mega Database.

In the Source Window, we learn by scrolling that ChessBase has included the annotated games from ChessBase Magazine from its first issue in 1987 nearly through to the present. I didn't manage to obtain a full run and I am grateful for the opportunity to catch up.

ChessBase Magazine

ChessBase publishes ChessBase magazine 6 times a year. It is a thin publication with a DVD inside its cover. Purchasers of ChessBase will often receive a 1 year subscription to the magazine.

Insert the DVD into the drive and, in the main menu: ➡HOME ➡ Show Contents of DVD

Title	Garnes	Format	Path	Date	Usage	Created
FIDE World Cup 2013	436	CBH	D:\World Cup 2013.cbh	9/18/2013	2	9/18/2013
Tournaments156	206	CBH	D:\Tournements156.cbh	9/17/2013	7	9/18/2013
🜻 Beijing GP 2013	ត	CBH	D:\Beijing GP 2013.cbh	9/17/2013	8	9/18/2013
🖌 156 Training	61	CBH	D:\156Training.cbh	9/17/2013	1	9/17/2013
Dortmund 2013	47	CBH	D:\Dortmund2013.cbh	9/17/2013	1	9/18/2013
Biel 2013	36	CBH	D:\Bie2013.cbh	9/17/2013	0	9/18/2013
🚟 156 Endgame	28	CBH	D:\1566ndgame.cbh	9/17/2013	11	9/18/2013
📌 156 Tactics	28	CBH	D:\156Tactics.cbh	9/18/2013	5	9/18/2013
1 D36 Queens Gambit Exchange	23	CBH	D:\D36 Queens Gambit Exchange-156.cbh	9/17/2013	5	9/16/2013
C84 Ruy Lopez 5.d4	20	CBH	D:\C84 Ruy Lopez-156.cbh	9/17/2013	5	9/18/2013
🔁 D97 Gruenfeld Defence S.Qb3 7	17	CBH	D:\097 Gruenfeld Defence-156.cbh	9/17/2013	4	9/18/2013
Strategy	16	CBH	D:\156Strategy.cbh	9/17/2013	8	9/18/2013
1 C78 Ruy Lopez 5	14	CBH	D:\C78 Ruy Lopez-156.cbh	9/17/2013	5	9/16/2013
🔁 B48 Sicilian Kan Variation 8.0-0-0	13	CBH	D:\B48 Sicilian Kan Variation-156.cbh	9/17/2013	5	9/16/2013
🔁 687 Kingsindian Saemisch 865	11	CBH	D:\E87 Kingsindian Saemisch-136.cbh	9/17/2013	5	9/18/2013
C34 King's Gambit 3.NB Ne7	9	CBH	D:\C34 Kings Gambé-156.cbh	9/17/2013	5	9/18/2013
CLO French 3.Nc3 #6	8	CBH	D:\C10 French 3 Nc3 a6-156.cbh	9/17/2013	4	9/18/2013
8 E97 Kingsindian 9.64 Net	8	CBH	D:\E97 Kingsindian 9 b4 NeB-156.cbh	9/18/2013	8	9/18/2013
A52 Budapest Gambit 6.Nc3 Qe7 7	7	CBH	D: \A52 Budapest Gambit-156.cbh	9/17/2013	6	9/18/2013
156 ISTART	6	CBH	D:\15655tart.cbh	10/21/2013	37	9/19/2013
👙 156 New Products	6	CBH	D:\156New Products.cbh	9/17/2013	2	9/18/2013
ELO Tango 3.NB No6 4.43 dő	6	CBH	D:\E10 Tango-156.cbh	9/17/2013	4	9/18/2013
156 Opening Trap	2	CBH	D:\156Opening Trap.cbh	9/17/2013	6	9/18/2013
🛃 156 Move by Move	1	CBH	D:\156Mave by Move.cbh	9/17/2013	6	9/18/2013
👙 156 Opening Videos	1	CBH	D:\156Opening Videos.cbh	9/17/2013	3	9/16/2013
🕞 Data Collect		Path	D:\Data Collect			
Setup		Path	D:\Setup			
Тетр		Path	D:\Temp			

Begin by selecting 156 !Start.

Here's the front page of the online magazine. As you can see, there are more than a dozen articles, with coverage of recent events, openings, tactics, and endgames. Note the link to install the Magazine to your hard drive. If disk space is not an issue, by all means do so. The files will be stored under \ChessBase\Magazine\ and then in one of five directories: Endings, Media Files, Openings, Tournaments, and Training. Viewing the media files is, of course, much faster off a local hard drive.



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TIP: If you have an automatic backup system, best to save these files in a directory that is outside their glare.

Becchar -	CHESSBASE	MAGAZINE Detecher 2013
Contents Bacatos es CBA 155 es PDF. Taxata Cast 2013 Bacatos PDE CBF 2013 Baci 2013	ChessBase	Whist Anand and Cartsen are in the models of their preparations for the WCh match in Noumber, Visiolimir, Kramnik undersned with his vectory in the World Cap, that he had in no wey taken his eyes off the goat of the world champoniship. In the classic tournament in Datimund he had played his toway card with 6.5 out of. but Nicheel Adams played the tournament of his file and won by ball a point. The DVD contains especially excellent analyses of the genes in the Cheese Feetival of BletLiesLiding Daniel Kog's wide analyses "Flay" of the day." The bit of annetitory on the DVD encet hits an extended bit of woners. Kramsk, Adams, VacherLaywe, Canana, Maxieseko, Ding Leen, Tomashevaby and meny more analyse their best games? With its 11 operange articles the DVD ence more offers nich pickings for your repetione, including "A simple plan" against the King's Gambia, "A wonomous side-line" – Ray Lopez with 5.64, the "Pres. Vanation" - 7. Na6 in the Grunted Defence.
Decement 2013	Instation Hard Drove	letro
Beant Lournersch Danzinn Line Generez-Time Mine Je Mine Mine Je Mine Sammes	9	Grandmaster Kansten Mutlier shows you in his introductory video, what you can expect on the new DVD, and sharpens your appetite for the highlights on the DVD. In addition he skatches in, e.g., the first steps in the Tango' à la Canana as well as an example from Donan Registence's strategy column on the subject "Exchange sacrifice" on the DVD
Tatio		Tournement Highlights
Extention Callebring Callebring Callebring Callebring Callebring Callebring Callebring		An in-depth retrospective on the tournaments of the last two wanths is provided in video formal by Dorlan Rogozoneo - GM Donan Rogozenco takes time for his retrospective (over 20 minutes) on the top tournaments of the months of July and Augest. For example, he describes the decisive moments from the genes Maneyaro-Wang Hao and Gnochuk Alexacography from the FIDE Grand Proc in Beying as well as Way Yi-Shirov and Tomashevsky-Aronan from the World Cup.
Cascins sticks : Descine		Pure Training Here we have collected all games with training questions. By clicking at the icon you get by chance one

For many of us, the magazine is as close to Chess TV as we are likely to see for some time.

Each issue requires approximately 1 gigabyte of free space because the articles contain multimedia files that are very often entertaining.

Here, for example, is Karsten Müller running us through the endgame from Wang Hao-Gelfand, Beijing 2013.





Maintaining Quality Data (Garbage in, Garbage out)

Four decades ago, I made a suggestion to Chess Life that they consider, in each issue, inserting a supplement of recent games. The magazine then had a four to six month lag in covering recent tournaments and many of us in that pre-Internet era had nowhere else to turn for the information. Chess Life undoubtedly had practical reasons for rejecting the idea, but it took more than a decade to eliminate the lag. Even in the best of possible circumstances, the magazine will today be at least a month or two behind.

In between rounds at the New York Open two decades ago, I watched three grandmasters at different tables manually moving pieces with one hand, and holding an open Informant with the other. The Informants came out then three times a year. New in Chess appeared four times a year. The publications remain important but they were really essential back then. The games were all annotated by the world's best players, and there was no better way to stay abreast of opening developments despite the fact that the games being reported were three to six months old.

In many ways, chess resembles a scientific discipline. In all technical fields, new discoveries and findings are appearing daily, and researchers simply cannot afford to wait months or years to read about the latest research. So too, chess players don't want to wait for the latest discoveries in their favorite opening variations. They want to be sure that the statistical summaries they observe are truly useful.

There's an old saying in the computer business: "Garbage in, garbage out." If you rely upon poor data, the conclusions you draw may be suspect. ChessBase has wonderful functions, but before we can profitably use them, we need first to make sure that our data is comprehensive and correct.

In ChessBase versions long passed, maintaining your main database was quite a chore. I began with ChessBase version 3, before large databases became available. Rather than buying databases, we had to buy individual tournaments or collections of tournaments by year. The equivalent of today's modern databases costs thousands of dollars and took hundreds of hours to assemble.

Manually assembling such data collections was an unwanted burden fraught with error. Individual moves might be wrong, the names of players and tournaments were inconsistently spelled (just how do you spell Nimzovitsch?), ratings were inconsistently maintained, and games often found their way into databases two or more times, throwing off any hope of reasonable statistical analysis. Players like America's Andy Ansel rushed to the rescue. Andy committed himself to creating and preserving a pure database of master games. Andy possesses one of the world's largest chess book collections and so, he painstakingly volunteered himself to enter games accurately and consistently. I personally volunteered to be his offsite backup site, guaranteeing that I would benefit from his remarkable efforts.

With time, ChessBase and others created mammoth game collections, BigBase (just the games), MegaBase (including an ever increasing number of annotated games), and a very large database of correspondence chess games. There are also a number of very large databases from other vendors.

Fortunately, the carefully honed commercial databases have grown over the years. The Mega Database from 1998 contained 875,000 games. Today's Mega Database contains 5,400,000 with more than 60,000 of them annotated.

If your bank account is healthy, you can simply buy a new Mega Database each year. And ChessBase gives you the opportunity, with a simply built-in function, to update that database throughout the year. So for most of us, there's no fuss or muss. The database has no doubles, they have standardized the spelling of names and tournaments, and the ELO ratings are correct.

The translation is that your database can always be up-to-date without your having to invest much time in its upkeep.

For chess players who value important, current information, there's no longer a meaningful alternative to maintaining and using a database.

The Mega Database

To function optimally, ChessBase needs current data.

The ChessBase starter pack comes with a large BigBase but I recommend their Mega DataBase, the same data but many of the games here are fully annotated.

You can purchase the Mega Database separately or in a bundle with the main program (their Mega Package). Among many advantages over other large third-party databases, here are carefully corrected game scores, consistent spelling of player and tournament names, and consistent entry of ELO ratings. Such consistency is important as you begin to rely upon database searches for player games, for statistical work, and for searches of such high quality data, for example for games played by players above a certain rating.

As with the main ChessBase program, you will need to enter in the special serial number that comes with the Mega Database. This sequence is distinct from the serial number for the main program and should end with the letters "ABO".



..... Cressions TIP: I find that having someone read the alpha-numeric sequence while you type it in greatly reduces the likelihood of errors.

TIP: Once installed, you will very likely want to make this database your reference database, essentially the main database you use when locating novelties and when you examine the frequency and relative success of various opening moves. ➡ Right Click on Mega Database 2013 (or whichever large database you would like to set up as the main reference database ➡ click on Properties

S S To S S OF		X
C:\Users\jedwards\Docur	nents \ChessBase\Bases\Me	:ga Database 2013.cbh
Studies Blitz		Training
Computer chess Problems		Show Protocol
Patzer Gambit BdF		Reset Protocol
Match Biography Multimedia	5530432 Games	
Important Text Download E-Mail	106707 Keys, 100	339 Positions
Opening book Chess Media Reference		
Name	 Reference-DE	3
Mega Database 2013	Repertoire Da	itabase
	📋 Always open	text
OK	Help	Cancel

➡ In the window that appears, check the box next to Reference-DB

TIP: Note that in the window above, you can also select the type of database. By so doing, ChessBase will provide a relevant icon for the database and permit you later more easily to locate databases of a similar kind.

Once the Mega Database is installed, you will want to keep it up-to-date. The "New Games" function is in the lower left corner of the main screen.



Pressing the "New Games" button will lead you to a screen that looks quite a bit like this. Note the large number of available files as well as the number of games contained in each file, the date of each file, and a list of the tournament coverage.

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In the ribbon, you should first activate your one year subscription.

On first entering this window, click on "Register User". If you have an existing account, enter your e-mail address and password. If you are here for the first time, fill out the login dialog box with your e-mail address, the password of your choice, and then click Create New Account.

ChessBase

TIP: Until you register, the download files will be marked "Please Register." Once you have registered, the program will keep track of the files you have downloaded by marking them as "Loaded" or Not Loaded".

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IMPDRTANT TIP: I urge readers NOT to add games, even their own games, manually to their large databases or to make alterations to the games in these large collections. Even adding a few of your own games or variations to existing games involves changes to every index associated with the database, a process that may, depending upon the capabilities of your computer, take a very long time to complete.

VERY IMPORTANT TIP: If you do set this process in motion by adding or modifying even a single game, DO NOT interrupt the process or you run the risk of trashing the contents of the database.

In this New Game Manager, you will be able to expand your Mega Database with games from the current year. Simply highlight the updates of interest (all of them interest me) and then download the games. Please be patient. Do NOT interrupt the updating process. ChessBase is automatically augmenting your Mega Database as well as the internal classification of the new games.

ChessBase

TIP: You have the option of saving the games to a separate database if you prefer. In that way, you can examine the games and decide first if they are worthy of being included in the database.

TIP: Games are added frequently to the list. These are the same games that will appear in the next year's Mega Database. However, the updates are NOT annotated and so, you have an incentive to purchase the new Mega Database each year, assuming that money is not an issue.

Other large databases

The ChessBase starter pack comes with BigBase, the same data but without the Mega Database annotations.

ChessBase has begun to provide for its users a free, Online Database that is, like the BigBase, unannotated. The Online Database is regularly and very well maintained and contains all of the games played up through just a day ago. As you will see when I view the use of ChessBase for opening work and preparation, this database is now an instrumental tool. Simply put, no one database does everything. I tend to use the online database to stay current with theory. I rely upon my Mega Database for access to annotated games and for my work on chess history because the Mega Database has coverage dating back to the first recorded games.

Having an up-to-date Correspondence Chess Database is essential if you play correspondence chess seriously. These days, all of the serious correspondence games are collected and so, you will have ready access to a healthy and quickly growing collection of the games of most opponents. Most of these correspondence games are not included in the BigBase or Mega Database. If, like me, you have a healthy respect for these games, especially in critical opening lines, you should consider obtaining it too. Not surprisingly, the first step in any correspondence event is preparation for your opponents. Many of these players are dedicated to correspondence chess. If they do play over-the-board, they often have a different repertoire for correspondence games. They are looking at your games. You need to look at theirs.

There are other databases on the market. Lovers of the Chess Informant should know that all of these games are also available in ChessBase format.

Some commercial databases are remarkably large. I have bought them but I have generally found that I do not use them for more than historical work. Maintenance and quality are the keys. Some of these databases include more non-master games, spelling and ratings are not consistent, and games more than occasionally seem to appear twice.

TWIC (The Week in Chess)

The Week in Chess (fondly known by chess players as TWIC) was the first internet-based chess news service. Mark Crowther has been the editor since its roll out in September 1994 on Usenet.

It is currently available at www.theweekinchess.com

Think of the site as a weekly, though more often, a daily free chess newspaper with chess news as well as all the game scores from major events.

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TIP: Professional chess players rely upon TWIC for the timely results and game scores, rather than having to rely upon printed sources.

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ChessBase

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TIP: Create a separate TWIC database. TWIC often offers free downloads in PGN format. TWIC also links to tournament sites where games are also often available when they are played.

The Online Database



You can use ChessBase's new Online Database in a special way to stay current with Grandmaster chess.

In the Database View ➡ Home ➡ Online

Then select "Advanced". In the search window, select ELO >2600 and Year 2014-2014.

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OK	Help	Cancel

That will bring up all of the games of strong Grandmasters played in 2014. Such searches can make that you have an opportunity to stay current even if you cannot watch every Grandmaster game every day!



Working well with ChessBase (Organizing and viewing your chess information)

Databases store and organize information, and ChessBase is at its heart a database. It provides multiple ways to locate and study the games in a specific opening variation. But before we can search the data, we must first become comfortable working with the application and learning how to organize our chess data.

The main database window is where you will start when you want to organize, access, edit, delete, merge, and backup your data.

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Here's how my database window appears. It's essentially a list of the databases that I use most often. Note that I have selected the "Details" view because I have created so many databases and I prefer to view more of them at once.



TIP: I prefer to sort this window by the number of games in the databases, but perhaps the most useful sort is by usage. That way, the databases you access most will be very easy to find.

The default is the Tile View, which appears instead like this:



To switch from one View to another, use the Database ribbon: → View → and then Tile, Details, Symbols, or Small Symbols. Alternatively, you can make your selection at the bottom of the database window.

To create a new database

You may soon want to create separate databases to hold your own games, your children's games, your favorite openings, and the games of your favorite players.



It's very easy. Just go to the Database ribbon and select ➡ HOME ➡ New.

In the file window that appears, select the directory in which the database will rest, give it a name, and then press create new.

File name:	New Database 👻	Save
Save as type:	Out-in- CRIA)	Cancel
	Databases (*.CBH)	-
	Single file (* CBONE)	
	Databases old (*.CBF)	
	PGN files (* PGN)	
	Books (*.CTG)	
	Al Databases (*.CBH, *.CBONE, *.CTG, *.CBF, *.PGN)	1

A new icon will appear in the database window.

TIP: Note above that you can select the type of database you want to create. ChessBase's current default is a database with a *.CBH extension. That format will serve most of your needs.

*.CBF is the database type in old versions of ChessBase. *.PGN (Portable Game Notation) is a non-proprietary database format that many other chess applications will recognize. ChessBase has introduced a new format *.CBONE which is a self-contained, single file that you may find useful when you create relatively small databases and the speed of searches is not an issue.

ChessBase

TIP: I create a new database for each of my students. In that way, I can easily keep track of every opening, game and theme that we cover.

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TIP: Keep your databases in folders that will make it easy later to locate the files. I store my large databases in \Bases, I store my chess projects in \MyWork, and I store my students' bases in \students.

If you rely upon one of the icon views, you will likely want to give your databases consistent icons. When you have a new database in your database window, right-click on the icon and select Properties.

Picture -	×
C:\Users\jedwards\Docume	ents\ChessBase\MyWork\Sacrifices.cbh
Unspecific Work Wy games Large database Informant Openings Magazine/Express Classical Tournaments Recent Tournaments Correspondence Tactics Analysis Training Endings Studies Blitz Computer chers	Image: Show Protocol Show Protocol Show Protocol Reset Protocol 2046 Games 0 Keys, 0 Positions
Name	Reference-DB
Sacrifices	— 「Repertoire D atabase 「Always open text
ок	Help

The name of the database appears in the name field, and you can now select the type of database you want. In this instance, Tactics might be the most appropriate selection. In this way, the database in which you are interested will become more quickly apparent.

My Databases



The folder pane will always contain "My Databases" your home database that contains your favorite databases and directories.

My Databases lists the databases that you access the most. *My Databases* will always include your reference database and your Clip Database.

To place a database in *My Databases*, simply open it with Ctrl-O or, in the Database view, select \Rightarrow HOME \Rightarrow Open.

TIP: Several useful files are not automatically placed in *My Databases*. Myinternetgames contains the games you play on Playchess. MyInternetKibitzing contains the games you watch on Playchess. You may also have MyInternetTournaments if you organize tournaments on Playchess, and *MyInternetMachineGames* if you play with a computer on Playchess. If you want these files to live in *My Databases*, simply open them. You should find them in the main \ChessBase folder on your local drive.

TIP: *My Databases* can also contain folders! Right click in the Database pane and select "Add Folder Shortcut"

New in ChessBase 12: *My Databases* will no longer contain the databases that are contained in your temporary \temp directory. Those are the files that were contained as e-mail attachments.



TIP: If you want those e-mail files to enter the list of databases in *My Databases*, save them first in an appropriate location on your hard drive and then open them.

Highlighting a database and opening it with Ctrl-O brings that database into *My Databases*, or you can drag a database into the list. Use *Remove* or delete to remove a database from *My Databases*.

ChessBase

TIP: Not all of your databases will be stored under *chessbase\bases*. I keep much of my ongoing work in the folder \chessbase\MyWork. But all of your favorite databases will neatly appear when you click on *My Databases*, essentially your database home.

Opening a database from within My Databases

Double-clicking on the database symbol opens the database and presents you with a Game List window, simply a list of all of the games contained in that database. Some of these databases are small, but many are large. Indeed, some contain millions of games.



TIP: To open a database, you can simply highlight it (a single click) and then press the enter key.

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TIP: As you work with the software, you will also want to open databases that are not yet in the *My Databases* window. To open these, go to the main database ribbon and select ➡ HOME ➡ Open.



You can then browse through your directories until you locate the database you want. Once opened, the databases will reappear in your *My Databases* window the next time you enter ChessBase.

To delete a database

Careful here. Everyone who has worked with computers has experienced the panic of losing data. Computer crashes are one thing. Manually throwing away information is an avoidable idiocy.

If you feel constrained by the clutter in your *My Databases* window, you have two choices. You can remove the icon without eliminating the database itself, or, perish the thought, you can physically delete the database.

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ch Booster 💡 Unannotate DB					
ch Booster 🛗 Delete All Files					
ntenanc	e				

To eliminate the icon from the database Window without deleting any data: Right-Click on the icon ➡ Remove or simply click on the icon and press the delete key.

To eliminate both the icon and the data, click on the icon \Rightarrow Select the Maintenance tab in the ribbon \Rightarrow Select Delete All Files ... or Right-Click on the icon \Rightarrow Select Delete All Files.

Folders



A pane providing access to your directories appears by default towards the upper left corner of the Database window. To click it on and off, select VIEW ➡ Folders
"Database path" opens up the folders and contents listed in your local hard drive under \ChessBase.

"Computer" opens up a higher level directory by drive and so provides you with access to external drives as well as your computer's DVD.

"Network" provides you with access to the files in any network connected devices, in my case the other computers in my home.

"Game History" provides a comprehensive review of all of the files you access within ChessBase by date. It's almost as if the NSA was watching my every move. All of the ChessBase files I have opened are logged by month back to 2004!

"Purchased Data" summarizes just that, the databases you have purchased.

"My Databases" returns you to the most used and familiar database view, the look at your favorite databases.

Database Preview and Quick Board



You can view the list of games in a database without actually opening it. Within the Database window \Rightarrow File \Rightarrow Database Preview.

When you now click on a database once to highlight it, the games of that database will appear in the Database Preview pane. You can scroll though this list and even open a game directly by double-clicking on it. You can arrange the information about the games by right-clicking on the column above the game entries. And you can add a quick board to play through the games right there: ➡ Right-Click on any game ➡ List Format ➡ Quick Board. Here's an image of the Database Preview and a Quick Board from my Mega Database 2013:

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18	Greco,G		NN		1-0	19	C23	Europe							
19	Greco,G		NN		1-0	17	C57	Europe							
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TIP: When you double click on a move in the Quick Board, the Game board will open with that game position on the board.

Daily Tactics

Home	
🔽 Database Previev	v
V Folders	
Daily Tactics	
Pane	s

ChessBase 12 has added a new Daily chess tactic. Within the Database window ➡ View ➡ Daily Tactics.

When you check the box, a chess problem will appear under the Folders pane. As the name suggests, a new position will appear every day. The side with the move will appear at the bottom.



The puzzle pictured here is from Kasparov-Nikolic, Manila 1992. Double clicking on the puzzle opens up that game with the solution, in this case: 36.d6 Rg6+ 37.Rxg6 hxg6 38.Rxb7.

The List Window

Opening a database gives you the Game List window, essentially a scrollable list of every game in the database. When you first create a database, it will contain no games. As you enter more and more games, the more useful ChessBase will become.

The next image shows a screen shot of the database containing my own correspondence games.

TIP: Note that here too, I have added a quick board on the right side of the window. To toggle that board on and off, right-clack on any game in the list and then \Rightarrow List Format \Rightarrow Quick Board. The board will now appear in all lists until you toggle it off.

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242	Bender,F	2235		2410	0-1	28	843	APCT	1994			rCS	607		
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249	Hayana K	2225	Edwards, J	2410	% .%	41	A03/.	APCTC M866 corr	1994			RCS	4517		Edwards J 2430 - Jones W 2110 1-0
250	Edmande, J	2410	Hayaard K	2225	1-0	50	A82/.	APCT CM856 corr	1994			RCS	6929		C42 APCT 1953 (Edwards.Jan)
251	Edwards, J	2450	TiighmanJ		1-0	37	B76	NAPZM-01corr	1995			RCS	3506	.	•
252	Mulr, W		(interest of the second	2450	0-1	28	821	NAPZM-01corr	1995			RCS	1365	. . .	3 22K7 23.Nd6+
253	Edvanda, J	2450	Emu, E		1-0	19	833	NAPZ M-01corr	1995			rCS	747		A) 23Bxd6 24.Qxg6+ Ke7 (24Ke6 25.B/5+ Ke7 26.Qg7#) 25.Qh7+ Ke6
254	Street I	2450	Kanas A	2430	71-72	30	C14	NAPZ M-01 corr	1995			RCS	8485		26.815#
255	Description I		Edwards /	2450	0.1		842	NAP Z M.Olcorr	1993			10	1570		B1 23Ke6 24.Rfe1+ Kd7 25.Bb5+ Kc7 26.Rac1+ Kb8 27.Nxe8+ Bd6
257	Rubinator D		Edwards.		0-1	50		USIOCCC	1993			RCS	21702		28.Nxd6+-)
258	Edwards, J	2460	Harrison &	2500	14	41	806	APCT-broelBd.1	1995			RCS	2476		23.h4 1/97 1/54
259	Haravan,A	2500	Edwards,	2460	5.5	41	A04	APCT-largel Bd.1	1995	Jon, Edwards		ReS	2843		[23.f4_g4_24.Qh4_f5_25.Qxh5_fxe4_26.Qg6+]
260	Rubinsky,D		Edmands, J		0.1	50		US10CCC	1995			RCS	20793		23g4 26.BC2 2/39 1/55 down side is that this permitsKh7 is Rac1 the better move
261	Edwards, J		Bedemann, T		1-0	33	890	US11 CCC	1995			RCS	1357		order?
262	Burris, D		Edwards,		0-1			N211 CCC	1995			¢			[24.Rac1 Be6 (24Ba3/?Here's the rub! not prayable if Bc4 first!) 25.Rfe1 Bb4]
263	Edwards, J	2470	Coluct M		14	25	B32	0511 CCC	1995	Edwards.Jon		RCS	3334		[24.R/e1 8b4
264	Cullen, E		Sanda B		V-1	**	A60	0511 CCC	1995			RCS	4749		A) 25.Nd2 Be6 (25Rxe1+ 26.Rxe1 Bd6)
265	Busherry D		formation (2470	N-71	*3	040	US11 CCC	1995			RCS	10240		B) 25.Ke21
267	Eduards 1		farmer 1	24/0	1.4	39	904	1812 000	1995			RCS	4062		24Kh7
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Familiarize yourself with the organization of the Games List. Each game has a number, and as you enter them, they will be numbered consecutively. You can easily see the names and ratings of each player. The results, the length, and the ECO codes are also there, as well as the name of the tournament. You can click on any column header to start a sort, and so it is easy to sort by game length, player name, by result, by rating, or even by the games' medals!

TIP: You can scroll quickly through the list of games with the scroll bar towards the right center of the screen. This can be tough for fine movement within a large database. You can also move around with the scroll on your mouse, or using the keyboard's arrows, as well as the Page-Up, Page-Down, Home, and End keys. TIP: You can also add a Quick Board for each game with List Ribbon \Rightarrow View \Rightarrow Quick Board ... or right-click on any game \Rightarrow List Format \Rightarrow Quick Board.



TIP: On any ChessBase screen, you can resize the panes to suit your needs. Grab the border and move it, or grab the entire pane at its top and drag it to the location you prefer. You can even let panes float!

TIP: You can add and subtract the columns that appear by right-clicking on the column tabs just above the games. For example, you can hide the name of the Tournament or the Medals and add the notation of the game. If a column you need is not present, or "hiding," again right-click in any column header to control which columns will appear.

TIP: To select more than one game, try ctrl-click. To select a contiguous group, click on the first game, and then shift-click the last desired game.

The Games List window tabs

Most databases will open to a list of games, but some, notably the Mega Database the first time you use it, will open to a text summary. You can select the view of the Games list using its tabs.



You will spend much of your time within the Games List.

The Players tab provides an alphabetical listing of all of the players in that database. Locate (or first search for) a player and then click on their name. Here are all of that player's games, or, in this case, a list of all of the games that I have played against them.

In the next scenario, we will see how you can search the list, and prepare for play against any player.

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The Tournaments tab similarly provides an alphabetical listing of the events relevant to that database. For my correspondence games, that list is useful for viewing the games from the various correspondence chess clubs and events.

TIP: Locate (You can search!) and highlight the name of an important tournament. I searched for and then highlighted the USA-ch 1963. Then select Crosstable to obtain a remarkable, interactive crosstable for that event.

The Annotator tab lists everyone who has annotated a game. This is also a searchable list, and so you can search for your favorite annotator or sort by the number of games annotated. That sort shows that Lubosh Ftacnik has been working for ChessBase for quite a while.

The Sources tab lists games by source. Here you can find all the games that were included in each issue of ChessBase magazine.

You can use the Teams tab, for example, to discover the names of the members of any Olympiad Team. Here, for example, the US team from the 1935 Warsaw Olympiad.

Text Games Players Tournaments An	notator So	urces Teams Ope	nings Ther	nes Tactics	Strateg	y Endgames					<u>) - 1</u>	
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US of America	1931	Kupchik	Abrahan	n 230							14	
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US of America	1972	Book, E	F	inland 19	35 Fi	ne,R		US of America.	%-%	61	Warsaw ol (Men)	26.08.1935
US of America	1974	Cranston,G	I	reland 193	35 Ku	upchik, A		US of America.	0-1		Warsaw ol (Men)	20.08.1935
US of America	1976	Czerniak,M	F	alestine 1	935 H o	orowitz I		US of America.	0-1		Warsaw ol (Men)	29.08.1935
JS of America	1978	Dake,A	L L	JS of Americ	a. Al	lexander,C		Great Britain 1.	1-0	42	Warsaw ol (Men)	31.08.1935
JS of America	1980	Dake,A		JS OF Americ	a. De	e Burca,A abbie V		Ireland 1935 Delection 1035	1.0	19	Warsawal (Men)	20.08.1935
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US of America	1984 🗂	Dake,A		JS of Americ	a., Ro	omi,M		Nely 1935	1-0	41	Warsaw ol (Men)	19.08.1935
US of America	1985	Dake,A	L	JS of Americ	a. St	aehelin,A		Switzerland 19.	1-0	59	Warsaw al (Men)	22.08.1935
US of America	1986	Dake,A	L	JS of Americ	:a Tr	eybal,K		Czechoslovakia.	1-0		Warsaw ol (Men)	16.08.1935
US of America	1988	Dake,A	L	JS of Americ	a. Vi	istaneckis, I		Lithuania 1935	1-0	41	Warsaw ol (Men)	27.08.1935
US of America	2000 -	Enevoldsen,J	0	Denmark 1	.935 Da	ake,A		US of America.	% -%	32	Warsaw ol (Men)	25.08.1935
		Enoch,D	F	alestine 1	935 Ma	iarshali,F		US of America.	‰·⊁		warsaw ol (Men)	29.08.1935

The openings tab brings up the Openings Key, which will be discussed in Scenario 8. The Themes, Tactics, Strategy, and Endgame Keys will be examined in Scenario 10.

Selecting games to be moved

You will often want to copy games from one database to another. Know that the steps here do not delete games from the first database. We are simply making copies of selected games and moving them to a separate, distinct database. When we searched for Fischer's games in Scenario 1, there was a choice. The use of the search mask with Ctrl-F or using the Players tab to find Fischer's name and then his games.

You can highlight a simple game in the Games List by clicking once on it.

You can use that game as an anchor and use Shft-Click to highlight a range of games.

You can highlight individual games with a series of Ctrl-clicks.

🐓 Select all

Or you can highlight all of the games in the Games List by right-clicking on a highlighted game \Rightarrow EDIT \Rightarrow Select All (or press Ctrl-A) ... or in the ribbon \Rightarrow HOME \Rightarrow Select all.

Dragging and Dropping (Copying and Pasting)

I am giving a presentation about Chess during the Romantic Era tomorrow night, and I want to show off four games from the period. I have created a new database entitled "Romantic Era" and I now want to populate that database with the games for the presentation. The window on the right is from the Mega Database 2013. I have identified and highlighted the Immortal Game played in 1981 between Adolf Anderssen and Lionel Kieseritzky, and in this shot I am in the process of dragging that game to the new database. When I drop it there, that wonderful game will exist in two places. Moving it does not in any way remove the game from the Mega Database.

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Lahringali Lataris		1396	Dufresne, J	Anderssen	0-1	19	C52	Berlin m2
		1397	Outraine,J	Anderson, A	%-%	49	814	Berlin m2
		1396	Andersten,A	Falkbeer,E	1-0	26	C32	Berlin m3
		1399	Andersoen,A	Falkbeer,E	1-0	41	C\$8	Berlin m3
		1400	Fallcheer,E	Andersen	0-1	32	C44	Berlin m3
		1401	Faikbeer,E	Anderson, A	0.1	40	¢32	Berlin m3
		1402	Failcheer, E	Andermen,A	1-0	30	C25	Serion m3
		1403	Anderssen,A	Eichborn, L	0.1	20	C36	Breskov
		1404	Jeney,E	Anderssen,A	0-1	36	C24	Germany
		1452	Anderssen,A	Klaus, K	1-0	28	C30	Leipzig
		1453	Hirschlach, H	Andersten A	0-1	35	020	Leipzig
		1454	Polimacher, H	Anderson, A	13-14	46	C30	Lepzig
		1455	Andersten,A	Pitschel, C	% .%	44	Ç44	Leipzig m
A strain a strain and strain days		1456	Pitschel, C	Andermen, A	1-0	33	C50	Leipzig m
Anderssen, A · Kresencary, L, London	tamotal dam	1457	Pitachel, C	Andereben	0.1	24	C39	Leiptig m
		1458	Pitschei, C	Anderssen, A	% -%	36	C33	Leipzig m
		1463	Anderssen, A	Kieseritzky,L	1.0	23	C33	Landon Interest.
		1469	Anderssen,A	Greenaway, F	0-1	30	C33	London m
		1470	Anderwen,A	Greenway, F	0-1	21	C39	London m

In precisely this way, I can drag and drop multiple games at the same time. Just highlight the games you want to move, with a simple click, shift-click, or ctrl-click) and then drag and drop them into the database of your choice.



ChessBase asks you then to confirm the action.

TIP: If you prefer, you can drop them right into the database symbol in the database list. I tend not to do this, because I worry that I might accidentally drop the games into the wrong database.



TIP: You can copy all of the games from one database. In the Database Window, drag one database symbol and drop it on top of another.

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TIP FOR ADVANCED USERS: You can even drag a player's name from the Player list or a tournament name from the Tournament list to a database.

TIP FOR ADVANCED USERS: For each database, ChessBase keeps track of the databases that were copied in. ChessBase stores this information in the .ini file. And so, if you attempt to copy in games once again from a database, ChessBase will query you with regard to whether you really want to proceed. That reminder may prevent you from creating doubled games. You are more likely bringing in a different set of games, in which case you can safely disregard the warning. You can view each database's Import Protocol tracking the source of the games. In the Database Window, right-click on the database and then ➡ Properties ➡ Show Protocol. You also gain the option of resetting the Protocol.

TIP: Many of you will find that copying and pasting is even easier. With the game or games highlighted, copy them (Right-click on the game ⇒ EDIT ⇒ Copy ... or Ctrl-C ... or HOME tab ⇒ Copy). Once you have copied a game or set of games, open the destination database and, in the FILE tab, press Paste. As with dragging and dropping, this action will append the game to the end of the Games List of the second database.

Maintaining the Games List

Like anything else that you might change from time to time, you will make some mistakes. When I first got started with ChessBase, I decided to enter the moves from Bilguier's Handbook from the mid-nineteenth century and indeed, I made substantial progress. But I thought that ChessBase would automatically save my work as I progressed, only later to discover that the work all disappeared when I closed the file. Needless to say, don't forget to save your work. ChessBase will NOT remind you to save your file the first time you enter moves!

Most mistakes are far less serious than that one. I have often entered a game twice, or out of chronological order.

To re-set the order of the games in the Games List, simply drag them into the order you want and then, in the Games List ribbon \Rightarrow Games \Rightarrow Fix Sort Order.

To rename a database, highlight the database ➡ Maintenance ➡ Rename files.

Deleting games

As my ChessBase skills have improved, my need to delete games has fallen. Newcomers often save rather than use replace, creating multiple copies. The simplest way to delete them is to highlight them in the Games List and then press the delete key... or in the Ribbon, \Rightarrow HOME \Rightarrow Delete or right click on the game \Rightarrow Edit \Rightarrow Delete.

All first-time users of Chess Base are surprised then to see that the game is still there, but grayed out with a line through its verbiage. Chess Base knows that you may have pressed the delete key in error, and it therefore requires an additional steps to delete the game physically from the database.

In the Database View, right-click on the name of the database that contains deletion that you wish to remove permanently ➡ Tools ➡ Remove Deleted Games.

Removing doubles

As you progress with the entry or importing of games, large databases invariably contain more than one copy of a game. You will want to eliminate such "doubles" so that all statistical work will be accurate. In the Database window, right-click on the name of the database ➡ Tools ➡ Find Doubled games

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First game	Decis	ion	
1	04	Always delete first gam	e
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		Keep different annotato	ors
Clip doubles		Delete annotated game	s
🕅 Ignore Result	Į.	Merge annotated game	5
🕅 Ignore year	F	Replace annotated gam	ies
Names	Tournaments	Moves	Similar moves
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Similar	Similar	Similar	Fast
🔊 Ignore	🔿 Ignore	🔿 Ignore	🔿 Faster
	🕅 Remove Dele	ted Games	
ox		Help	Cancel

As you see in the dialogue box that governs the finding of **doubled games**, you have many options. Some doubles will involve different spellings in the name and tournament fields, some will be of different length owing to the inclusion of extra moves or the omission of moves in one of the games. Some games may be annotated, or indeed, very well annotated.



TIP: I generally prefer to keep the "better" game, defined by ChessBase as the longer and better annotated game. You may want to merge annotations so as not to lose any, and you have the option at the bottom of the window to delete the game that will be eliminated.

TIP: ChessBase offers a neat way to locate games that are not contained within your reference database. In this way, you can import games into your Reference Database without creating doubles that you will later need to remove. In the database Window, highlight the database whose games you want to add Maintenance Cannibalize... or Right-click on the database Tools Cannibalize



You will be prompted to create a new database into which the interesting, new games will be placed. Once there, you can add them to the Reference Database. It's all a bit of work, but worth it to prevent the corruption of the data entering the Reference Database.

Clipboard

The Clip Database functions much like a clipboard, a way station for games being assembled for a move to another database. The information is stored there temporarily, awaiting its disposition.

You can drag and drop (copy and paste) games into the Clip database, but you can perform that move to the Clip Database more efficiently by pressing F5. That will move any highlighted or group of highlighted games into the Clip Database.





TIP: Or highlight the games, right-click, and select CLIP.

TIP: You can easily remove selected games from the Clip Database. Within the Clip Database, highlight the games you want to remove from the database, right-click, and then select Remove Selected.

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Z#essBase

TIP: You can remove all of the games in the Clip Database by right-clicking on its icon in the Database view and then + Erase Clipboard.

To move the games from the Clip Database into another database, drag and drop them, copy and paste them, or simply drag the Clip Database icon onto the icon of the destination database.

Opening a game

Each database contains games, and opening any database will reveal its Games list. To view the game, simply double click on it ... or with it highlighted, press enter.

ChessBase users typically play through hundreds of games simply by pressing the right arrow and progressing slowly or quickly through the game. But it's a good idea to familiarize yourself with many options now at your disposal.

Player index

I have opened Fischer-Benko from the 1963-4 US Championship. Note that the game window contains pictures of the players. Not all of you will want to devote screen real estate to the photos, but if you enjoy this feature, in the Ribbon: ➡ VIEW ➡ Players Photos.

TIP: When you click on a player photo, ChessBase will take you to that player's ID Dossier. There, you can read their particulars and flip through their photos.



ChessBase maintains a Player Encyclopedia with pictures and data for more than 120,000 players. To view it, enter the Database View and then ➡ Home ➡ "List Player" or "List Player Encyclopedia"



List Player brings up a search window with varied options. List Player Encyclopedia brings up an alphabetically organized list of international players. TIP: In previous versions, many users found that the Player Encyclopedia took up a lot of real estate on their hard drives. ChessBase now maintains that data on a server and recommenmds that you bring in the player data over the internet rather than from your local drive. You can control the flow of the player data at Options ➡ Encyclopedia.

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The path represents where the local data is kept, but the default is to access the data from the Chess Base server. That certainly makes sense so long as you have a reliable internet connection. Still, many players will continue not to show the player's images if only to save the real estate on their monitor screens.

Appearance of the board

You can easily customize the appearance of the board to suit your taste. Right click on or just off the boards and then select your favorite color schemes, background, and pieces, adjust the piece animation, and, if you like, add or subtract coordinates (or, with the board open ➡ Board ➡ Coordinates) and a slider.

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	Black	Dark squares
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	Animation	
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🖻 No scaling	V A	nti aliasing
Coordinates		
Background	Wood	•
Ant	Replay Arrows Belo O None O Buttons Slider	ow Board
OK	Help	Cancel

Promotion

When you promote a pawn, you will gain the option of selecting which piece to select:



To speed up data entry, you can choose always to promote to a **queen**. Open a game, ➡ Board ➡ Always promote to a queen.



TIP: The downside, of course, is that when you actually need to underpromote, you may forget how to undue this feature.

TIP: If you have an engine running that recommends the underpromotion, simply press the space bar. ChessBase will then make the engine's first choice, obviating your need to figure out how to underpromote. If the underpromotion you want is listed among the engine's candidate moves, simply click on that move!



TIP FOR PLAYCHESS USERS: The selection "Always Promote to a queen" applies only to ChessBase. A separate setting will be required for that function to work within Playchess.

Material

You can add (or remove) a running tally of the material exchanged in a game by right-clicking on any move \Rightarrow Show material.

Flip the board



Many players prefer to play through their games as Black with Black at the bottom, as they saw it when they played.

To flip the board, with the board open \Rightarrow Board \Rightarrow Flip Board (or simply Ctrl-F) ... or Right-click on the board and select Flip Board.

Board sounds

I always imagined that IBM single handedly drove up worldwide productivity by adding a clicking noise every time someone pressed a keyboard key. So too, ChessBase has added sounds. There are different sounds for moves, for captures, for reaching variations, and even for illegal moves. To toggle the sounds on and off, open a board and then ⇒ Board ⇒ Board Sounds ... or in the Options Menu ⇒ Misc ⇒ Board Sounds.



TIP: In the same Misc tab, you can also check off "Evaluation sounds." With an engine running, a warning sound will accompany a move that significantly harms one side's chances.

Load next (or previous) game

- Edit Game Data
- 🛌 Load Next Game
- Load Previous Game
 - Database

If you are in a game and wish to load the next, or previous game, you can do so without closing that game and then manually loading the next one. With board open ➡ Home ➡ Load Next Game or Load previous game.

Playing through a game

You can open up games simply by double-clicking on the line that contains the information about the game. Here is a sample window of a game that has been opened.



To play through the game, you can use the arrow keys to proceed forward or back, or even up or down through a game. Chess Base has recently added a slider that appears below the board.

TIP: To activate the slider, right-click on the board and select \Rightarrow Board Design \Rightarrow Slider

TIP: The Board design window also permits you to change the look and feel of the board, to include coordinates, to alter the font used for the pieces, and you can even modify the background! In this book, I have used the default settings, but you are welcome to personalize the appearance.

Overview

In addition to the slider, my personal recommendation for playing through games quickly, ChessBase offers two other possibilities. In the Games list: \Rightarrow Right-click on the name of the game \Rightarrow Select Overview... or with the game highlighted, press "O".



Here is the overview of Jopen-Petrosian, 1954, one of my all-time favorite games. Clicking on any board will open the game at that point. You can also gain a more detailed overview with smaller boards by selecting the Board button at the bottom of the overview screen.

: rassBase

TIP: Use the overview feature if you are hunting for a particular position or maneuver within a game. Note that overview is available only to view one game at a time.

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Automated Review of Games

I am perfectly content to tap or now slide my way through a game, but in our complex world, there are undoubtedly folks who would prefer or need to automate the review of a game.

To do so, in the games list or list: ➡ Right-click on the desired game or games ➡ Select Replay Games Automatically.

The first game will open with the following window. You can adjust the playback speed, and as desired, pause the replay.

1 Materia 1		X
	Pause	
Speed		
	Stop	

Playing through a game containing variations

When you are playing through the games, you can now enter in variations (see Scenario 7).

If a game includes variations and notes, it is usually a good idea to play through the variations. When you are finished with a variation, it's now easy just to click back on the game at that point of departure and continue to read through the book. I find that I read more than ever, and I retain very much more from my efforts.

Very often, the players themselves reveal their thoughts right there, explaining why they played the move they did or why another move might have been better or worse. Often at the end of the game, there will be an explanation of why a player resigned. In the screen fragment below, I am playing through the game Meek-Morphy, Mobile 1855. I have just pressed the right arrow after White's 5th move and, as you can see, the game contains a variation at that point. I can continue on with the actual game by tapping on the right arrow, or I can explore the variation first by pressing the up arrow. Of course, at any time, I can simply move my mouse to select the variation through which I want to play.

	Notation + Openings Book
	Notation Reference Table Training Scere
	Meek,Alexander Beaufort - Morphy,Paul
	C44 Mobile 1855 [Blatny,P]
	1.e4 e5 2.Nf3 Nc6 3.d4 exd4 • 4.Bc4 Bc5 5.Ng5?! Nh6! • [5Ne5? 6.Nxf7 Nxf7 7.Bxf7+
	Variations: X
	5Ne5? 6.Nxf7 Nxf7 7.Bxf7+ Kxf7 8.Qh5
a din anna an tao	Move up Move down
	(10.exd5 Re8+ 11.Kf1 b6!

Protecting your data

Having experienced the pain of computer crashes, I scrupulously backup up my data. I place my personal databases in directories that my backup utilities know to backup automatically. I place my large database in directories outside the glare of my backup utility because the data there is easily restored from the original DVDs and because those databases are so large that they would take up a significant amount of my available backup space.



Not all of you will have separate backup utilities, but all ChessBase users will come to have a number of files that they simply cannot afford to lose. You can back up important files individually. In the Database Window, highlight the database you want to backup, and then ➡ select the Maintenance Tab ➡ Backup Database or right click on the database name ➡ Tools ➡ Backup Database.

TIP: When you e-mail a database, ChessBase automatically creates such an unencypted database file and then attaches it to an e-mail within your preferred e-mail client.

TIP: These backups are a single file with a specific extension, .cbv. To open these backup databases, simply double click on their distinctive icon.

You will be given an opportunity to protect the file with a password. Doing so creates a special .cbz file and eliminates the original database!

NDTE: Don't forget your password. ChessBase will not be able to help you to recover your data if you forget it.

View game history

View Game History

Many users of ChessBase are pleasantly surprised to discover that ChessBase backs up your work every ten minutes! You can see this history in the Folders pane of the Database Window. ChessBase maintains a separate database for every day! Simply drill down on the year and date to view every game you have created or loaded. The result is an automatic backup of all of your analysis and so, there's no need to panic when the power goes out.

> You can also view the most recent games that you viewed or modified. With any game loaded: ➡ HOME ➡ View game History.

TIP: If you want to eliminate the Game History folder from the folder pane, open Program Options \Rightarrow User \Rightarrow toggle off Game History

Checking the integrity of a database

All computer users know that files, on rare occasion, can become corrupted. In my experience, power surges and interrupted saves are the most frequent causes. To check the integrity of a database, highlight the database's name in the Database window, and then ➡ Maintenance ➡ Chess Integrity ... or right-click on the database name ➡ Tools ➡ Check Integrity.



You are advised first to create a backup of the database. The integrity check will provide a report on the database and offer to correct any errors that it finds.

Entering (your) games

As I mentioned earlier, you will likely create a database or two to store your own games. You can certainly settle on the name MYGAMES, but my students prefer more flamboyant monikers. My favorite is *Leon's Famous Games*.

Once you have created a database, open it up by double-clicking on that icon in the main Database window. It will be empty, of course, but not for long. I have made a point of entering my games in chronological order, but any order will do. You can sort the games later and then reorder them if you prefer.



To start, click once on the board icon in the database ribbon.

TIP: You can also open a new game window with CTRL-N.

That will bring up a new board. Note the new screen, the Game Board view, has a specific ribbon dedicated to helping you enter new moves and new variations, and tools to help you to examine and evaluate all of the positions. We will work our way through the ribbon and its varied possibilities, but first let's enter the game.



Heumas

You can certainly drag a piece to its destination, but ChessBase contains a heuristic called 'Heumas' that anticipates your choices. Simply click on a piece, or more profitably on the destination square, and ChessBase will offer up the most likely move. Heumas uses your default chess engine to predict, upon your selection of a square, the move you most likely want.

And so, click on e4 and the pawn will move there. If more than one pawn or piece can move to the desired square, ChessBase will offer an educated guess. It usually guesses correctly, but a quick tap on the right mouse button permits you to cycle through the other possibilities until your choice is reached.

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TIP: The Heumas ply, or search depth, determines how deeply Heumas will look. To turn off or to adjust that search depth, or to change the engine that administers it, go to Program Options

Engines

Default Engine Deep Fritz 14 x64 (3072MB)	
Bro <u>w</u> se	
Heumas	
🕼 Heumas Ply (1-6):	ļ[]



TIP FOR ADVANCED USERS: Consider bringing up the Online Database [In the Game Board view, press the return key] and then click on the moves there to enter them into the game score. I have found that data entry is thereby faster, and at the same time, you get to compare your game quickly to the experience of the entire chess community.

Correcting mistakes

If you enter an incorrect move, have no fear. You can go back and enter the move you want.

	¥
Old moves	
12.Ng6	New variation
	New Main Line
	Overwrite
	insert
	Cancel

Note that upon entering the new move, you gain several options. If the new 12th move is a variation, select "New Variation." If the new move is to become the main line, with the old 12th move as its variation, select "New Main Line." If indeed the first move you entered was an error that you want to replace, select "Overwrite." If you need to replace a move in the middle of a game without affecting the rest of the score sheet, select "Insert."

There will be moments when you need to correct more than just a move.

If you have the wrong moves in the middle of the game, enter the corrected variation and then, in the Game Board ribbon, select \Rightarrow Insert \Rightarrow Exchange moves.

The moves in the variation will replace those in the game, so long as all moves are legal.

Or, you can insert move pairs into the game. Enter the new moves as a variation at the point of insertion, and then select \Rightarrow Insert \Rightarrow Insert into Game. ChessBase will insert those so long as all moves are subsequently legal.

Saving your game

When you have finished entering your game, or when you simply are ready to save your work, go to: \Rightarrow FILE \Rightarrow SAVE \Rightarrow SAVE or simple try Ctrl-S. That will bring up the following window:

Players and Result	Annotator a	and Teams		
<u>W</u> hite	Enter New	Game		?
<u>B</u> lack				?
Tournament			Details	
ECO code:	C89	Result	🔽 Year:	2013
Elo White:	▲ ▼	<u>◯1</u> -0 ◯+∹-	₩- Mo <u>n</u> th:	10
🕅 Elo Blac <u>ic</u>	▲ ▼	○ 92_92 ○ =;=	🔽 <u>D</u> ay:	6
🖺 <u>R</u> ound:				
Subround:	▲		[<u>R</u> eset

Fill out the basic information, the players' names, the name of the event, the ratings of the players, the date of the game, and the result. In my correspondence games, I add the result only at the end of the game.

TIP: Note that ChessBase has already assigned an ECO (Encyclopedia of Chess Openings) code to the game precisely because I first entered enough of the game for it to discern the variation. If you need to alter the ECO code, open the game and select ➡ FILE ➡ SAVE ➡ REPLACE or simply Ctrl-R. That will often happen in correspondence games because you will be first saving the game well before the ECO variation is fully determined.

By pressing the Details button, you gain the opportunity to add additional information about the game and the event. Perhaps you are competing in a correspondence game, or a team event, a blitz tournament, or under the rule that offers 3 points for a win. The Pull down menu for tournament type offers you the chance to select round robin, swiss, knockout, simul, or match game.

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	П Туре	
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) Blitz	
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OK	Help	Cancel
n an		

Here is a sample game. It includes just the moves from one of my games, with the position after Black's 28th move. You can see the ratings of the players, the tournament name, the result of the game, and beneath the moves, the material balance in the position.



Making changes? Replace, don't save

Starting out, my students make the mistake of using Ctrl-S every time they make a change to the game. ChessBase then assumes that you are saving a different game. If you make a change and want to replace the existing game with the perhaps slightly modified game, use ➡ FILE ➡ SAVE ➡ REPLACE or simply Ctrl-R. As you might imagine, correspondence players and authors will use Ctrl-R often.



IMPDRTANT TIP: It's best not to alter the games in your largest databases because there are so many indices tied to every game. If you must make changes to games, be sure that that those games live in smaller databases. If necessary, create a new database and move the games you want to change before actually making those changes.

Editing Game Data

Games lists are fully useful only when the entered information is consistent. Otherwise, games from the 10th US Championship might be entered in different places, under US10, US10CCC, US10 CCC, etc. Or you might not locate all the games of Chigorin if some are spelled Tchigorin. Machines are quite literal and require your dedication. Fortunately, ChessBase has been remarkably consistent with its own data in its databases, and ChessBase makes it very easy for you to edit data and to clean up any errors that may have crept in.



To alter the game information of a single entry, you can highlight that game in the List Window, and ➡ HOME ➡ Edit Game Data.

You will now see a dialogue box that gives you a chance to make any needed changes.

	E		Frumkin	White
3	J		Edwards	Black
			АРСТ	Tournament
1989 🗨 1 🛧 15 🛧	Year: 196 Month: 1 Day: 15	Result ○ 1-0 ○ +: ○ ½-½ ○ =: ● 0-1 ○ -:+	B42 2285 ▲ 2295 ▲ ▼	ECO code: Elo White: Elo Black: Round:
[🖾 Day:	© ½-½ © =: ● 0-1 ○ ∹•		Elo Black:

Of course, editing games one at a time might seem daunting if you must edit many, many entries. ChessBase provides a facility for the automatic correction of players' names. Click on the Players tab, and then select Improve Player Names.



ChessBase will then inform you regarding the number of modifications it has made.

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THE SAME TIP: When you are saving games, you can check the spelling of the name against the ChessBase Player Encyclopedia. Enter a few letters of the name and then press the question mark to the right. You can then select the name you want and click OK.

Alexand er australie. Alexander de la constantion de la const	SETTOVIE &		X
Players and Result Annotate	Last Name	First Name	ELO
Players and Result Annotate White Chig Black	R Chigaev Chigarev Chigintsev Chigintsev Chigogidze Chigogidze Chigorimbo Chigorin Chigrinova Chigrinova Chigrinova Chigrinova Chigrinova	First Name Maksim D Alexander Iveri K Eddie Mikhail Viktor Alla Marina Andrei Cheikh Tijani Nika	ELO 2104 2065 0 2393 0 0 0 0 0 0 1927 2345 1611
	¢+ F OK		Cancel

Editing Tournament Data

To improve Tournament data and spelling, highlight the database and then select **+** Maintenance ➡ Improve.

Layouts and Docking

With so many panes available to you, ChessBase makes it possible to move them around and shape your working environment to best suit your individual needs.

If you simply resize the board or notation panes, and then close the Game Board window, ChessBase will remember what you have done and open each game board to the same size.

Or you can create a complex working environment. Load additional panes, perhaps an engine and the Online Database.

Click and hold on the title bar of any pane and you can move it, using the screen's placement arrows to anchor the pane where you want it.



TIP: Or, you can double click on a pane and then move it around, dock it, or double click again on the title bar to restore the pane's original docked position. Remarkably enough, you can leave such a window un-docked.



TIP FOR ADVANCED USERS: Once you have a Game Board set-up that you regularly enjoy, ➡ View ➡ Save and give the set-up a memorable name. In fact, if you see a set-up in a screen shot in this book or elsewhere, use it and save it.



When you load your next game, select \Rightarrow View \Rightarrow Load to call up that exact same set-up.

ChessBase has assembled a set of ready-made Game Board environments that you can try ➡ View ➡ Standard Format.

Finally, if you think that you've really mucked up your Game Board environment, you can always click on ➡ View ➡ Factory Settings to reset all of your user settings. I treat that as a last resort.

Big Photos (Ctrl+5) Mini Board (Ctrl+6) Browse Book (Ctri+8)



Preparing for an opponent (Because they're preparing for you)

Imagine that you have just been paired in the next round at the World Open with the black pieces against International Master John Donaldson. You have ChessBase on your laptop. In the privacy of your hotel room, just an hour before the start of the game, you select a single ChessBase function that permits you to play through all of Donaldson's games at the same time, noting all of his previous opening choices and accurately predicting where the game is likely to go. In years past, all this research and effort might have taken weeks or months. With ChessBase, the entire operation including the perusal of the games, takes only minutes. No team of assistants is required so long as you have a basic familiarity with your laptop and the following method. You will arrive at the board before the clocks start knowing the likely course of the game. Of course, Donaldson has been in his hotel room looking at your games.

Here's how you do it

Select the function "Prepare Against" in the Database ribbon.



That brings up a new window that contains a list of the strong players whose games appear in your large reference database, in my case MegaBase 2013. You can scroll through the list of players until you reach the name of your opponent or, much better yet, use the search function at the bottom left of the window or the Filter list function in the ribbon. Type in the last name of your opponent, in this case "Donaldson".

ChessBase

TIP: You can also gain access to this preparation screen from within ChessBase's Players tab. Open (double click upon) your reference database, for me, Megabase 2013, and select the Players tab.

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Santh: Donaldson												-	LOBO DIN		Long Ana	34 1071				<u></u> ,

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TIP: You can speed up the finding of a particular player with the Search window in the bottom left. Just type in "Donaldson" and you can avoid scrolling through the mammoth list of names.

By highlighting the player's name, you can see all their games as well as a scrollable list of the tournaments in which they have competed. Highlight one of the tournaments and press "T" to bring up an interactive crosstable. Double-click on any game in the Donaldson Game List to view it.

Highlight your opponent's name and press the enter key. You will now see a screen with a photo of your opponent as well as pertinent information about him or her. ChessBase calls this the player's ID-Card. I now have an image of my opponent. For Donaldson, there are six photos on file. For the strongest grandmasters, there are often a great many.

JE S		X
Last Name.	Donaldson	
First Name.	John W	
Birthday.	1958 (56)	
Title. Country.	IM 2390 (11.2012) Trend: 000 United States	
Elo Profile Possier		Photo: John Fernandez
Close		2002 <>

The power of ChessBase reveals itself when you now select "Prepare Against White"

TIP: Alternatively, within the Player List, you can *Right click* on the name of your opponent, and then select "Prepare Against White". ChessBase provides another option: => Right click on player name => Search white games.



Here is the screen that emerges. You immediately have access to all of the database's games in which Donaldson played with White. As you can see, he has a versatile repertoire but he appears to favor 1.Nf3. Against my 1...c5, he is likely to transpose to the English Hedgehog.

Within a minute, I find four games in which he has played 1.Nf3 c5 2.c4 Nf6 3.Nc3 e6 4.g3 b6 5.Bg2 Bb7 6.0–0 Be7 7.d4 cxd4 8.Qxd4 d6 9.Rd1 a6, a position with which I am familiar. Knowing the variation that I am likely to face, I can spend the hour or so brushing up on those lines, once again with the aid of ChessBase.

ChessBase

TIP FOR ADVANCED USERS: Your opponent's games may appear in multiple databases. For example, John Donaldson may have played correspondence games that appear only in the Correspondence Chess Database. If you have the time, consider first creating a database call Donaldson. You can also search for his games efficiently across many databases by highlighting more than one database at a time and only then bringing up the search window. With multiple databases highlighted, **P** Right-click on any one of them **P** select "Search"



TIP: Imagine now that you are Anand or Carlsen preparing for their World Championship match, or perhaps you are just an avid spectator. It is relatively simple to follow these instructions to forecast in what opening variations the games of the match are most likely to be fought.

Player Statistics

With the player's name highlighted in the Player Tab, you can bring up his tournament record. Select *Player Statistic* in the ribbon, or right click on the player's name and then select *Player* Statistic.

				×
	Philadelphia 1968	97 -	A30 26 71%	100:
3/13	Mermaid Beach Club 1997	8/1	808 13 80%	1 100%
3/	North American op 22nd 2003	8/J =	A26 1361%	1 50% =
3/-	North American op 21st 2002	8/1	A34 1275%	2 100%
3/-	North American op 20th 2001	8/1	E97 10 60%	2 75%
2.5	Keres Memorial 25th 2000	75	B38 988%	9 72%
2.5	Bermuda-B 1995	7/5	E01 7 78%	1 50%
2/.	San Francisco 2nd 1986	8/1	E62 771%	1 100%
2/.	US op Boston 1988	75	E91 771%	675%
2/.	US op 104th Los Angeles 2003	7/1	E94 6 83%	0
2/.	USA op 1990	6.5	B52 675%	5 60%
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The first column shows Donaldson's cumulative performance against each opponent. You can sort here by name, number of games, or result.

The second column lists the tournaments in which he has competed. You can sort by tournament name, date, result, or bring up a Crosstable for the highlighted event.

CHESSBARE TIP: You can use this to see what games Donaldson played in his most recent events.

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The third column lists the number of games and overall score in each ECO line. You can sort here by White, Black, or as here by ECO code.

Statistics are our friends

We can learn from good data. If I have enough of John Donaldson's games, I might well be able to discern in which openings he does especially well or poorly. Rather than continue to put Donaldson on the spot, let's look at mine.

I have clustered all of my correspondence games into a single **database**, "*Mycorr*". When I open that database, I simply see the games that I have played in **the order** in which I have played them. Here's the database opened to those games leading up to and in my win in the US Championship.

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Of course, ChessBase is, at its heart, a database, which means that I can sort this data in many ways, not simply in terms of their date. Note that just above the games are the column headers. By clicking just once on these, you will very quickly sort by that field. You might use the sort to order the games in a database by rating (if you want to see only the games from the highest rated players, by result (if you are only interested in seeing winning plans for White or Black), by Annotator (which I often do to locate games that I have annotated), by game length (if you especially like short or very long games), or here, as we will now do, by the Encyclopedia of Chess Openings (ECO) code.



TIP: Don't be bashful about trying these sorts. When you close the window, the revised sort order will disappear, but not your data! When you reopen the window, the data will once again appear in its default, game-number order!

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Sorting this database by the ECO produces a games list ordered by their opening ECO Classification code.

Here is that revised list:

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As you can see, I have scrolled down and highlighted all of the correspondence games I have played against opponents who played the French Defense. The ECO codes are in sort-order and range, within the highlighted area, from C00-C18.

Let's now view the statistics for this highlighted group of games. With the games highlighted, select the Statistic tab in the Games Ribbon and select statistics. Or right click on any highlighted game and ➡ Press S.



As you can see in this statistical summary, I have scored well against the French Defense, 83.9% overall and with a performance rating of 2507. But when I perform the very same operation against my games in the Caro-Kann Defense, I see very different results.


Here, my performance has slipped to 72.5% with a performance rating more than 100 points lower. The conclusion must be either that the Caro-Kann is a tougher nut to crack or that my approach is sub-optimal. Of course, both may be correct, but the results should impel a critical look of the variations I have selected.

Rather than focus on an individual opening, we can very quickly gain a 30,000 foot view of a player's opening preferences.

For this example, I highlighted all of my correspondence games in which I played White. I brought up the statistical overview and then selected ECO-B to see the distribution of the games against those openings.

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My overall results are good, but there are some problem areas, with some apparent issues in my approach against the Caro-Kann and some lines of the Sicilian.

Using the column sort to investigate your opponent's openings

As is often the case in ChessBase, there are multiple possibilities for every need. For example, you can create a Donaldson database and gather within it all of his games, and then select all of his games with White or Black. You can highlight his name in the Player list and select "Search White Games or "Search Black Games."



TIP: Another efficient way to isolate all of his games with Black is to use the Filter List (Ctrl-F), type Donaldson, J into the Black name field, make sure that "Ignore Colours" is not checked, and press OK. You can then highlight all of the games with Ctrl-A.

With his games highlighted, click on the Statistics tab and select Opening Reference on Selection. Here is Donaldson's chess history enfolding in front of you:



Investigating your chess proclivities

ChessBase has a few eye-catching possibilities whose utility has never been fully clear to me. Some readers will feel differently. Here's my favorite.



With my same games as White highlighted, within the Statistics tab, select Piece Probabilities (or Right Click ➡ Piece Probabilities) and then select the white pawn.

Piece probability: mycon	
变 Zoom in Ex Zoom out	23 N=209
● Time on Square Moves to Square Moves 1 ÷ 20 ÷ ✓ Logarithmic	

Here, among all of my games as White, is the overall probability of where the white pawns may be located and the time that each piece spent on each square by move 20. The function permits you to distinguish the distribution probabilities of the King's knight and bishop from the queen's knight and bishop. There is a logarithmic scale to make it easier to distinguish the fluctuations in large samples.

Each player undoubtedly has a signature just as writers might be discerned from the distribution and usage of their words. I must admit that I do not use this feature often, but it is entertaining to select a piece, to set moves at 1 and slowly advance the counter, watching the distribution change as the collective games progress. It is evident, for example, that I like attacking on the kingside, that I rarely leave my king in the center past move 10, that I am not fond of trading my queen early, and that my dark-squared bishop rarely posts on the queenside.

ChessBase suggests that this feature may be useful in openings training. They give the example of the Marshall Gambit in the Ruy Lopez, and being able to investigate each player's probabilities. Some learners will undoubtedly appreciate having this function.



Playing (At any time of the day or night)

All of my students and I share one immutable fact. We all love playing chess.

That's good, because you cannot improve if you do not play, and it is primarily for this reason that most of America's best players used to live in the New York metropolitan area. Today, the growing popularity of chess and the ever-expanding reach of the internet permits us not only to watch great chess live, and to gain access to all new games as soon as they are played, but also to reach a steady supply of competitors at any time of the day or night. You can now get good no matter where you live.

The speed of the internet has also enabled a new form of chess, Bullet, essentially one minute chess that accounts fairly for the unrelenting lag in internet communication. I do not recommend that my students play Bullet, but my 35,000 Bullet games suggest that I am fully addicted.

There are many places to play on the internet, but my favorite hands down is Playchess. ChessBase's contribution. The interface makes it easy to play, to watch Grandmaster games live, to take part in regularly offered bullet, five minute, and more serious tournaments, to play in simuls, to watch instructional broadcasts, and to be able to participate in lessons from the comfort of your home. Most important, perhaps, all of my games there are recorded automatically for further examination and potential improvement.

Many of us like to play and play and play. My experience as both a player and teacher suggests that it is far more prudent, once the games are completed, to subject them to scrutiny. That's where we will turn in the next scenario.

The purchase of ChessBase comes with a one year subscription to Playchess. To reach the playing site, you can download the Playchess application from the internet, or more simply, you can enter directly from ChessBase. For advice on entering your serial number into Playchess, see Appendix 1.



Chester 7 TIP: Do NOTE that a subscription to Playchess is NOT bundled with the download version of ChessBase 12. Buyer Beware!

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In the lower left corner of the Database window is the simple entry into the playing area.

Logging in

If you are logging in for the very first time, click on Create a New Account and complete the form to gain the privileges associated with membership. Here, you can add your e-mail address, a picture, your location, your birthday, and if you have obtained an FM, IM, or GM title.

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TIP: No one will have access to your e-mail address unless you provide it in your personal statement. The e-mail address listed above will only be used if you later need a password reminder.

TIP: By all means enter your physical location here. As you will see later, by doing so you will join thousands of others on the Playchess globe, a very fun feature.
 TIP: You can prevent others from downloading your games by clicking "No download of my games" In this internet age, many chess players jealously guard information about their opening choices and their chess style. I leave that decision to you without prejudice.
 TIP: You can later modify all of your personal information within Playchess: ➡ Account Ribbon ➡ Edit User Data.

Once you are a member, simply enter your name and password. I play on a secure, home machine and I therefore check off "Remember Password". That way, I gain entry into Playchess more quickly.

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Getting started

Your first screen in Playchess will be much like the following one. Below the ribbon and the tabs are several panes. There's a pane providing summary information, a pane below that listing any of the challenges for which you are eligible, a chat area on the right that also provides system wide messages of interest, and in the lower right a list of available "Rooms." Note that each room has its own information display.



Play and Watch is where you can play a game, or watch the games of even the strongest players in the world.

Broadcasts is where internet chess events are displayed live and where many of the world's best players give lectures and conduct simultaneous exhibitions.

Tournaments is the room where real live tournaments take place. As a full member, you can play too!

In the *Computer Chess* room, you can configure chess engines and watch as computers face off in Live tournaments.

Premium Chess Videos are available to Premium members who pay a higher membership fee.

Training and Teaching is where students can meet up with chess trainers. I am one of many who provide lessons there throughout the week.

Countries, Chess Federations, and Clubs also have their own rooms.

TIP: Your club can set up its own room on Playchess. Simply send an e-mail to *zimmerfrei@ schach.de* with the name of your club, your country, and your club's url. If your club would like to run tournaments, let them know and they will also provide you with a tournament room. In return, Playchess asks only that you post their banner on your web site.

In any room, clicking on the Players tab provides a sortable list of the players who are currently in that room. You can sort on each of the columns and so, you can see a listing by name, by blitz or bullet rating, by title, by status (Playing, Kibitizing, Idle) by nationality, by rank, or even by their distance from you. You may find it interesting to learn that another Playchess member is nearby.

In any room, clicking on the games tab will permit you to see ongoing games activity. In the Broadcast room, you'll find ongoing international chess. In the Training and Teaching Room, you'll see the lessons that are underway.

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👑 Farkipapa	2463	2554		kle		Queen+	7211 km					
🖕 Spasov	2791	2546	GM	idle	-	King+	7919 km					
W Robert Gwaz	e 2764	2523	IM	ldie		Outen	12607 km					
XJuk	2404	2621		idle		Rook+	6129 km					
🗑 Danesz 🕅 1	2455	2506	IM	Kibitzing/Idle	11	Queen	7521 km		1970			
🕱 Schaakdwere		2500		•	Ξ	Rook	6613 km					
Berserker	2312	2479		Idle/Pause	Ā	Rook	6601 km					
W Friedul	2267	2477		Kibitzing/Idle	Õ	Queen+	6397 km		2005			
W Frager68	2859	2471			-	Queen+	6311 km			brind		
Sen-autorao	2739	2468	GM.	Kibitzina/Idle		Kina++	7580 km					
Analysis	p Follo	w (1997) P	icture	XX Rating Q	Show	v on map	R. Ping					

TIP: In the *Play and Watch* room Try selecting a strong player and then press "Follow" at the bottom of the window. In this way, you will be able to watch them play game after game.

TIP: If you are watching a game and want to explore a position, moving the pieces independently, you can go to the Home Ribbon and deselect Receiving Moves (or press ctrl-U). To restore reception, click the box or again press Ctrl-U.

TIP: While watching games, you can turn on the Online Database for perspective on the opening choices the players are making (While in the Game window ➡ VIEW ➡ Online Database) or also a chess engine to compare the player's moves with the Engine's recommendations (In the Game window ➡ HOME ➡ Default Kibitzer.

Slider	
Receiving Moves	
Moves	

C-essBase

TIP: You can challenge any player in the room simply by double-clicking on their name. Here, I am about to challenge Grandmaster Avrukh to a game of 3-minute chess.

hallenge		A
Challenge Ducats	· · · · · · · · · · · · · · · · · · ·	
Opponent	The second se	1917 (1919 - 1919 - 1919 - 1919 - 1919 - 1919 - 1919 - 1919 - 1919 - 1919 - 1919 - 1919 - 1919 - 1919 - 1919 -
Boris avrukh		and the
Clocks	Colour	
Time	3 Automati	c
Gain per move	0 White	
Conditions		
🔽 Rated	With Clock	
	🗌 Challenger Sends Ga me	
	K Cancel Anniv	

......

TIP FOR ADVANCED PLAYERS: Note that the games you observe on Playchess will be automatically downloaded (unless the player has prevented downloads) to a file called *MyInternetKibitzing*. You will not have to remember every detail. Indeed, you will later be able to study and share that game.

Diess Base

TIP: With the players listed, try clicking show on Map. Playchess will represent every player with a red dot on a globe. Use your mouse to move the globe and to zoom in and out. As you can see, the love of chess is, for many, a nocturnal activity.



Playing a Game

Enter the *Play and Watch* Room. You will see that there are four rooms from which to pick. The Main Playing Hall is indeed where most people play, though Beginners and Children are welcome too. Guests are permitted to congregate in the Café.

Now click on the Formula Tab in the Challenges pane. Here, you can set the conditions under which you are willing to accept challenges. Do you want to play only rated or non-rated games? Are you willing to wager in the local ChessBase currency, the Ducat (pronounced "Duck-et"). Do you want to exclude play against computers?



TIP: I click fast internet only. You will too after you have played a game or two against people on dial-up connections.



IMPORTANT TIP: Use of computers is expressly forbidden, and cheaters are unmasked daily. Simply put, don't cheat!

A note on ratings: For those unfamiliar with the idea of ratings, the idea is actually quite simple although the implementation can challenge statisticians. Essentially, you will gain points with each win, more against players rated above you and fewer against those rated below you. You also lose points with each loss, though fewer against players rated well above you.

A note on Playchess rankings: The players' list includes each player's ranking, which depends upon their rating, the number of games they have played on Playchess, and their experience on the server. All Grandmasters are Kings. International Masters are Queens. Those who have logged in more than 500 times gain a black symbol, the sign of an active player. The rank of Rook requires 100 logins, 1000 games, and a rating of at least 2300. The rank of Bishop requires 25 logins, 100 games, and a 1300 rating.

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DessBase

TIP: Highly rated players have little incentive to risk their ratings against lower rated players. In Playchess, some highly rated players will play you if you compensate them with the local currency, some number of ducats. The amount may be quite modest, but don't feel obligated to pay them. Most of us prefer to work our ratings up gradually. You will learn the most by playing people rated about 100 to 200 points above your posted rating.

Formula		X
Rate Duca	ted d its	 No Computers No Freestyle Fast Internet Only
Elo	0	- 3500 .
Time	1	- 120 -
Gain per move	0	- 0
Minimum Rank	Pawn	_
Min. Ducats to override elo 		
🗹 Activate		Reset
ОК	Help	Cancel

You can then set limits for the ratings of opponents you are willing to meet. If you only want to play 5 minute chess, set that limit here.

Many players prefer to set a time increment, a small amount of time that will be added to your clock so as to avoid crazy time scrambles. Such features are now available in most digital clocks and have emerged as the most popular settings at over-the-board tournaments.

You can also set the gain per move you are willing to consider in this formula window.

Once you set your preferences here and click OK, you will begin to get challenges.

As I write, here are mine. I can instantly accept challenges from more than 20 players. A few are interested in quick 1 or 2 minute chess. Two are interested in more thoughtful 10 and 20 minute games. One person has a slow internet connection noted by the red bar. Best to avoid that game. Better to favor those invitations from those with green bars.



TIP: Once you know what time limits and rating ranges you favor, update your preferences in the Formula tab. You will see fewer challenges, but they will indeed be the ones in which you are interested.

		Č ateli i i		An that is a second		(Witeria.
Challenges Eve	nt Calendar						
Opponent	Conditions	Elo	Clocks	Your col	Ducats	Conne	Туре
Feinschmec	Rated	1346	10 min	Automatic			Seek
🖊 Jumperjack	Rated		20 min	Automatic			Seek
Command	Rated		6 min	Automatic			Seek
Atmaca_1525	Rated	1191	2 min	Automatic			Seek
🔶 Patzer	Rated	1519	2 min	Automatic			Seek
Meandros	Rated	1729	1 min	Automatic			Seek
🖊 MagicMAG	Rated	1700	5 min	Automatic			Seek
🔶 RamizD	Rated	1541	2 min	Automatic			Seek
🔶 Ofir	Rated	1738	5 min	Automatic			Seek
🔶 Evinc	Rated	1422	1 min	Automatic			Seek
🔶 ILDIKE	Rated	1650	5 min	Automatic			Seek
🔶 NebojsaL	Rated	1934	1 min	Automatic			Seek
🗣 Psalamon82	Rated	1780	3 min	Automatic			Seek
🔶 Videz	Rated	1537	7 min	Automatic		6 .44	Seek
🔶 Skandinavk	Rated	1862	3 min	Automatic			Seek
🔶 Joio	Rated	1505	5 min	Automatic			Seek
🔶 Radiergummi	Rated	2057	3 min	Automatic			Seek
🔶 Slo13	Rated	2201	3 min	Automatic			Seek
🔶 Skobac	Rated	1406	2 min	Automatic			Seek
Dukekuuks	Rated	1964	3 min	Automatic		200	Seek
🕑 Accept 🗙	Delete 🗼	Modify	Seek	F ormula	19 10 10 1 1 1 10 10 10 10 10 10 10 10 10		

TIP: People are more likely to play with you if you have a relatively fast internet connection. Don't play 1 minute or bullet chess if you are connecting by dial-up. It will be tough to get a game, and your opponents will get annoyed with your internet lag.



TIP: Challenges directed at you will appear in the Challenges pane. You can accept, decline, or modify the conditions of the challenge.

TIP: The fastest and easiest way to play is to press SEEK. Here, I am about to request a three minute game against anyone in the player population who meets the criteria set in my formula.

.....

	Seek			X
Name of	Seek	Ducats		
	Cloc	ks		
		Time	3 🐳 3 🛋	
		Gain per	move 0 🔹 0 🔄	
	Ē	Bullet	Fast Normai Siew	
-	Con	ditions	Colour	
ļ	V	Rated	Automatic	
1000	3	With Clock	White	
10. 10. 10. 10. 10. 10. 10. 10. 10. 10. 10.			DidCk	
			OK Cancel Apply	ep



TIP: If you just want to watch or hang out without facing any challenges, mark the Pause box in the lower right corner of the Challenges pane.

TIP: When you click once on a potential challenger, Playchess will inform you at the bottom of the Challenges pane to what extent a win, loss, or draw will affect your rating, as well as your opponent's current internet time lag.

Elsas => Your Elo change: Win = 2299 (+16), Draw = 2282 (-1), Loss = 2265 (-18) [Lag 0.36s]

The Game Begins

Once you accept a challenge, or someone accepts yours, you will be playing. To move, you can drag a piece to its destination square. Note that once made, you cannot take back a move. And your games are public. Just as in real life or at tournaments, people can watch you play. As your rating grows, they often do.

Here's the ribbon at the top of the game board. If your connection fails, you can press reconnect. You can resign, often an honorable decision. The Game of Kings appreciates when you applaud an opponent, win, lose, or draw, especially when their play impresses. You can use the functions in the ribbon to resign, to offer a draw, to seek a rematch, a wise choice against a prized opponent, and you can seek to adjourn or abort if your phone rings or life otherwise intrudes.



➡ Account Ribbon ➡ Played games.

Setting preferences for play

There are some special techniques available during play.

To examine and change your settings on Playchess, go to ➡ FILE ➡ Options.

Games	Games		
Chat Auto reply Filter Players Sound Globe Settings Drawn Globe Language Units Design	Single click ent Off Premove Off V Always promo Always promo Mark Move W Square Marke Force 2d boar Use DGT boar V Ping incomine Spy Show opening	(Fy (a) Normal (b) Normal (c) Normal (Aggressive Aggressive
OK	Apply	Help	Cancel

Here's where you can switch on Single Click Entry. With this feature activated, you need not drag the pawn from e2 to e4. All you need to do is to click on e4. So long as the pawn is the only unit that can move to e4, Playchess will carry out your move.

Pre-move permits you to commit to your next move by making it even before your opponent has moved. You will be committed to making the move, but if it really is the move you will be making, you can use this technique to avoid any commitment of time.

TIP: To save time in Bullet chess, I have thought through my opening repertoire with regard to when I can move with a single-click and when I can pre-move. Every second counts!

TIP: Pre-move is especially useful during long forced sequences and in the endgame when you have very little time left. Many players learn to rely on Pre-Move to complete a game even with less than a second on their clock. Imagine, for example, using the technique to advance and then queen a pawn, and then to use the queen slowly to effect the final checkmate, all without using any time!

TIP: I even use pre-move to make my very first move when I am playing Bullet chess. Even with Black, I pre-move 1...c5. Of course, there is a danger. 1...c5 is quite poor after White's 1.b4!

TIP: I have checked Always Promote to a Queen because I play a lot of bullet chess. The queen promotion is almost always correct, and checking this box saves time during the game. Of course, the danger is that you will need to underpromote. That's only happened to me once, and there was nothing then that I could do about it in the seconds remaining in the game.

Dropping (not losing) pieces

Many players anticipate their next move by selecting a piece and holding it above its likely destination square. If our opponents make a move that we anticipated, we only need to let go, essentially making our move very rapidly. Of course, our opponent may make a move that requires some other choice, requiring that we reject the drop.

Chess Clocks

Playchess provides a standard double clock to record the time taken by both players. Making a move stops your clock and starts your opponent's. The time taken by White and black are well marked.



Here, White has 18 seconds remaining. Black has just 10 seconds. You can switch to an analog clock by right-clicking on the clocks, but few players find these displays useable for rapid play.



TIP: Here's the clock configuration I prefer in blitz and bullet game. I can instantly see who has more time simply by glancing at the color of the time difference. For this clock, right-click on the clock, select Time difference, and then size your clock window to see all three lines.



The verdict when the time runs out?

As in tournament chess, when you run out of time, you lose. It really can happen though I find that beginners, when confronted by the clock, overcompensate by playing much too quickly.

Playchess relies upon FIDE Draw rules. Most players would regard the following position as a draw, regardless of whose move it was. White cannot force Black's king out of the corner. But if Black loses on time here, Playchess will view this as a win for White because White could win were Black to blunder by inching his king towards the queenside. At issue simply is whether a win is possible, not practical.



Your Playchess rank

You get a rank when you play on Playchess. Playchess immediately awards all FIDE Grandmasters (GMs) with the rank of King. International Masters (IMs) immediately gain the rank of Queen.

Rank	Login Days	Games	Strength
Pawn	0	0	0
Knight	6	10	0
Bishop	25	100	1300
Rook	100	1000	2300
Queen	400	2000	2450
King	600	5000	2600 (Bullet 2700)

Here's how playchess determines your rank:

You can lose rank if you talk abusively on chat or if you are caught using a computer during play.

You can see your own rank in \Rightarrow Account \Rightarrow Rank Information.

The server will also show you the rating required to achieve the next rank.

Players who have logged in more than 500 times automatically will have their rank shown with a black piece symbol . You can therefore tell quickly which players have the most experience on Playchess.

The Very pool of this has to support and to use Disaster of a

TIP: You need a rating of bishop to run tournaments and to use Playchess's broadcast facility.



Playchess Tournaments (Competing for fun and profit)

I will never forget my first tournament game.

I had been playing avidly in school, I had joined the US Chess Federation, I consumed their magazine and every chess book I could find, and now I wanted to compete. My first tournament was the New England Open, the Booster Section. I was paired against a much older player. The game went on and on and on for 70 moves. It was not well played on either side, but I remember the game more for my hunger in the fifth hour. I had never gone so long without eating when my opponent reached under the table, brought up a brown paper bag, and took out a full spread, a sandwich, a drink, and even a slice of pie. He was clearly better prepared for this encounter than I was!

I have played tournament games with bands playing nearby, amid hundreds of noisy children, and in conditions that were too hot, too cold, dimly lit, or run by incompetent directors.

The real problem for players, of course, is not so much the conditions at tournaments but the fact that tournaments occur so infrequently. That's where we gain an opportunity to hone our craft and to test abilities against others.

Now, with Playchess, I can play in tournaments at any time of the day or night and, at the same time, control my local conditions. Here in my chess study, it's quiet, well lit, it's not too hot or too cold, and there's always something tasty to eat and drink.



510th Fridays Blitz Tournament

11.10.2013 Friday-evening, 8 pm (start of the registration) is the time of the Friday-Blitz-Tournament. We will play nine rounds blitz (5+0) in Room Official A. No entry fee, prize-fund 720 free severdays. Invitation Tournaments Official A.



583rd Fast Blitz Tournament

10.10 2013 This evening, 22 00h (start of the registration) in Official A we will play Fast-birtz: 9 rounds swiss, 3+0, for a prize-fund of 720 free server days. No entry fee. For all further details see Turnierraum Offiziell A



93rd Wednesdays Blitz Tournament

os.10.2013 This evening, 18.00h (start of the registration) in Official B we will play Blitz: 9 rounds swiss, 3+2, for a prize-fund of 720 free server days. No entry fee. For all further details see Tournaments Official B.



588th Tuesdays Bullet os.10.2013 13 rounds swiss, 1 + 0. Registration starts at 19:45 in Official A, the tournament starts appr. 20:00. No entry fee, prize-fund 720 free serverdays. Invitation Turnierraum Offiziell A



580th Mondays Blitz Tournament

o7.10.2013 Monday-evening, 8 pm (start of the registration) is the time of the Monday-Blitz-Tournament. We will play nine rounds blitz (5+0) in Room Official B. No entry fee, prize-fund 720 free serverdays. Invitation Tournaments Official B

Signing up

Within Playchess, select the Tournament Room, the place where the tournaments will take place. The information tab lists the main tournaments during the week, but there are also informal tournaments every day. As you can see from the listings in the information pane above, blitz and bullet tournaments are especially popular. Prizes range from simple applause, which some players crave, to free server days, very real extensions of your membership.

Tournament invitation from Assur in room 'Tornei > Standa privata 2'; #1 ALLII And good evening: Bullet Tournament in Private 2. Join now and play 1+0. 5 rounds: It starts NOW!!! Winner will get an applause JOIN IN IT

TIP: Notices of upcoming events appear with regularity in the chat window in every room. The notices contain the name of the event, the time limit, and the sub-room in which the event will occur.

When you are interested in joining an event, go to the Room Pane and click on the tournament room in which the tournament will be taking place. I am writing on Friday, October 11. The Blitz tourney starts in "Official A" at 2:20 pm my time (2:20 CET with registration opening at 2:00 CET).

A message will appear within Chat when registration opens.

Einladung zum Turnier von Reinhold_Goldau im Raum "Turniere > Offiziell A": Hello dear Chessfriends and welcome to our weekly Servertournament. We play 9 rounds a 5 min, start 8.20 p.m. Servertime. First 5 places and 10 lp (ending 5) get Serverdays. Good luck players, have fun and play fair!

Go to \Rightarrow Tournaments \Rightarrow Official A \Rightarrow Click on the Player tab. You will see your name as well as a growing list of interested participants.

Name	Blitz	Bul	Title	Status	Nat	Rank	Distance	Social	Slow	Internet
Jedwards	2283	2142	IM		***		0 km			
🚊 X-knight	1134	1089		Idle	* 2 C	Bishop	10593 km		1450	40 - 4
🖾 Daniil02	1658			Idle		Knight!	6654 km		1939	
🚊 Stantolo	1902	1683		Registered		Bishop!	6927 km		1909	
🖄 Hermann53	923	854				Knight!	6568 km		1185	
🛕 Alex Kalash	1897	2052				Bishop+	7097 km			
🚊 Chase the s	1717	1726			ا المناقب ا	Bishop	6565 km			
🖄 Doutzen	1441	1318		Idle		Knight!	6515 km			
🛕 Speedweb	1670	1669				Bishop+	14955 km			
🖄 Machma	1996	1813				Knight	6254 km			898.888
🔔 Rudolph	1530	1601				Bishop+	6525 km		1835	
🖈 Reinhold_G	1703			TDirector		Sysop++	6270 km			
👲 Mandy-Marie	1231					Bishop!	6436 km		1538	
🛕 Gkekg	1751	1612			Summer of	Bishop+	6558 km		1786	
🛕 Mishin1	1813	1545				Bishop+	8008 km		2047	
🛕 Traian	1577	1339				Bishop+	7903 km			
🛕 Yates73	2039	2211		Idle	Č	Bishop+	6435 km		1880	
CarlosOlivas	1600	1517				Knight!	3340 km			
🚊 Udogol	1747	1858				Bishop	6337 km			
🛕 Marabu	2091	2104			and All for the second	Bishop+	· 68 km			
📥 Bearded	1362	1392		Pause		Knight+	6121 km		1748	
🊊 Lotleip2	1956				and the second s	Bishop!	6452 km		1990	
② Bobo2012	2153	2050				Knight	7736 km		2054	
🛕 Newspirit	1809	1739		Idle	Sector and	Bishop+	· 6562 km			1222
🚊 Lippo	1930	1729				Bishop!	5965 km			
👑 PeterGrif	2607		IM		\mathbf{O}	Queen	7676 km			
🛕 Lara12apr	1858	1613				Bishop+	7825 km		1502	
🚊 Fierce king	2110	1922				Bishop	7668 km			
👷 John1958	2112	1830				Bishop	6562 km			
🚊 Marttinen j	1844	1656			+	Bishop	6716 km			
Richard Sch	1783	1902		•••••	,	Bishon	5917 km			
Join Event	🖝 Fol	low 🖬] Pictu	re 🛠 Rating	🧌 Sho	w on ma	p 🔒 Ping			

A Join Event

At the bottom of the Players window, click on Join Event.

Your status will change to "Wants In" and soon thereafter as "Registered" when the Director officially enters you into the event.

You will also see messages from the Tournament Director in the Chat window:

Reinhold_Goldau: You are in Jedwards Reinhold_Goldau (To all): **510 Fridays Blitz-Tournament** Reinhold_Goldau: You are registered. Jedwards TIP: If you change your mind about playing, Click on "Don't Join" which will now replace the Join Event button.

⊃essBase

TIP: If you prefer, you can simply watch the games, which will all appear in the games tab as they are being played. In the Games tab, double click on the tournament name and you will see ten of the games at the same time. Click on one to watch it intently, or use the tab key to switch from game to game.



TIP: As each round starts, a game window will automatically open. If you are White, move!

TIP: Continue to check the Chat window for messages from the Tournament director. He will give you a heads up regarding the start of each round. These alerts are especially important in Bullet events where every second counts.

TIP: After you have completed your game, if others are still playing, check out the games of the players you may face later in the event.

NDTE FOR BEGINNERS: You will need to obtain at least the rank of Knight in order to compete in most tournaments. As a result, Guests and Pawns are unable to compete there. The rank of Knight requires that you have at least 6 login days and have completed at least 10 games. There is no minimum rating requirement to compete in most events. Some events do have rating floors or ceilings.



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TIME TIP: Most tournament times are posted in the CET (Central European Time Zone) which is 6 hours ahead of my Eastern Time Zone. And so, a tournament scheduled for 8:00pm CET will start at 2 pm for me (Eastern Standard Time) and 11 am in the western US.

Different types of tournaments

Playchess supports five different tournament types.

In *Round Robins*, each player plays against every other player. Players can get an additional game with the White or Black pieces. In double round robins, players play each other twice, once with White and once with Black.

In *Knock Out Tournies*, players are seeded by rank. The highest rated player will then compete against the lowest rated player, with the winner advancing. If there are no upsets, the top rated player will compete in the final match against the second highest rated player. Some of these knock out matches require a certain match score or a certain number of wins. In tiebreak games, White receives more time but must win to advance. In practice, the first rounds eliminate the weakest players, but upsets do happen from time to time.

Swiss System events are very popular. Here, players with the same score will generally be paired. Given enough length, only one player can emerge with a perfect score. Unlike Knock out tournies, all competitors will have the opportunity to play in later rounds, even if they have a disappointing score.

There are also Scheveningen System team competitions, essentially round robins between two teams.

Playchess also supports manual pairings, which are mainly used for match play between two players.

Here's a typical crosstable for a completed event. When you enter an event, the crosstables will be updated during the event under the Info tab for the tournament room you are in.

510 Fridays Blitz-Tournament 2013 (TD: Reinhold_Goldau, Time: 5 min, 9 rounds)

				1	2	3	4	5	6	7	8	9	[```		
1	PeterGrif	Ò	2607	• 1/17	0 1 /16	+ 1/13	◊ 1 /26	+ 1/48	+ 1/3	\$ %\$ 7	0 35/8	+ 1/9	8.0/9		
2	Zburatorul_		1740	¢ 1 / 97	+ 1/51	+ 1/14	\$ %/9	¢ 1/6	+ 0/7	¢ 1/19	+ 1/26	01/3	7.5/9		
3	8o0ar		2100	• 1/28	+ 1/88	0 1/80	♦ 1/ 12	• 1/8	0 0/1	+ 1/27	\$ 1 <i>1</i> 7	+ 0/2	7.0/9	40.00	
4	Machma		1996	• 1/25	≎ 1 /55	+ 0/7	♦ 1 /88	• 1/39	0 1 /50	\$ 1/12	+ 0/9	+ 1/14	7.0/9	36.00	
5	Don59as	•	2077	+ 1/61	≎ 1 /42	1/87	0/8	0 1/49	+ 0/12	¢ 1/31	\$ 1/27	+ 1/7	7.0/9	35.00	
6	FMGracz		2109	0 1/35	0 1 /69	• 0/12	≎ 1 /8 1	+ 0/2	\$ 1 /11	+ 1/49	\$ 1/13	+ 1/8	7.0/9	33.00	
7	K_Firat		1713	0 1/1 06	+ 1/36	\$ 1/4	• 1/10	+ 1/9	0 1/2	+ 1/2/1	+ 0/3	0/5	8.5/9	40.50	200.000-02970-0786
8	Superfin		2243	0 1/53	+ 1/30	0 1/86	+ 1/5	◊ 0/3	◊ 1 /51	+ 1/13	+ 75/1	¢ 0/6	6.5/9	38.00	
9	Segelflieger		2206	• 1/52	\$ 1 /67	0 1/19	• 1/12	◊ 0/7	¢ 1/21	+ 1/48	\$ 1/4	\$ 0/1	6.5/9	36.00	
10	Bobo2012	L	2153	• 1/71	¢ %/39	• 1/50	0 0/7	+ 0/21	+ 1/41	0 1/42	• 1/19	\$ 1/12	6.5/9	30.00	
11	Centar jug		2065	0/22	+ 1/47	+ 1/55	0 %/21	0 1/42	+ 0/6	\$ 1/54	+ 1/39	\$ 1/20	6.5/9	29.00	
12	Stantolo		1902	+ 1/76	0 1 /83	◊ 1/6	+ 0/3	+ 1/14	¢ 1/5	+ 0/4	¢ 1/28	+ 0/10	6.0/9	35.00	
13	Bauerpower		1977	0 1/47	+ 1/22	♦ 0/1	+ 1/17	• 1/52	♦ 1/48	¢ 0/6	+ 0/6	\$ 1/21	6.0/9	33.00	
14	LX_Procene		2061	• 1/64	+ 1/54	0/2	• 1 <i>1</i> 69	00/12	¢ 1/22	+ 1/52	+ 1/29	¢ 0/4	6.0/9	32.00	
15	Dg19de		1947	0 1/45	+ 1/95	0/48	♦ 0/23	0/53	+ 1/36	+ 1/55	0 1/31	+ 1/30	6.0/9	27.00	
16	Alex Kalashnikov		1897	0 1/72	+ 0/1	0/22	+ 1 /6 6	0 1/35	• 0/31	\$ 1 <i>1</i> 70	0 1/32	• 1/27	6.0/9	26.00	32.00
17	Ppngh	11	1804	◊ 0/1	0 1 /59	• 1/73	♦ 0/1 3	+ 1/86	◊ 0/29	+ 1/57	• 1/51	\$ 1 /34	6.0/9	26.00	31.00
18	Rahau		1918	♦ 0/56	+ 1/84	0/28	0 1 /63	+ 0/43	\$ 1 /47	+ 1/45	¢ 1/52	+ 1/35	6.0/9	24.00	
19	Lillifee		1921	• 1/37	0 1/32	+ 0/9	• 1/122	0 1 <i>1</i> 65	≎ 1 /20	+ 0/2	0/10	\$ 1/41	5.5/9	30.00	38.50
20	John1958		2112	♦ 1/23	+ 1/21	+ 0/49	0 %/39	0 1/41	+ 0/19	\$ 1 /50	+ 1/40	+ 0/11	5.5/9	30.00	34.00
21	Marttinen jussi	H	1844	• 1/68	01/20	0 1/95	• %/11	0 1/10	+ 0/9	¢ 1 <i>1</i> 65	¢ 1/24	+ 0/13	5.5/9	29.00	et an haisteatha
22	Me_lium	*	1689	• 1/11	¢ 0/13	• 1/16	¢ 1∕s/19	◊ 1/82	+ 0/14	+ 0/40	\$ 1/4Z	• 1/39	5.5/9	27.00	
23	Udogol		1747	+ 0/20	∲ 1 /78	+ 1/34	¢ 1/15	• 0/51	\$ %/39	+ 0/24	+ 1/65	¢ 1/40	5.5/9	26.00	
24	APOKALIPSA		2016		<u>.</u>	• 1/59	◇ 1/64	• 1⁄2/31	¢ 1/71	¢ 1/23	+ 0/21	\$ 1 /28	5.5/7	23.50	
25	Bungatow		1671	♦ 0/4	+ 0/97	+ 1/99	≎ 1 /36	• 1/6/81	0/40	+ 1/71	0 1/54	0 1/51	5.5/9	21.50	
26	Lev123	8	2096	0 1/38	♦ 1 /60	♦ 1/81	♦ 0/1	0 1/33	≎ 0 / 27	+ 1/53	00/2		5.0/8	32.00	
	Second a second assessment of the second					Second Contents			2	Contraction of the local division of the loc	-	COLUMN TO SHOW TO	-		

Running a tournament

There are chess players who much prefer organizing events to playing in them. We players owe them enormous thanks because they provide the tournaments in which the rest of us compete.

Registered users with the rank of a bishop or more are permitted to start a tournament.

Click on the room in which the tournament will occur, perhaps Private 1.

Now press ➡ FILE ➡ New ➡ Tournament

That will bring up the following dialogue box. Select the tournament type you want to run, set the number of rounds, and, assuming that you want the games to be rated, be sure that the rated box is checked. If you pick a Round Robin, you will have the opportunity to set it as a single or double round robin.

Settings (Settings)	x
Туре	Swiss sytem 💌
Rounds	9 Double rounds
 Wins needed Best of Max games 	2 2nd round 2
✓ Match	🔽 Rated
	< Back Next > Cancel Help

Clicking on the next button will bring up a dialogue box regarding your tourney's time controls.

		• 11	rtan. Tal	279-06. 127-75		l se frans Maria		X
Time control	3	•	Min.	0	•	Sec.		
Time penalty	1	•	Min. /	2		Draw(s)		
Playoff bonus	1		Min.					
Pause	20		Sec.					
[see Ba	ck)	Next	Na san	Ca	ncei	Hel	p

Finally, set up your tourney's name and your invitation, which will reach all players on the Playchess server who have a Chat pane open and who have a rank of knight or higher.

ournament Assis	tant	×
Title	Jedwards's Swiss sytem	
Invitation	Come one, come all 3 min, 9 round Swiss in Private 1	
		<u>.</u>
	< Back Finish Cancel	Help

Players will now find their way to Private 1. You can decide which players to permit into your event. Simply right click each name and select ADD or REMOVE. You can even use CTRL-A to select and add multiple players. Along the way, Playchess will provide a tournament management dialogue. With it, you can start rounds, send messages to participants, fix results. The crosstables will be generated automatically.

Daily events

Each day's events are listed under the Events tab in the Challenges pane. Events often include tournaments and premium broadcasts. Here are the events for Monday, March 3, 2014.

Challenges EventCalendar	and the second secon			
Even	Room	Type	Date	Tune
ONEW: Playchess App for Android, iP ad and iPhone now available for free in the AppStore.	Main Playing Hall	Chet	Sunday	07:00
Proychess for Android - http://www.chessbase.com/newsdetail.asp?newsid=B456	Main Playing Hall	Chat	Sunday	07:00
O You want to play SLOW games in a Teamleague? Some teams still need players of different ratings for th		Other	Monday	06:00
A European Champpionship 2014 in Yerevan Armenia with Bacsot, Eljanov, Jakovenko, Korobov, Malakhov,	Broadcasts	Relay	Monday	06:00
Subjanun İnternational Master Valen Lilov, rated above 2400, starts a new lecture serves on Posychess, Mo.	Beo di 20 miti	***	2 * G.A.	1.00
X MONDAY'S BLITZTOURNAMENT - Our Evergreen in Classical Blitz - nine round swiss, 5+0, prizes for the		Tournament	Monday	14:00



Preserving and annotating your games (Because you must)

My Uncle Joseph Platz, who studied with Emanuel Lasker, always emphasized that to get better, players need to subject their own games to intense scrutiny. Short of having a Grandmaster or expert teacher as a personal coach, I cannot think of a better way to scrutinize one's games than with ChessBase.

Of course, to begin the process, you will need to enter your games into ChessBase. My personal games are in three separate databases. As I play my correspondence games, I keep them up-to-date in a personal database, *MyCorr*. When I return from tournaments, I enter and save all of my games in a personal database *MyGames*. And the games that I play through Playchess are automatically stored in *MyInternetGames*. The automatic saving of games into this latter database is one of the reasons that I prefer to play all of my internet games on Playchess. (See Scenario 5.)

I carefully compare the openings in each game to those contained in the online database, taking careful note of the errors that my opponents and I have made. There's no point in making mistakes if you are not going to learn from them. I monitor my middlegame and endgame play with one or more of the engines, again taking note of missed opportunities. Over time, ChessBase can provide me with statistics for each opening. My record against the French Defense is admirable. Against the Caro-Kann, much less so. It may be that my opening choices don't mesh well with my style or that I need to spend more time there in preparation.

In Scenario 5, I reviewed how to enter your games into ChessBase. Now that they are there, let's annotate them. That's what this scenario is all about.

Annotating your games

After entering or while you are entering the moves of your game, you may want to add explanatory variations, references to similar games, textual commentary, evaluation marks for moves (!, ?, etc) and for positions (+-, \pm , =, etc).

To enter "Marks" and "Evaluations", select the INSERT tab of the board ribbon, and then click on the word Annotations. That brings up the symbol palette. If you are heavily annotating the game, this window will stay open while you work on different moves.

Symbol Palette	X
I ? !? ?!	III (??) 💽 📭
	C ⊕ N
Text	
Before Move	After Move
Variation	το του το
Start	End Variation
Promote	Delete

As you can see, you can easily add move and position evaluations, as well as the commonly used symbols used to express chess ideas (Novelty, better is, with the initiative, with the attack, with the idea of. etc).

You can bring up a somewhat more comprehensive selection by selecting either Set Mark or Set Evaluation under the word Annotation. Here, rather than being confronted with the symbols, you will see the English language equivalents.

TIP: You can also bring up these Annotations by right-clicking on the move and selecting from the available choices.

.....

..... TIP: Running your cursor over each symbol will provide an explanation of what the symbol represents.

Adding variations and commentary

To enter a variation, go to the INSERT tab of the Games ribbon and select ENTER VARIATION. When you have completed entering the variation, you can simply click on any part of the game score, or select END VARIATION.

TIP: The simplest method of adding a variation to the game is with the "T" key. Pressing the "T" backtracks a single move in the position and permits you now to add a variation simply by moving a piece or pawn. Many have come to call these T-Notes." There is no practical limit to the number and length of such variations. In ChessBase versions past, West German Grandmaster Robert Huebner, famous for the intensity of his annotations, became the first to reach that limit. I have not heard of anyone reaching a limit in the current versions.

 TIP: You can also press the button in the slider to retract your last move and insert the next move you make on the board.

To add textual commentary, once again go to the INSERT tab of the Game Board window and select Text Before move or Text After Move.

TIP: With the move highlighted, simply press Ctrl-A to add text. Use Shift-Ctrl-A to insert text before a move.

If you prefer, you can cut and paste from a word processor.

Enter est after max	
All English Deutsch Francais Espanol Italiano Nederlands Portuguese Polska	Arriving at a comfortable position for Black. Development is normal save for the Qa5, which serves little function once Black castles.
ОК	Heip Cancei

Depending upon your audience and ambition, you can enter your text in more than one language!

Here is a brief look at one of my games that is heavily annotated with variations and with textual commentary.



Merging games

Games in a database will typically include games with no notes, no variations, and no annotations. But games that are important to us warrant special handling. You will want to include variations that help to explain the decision making at key moments, it's fun to include text that explains clearly why moves were played, and it's also common to integrate in other relevant and illustrative games.

In my correspondence games, I typically create separate databases for each game. Those databases might include games in that opening, or games that reached similar middlegame or endgame positions. ChessBase also permits you to merge games together, and you may want to do so for many reasons.

You can have all of the important games in one convenient place, especially the game from which the main game departed.



TIP: You can use merge to create a single game that includes all of your thoughts about a key variation. These opening repertoires may be very large indeed, in some openings including hundreds of annotated games. As you play through the lines, you can promote variations that correspond to your main choices. And by seeing the lines over and over again, you are much more likely to remember the analysis.

Once you locate the relevant games, ChessBase makes it very simple to merge them.

The simplest example: Having just completed a game, we want to find and integrate into our notes the games that reached the critical opening position.

In 1987, I played white in this correspondence game against Peter Rimlinger:

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e5 5.Nb5 a6 6.Nd6+ Bxd6 7.Qxd6 Qf6 8.Qd1 Qg6 9.Nc3 Nge7 10.h4 h5 11.Bg5 d5 12.exd5 Nb4 13.Bxe7 Kxe7 14.Bd3 Nxd3+ 15.Qxd3 Qxd3 16.cxd3 Rh6 17.0–0–0 Rg6 18.g3 Bg4 19.Rd2 f5 20.Re1 Kd6 21.d4 e4 22.b4 Bf3 23.b5 Rc8 24.Rc2 Kd7 25.bxa6 Rxa6 26.Kd2 Rc4 27.Rb1 b6 28.Ke3 Ra3 29.Rb3 Rxb3 30.axb3 Rb4 31.Kf4 Bg4 32.Ke5 Rxb3 33.d6 Kd8 34.Ne2 Rb5+ 35.d5 Rb1 36.Nf4 1–0

After 17...Rg6, there are only three other games in ChessBase's online database, and so I merged them in. Click on the three highlighted games \Rightarrow Restore Game \Rightarrow Right-Click in the highlighted area \Rightarrow Copy to Notation. If any of the games contain annotations, ChessBase will ask if you want to include those annotations. Here's the new notation from the game after these steps:

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e5 5.Nb5 a6 6.Nd6+ Bxd6 7.Qxd6 Qf6 8.Qd1 Qg6 9.Nc3 Nge7 10.h4 h5 **11.Bg5 d5 12.exd5 Nb4 13.Bxe7 Kxe7 14.Bd3 Nxd3+ 15.Qxd3 Qxd3 16.cxd3 Rh6 17.0–0–0 Rg6 18.g3** [18.Rhe1 Kd6 19.d4 exd4 20.Rxd4 Rg4 (*20...Rxg2 21.Ne4+ Kd7 22.d6 Kc6 23.Re3 Bf5 24.d7 Rd8 25.Nd6 Bxd7 26.Rc3+ Kb6 27.Nxf7 Rg1+ 28.Kd2 Rd1+ 29.Kxd1 Ba4+ 30.Ke2 Rxd4 31.Rg3 Bb5+ 32.Ke3 Rd3+ 33.Kf4 Rxg3 34.fxg3 Bc4 35.Nd6 Bxa2 36.Kg5 Kc5 37.Nf5 g6 38.Kxg6 Bb1 39.Kg5 b5 40.g4 hxg4 41.Kxg4 a5 42.h5 Ba2 43.Kg5 a4 44.h6 Bg8 45.Kg6 b4 46.Kg7 a3 47.bxa3 bxa3 48.Kxg8* 1–0 (48) Domanski,R-Halwick,F USA 1989) 21.Rd2 Bf5 22.b3 Rc8 23.Kb2 Rxh4 24.Nd1 b5 25.Re3 Re4 26.Rc3 Rxc3 27.Kxc3 g5 28.Ne3 Bc8 0–1 (28) Anderson,J-Cuthbert,P England 1993] **18...Bg4 19.Rd2 f5 20.Re1** [20.d4 e4 21.Rc2 Rd6 22.Kd2 b5 23.a3 g6 24.Ke3 Rc8 25.Rhc1 Bf3 26.Na2 Rxc2 *27.*Rxc2 Rxd5 28.Nb4 Rd6 29.Rc7+ Ke6 30.Ra7 Bd1 31.Rxa6 Rxa6 32.Nxa6 Kd6 33.Nb4 Bb3 34.Kf4 Be6 35.Kg5 Bf7 36.Kf6 Be8 37.b3 Bd7 38.Kxg6 Ke6 39.Kxh5 1–0 (39) Carnstam,T (2435)-Versavel,F corr 1999] **20...Kd6 21.d4 e4 22.b4 Bf3 23.b5 Rc8 24.Rc2 Kd7 25.bxa6 Rxa6 26.Kd2 Rc4 27.Rb1 b6 28.Ke3 Ra3 29.Rb3 Rxb3 30.axb3 Rb4 31.Kf4 Bg4 32.Ke5 Rxb3 33.d6 Kd8 34.Ne2 Rb5+ 35.d5 Rb1 36.Nf4 1–0**

TIP: As a matter of course, when I annotate games, I try to identify the novelty, the new move. In the above game, that new move is 20.Re1, and so including the Carnstam-Versavel game might make sense. Of course, that game was played after mine, and so I might include others as well, reminding readers and myself of the information I had at my disposal when I made my moves.

Finding novelties

ChessBase offers a much simpler way of finding the move that departs from existing theory. I opened a game at random, Gaspar-Prizker, 1998.





I then asked ChessBase to identify the novelty. With the game board open

→ Report → Novelty Annotation.

ChessBase now transforms the game score, identifying the new move, 15... d5, marking it in blue as a critical opening move, and adding two games to the annotation, a game that it defines as "relevant" as well as the novelty's "predecessor."
Gaspar,Lucien 2160 - Prizker,Boris 2190 0-1 A31 Luxembourg-chT 9899 (4) 22.11.1998

1.d4 Nf6 2.c4 c5 3.Nf3 cxd4 4.Nxd4 b6 5.Nc3 Bb7 6.f3 e6 7.e4 d6 8.Be3 a6 9.Be2 Be7 10.0-0 0-0 11.Qd2 Nbd7 12.Rfd1 Rc8 13.Rac1 Re8

[Relevant: 13...Qc7 14.b3 Qb8 15.Bf1 Rfe8 16.Qf2 Bd8 17.g4 h6 18.h4 Ne5 19.Bh3 Ng6 20.g5 hxg5 21.hxg5 Nh7 22.f4 e5 23.fxe5 Nxg5 24.Bxc8 Qxc8 25.Bxg5 Bxg5 26.exd6 Qg4+ 27.Qg2 Be3+ 28.Kh1 Qh5+ 29.Qh2 Rxe4 0-1 (29) Bokros,A (2501)-Van Wely,L (2679) Bastia 2010]

14.Bf1 Bf8 15.Qf2 d5N

[Predecessor (14): 15...Qc7 16.b4 Qb8 17.a3 Be7 18.Nb3 Bd8 19.h3 Bc7 20.Kh1 h6 21.a4 d5 22.cxd5 Bg3 23.Qd2 exd5 24.Nxd5 Nxd5 25.exd5 Rcd8 26.d6 Nf6 27.Bxh6 Ne4 28.fxe4 Rxd6 29.Bf4 Bxf4 30.Qxf4 Rxd1 31.Qxb8 Rxf1+ 32.Rxf1 Rxb8 33.Rf4 Rc8 34.a5 Rc4 35.axb6 Rxb4 36.Nc5 Rxb6 37.Rf2 Bc6 38.Ra2 Bb5 39.Kg1 Rc6 40.Nb3 Bd3 41.Ra5 Rb6 42.Ra3 Bb5 43.Nd4 Rd6 44.Nf3 Rd3 45.Ra1 Nakamura,H (2601)-Stocek,J (2557) Philadelphia 2004 ½-½ (99)]

16.cxd5 exd5 17.exd5 Nxd5 18.Nxd5 Rxc1 19.Rxc1 Bxd5 20.Bxa6 Bxa2 21.Rc8 Qe7 22.Nf5 Qe6 23.Rxe8 Qxe8 24.Bb5 Qc8 25.Qd2 Nf6 26.Nd6 Qe6 27.Ne4 Nxe4 28.fxe4 Qxe4 29.Bxb6 Qb1+ 30.Kf2 Qf5+ 0-1

Award yourself a medal!

My students have many more trophies than I do. I grew up in an age when there were few scholastic events. The height and breadth of my largest trophy, for winning the US Correspondence title, pales when placed next to the mountainous hardware that my students get at the nationals or even state scholastics. I always ask them to bring the trophies to their classes in my home. For an hour, the hardware become mine, and I'm happy to keep every trophy that they leave behind. Of course, they never do. Call it trophy envy, I suppose, but I have more than made up for it by awarding myself ribbons for the best games that I have played.

To do so, open a worthy game, select the move at the beginning or end of the game, or a critical moment in the game. ➡ Right-Click on the move ➡ Special Annotation ➡ Set Medal

Methode	
🖾 Best game	🕢 Sacrifice
Decided tournament	🗇 Defense
🕅 Model game (opening plan)	🗔 Material
🗂 Novelty	🔽 Piece płay
Pawn structure	🖾 Endgame
🗔 Strategy	🗂 Tactical blunder
Tactics	🗍 Strategical blunder
Vith attack	🗂 User
	Reset
ОК	Cancel

The aspects of play have their own color, and together they form a military-type ribbon.

TIP: Medals are simply another form of annotation. Having made this change, be sure to save it (replace it) with Ctrl-R.

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≫essBase

TIP: It's not surprising that students take great interest in this ChessBase feature, but awarding your own games a medal is more than just an exercise in vanity. The medals will now appear in the games list in their own column, and so, you can sort by this column to find your medal games! You can also search other databases for their best games, and as we will see later, you can even use the ChessBase search mask to search for games whose ribbons have certain marks, for example, games that are marked as containing a sacrifice.

Other Special Annotations

When I annotated game three of the recent World Championship match between Carlsen and Anand, wanted to illustrate the path that Carlsen's queen had taken. And so I inserted the queen's piece path into the game as a special annotation.



To generate this path, right-click on the move that culminates the path, in this instance on White's 25th, and then: ➡ Special Annotation ➡ Piece Path. To delete the path that appears ➡ Special Annotation ➡ Delete Path/ Structure.

ChessBase also permits you to insert an illustration of the pawn structure. Here is the example, inserted in that same third game after Black's 12th move.



To generate this diagram for any pawn structure, rightclick on the move that sets the structure you want to illustrate, and then ➡ Special Annotation ➡ Pawn Structure. To delete the diagram, select ➡ Special Annotation ➡ Delete Path/ Structure.

A Bit of Maintenance

No matter how carefully you have entered your games, you will undoubtedly discover that one or more is out-of-sequence. Simply know that it's very easy to re-set the order of the games that you will see in the Games List window.

I ran into this problem just a month ago. I was annotating all of the games of the World Championship match and, for reasons that I cannot recall, I entered game four ahead of game three.

Simply drag the games up and down until the order in the Games List window is precisely what you want the default order to be. Finally, in the Games Tab, select Fix Sort Order. It's that simple.



Honed opening preparation (No more surprises)

I have come to believe that there are as many different ways to study chess openings as there are chess players. Perish the thought, therefore, that I would tell anyone precisely how to use ChessBase to hone their opening skills. Indeed, it is my feeling that the designers of ChessBase have come to agree with me, because the application supports so many varied and meritorious ways of using the application to study openings and to enhance an opening repertoire.

Some readers have skipped straight to this chapter because they want to see how ChessBase can help them, narrowly thinking that it is mastery of the opening that offers the best shot at a master's rating. The truth, of course, is that the opening is but one phase of the game, and that playing over full games is far more important for young learners than memorizing opening sequences. Fortunately, ChessBase makes both so easy that there is hope still for opening aficionados.

I look here at the many different ways of using ChessBase to study openings and I have placed them in what I believe to be the descending order of utility. I have recommended the early approaches for my students and, judging by their results, these methods seem to work. But we all learn differently and at different speeds. And so I will look at the other methods as well.

Online Database

One of ChessBase's newest features is perhaps its most important. The application ties directly to an Online Database of unannotated games maintained in the cloud. It is fully up-to-date, and the statistical results are pre-generated and placed on a very fast server so that you can access all of the material with blinding speed.



TIP: You must activate your ChessBase application in order to use the Online Database (see Appendix 1 to see how to activate the software). If you are getting error messages when you try to access the Online Database, it is possible that you have not yet properly activated ChessBase.

You can call up the Online Database for any opening position.

In the Game Board view, ➡ Select the view tab and click on Online Database or with an opening move highlighted, simply press the return key on your keyboard.

TIP: It is so easy and quick to gain access to the Online Database with the *Return Key* that my students and I have come to refer to the Online Database as *Button World*. To obtain a statistical overview for any position, simply press the Return key.

TIP: When you are watching Grandmaster games within Playchess, once again, you have access to the Online Database. ➡ View ➡ Online Database or, once again, press the Return Key!

TIP: The Online Database will provide you with access only to the last 1,000 games that have been reached in the position on the screen. If you are interested in gaining access to more, less recent games, you will need to search for the position in your Reference Database or in another large database.

Here are the Online Database results for a key position in the Sicilian Dragon.



The results appear here in the lower right-hand quarter of the screen. As with any ChessBase pane, you can move it around to manage the screen's real-estate.

The database lists all of the moves that players have made in this popular position. 9.Bc4 is the most often played, and has achieved a score of 56.7% overall. 9.0-0-0, my personal favorite, is somewhat less often played here at 15,905 games but achieves overall a slightly higher percentage. Karpov's favorite is in third place at 3,270 games and has an even higher overall percentage at 59.4%.

All three moves have been played recently. The Games list provides a sortable list of all of the games. I have sorted the list here by White's ELO, with the games from the highest rated players at the top.

Simply click on any of those moves and ChessBase will return a statistical overview for the new position.

The information is so comprehensive, up-to-date, and quickly accessed that I urge all of my students to interact repeatedly with the Online Database as they learn their openings. If you have ever wondered why certain moves are popular or why some moves are avoided, the answers are right here. The mistakes will often achieve winning percentages that reflect the severity of the error.

ChessBase

TIP: As you click through the most played moves, continue to pay attention to the statistics. The percentages are always recorded from White's perspective and so, if you are preparing a White opening, you should generally favor moves that have achieved higher percentages. With Black, you will generally favor moves with lower percentages.

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TIP: Be careful, however, when sample sizes are small or moves have not been played in years. Percentages can deceive. A move may have a high percentage but over only a few games. A resourceful player may have pulled out a win from a horrible position, or another player may have blundered later after having been fully won. Seldom-played moves are often worth investigating, but do so skeptically. So many players accept someone's verdict about an opening, or here, the collective verdict of just a few games. Be sure to pay attention to the full games. ChessBase sure makes it easy. Just click on the search box of the Online Database as you scroll through the moves of every opening.

Here, we reach a key decision-point. White usually chooses between 12.Bd4!, aiming to trade off Black's powerful, dark-squared bishop, and 12.Nxd5!?, with three attacks apparently winning a pawn.

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12.Bd4 comes in at 3,391 games and 60.2% for White. 12.Nxd5 has 1,621 games at just 49.2% for White. In such situations, you are well advised to drill down on each move. In this case, the statistics quite accurately sum up the choice, but the reasons for the varying results lie in the games themselves.

ChessBase

TIP: At any moment within the Online Database, you can click just once on a game in its Games List. That will show that game. To return to your original notes or game, press Restore Game. If you want to add a game score from the Game List to your original game, highlight that game or games, be sure to press Restore Game, and only then P Right-Click on the highlighted game or games Add to Notation.

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TIP: You can operate on this Games List in the same ways that you can on any Games List,

highlighting games, copying them to other databases, adding them to your original notation, e-mailing them to students, or even sending them to a text file or publishing them on the web.

Occasionally, you will run across some eye-popping moments in the use the databases. Here is the position in the Fritz-Ulvestad variation of the Two Knights' Defense after 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 b5 6.Bf1 Nd4 7.c3 Nxd5 8.Ne4 Qh4 9.Ng3 Bg4 10.f3 e4 11.cxd4 Bd6 12.Bxb5+ Kd8.

The famous Estrin-Berliner game (5th World Correspondence Championship, 1965) continued with 13.0-0, but the database indicates that there is an interesting alternative with 13.Qb3.

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According to the database, 13.0-0 is by far the most played move, with 144 games. 13.Qb3 has only been tested 11 times, but the move has scored 90.9%. Needless to say, you will want to play through those games if your repertoire involves this variation.

There are wonderful surprises lurking in the Online Database data. After the moves, 1.e4 d5 2.exd5 Qxd5, most players with the white pieces rather automatically play 3.Nc3, developing and gaining time on Black's queen. Of course, the Nc3 then enters a bad marriage with the white c-pawn. Here are the results in the Online Database:

Restore G									1000 Games	(7 2981)		
Moves	Games	Score	Last pla	White	Elo W	8łack	Elo 8	Result	Year	Notation	VC\$	ECC
3.Nb1-c3	66317	\$6.1%	2014	Grischuik A	2785	Tiviahov,S	2663	<u>ж.</u> ж	2013-Dec	3.Nc3 Qd6 4.d4 Nf6 5.Nf3 g6 6.Bg5.		801
1.Ng1-f3	3545	58.1%	2014	Vachier Lagra.	2742	PapeloannouJ	2639	1-0	2013-Nov	3.Nf3 8g4 4.8e2 Nc6 5.0-0 0-0-06		601
.d2-d4	2749	52.8%	2014	Grischuk A	2785	Fressinet.L	2708	1-0	2013-Sep	3.Nc3 Qa5 4.Nf3 Nf6 5.g3 Nc6 6.8g.		601
x2-x4	285	48.6%	2014	Rowson	2569	Kramnik, V	27 93	Ж-Ж	2013-Dec-L.	3.Nf3 8g4 4.8e2 Nc6 5.h3 8xf3 6.8x		601
.Qd1-f3	188	45.2%	2014	Anand, V	2786	Nakama a H	2784	አ -አ	2013-Jun	3.Nc3Qa54.Nf3c65.d48/56.8d3.		601
a2-a3	36	34.7%	2013	Karjakin S	2782	Nakamura.H	2784	0-1	2013-Jun	3.Nc3 Qa5 4.d4 c6 5.Nf3 8/5 6.8d3.		601
JJ2-63	16	68.8%	2013	Van Kampen R	2607	Romanov.E	2654	%.%	2014-Feb-2	3.Nc3 Qe5 4,d4 c6 5.N/3 8/56.Nh4.		601
.Bf1-e2	15	33.3%	2013	SacroLE	2730	Karpov.A	2619	ኽ -ኽ	2013-No-	3.Nc3 Qd6 4.d4 c6 5.h3 Bf3 6.Nf3 N.		601
JD2-63	10	5.0%	2008	Ivanchak,V	2733	Karpov,A	2619	0-1	2013-Oct	3.Nc3 Qd6 4.d4 c6 5.Nf3 Bg4 6.h3.		B01
Ng1-e2	9	55.6%	2010	Malathov,V	2707	Fressinet,L	2708	1-0	2013-Aug	3.d4 Nc6 4.Nf3 Bg4 5.Be2 0-0-0 6.		801
122-c3	7	42.9%	2007	Oumhguez Pe	2723	Nakamura.H	2775	አ ·አ	2013-May	3.Nc3Qu54.d4 c6 5.Nf3 8f5 6.Ne5.		601
.Bf1-d3	5	0.0%	2013	Grischuk A	2785	Konstento	2644	0-1	2013-Sep	3.Nc3Qd64.d4N165.N13Bg46.h3.		601
.Qd1-e2	3	0.0%	2008	Naidtsch.A	2710	Stevic,H	2626	1-0	2013-Sep	3.Nc3 QaS 4.d4 Nf6 5.8d2 8g4 6.f3.		801
Nb1-13	3	100.0%	2011	NisipeanaL	2670	Larnicka,V	2684	% -%	2013-14	3.Nc3 Qa5 4.d4 Nf6 5.Nf3 Bf5 6. Bd.		B01
JF2-64	3	0.0%	2008	Alekseev,E	2700	Lannicka.V	2679	0-1	2013-May	3.Nc3Qa54.d4 Nf6 5.Nf3 Bf5 6.Bd.		BO 1
1 12 -13	2	50.0%	2012	Leko.P	2732	Caruana,F	2786	X-X	2012	3.Nc3 Qd6 4.d4 Nf6 5.Nf3 g6 6.Nb.		601
.Bf1+65	1	0.0%	2001	Dominguez Pe_	27.26	Canana	2786	0-1	2012	3.Nc3 Qd64.d4 Nf6 5.Nf3 g6 6.8c4		601
a2-a3	1	100.0%	2007	Topalov,V	2784	Karpov,A	2619	<u></u> м-ж	2013-Jun	3.Nc3 Qd6 4.d4 c6 5.8c4 Nf6 6.Nge		B01
JN2-M	1	0.0%	2004	Karjakin, S	2782	Karpov,A	2619	1-0	2013-Jun	3.Nc3 Qd6 4.d4 c6 5.Ne4 Qe66.Qe.		B01
				Anand.V	2772	Van Wely:L	2679	1-0	2013-Jan	3.Nc3Qe54.d4 Nf65.Bd2 Bg4 6.f3.		601
				SmirinJ	2663	Inaritiev.E	2680	አ -አ	2013-Jun	3.Nc3 Qd64-g3 Nf6 5.Bg2 g6 6.Ng.		601
				Popov,I	2656	Kovaienko, I	2644	አ -እ	2013-Sep	3.Nc3 Qd6 4.d4 Nf6 5.Nf3 Bg4 6.h3.		601
				Leka.P	2732	FreminetA	2700	0-1	2012	3.Nc3 Oa5 4.d4 Nf6 5.Nf3 8/5 6.8c4_		B01

The results show that players with White have overwhelmingly favored 3.Nc3, but 3,545 players instead used 3.Nf3, a useful developing move that leaves Black's queen on d5 with the possible idea of playing c4 before Nc3. 3.Nf3 is much less often played, but the move scores better and has the stamp of approval of several strong GMs. As you explore the variation within the Online Database, it becomes clear that White will gain time against Black's queen with d4, c4, and reserve the choice of Nc3 or Nbd2.

Later in this chapter, I will explore the idea of 3.Nf3 by creating a specific ChessBase Repertoire for that move.

CRESSERVE NOTE: ChessBase pre-compiles the Online Database every day in order to provide remarkable speed for all users. But that power and speed comes at a price. Only 1,000 results are available at a time, and none of the games are annotated.

TIP: Think of the top two or three moves as candidate moves. Repeatedly ask your students (or yourself) to predict the three moves that occur most often for key positions. Some of my students are reluctant to offer candidate moves knowing that some are wrong. Some are simply slow to answer the question. Frequent use of the Online Database speeds up the candidate move selection and makes the entire process a much more positive one.

.....

The Reference Database (MegaBase)

The Online Database is a great place to start. It's extremely quick, up-to-date, and well maintained, and my students can comprehensively wind their way through complete openings in just hours. But the Online Database does have a drawback. None of its games are annotated.

In critical positions, I like to switch to the Reference Database, which for me is the MegaBase. Results come a bit less quickly because they are being generated on the fly, but the MegaBase has many advantages. Results are not limited to the last 1,000 games, and so you can see variations historically. Who was the first to play the line? Who plays it today? And, most important, you will gain access in every important line to annotated games that will candidly share their insights.



NDTE: The Online Database and the MegaBase are not perfect mirrors of each other and so, the statistics will slightly vary.

TIP: The Opening Report that we generated in the first Scenario is itself a product of the Reference (Mega) Database results. That book we generated provides the earliest game in any line (a simple sort), a list of the possibilities, how well those possibilities have scored, the players who most play them, and statistical overviews. And so, if you find this discussion in any way daunting, know that you can simply generate a comprehensive opening report for any position with a single click. If you prefer, you can print out those reports and produce opening books on demand. Hopefully, however, you will save the paper and use that report as a set of links to the key games in that line.

First make sure that you set up your Mega Database as the Reference Database. In the Database list, Right-Click on Mega database, or on another very large database, probably BigBase.

Title		Games	Format
	D-+ 701 3	EEEI INE	n
	Open		Enter
	Search	-	Ctrl+F
	Opening reference	Ctrl+Alt-	Enter
	E-Mail Selected Database		
	Edit		•
9	Remove		Delete
	Delete All Files	Shift+	Delete
	Rename		F2
	Tools		•
	Properties	Alt	- Enter

Then select Properties, and within that dialogue box, be sure that you have clicked the box: Reference Database.

Propertie	
C:\Users\jedwards\Documents	∖\ChessBase\Bases \Mega Database 2013.cbh
Studies	Training
Computer chess	Show Protocol
Patzer Gambit BdF	Reset Protocol
Match Biography Multimedia	5561495 Games
Important Text	106707 Keys, 100339 Positions
E-Mail Download E-Mail Opening book	
Chess Media Reference	
Name	☑ Reference-DB
Mega Database 2013	🗍 Repertoire Database
	🗖 Always open text
OK .	Help Cancel

**

CESSAGE TIP: So many features rely upon your Reference Database that you may be inclined to set it and forget it. But there are many reasons to switch your reference database, perhaps to the Correspondence Chess Database, to search through your own games, or through a database dedicated to that opening, or through the games of a future opponent. Rather than having to switch within Properties, ChessBase permits you now to switch your choice of Reference Database quickly. With the Game open, in the Home Tab, you will see a pull down menu.

.....



Simply select the database that you want to become the new Reference Database and, remarkably enough, the Reference results will automatically change to reflect the games in that database. When you are finished, don't forget to reset the Mega DataBase as your Reference Database. The list reflects recently opened databases and so, you will need to have recently opened a database if you want it to appear in the list.

TIP: You can verify which of your databases is the designated Reference Database by looking in the Database list. The format column will list the designated database as the "Reference-DB".

Title	Games	Format	Path
📑 Mega Database 2013	5561495	Reference-DB	∖ChessB
Big Database 2012	5154187	СВН	\ChessB
🗿 Big Database 2010	4463293	СВН	\ChessB

Using the Reference Database

Within a game, click on an interesting opening move and then press on the Reference tab, the tab just to the right of the Notation Tab.

042	Notation +	Openings B	ook		decom	Minina	
	Notation	Reference	Table	Training	Score sheet	LiveBook	Openings Book

Depending upon the speed of your computer, the results may take some time to appear. The process is faster in ChessBase 12, indeed a very significant improvement from previous versions of the application.

ChessBase

ChessRase

TIP: I whole heartedly recommend that you update ChessBase to the most recent version before undertaking Reference Searches. The updates will make the process much faster and far more stable.

ChessBase

TIP: Previous versions of ChessBase encouraged the use of search boosters to speed up such searches. These searches placed results in a dedicated cache which occasionally caused the program to lock up. It was then necessary to delete the existing search boosters, a step that confused many users. The current search algorithm is fast enough not to need boosting, at least on my machine, but if you want to give it a try, right-click on a database, presumably the Mega Database or your other large Reference Database, and then: \Rightarrow select Tools \Rightarrow Create (or Delete) Search Booster. The creation of the booster takes about two minutes. I can report that the search results thereafter are much quicker still.

ChessBase

TIP: Once you have created a Search Booster, ChessBase will incessantly remind you if you want to update the search booster. To avoid these reminders, delete the existing booster.



I have selected a position in the Two Knights' Defense after 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5.



As is evident in the results, Black has many interesting options on the fifth move. The most played option, the Classical Variation with 5...Na5, is most often played. The MegaBase tells us that this choice has been played by Kasparov, Inchuk, Karajkin, and Bacrot. ChessBase provides a hot symbol meant to indicate that the move is currently in vogue, and the results also list those players with the most experience in the line. They may not have the highest ratings here, but they are the specialists and attention should be paid to their games.

5...Nxd5?! permits both the Lolli with 6.d4 as well as the Fried Liver Attack with 6.Nxf7. Not surprisingly, White scores well after 5...Nxd5, 71.4% over all.

The Fritz with 5...Nd4 and the Ulvestad with 5...b4 are competitive, offering White tough prospects.

This single screen summarizes the world's experience with this position. As you develop fluency in interpreting the results, you will find that you are able, by clicking on each variation, to play through significant analysis in very little time.

I have sorted the games list by clicking on the VCS column. "R" and "V" stand for Variations. "C" stands for text. "S" is for Symbols. When you sort on this column, the most heavily annotated games pop to the top. A game marked with a "V" has more variations than a game marked with a "v". So too with "S" and s" and with "R", "r", "V", and "v".

TIP: To see how well annotated any single game is, simply run your mouse over its VCS rating.

VCS 5 Na5 6 B VC Variations (79 Moves) , Text, Symbols

TIP: As with the results in Online Database, the statistics are always provided from White's point of view, even when it is Black to move. That may seem confusing at first, but it provides some comfort since players don't want to have to think about whose move it is when evaluating a move or variation.

TIP: The MegaBase includes theoretical articles from past issues of ChessBase magazine. Rather than having players listed, they will be distinguished with CBM in the title of the game. Strong players should embrace these files. Of course, you can easily find these games by searching for "CBM". As is often the case, these files will be among the most heavily annotated games in the database and therefore appear at or near the top when you sort MegaBase games by VCS.

TIP: You can also profitably search these results by sorting by White or Black ELO. Doing so will very quickly provide you with a collection of the games played by the best players. Of course, you can also search by players' names in order to find the results of a particular player, or by date to locate the most recent games in a line.

TIP: The middle pane is useful for quicker navigation within the most heavily played variations. You can quickly increase or decrease the number of available lines there by clicking on the + or - magnifier on the right side of that pane.



TIP: ChessBase has added a "Hot" column that advertises the most popular continuations by the strongest players. ChessBase uses the players ratings and the date of the games to determine the "hotness".

Opening Keys

Before there were databases, we had opening encyclopedias. Modern Chess Openings (MCOs) reached 15 editions. The Encyclopedia of Chess Openings (ECOs) appeared in five volumes, each with multiple editions. Smaller versions appeared from time to time, notably from Horowitz, from Batsford, and from John Nunn. All of them suffered from the same ultimate fate, the steady emergence of new ideas. The books were out-of-date the moment they were printed. Many of the books were also flawed pedagogically. An edition might recommend a line, but students of the game need to see full game scores to appreciate how to convert such an advantage.

Of course, today's databases address both problems. We can easily keep them up-to-date, and they make it very easy indeed to play through complete games.

ChessBase's Opening Key is a technological marvel that is no longer as essential as in decades past now that we have the Online and Reference Databases. But database users should still be aware of its existence and there must surely be users who prefer use of these keys to the newer methods.

The Opening Key applies the ECO Classification to the game data in a database. Those familiar with that ECO organization will be at home here, while those who are unfamiliar with it will wonder whether this all represents a huge barrier of entry. Know simply that knowing the ECO Classification is worthwhile but not essential to meaningful progress. If the codes seem somewhat arbitrary and capricious to you, you can skip this section without jeopardizing your rating and future in chess.

To see the Opening Key, open your largest database, presumably BigBase or the Mega Database, and then press the Openings Tab.

	Text	Games	Players	Tournaments	Annotator	Sources	Teams	Openings	
Г									_

Here's the opening key to the Mega Database:

Superkey (Joach	im Zunke 2004)		5471090
3 A00 - A09	1		269573
A10 -	1.c4		13286
🕃 A11 - A12	1 c6 2	Reti-Slav	27994
🛞 A13 - A14	1 e6 2		30876
🗑 A15 - A19	1 4)f6 2		44913
	1 e5 2	English	127928
🗑 A30 - A39	1 c5 2	Symmetrical English	141129
3 B00 B01 B06	1.e4		196921
🖲 BO2 - BO5	1 \$£6 2	Alekhine's Defence	66944
B07 - B09	1 d6 2	Pirc Defence	150760
🖻 B10 - B19	1 c6 2	Caro-Kann	211375
œ COO - C19	1 e6 2	French Defence	385167
🛞 C20 - C99	1 e5 2	Open Games	690812
æ B20 - B39	1 c5 (2. Đr̃3)	Sicilian	519556
🐼 B40 — B49	2 e6 3		161141
🗃 B50 - B99	2 d6 3		452027
🟵 A40 - A44	1.d4		96808
🗑 A80 - A99	1 f5 2	Dutch Defence	122355
H D00 - D29	1 d5 (2.c4)		415359
🛞 D30 - D69	2 e6 3		328451
3 A45 -	1 Q£6 2	Indian Openings	37173
👀 A46 - A49	2.Qf3		96588
🕃 A50 - A55	2.c4		50745
速 A56 - A79	2 c5 3		97630
3 A50 E00 - E09	9 2 e6 3		60288
æ E10 - E19	3. 0 f3		126602
æ E20 - E59	3.4)c3		110862
3 E60 D70 - D79	9 2 g6 3		47859
@ E61 D80 - D99	3.42c3		87837
3 E61 - E69	3 ģ g7 4	4 King's Indian	96927
⊛ E70 - E90	4	.e4 (d6 5.2f3 0-0 6)	106461
🗃 E91 - E99		6. 1 e2	98743

The rough outline of the ECO Classification is here, along with some very high level descriptions (French, Sicilian, Dutch, etc) as well as the number of games contained within the database associated with each ECO range. The plus signs on the left permit you to drill down, reaching much greater levels of granularity.

In the following screen shot, I have drilled down several levels to reach the many sub-keys associated with one of my favorite variations of the Sicilian Dragon. By clicking on any sub-key, I bring up a list of all of the games associated with that key.

citian Desgon: Yuqqaley	Attack 9 g4 at	49999			What	iin st	Pr4	-	-	Teres .	history
£ \$75 -		9-101		957	· Vice die Mini 3	25.00	Thinks I	26.85		1 3944	18 A1 Pad?+ 12 Pad? 585 18
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a 874 -	1. Wat (&	· · · · · · · · · · · · · · · · · · ·		928	Gatern I	34.70		294.5	8.8	1995	14.01 Ded?+ 17.6xd2 Mit 14
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£ \$76 ×		9.g4 ···		1119	Late,7	26.75	Treason J	26.75	9- N	1996	14:03 0+02+ 17, 5+02 445 6
4 876 -		9 Ans (10.000 @de	11. 14 Baš 1	1133	Carry and A			.530	5.5	1997	14.Quell Apecii 17.Ruelle Aut
n 876 -			12.,	515	Yan der Wald	2555	<u> </u>	2150	1.4	1997	18.03 Credit+ 17.Red2 het5 18
8 876 ×		9.000 ***		928	Harven Thei B		Mah.S.	2343	1.0	1.997	18 Ov1 805 1744 Oc7 18 80
		5 Azt? 10		1098	Summer A	25.00	Arrent P	2480	5.5	1.907	14 041 005 17 44
		13.44		1566	Contractory 5	3470	لمصيب	2475	5-5	1996	14 Del Oc7 17:03 NH 18:04
. 176 -		9 844 10.444 (An	[11. dbb1}	1014	COL	2650	Hartin I	3490	5-5	1998	14.01 Cud? - 17.4xd? N/6 (4
1 B76 -			11 Set 12	790	Hanker, K	717	Augustana, D	341	N-N	2300	14 Oe1 803 17 44 Oc7 18 41
			12	691	Vedante,8	3444	Felgeer, R	2375	41	2000	16 Qel 805 17 x4 Qc7 18.86
. 874 .		B d5 30		1364	§ Herrise,E	2467	Sugarda, M		14	2000	16.Q01 Q08 17.g3 NH1 14.g
2 1 44 -		10 8-1		817	Tela,0	3273		3208	ě-1	2001	LEGHL CC7 L7.924H5 LEG
		Bidt 11 Bigs had 12 an		1 1 1 7	PartenD		Zind S		1-0	2001	16-93-Q+92+ 17 4242 1416-1
2 874 -		17 444	(678	Lattic D	2430	Caller, K	3558	14	2002	16.03 Quel- 17.8-02 4461
			14 Å.	11.56	Zamidda, J	2310	Thelaters, S	2633	\$ -1	3002	LS.Nde Re7 17.865 Rd7 L8.0
■ / • · · ·			13 20	1103		2497	Sender Ø	3337	14	3321	16.Qc3 8HI 17.Ng5 8kg5 38
				44		7154	Yes behave.	2247	N-N	2009	18-Q+LQC7 17-91445 18-9
14. 6 4					Penandic,M	2549	ideranda, VI	2452	እእ	2005	14 Qel 845 17 848 Qb6 18 (
14 1964				23	Silm,A	2705	Palata,R	2334	14	2396	18.g3 Qed2+ 17.Red2 NP6 I
11.4044				103	(the second sec	3940	Alexander, WF	2453	1-0	2005	58.Qo1 8d3 17.c4 Qc7 18.8d
: 4 E ef 1	\$			73	Transle M	3409	Seniding A	1320	e -1	2004	14.Qadê kardê 17 Andê kad
1	3.4			33	Yes des Deal, 1	7171	Wenteld,	2396	14	2004	16.93 Quel+ 17.8x82496 1
:	3, 8 e4			52	Victoria V	2585	Sindifica A	2320	% %	2906	14 Conditi Nanchi L7 Audit + Ro
1	5 #3			43	Hybelmeg.L	2074	Contraction (C)	1007	6 .1	2006	14.gl (pd2+ 17.kad2 NH 1
1	3 E eð			48	i Manadada, K	n_{U}	Concent	3438	1-0	3004	14.93 MH\$ 17.96 CH22+ 144
14 Bel 1	\$,			39	Part	hu	Selver, L	2873	16 M	2004	14 Qet Qol 17 gt Nati 18 P
:	3. 1 94			101	Yan Dalih, M	1162	Kalic, A	2427	ንነ-ትነ	2306	18-93 Quel2+ 17.8xd2 %HS 1
L	3.g4			53	hite and the second second	2715	انا بنخاطاتها الأ	2556	**	2007	14.g3 Qx82+ 17.Rx82 NH3 1
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:	5 D ol			28	famer.0	1945	Cartajon Cabul.	1040	1-0	2367	14 Qel 805 17 Hits Qc7 18 8
1	1 Qe4			44	OML	343.1	Turferal?	2288	1-0	2007	18 QE3 NHS 17, QAJ QE7 18.0
ĩ	5	16	· · · · · · · · · · · · · · · · · · ·	32	Russia Repaires	. 2508	Carbon, R	2200	1-0	2006	18.93 Quiz- 17. Audz 446 D
		16.04		63	Selamon S	3448	Shipes	1965	14	2006	14.g3 Qad2+ 17.kad2 hd5 31

All of normal capabilities are available within this games list. You can open games, copy them, move them, e-mail them, and obtain statistics about the group.

TIP: You can navigate among the keys effectively with the arrow keys, up and down to see the Game Lists associated with each variation, and even the right and left arrow to open and close the key's Games List.

ChessBase

TessBase

TIP: You can install an opening key in any database. Simply open up that database, click on the Opening tab, and if no opening key exists for that database, ChessBase will provide you with a choice:



The Big Key is the one we saw above. The Small Key is more descriptive and might suit beginning to intermediate players who are not fully comfortable yet with the ECO Classification scheme. When installed, it's first page has the following format:

```
🕀 Sicilian

    Pirc / Modern defence

⊕ French Defence
🕂 Caro-Kann
Centre Counter / Scandinavian
Alekhine
Petroff
🗄 Ruy Lopez / Spanish
+1.e4 e5 others
-1.e4 others
🗄 Queen's Gambit
.
• Slav
🕂 Tarrasch Defence
Queen's Gambit Accepted
🖮 Catalan
🖶 Nimzo-Indian
🗄 Queen's Indian
🗄 Grunfeld
🕀 King's Indian
🕀 Modern Benoni
🗄 Volga Gambit
Czech Benoni
-Old Indian
🗄 Dutch
+ 1.d4 others
🕀 English
Reti
🗄 1. Others
Rest
```

Alternatively, you can browse for and then install a key being used by another database. Or you can install an empty key, a choice that you might adopt if you want to create a personalized or detailed key for a specific variation or closely linked set of lines.

Modifying an opening key

The opening key has been around since the early days of ChessBase, and many old-time users like me have extended existing and created new keys. Thanks to the Reference and Online Databases, these steps are not required today to make good use of ChessBase, but you are welcome to try your hand at it.

When you are in an existing key, simply right-click on any existing key. Here are the menu choices available:

Edit	•	Сору	Ctrl+C
Opening reference on selection	Ctrl+Alt+Enter	Delete	Delete
Load/Merge selected games	Enter	Select all	Ctrl+A
Selection to Book	Shift+Enter		
Output	•	Insert new Key	Insert
Classification -> This key		Insert new Subkey	
	CL (A. Loop)	Edit	F2
	Snitt+Insert	Clip or Unclip	F5
Show Positions	l	enh or orienh	
Define New Position			
Define key memo	Ctrl+M		
Transfer Key			
Assign Manually	Shift+Ctrl+A		
Statistics	S		
Show Map	М		
Piece Probability	Shift+S		
Font			

· receRac

TIP: ChessBase includes some of these features in the ribbon. With the database open, select the Opening Keys tab. Here, you can insert a new key (but not a sub-key), or quickly classify or reclassify a key or the entire database.



Edit (F2) permits you to modify the text associated with the key.

You can elaborate on an existing key by creating subkeys, positions somewhat or even much later in the game. For this example, I have created a database containing more than 13,000 games that involved a Hedgehog structure. I installed a small opening key. The Sicilian contains 7,048 games, and the Paulsen variation, a sub-key, contains 1,645. All of those Paulsen games were so classified because they reached this position that ChessBase associated with this sub-key.



To create a sub-key of the Paulsen, I opened a game within the key and advanced to the position that will form the sub-key, in this case the position after 5.Bd3. When inserting a new key, ChessBase expects that you will have a Game Board window open with the position you are adding. Right click on the name of the key, in this case "Paulsen" ➡ Edit ➡ Insert New Sub-Key ➡ Press OK.



ChessBase now requests confirmation for the new key.

Paulsen	1645
3.8d3	<u>OK</u>
Aller Arner Arres	

In this way, you can create an elaborate Classification system for your favorite variations. Note that the creation of the keys creates the key structure, but you still need to reclassify the opening key to populate the new keys with results. To do so, right-click on the key \Rightarrow Reclassify key. That step yields the following result, the identification of all 1,159 games that involve the Paulsen with 5.Bd3.

E Paulsen	1645
	1150
5.803	1135

And so, yes indeed, you will need to reclassify the keys after every set of changes. ChessBase makes it possible to copy and transfer keys from one database to another, but these are all legacy functions that modern ChessBase users will avoid.

Opening Reference

Even casual readers will realize that making and maintaining keys is rather a lot of work to obtain results. Here are two, much simpler alternatives! First, you can alternatively assign any database as the Reference Database. Use the reference function in the Game Board window to bring up the usual move distribution and statistical overview.

Or, depending upon your need, consider creating an Opening Reference for any Database: Highlight a database in the Database List ➡ Report ➡ Opening Reference.

Here is the amazingly quick Opening Reference for my database of 13,000 Hedgehogs. I have scrolled down to the main Paulsen position where I had previously created the sub-key. In just seconds, with Opening Reference, I have essentially created sub-keys for every possibility in every line!



Developing an Opening Repertoire

ChessBase recognizes that chess players develop opening repertoires patiently over time. Your ideas will change and, with time, you will observe new games that include worthy ideas and improvements. The ChessBase Repertoire function is, however, a legacy function. It is dated and of very limited utility today, most assuredly not worth all of the time and effort required

to create and maintain an opening repertoire. I cover it here because ChessBase continues to support these older capabilities, but it would be hard to imagine a player now getting started with ChessBase actually carrying out this work.

A "Repertoire Database" will contain your main opening preferences and developing ideas. As you find new games or positions that broaden or clarify that repertoire, you can simply add them with some useful consequences if you sustain the effort. With such a Repertoire Database, you can create and sustain a record of your opening repertoire, augment that list with your thoughts and analysis of all relevant alternatives, and then easily find games in any database that are relevant to that repertoire.

To get started, create a new database (In the Database window ➡ New) and give it a name. Mine is not-so creatively called "Repertoire". Then, in the Database window, right click on the new database and select Properties.

Properties	
C:\Users\jedwards\Docume	nts\ChessBase\MyWork\Repertoire.cbh
Blitz	Training
Problems Patzer	Show Protocol
Gambit BdF Matach	Reset Protocol
Biography Multimedia	1150 Games
Text Download E-Mail Opening book	0 Keys, 0 Positions
Name	Reference-DB
Repertoire	🕢 Repertoire Database
	🖾 Always open text
ок	Help Cancel

Here, check the box declaring that this database is your Repertoire Database. The database name is optional. By clicking the box, ChessBase will automatically assign the Repertoire icon to the database.



Adding games and positions to the Repertoire Database

As a sample Repertoire Database, I have focused in on the Scandanavian line after 1.e4 d5 2.exd5 Qxd5 3.Nf3 that I "discovered" through use of the Online Database. As you read this section, imagine instead that we are focusing on one or more of your favorite opening lines.

Open a new window, enter the openings moves, in this case 1.e4 d5 2.exd5 Qxd5 3.Nf3 Nf6 4.d4 Bg4, and then: right click on the last move in the sequence ➡ select Add to Repertoire (Shft-Ctrl-Alt-A).



Or, with the move selected \Rightarrow Report \Rightarrow Add to Repertoire



ChessBase will present you with a dialogue box offering a choice of saving the position as is or merging it with another game or position. This is our first position as so, we will simply save it.



Note that ChessBase is saving the game with its classification and a short description.

ChessBase

TIP: In his famous series of web articles about ChessBase, Steve Lopez suggested the use of naming conventions for Repertoire Database, using the text fields and even the use of the Medals to distinguish lines and their significance. All that mattered when Repertoire Databases were the main act in town.

Image: Sector and the sec

Here's what the game will look like in the Repertoire Database:

Black's fourth move is highlighted in blue, ChessBase's indicator of a critical opening position. ChessBase automatically saved the game with this color designation.

TIP: You can so designate any move in any game as a Critical Opening Position. Rightclick on the move ➡ Special annotation ➡ Critical Opening Position.

TIP: As the Repertoire develops, you can merge new positions with existing ones.



Or highlight the move ➡ Report ➡ Mark Move Blue

You can then move that game into the Repertoire database... or simply right-click on the move in that game and add it to your repertoire.

TIP: When adding games or positions to the Repertoire database, be sure to right-click on the move that you want to designate as the critical opening position. Leaving that decision to ChessBase may result in it selecting a different position. In any event, be sure to double check your Repertoire Database to make sure that the correct move has been designated.



TIP: To delete a critical position marker, right-click on it and then → Special Annotation → Delete Critical Position.

.....

It took only a couple of minutes to generate seven different variations in the Scandinavian after 3.Nf3.

Using the Repertoire Database

In the Database Window, click on any database. In this case, I am selecting my internet games. Select the Report tab ➡ Generate Repertoire.



ChessBase will generate a report that finds all of the games in that database that use the lines specified within your Repertoire Database!

6. Scandinavian (Defence)



All games (12)

Jedwards - Rare-earths 1-0	Jedwards - Rare-earths 1-0	jedwards - Codeyellow 1-0
Jedwards - Guest207942 0-1	Jedwards - Guest1933865 1-0	Jedwards - Guest2510289 1-0
Jedwards - Guest4214713 1-0	Jedwards - Guest2707901 1-0	Jedwards - Guest1914053 0-1

TIP: Of course, you can search any database in this way. Select a player's games and see his contributions within your Repertoire, or run it against a large database

TIP: You can also see if a position in a game exists within your Repertoire.

As with the opening keys, that's potentially quite a bit of work to get to the information I crave. I could just as easily have generated an opening report for that database (Highlight the name of the Database ➡ Report Tab ➡ Opening Reference) and scrolled down to that information, and indeed, much more. But I know from experience that some players will indeed want to generate complex keys and repertoires if only to spur their thorough analysis of their favorite lines.

The kitchen sink approach

Rather than using the merge function lightly, you can embrace it. One of my students likes to make all of the annotated games in his favorite opening and merge them all together into one huge game. He finds that he benefits from having all of the material in one place, with everyone's notes running together. His strength increased rapidly with this method and so, there may be much to it for some learners.

To assemble the files, he opened a board, entered a favorite variation, brought up his Mega Database with the Reference Tab, sorted the games list by the VCS (Annotations) column, highlighted all of the annotated games, right-clicked on the highlighted games, and then selected Merge Selected Games (or press the Enter key).

That operation may take considerable time depending upon the number of games involved and the computational capabilities of your computer, so don't expect a quick result. Here's a screen shot of the result for the Marshall Gambit in the Ruy Lopez.



This approach is not for everyone and indeed, ChessBase developers and many players looking at this screen will cringe. Annotators' comments are competing, attribution is unclear, and there are just hundreds of lines running together. But some learners adore having everything in one place, with the ability quickly to promote or demote a line, to see instantly why some moves fail, and be able to play through many hundreds of games in just an hour or less.

I confess that I have used this method myself for correspondence games in the late opening stage, simply merging in all available material into my game score.

Opening Book

Not every learner will appreciate the kitchen sink approach in the last section. Young learners and relative beginners may prefer the simplicity of having an opening book to follow. In my mind, the Online Database and the Reference Database perform this function very well indeed, but they are programmed to provide you with access to real games and will not pick up transpositions to known positions unless those moves were actually played.

Frequently, when playing through the Online Database and these Opening Books, the number of results slowly peter out and then suddenly mushroom, because the move selected suddenly transposes to a much more frequently occurring position. On some occasions, there will be no results at all when indeed, a single move that had never been previously played will return you to a commonly played variation.

In years past, another software product, Book-Up, revealed such transpositions and so, ChessBase integrated this capability into its Opening Books. To create an opening book, enter the Database window ➡ NEW ➡ select Opening book as the file type:

File name:	New Database 🗸 🗸
Save as type:	Databases (CCBH)
	Databases (* CBH)
	Single file (*.CBONE)
in,R	Databases old (*.CBF)
in,A	PGN files (* PGN)
lii M	Books (*.CTG)
	All Databases (*.CBH, *.CBONE, *.CTG, *.CBF, *.PGN)

Once created, drag and then drop (or cut and paste) a few or a great many games into this database. Typically, players create such opening books for specific openings (eg, The Two Knights' Defense) or for an ECO line or range (A56-59).

Here's a sample opening book that I created for the Two Knights' Defense. Once created, the performance is exceptionally quick. And if you miss having access to games, know that you can have the Online Database open at the same time!



TIP: By scrolling quickly through lines with the up and down arrow, you will see graphically at the bottom how well the various lines are faring. Using that method, a player would likely select the Fritz or Ulvestad with 5...Nd4 or 5...b5.



TIP: You can create a small or large opening book very quickly. Simply highlight the games, and then ➡ Selection to Book (or Shift-Enter). In that way, I created an opening book for more than 13,000 Hedgehogs in just three seconds.



TIP FOR ADVANCED USERS: You can import these opening books for use by many chess programs and chess engines. Armed with such opening books, these programs will follow the opening book analysis, giving you an opportunity to hone your skills against the very openings you are preparing.

Opening Book for the Reference Database

ChessBase no longer delivers an opening book for its large databases, but you can create one very quickly indeed. Begin by creating an opening book, and then drag the icon for your reference database on top of the icon for the new opening book. As you might imagine, this action may take quite a long time, and so consider doing so as your last action before bedtime.

After you have successfully created the opening book, right-click on its icon and select Properties.

Declare this new opening book as the default. The subsequent creation of new opening books will not thereafter swap out this book for the new, undoubtedly much smaller one.

roperties		×
C:\Users\jedwards\Docum	ents\ChessBase\MyWork\Ma	ain Opening Book.ctg
Studies	▲ ***	Training
Computer chess		Show Protocol
Patzer Gambit BdF	[Reset Protocol
Match Biography Multimedia	5561487 Games	
Important Text Download	0 Keys, 0 Positions	5
E-Mail Opening book Chess Media		
Name	🛛 🔻	
Main Opening Book.ctg		
ОК	Heip	Cancel

This action will change the designation of the Opening Book to Default Book.





Engines and Kibitzers (Subjecting your games to unbiased scrutiny)

When most people think about the intersection of chess and computers, they think about Deep Blue taking on Garry Kasparov or the fact that they are unable to defeat the simplest chess playing apps on their mobile devices.

ChessBase is, at its heart a database that we use to store, search for, and retrieve games, but we do so in order to improve. We want to learn from our mistakes, and for that we need to be able to evaluate moves and positions as objectively as possible.

ChessBase also integrates chess-playing engines (ChessBase calls them "Kibitzers") into the database. For any move or position, you can bring up a Kibitzer to provide an assessment. The longer the Kibitzer runs, the more certain we can be of its assessment. The Kibitzers are not perfect and indeed, all run into the same horizon effect. They calculate remarkably, but only to a specified depth. They see nothing whatever beyond that depth. In years past, that horizon effect meaningfully limited the utility of the engines. Today, many of these Kibitzers have compensated with heuristics that emulate and indeed surpass most human's ability to calculate and evaluate positions. Owing to the software architecture, ChessBase actually permits you to install many chess Kibitzers and to run more than one at the same time. Over the years, we have come to discover that the different engines have different personalities, much like strong players. Most are tactical giants. Over time, more than a few have come to add positional acumen that rivals the best players on earth. Scary stuff, to be sure, but some of these Kibitzers seem to have almost human intuition!

And so we might be inclined to purchase many engines and keep them available for the times when they are most needed. Indeed, ChessBase permits you to install and run many Kibitzers at the same time.

And therein lies an interesting problem. Imagine that two players separated by considerable distance are analyzing the same position. Each might run their Kibitzers for hours or even days, using up some rather pricey electricity to reach the same results. ChessBase has proudly entered the green revolution! The program now stores those Kibitzer results. If you reach an interesting position and turn on your Kibitzer, you can instantly observe the results that others have obtained in that very position with their different engine modules.

The result is amazing. It's now possible to progress quickly through key lines observing not only what moves all masters have played, but what the various Kibitzers have calculated.

And ChessBase has gone one step further. They have accumulated all of those Kibitzer evaluations in a separate opening book called Live Book! The result is a vibrant, fast moving environment that promotes investigation, discovery, and very quick progress!

Installed Kibitzers

ChessBase 12 comes with a Kibitzer, Fritz 11 SE. 11 SE is assigned as the default Kibitzer.

As we will soon see, you can install additional engines (some are free), you can set the default engine to be any of the engines that are installed, you can permit others to use your engines, and remarkably enough, you can even rent some really powerful Kibitzers in the cloud.

To see the list of installed Kibitzers: ♥ Open a Game ♥ Home ♥ Add Kibitzer

As you can see, I have added several additional Kibitzers to my list of engines. I recently purchased Deep Fritz 14. Its installation automatically added its Kibitzer to this list.

TIP: Houdini and Stockfish are in the public domain and can be located through via a web search. To install these Kibitzers ➡ download them ➡ Open a Game ➡ Home ➡ Create UCI Engine ➡ Press "…" ➡ Browse for the engine.

Engine		Author		
Crafty 23.05 x6	1	Robert Hvatt		
³⁵ Deep Fritz 14 xt	54	Gyula Horvati	h	
* Fritz 11 SE		Frans Morsch		
Fritz 12		Frans Morsch		
UCI Houdini 1.5 w3	2	Robert Houda	art	²³
UCI Rybka 4 960 x64	1	Vasik Rajlich		
UCI Rybka 4 x64		Vasik Rajlich		
UCI Stockfish DD 64	4 SSE4.2	Tord Romsta	d, Marco Costal	
Advance	ed	<u>.</u>	-> Cloud	
ОК		Help		cel

board open ➡ HOME ➡ Engine Management

Default Kibitzer



In the absense of other engines, ChessBase establishes Fritz 11 SE as the default Kibitzer. As the default, Fritz 11 SE governs Heumas, the algorithm that assists move entry and threat determination. The default Kibitzer is also the engine that will appear when you call for it: With a Board open ➡ HOME ➡ Default Kibitzer


To reset the Default to another Kibitzer ➡ Program options ➡ Engines ➡ Default Kibitzer.

NOTE: ChessBase requires the use of a locally installed Kibitzer as the default.

Adding a commercial analysis engine

There are many excellent commercial chess engines in the market, and I am not here to take sides or to make recommendations. ChessBase obviously recommends its own Fritz engines. It is indeed very strong, it works well with the Opening Books we created in Scenario 8, it provides one additional capability (show next best move), and you are very unlikely ever to have any trouble with its installation.

ChessBase

TIP: Regardless of what engines you acquire, I recommend that you maintain one of the Fritz engines as your default to govern Heumas and the threat recommendations.

As part of this effort, I installed Deep Fritz 14. That installation provides a standalone application with its own database, and it also automatically adds the deep Fritz 14 engine to the available list of engines at your disposal within ChessBase.

Working with Engines

With a game board, open the default Kibitzer or select another Engine: ➡ HOME ➡ Add Kibitzer ➡ Double-click on your engine choice.

TIP: To the pleasant surprise of many first time users, you can load more than one engine. Note that all computers have a finite amount of processing to provide, and loading multiple engines will likely lessen the processing power available to each engine.

TIP: If you have more than one Kibitzer open, you can remove the last one loaded with ➡ HOME ➡ Remove Kibitzer



Loading a Kibitzer brings up its engine results in a new engine pane.

TIP: As with any pane, you can grab it at its top border with the hand and then re-anchor it elsewhere on the screen to please your viewing.

I have opened Fischer-Benko, US Championship, 1963 just before Fischer's 18th move.



I then added two Kibitzers to offer their analysis. As you can see, they are in remarkable agreement with each other and forecast remarkably well how that wonderful game finished up.

N□TE: That the Kibitzers were each examining the top four lines. To increase or decrease the number of lines being examined by a Kibitzer, right-click on its window ➡ Increase Lines (+) or ➡ Decrease lines (-)

ChessBase

TIP: You can lock any Kibitzer in order to examine other parts of the game or an entirely different game. Again, right-click on the engine pane ➡ Lock engine. Note that if you do not lock the engine, your results will be lost when you click elsewhere in the game, because the engine will otherwise assume that you are interested in assessing the move at that new location.

.....

NDTE: When you open a Kibitzer, it will not be available for use on a position in another game until you close it.

TIP: If you do not see the Kibitzer in your list of available engines, you undoubtedly left it active in a window that may now be buried behind other windows.

.....

TIP: If you cannot open a Kibitzer, it is likely that you have so many ChessBase windows open that the application no longer has enough memory to load the engine. Try closing some windows!

China Dano Faita Maria	
Deep Fritz 14 x64 Stop & G. 4 CPUs	
() +- (4 37) Depth=22 18 g4 (3/53) 7521 kH⊌s	
1. +- (4.37). 18 Bxd4 axd4 19 R6 Kg8 20.e5 h5 21 Ne2 c5 22 Rxd5 Gxe5 23 Gxe5 Bxe5 24 Rxh5 Rh8 25 R1 Rac8 26 Bc4 Rc7 1 2 ± (058). 18 Rad1 16 19 Gxe8 Raxe8 20 a4 a5 21 a5 c5 22 b3 15 23 Bc1 H 24 Ba3 Rc8 25 Na4 Ne6 26 Bxa6 Nd4 27 Bd3 Ne6 2 3 ± (0.37). 18 g4 Ne6 19 Rad1 Ge7 20 Kg2 Bf6 21 h4 Rg8 22 g5 s6 23 Kh1 Bg7 24 b3 Rac8 25 Na4 Ne6 26 Bxa6 Nd4 27 Bd3 Ne6 2 4 ± (0.32). 18 g4 Ne6 19 Rad1 Ge7 20 Kg2 Bf6 21 h4 Rg8 22 g5 s6 23 Kh1 Bg7 24 b3 Rac8 25 Na4 Ne6 26 Bxa6 Nd4 27 Bg4 27 Gg4 Kg8 4 ± (0.32). 18 Rae1 H5 19 Gxe8 Raxe8 20 g1 b5 21 a3 a5 22 eof5 e4 23 f6 Rxf6 24 Bxd4 Rxf1+ 25 Krd1 Bxd4 26 Hxe4 10 e4 27 B 5 = (0.30). 15 Rf2 c5 19 Rat1 c4 20 Be2 I5 21 ext6 Grdt5 22 Bxh5 N6xf5 23 Bxd4 ext4 24 Rxf5 dxc3 25 bxc3 a6 26 Rxf6+ Rxf8 2 * La	27 Ag6+ K18 28 Nc1 Ree7 29 Nd3 Bh8 30 Ag5 ↑ 28 c3 R77 29 Nb6 Rd8 30 Nd5 Ra8 31 b4 cnb4 3 28 Kg1 Bh8 5xc4 Bxb2 28 Bxc6 Rxe1+ 29 Kxe1 b4 30 axb 27 Rxf8+ Bxf9 28 Bt7 b6 29 Be7 a5 30 Ba6 Sg
Stockfish DD 64 SSE4.2 Stop	
1. ++ (5.59): 18 Bxd4 65 19 B2 75 20 Qxx8 Rbx8 21 exf5 e4 22 Ba6 Bxc3 23 bxc3 Nx65 24 g4 e3 25 gx65 exf2+ 26 Rxf2 Re3 27 H 2 ± (0 90): 18 Radi #5 19 Qxx8 Raxx8 20 g4 Rd8 21 Kg2 c5 22 B3 b5 23 Rf2 a6 24 a4 Rtx8 25 axb5 axb5 26 Bxd4 exd4 27 Hxb5 3 ± (0 80): 18 Rd7 #5 19 Qxx8 R5x68 20 Rd1 Rax8 21 a4 Kg8 22 Rd1 Rd7 23 g3 Rf2 24 g4 e8 25 Kg2 Rdr2 25 b4 Rc7 27 Mxb7 Rcd 4 ± (0 62): 16 g4 fxe6 19 b4 Rd5 20 a4 b6 21 Rf3 Qe7 22 Raf1 Qe8 23 R3/2 Rd7 24 b3 Rd8 25 b4 Rg9 26 b5 cxb5 27 Nxb5 N4 28	GN2 Rxc3 28.65 R18 29 Re1 Ra3 30.643 Rxa2 31 R 5 Nxb5 28 Bxb5 Rxe4 29 R15 Re5 30 Bd3 Rde8 31 17 28 Kg3 Re6 29 Kg2 Re48 30 Kg3 8 BxH ext4 29 Rxt4 Nxb5 30 axb5 Sd4 + ³¹ Kg2

Reading the results

As you can see, I opened up two Kibitzers at the same time. Both Deep Fritz and Stockfish quickly found Fischer's spectacular continuation, 18.Bxd4 exd4 19.Rf6. Both engines recognize that White has a winning advantage although Stockfish, seeing Fischer's impending sacrifice, recommends not recapturing on d4. The engines reveal the depth of their searches as well as what move they are currently examining.

The engines provide their lines in order from best to next best. The Kibitzers add an assessment symbol:

+	$.1.40 \ and \ higher: White has a winning advantage$
±	.0.7-1.40: White has a clear advantage
±	.0.3 - 0.7: White has a small advantage
=	.Both sides have roughly even chances
∓	0.30.7: Black has a small advantage
∓	0.71.40: Black has a clear advantage
-+	1.40 and lower: Black has a winning advantage

Analysis Tricks (X and Y)

My Third Law of Chess states that if your opponent has a threat, you must either prevent that threat or, better yet, find a bigger one. Of course, that law is of little help unless you see your opponent's threat. You can use the Kibitzer to find the threat in any position. Launch the Kibitzer in the usual way (do not lock it) and press "X" (or right-click in the engine and select "Analyze threat").



TIP: If you prefer, you can see these "Threat" results by turning on the threat arrow. With a game board open \Rightarrow Training \Rightarrow Threat as Arrow.

The Kibitzer will now shift ahead a half ply and begin analyzing the position. The result is a list of the possible threats in the position. Note that there might well be more than one threat, and so make sure that the Kibitzer is analyzing more than one line at a time.

As the Kibitzer chugs away on a position, there will be times when you know that its top choice is simply wrong. That can be frustrating because the engine will be wasting time and processing power on a line that you have already rejected. In that case, press the "Y" key (or right-click \Rightarrow Next Best) to force the Kibitzer to start its analysis with the next best line, essentially excluding its main line from consideration.



Here's a fun example from one of my correspondence games.

It's White to move, and Black is threatening to play ...h5 after which White's king will not be able to penetrate the kingside. This position is living proof that humans can still outthink these bags of bolts. Most Kibitzers suggest moves such as a5, c4, b4, d4, c3, and even a variety of king moves, all of which draw by permitting ...h5 on the next move. By eliminating those lines with "Y", Fritz begins to focus finally on the correct move, 24.h4!! +-

TIP: This "Next Best" feature is available only with Fritz engines.

.....

Analyzing many lines at once

The engines can provide a tally of the top lines they are analyzing, and you can control the display. Here, Deep Fritz 14 is analyzing five lines at the same time.

Anders Date Fritzle alle anders sectore and an and an an an an an and an and an and an an an and an an and an a
Deep Fritz 14 x64 Stop 🛞 🛇 4 CPUs
H +- (4.43) Depth=23 18.Rad1 (2/53) 7474 kN/s
1. +- (4.43): 18.Bxd4 exd4 19.Rf6 Kg8 20.e5 h6 21.Ne2 c5 22.Rxd6 Qxe5 23.Qxe5 Bxe5 24.Rxh6 Rfe8 2 2. ± (0.58): 18.Rad1 f6 19.Qxe8 Raxe8 20.a4 a6 21.a5 c5 22.b3 f5 23.Bc1 f4 24.Ba3 Rc8 25.Na4 Ne6 26 3. ± (0.34): 18.g4 Ne6 19.Rad1 Qe7 20.Kg2 b5 21.b3 b4 22.Ne2 c5 23.Ng3 Nd4 24.Qg5 f6 25.Qh4 Qb7 2
4. ± (0.34): 18.Rf2 c5 19.Raf1 c4 20.Be2 f5 21.exf5 Qxh5 22.Bxh5 N6xf5 23.Bxd4 exd4 24.Rxf5 dxc3 25. 5. = (0.29): 18.Rae1 f5 19.Qxe8 Raxe8 20.g3 b5 21.a3 a5 22.exf5 e4 23.f6 Rxf6 24.Bxd4 Rxf1+ 25.Kxf1 ✓

To increase or decrease the number of lines appearing in the display, right-click in the analysis pane and select "Increase number of lines" or "Decrease number of lines"... or simply press the + and - buttons towards the top of the analysis pane.

TIP: Changing the number of lines will reset the calculation, so set the lines when you launch the Kibitzer so as not to lose valuable processing time later.

Variation board

You can watch the positions of the Kibitzer's analysis. Right-click within the Kibitzer's analysis pane and select Variation Board.



As the Kibitzer works through the lines, you can observe the positions as they change without having to enter the variations into your analysis.

Clip Analysis

If you prefer, you can insert the main line or all lines being analyzed directly into the game notation by right-clicking in the analysis pane, and then selecting "Clip to Notation" or "Clip all to notation". Here's a sample of a Clip-all in that analysis of the Fischer-Benko game.

```
1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 a6 5.Bd3 Nc6 6.Nxc6 dxc6 7.Nd2 e5 8.Nc4 Ne7 9.Be3 Ng6 10.Nb6 Rb8 11.Nxc8
Rxc8 12.Qg4 8b4+ 13.c3 0-0 14.0-0-0 Bd6 15.h4 Kh8 16.h5 Nt 17.Bc4
[Fritz 12: 1) 17.Bxf4 f5 18.exf5 exf4 19.h6 Rc7 20.8c4 Qf6 21.Be6 Rd8 22.Rd2 Be5 23.Rxd8+ Qxd8 24.Rd1 Qf8 25.Re1 Qc5 358/17]
[Fritz 12: 2) 17.h6 g6 18.8c4 Qe7 19.g3 b5 20.8xf7 Qxf7 21.gxf4 Rod8 22.fxe5 8xe5 23.Kb1 Kg8 24.8c5 Rfe8 25.f3 8f4 2.38/17]
[Fritz 12: 3) 17.8c4 Qe7 18.g3 b5 19.h6 g6 20.8xf7 Qxf7 21.gxf4 Rod8 22.fxe5 8xe5 23.Kb1 Kg8 24.8c5 Rfe8 25.f3 8f4 2.38/17]
[Fritz 12: 4) 17.g3 Nxd3+ 18.Rxd3 Qc7 19.Qf5 Qe7 20.Rhd1 Rod8 21.8b6 Rd7 22.8c5 g6 23.Qf3 Rfd8 24.8xd6 Rxd6 25.Rxd6 Rxd6
26.Rxd6 Qxd6 27.Qxf7 1.92/16]
[Fritz 12: 5) 17.Kb1 Qe7 18.h6 g6 19.8c4 Rod8 20.8b6 8c7 21.8xc7 Qxc7 22.g3 b5 23.8b3 Ne6 24.8xe6 fxe6 25.Rxd8 Qxd8 26.Rd1
1.70/16]
17..b5 18.8xf4 Qc7 19.Qf5 exf4 20.h6 Rg8 21.8xf7 Rcf8 22.hxg7+
1-0
```

Using Engines for data entry

I am always looking around for the quickest way to enter games into ChessBase. In the opening phase, it's very quick simply to click through the results coming in from the Online Database or a large opening book if you have one. That way, I accomplish two tasks simultaneously, entering the games and seeing how the players fared. ChessBase's Heumas is also a great help.

In the middlegame, it can be very equally effective to turn on a kibitzer. Again, you will see how the players fared, and with a single press of the space bar, ChessBase will enter the Kibitzer's top choice into the game.

NOTE for Advanced players: You can enter an entire variation from the Kibitzer with Ctrl-Space.

Let's Check!

It's often tempting to let the Kibitzer run on and on in an effort to gain more clarity about a position. Most players know to wait a while for the engine to achieve sufficient depth to offer a useful opinion. Even after a while, perhaps even hours, there's a temptation to wait even longer for refined clarity.

In popular lines, many players will often be analyzing the same positions, an inefficient waste of time and processing power.

ChessBase 12 introduces Let's Check, a way of recording and sharing all of those efforts. The Green Revolution has hit chess, with remarkable results. Collectively we are saving power, but the true benefit is the efficient sharing of information.

In the Sicilian Dragon, after 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.f3 0-0 8.Qd2 Nc6 9.0-0-0 d5, let's turn on the Kibitzer and Online Database:

Deep Fritz 14 x64 Stop 4 CPUs	Disconnect	Settings	9918 (
1. ± (0.40): 10.Nxc6 bxc6 11.exd5 cxd? • 2. ± (0.37): 10 exd5 Nxd5 11.Nxc6 bxc	10.Kb1 Nxd4 11.e5 10.exd5 Nxd5 11.Nxc6 10.Qe1 e5 11.Nxc6	0.29 depth=35 0.30 depth=35 0.54 depth=30	Houdini 4 x64 Houdini 3 x64 Deep Fritz 13	Floresta schmaft
3. = (0.26): 10.Kb1 Nxd4 11.e5 Nf5 12. 4. = (0.23): 10.Nxd5 Nxd5 11.Nxc6 bxc	Common Theory	Visits=2810	2	Þ

The Online Database tells us that 10.exd5 is the most commonly played move in the position, scoring a healthy 57.1% overall. The Deep Fritz 14 engine evaluates the position at depth 23 as 0.40, a modest advantage for White. I could let that evaluation run for a while, but Let's Check, the pane to the right of the Kibitzer's ongoing analysis, reveals the results of the efforts that other players have already undertaken. The Houdini searches reached a depth of 35 ply!

TIP: You can load Let's Check directly from the ribbon. With the game board open ➡ Analysis ➡ Let's Check.





TIP: If you open the Kibitzer but do not see the Let's Check pane, click on the blue arrow.



NDTE: ChessBase introduced Let's Check in its version 12. They also make it available with their Deep Fritz engines.

You can see these Kibitzer results instantly, without having to wait the hours or days that others put in to obtaining them. The listed results are those that ran the longest and so, I thankfully have less incentive to let my machine run on and on, giving me instead a chance to think about the positions by observing a whole series of evaluations.



TIP: Engines are different, and so too will be their evaluations but Let's Check does not favor one engine over another. Rather, it favors the longest runs in the assumption, logically but perhaps incorrect, that the longest runs will tend to provide the greatest clarity.

.....

The results displayed here do not provide unambiguous clarity, but they are interesting nonetheless. Different versions of the Houdini engine suggest that White's advantage is modest. Deep Fritz 13 is a bit more optimistic about White's chances. Thankfully, I do not need to wait days to see those results!

Let's Check a game

Yesterday, on Playchess, I witnessed Nakamura v Carlsen. Here's their wonderful game.

Nakamura, Hikaru - Carlsen, Magnus, Zurich Chess Challenge, Zurich2014

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.f3 d5 5.a3 Be7 6.e4 dxe4 7.fxe4 e5 8.d5 Bc5 9.Bg5 0-0 10.Nf3 Bg4 11.h3 Bxf3 12.Qxf3 Nbd7 13.0-0-0 Bd4 14.Ne2 c5 15.g4 a5 16.Kb1 Ra6 17.Ng3 g6 18.h4 a4 19.Rh2 Qa5 20.Bd2 Qc7 21.g5 Ne8 22.h5 Rb6 23.Bc1 Rb3 24.Qg4 Nb6 25.Be2 Nd6 26.Rdh1 Bxb2 27.Bxb2 Nbxc4 28.Bxc4 Nxc4 29.hxg6 Qb6 30.g7 Rd8 31.Qh4 Rxb2+ 32.Ka1 Rxh2 33.Rxh2 Qg6 34.Nf5 Re8 35.Qg4 Qb6 36.Qh3 Qg6 37.d6 Nxd6 38.Nxd6 Rd8 39.Nc4 Qxe4 40.Qh5 Rd3 41.Rh4 Qf5 42.Qe2 b5 43.Nd2 Qxg5 44.Qxd3 Qxh4 45.Ne4 Kxg7 46.Qf3 Qf4 47.Qg2+ Kf8 48.Kb2 h5 49.Nd2 h4 50.Kc2 b4 51.axb4 cxb4 52.Qa8+ Kg7 53.Qxa4 h3 54.Qb3 h2 55.Qd5 e4 56.Qh5 e3 57.Nf3 e2 58.Kb3 f6 59.Ne1 Qg3+ 60.Ka4 Qg1 61.Qxe2 Qa7+ 0-1

When I turn on my engine and use it to examine their middlegame, I see that approximately 1,400 people have already done so, and more than a few in great depth! When I turn on my engine after Nakamura's 19.Rh2, I see that others have already taken the analysis to 27 ply, a depth that would take me hours on my machine.

		a ser size e suas namena i o binnen elemente en seres num. De namen	ل ک ا
19Qe7 20.h5 Rb6 1.80 depth=27 Dee 19Qe7 20.h5 Rb6 1.20 depth=27 Hot 19Qe7 20.h5 Rb6 1.20 depth=27 Hot 19Qe7 20.h5 Rb6 1.05 depth=20 Ryb (Discovered by bking_US) Visits=1504 Visits=1504 Visits=1504	ep Fritz 13 <i>jernjoffen</i> 02.02.2014 udini 4 x64 01.02.2014 oka 4 x64 01.02.2014	10 10<	

These results suggest that Nakamura has a strong, perhaps winning advantage, that these results have been visited 1,504 times, and that Deep Fritz 13 and Houdini believe that Black ought to respond here with 19...Qe7. The red bar at the bottom represents the progress that my own engine has made towards contributing meaningfully towards the analysis of this position.

If this position is important to me, I can lock the engine and proceed with other tasks. After a long time, my machine would finally produce a result that would enter this list.

And so, the list provides us with a summary of the longest calculations in this position, all stored in the ChessBase cloud and available to everyone. When deeper analyses are done, those results will automatically enter the list.

Let's Check Analysis

Chess players should strive to review important games, especially their own, with a strong player at their side. Grandmasters have seconds, aspiring juniors have coaches, and that leaves ChessBase and its Kibitzers for the rest of us.

The method is well understood. Run through a game with a Kibitzer running, or better yet, have Let's Check automate the process!



Rather than focus on a single move, we can garner the combined engine analyses from all the observers of this game. With the game open, launch a Kibitzer and Let's Check, and then ➡ Analysis ➡ Let's Check Analysis.

ChessBase provides us with four options.

Let's Check	×
Analysis Type:	 Blunders, Combinations, Training Retrieval Only Standard Analysis Win Variations
	Advanced
ОК	Cancel

"Blunders, Combinations, and Training" provides a useful summary of the turning points in the game. Here's the analysis from the Let's Check results stored in the ChessBase cloud. Note that the entire game has been examined by chess fans worldwide, and that ChessBase has annotated the game, correctly identifying the main turning points and blunders. We can quickly see that Nakamura had built up a winning advantage only to throw that away with 37.d6??

The point, of course, is that this is an extremely efficient method for watching and studying grandmaster chess. With minimal effort on your part, and with no need to run a powerful engine, you can get a very quick, objective overview of all of the best games every day!

```
Nakamura, Hikaru 2789 - Carlsen, Magnus 2872 0-1
                          E20 Zurich Chess Challenge 2014 (3) 01.02.2014 [RR]
1d4 Nf6 2.c4 e6 3.Nc3 8b4 4.f3 d5 5.a3 Be7 6.e4 dxe4 7.fxe4 e5 8.d5 Bc5 9.Bg5 0-0 10.Nf3 Bg4
11.h3 Bxf3 12.Qxf3 Nbd7 13.0-0-0 Bd4 14.Ne2 c5 15.g4 a5 16.Kb1 Ra6 17.Ng3 g6 18.h4 a4
19.Rh2 Qa5 20.Bd2 Qc7 21.g5 Ne8 22.h5 Rb6 23.Bc1 Rb3 24.Qg4 Nb6 25.Be2 Nd6?!
 [25...8e3 26.8xe3 Rxe3+-]
26.Rdh1 8xb2 27.8xb2 Nbxc4 28.8xc4 Nxc4 29.hxg6 Qb6 30.g7 Rd8 31.Qh4 Rxb2+ 32.Ka1 Rxh2
33.Rxh2 Qg6 34.Nf5 Re8 35.Qg4 Qb6 36.Qh3 Qg6 37.d6??
 [37.0h4 b6 38.d6!+-1
37...Nxd6 # 38.Nxd6 Rd8 39.Nc4?!
 [39.Nc8 Kxq7 40.Ne7±]
39...Qxe4= 40.Qh5??
 [40.Ne3 Od4+ 41.Ka2=]
40_Rd3-+ 41.Rh4 Qf5 42.Qe2 b5 43.Nd2 Qxg5 44.Qxd3 Qxh4 45.Ne4 Kxg7 46.Qf3 Qf4 47.Qg2+
Kf8 48.Kb2 h5 49.Nd2 h4 50.Kc2 b4 51.axb4 cxb4 52.Qa8+ Kg7 53.Qxa4 h3 54.Qb3 h2 55.Qd5
e41? 56.Qh5 e3 57.Nf3 e2 58.Kb3 f6 59.Ne1 Qg3+ 60.Ka4 Qg1 61.Qxe2 Qa7- 100% of this game
found in Let's Check.
0-1
```

"Retrieval only" provides a running list of the main alternatives when the players selected moves that were not already on the top of the Let's Check recommendations. The analysis starts when the game departs from established opening theory, giving players an opportunity to extend that theory and to hone their middlegame skills.

ChessBase returns these results very quickly indeed and, once again, you need not have a powerful engine to retrieve this data.

[16Qb6 17.Rd2 a4 0.59/24 Houdini 4 x64/Sankara]
17.Ng3 g6
[17a4 18.Nf5 g6 1.17/25 Deep Fritz 13/jernjoffen]
18.h4 a4
[18Rb6 19.Rh2 Bg1 1.10/26 Houdini 4 x64/Blackborn]
19.Rh2 Qa5
[19Qe7 20.h5 Rb6 1.80/27 Deep Fritz 13/jernjoffen]
20.Bd2
[20.h5 Ne8 21.Be7 2.25/26 Houdini 4 x64/Sankara]
20Qc7
[20Qd8 21.Bh6 Ne8 1.54/27 Houdini 4 x64/Sankara]
21.g5
[21.h5 Ne8 22.Bh6 2.03/27 Houdini 4 x64/Blackborn]
21Ne8 22.h5 Rb6 23.Bc1 Rb3
[23Nd6 24.Bd3 Re8 2.12/26 Deep Fritz 13/jernjoffen]
24.Qg4 Nb6
[24Nd6_25.Qh4 3.21/28 Houdini 4 x64]
25.Be2 Nd6?!
[25Be3 26.Bxe3 Rxe3 3.46/27 Deep Fritz 13/bking_US]
26.Rdh1
[26.hxg6_fxg6_27.Rdh1 7.10/26 Houdini 4 x64]
26Bxb2
[26Qd7 27.Qh4 Rxg3 5.37/26 Houdini 4 x64]
27.Bxb2 Nbxc4
[27Qd7 28.hxg6 Qxg4 8.65/30 Houdini 4 x64]
28.Bxc4 Nxc4 29.hxg6 Qb6
[29Nxb2 30.gxh7+ Kh8 3.08/21 Deep Fritz 14 x64]

"Standard analysis" rather quickly brings in from the cloud a summary of the available Let's check results, in this case, on every move for which there were meaningful choices.

```
30.g7
 [ 30.gxf7+ Rxf7 32.12/29 Houdini 4 x64 ]
 [ 30.qxf7+ Rxf7 31.Nh5 6.85/25 Deep Fritz 13/jernjoffen ]
 [ 30.gxf7+ Rxf7 31.Nh5 10.19/24 Houdini 3 x64 ]
30...Rd8
 [ 30...Ra8 31.Qh4 Rxb2+ 11.64/27 Houdini 4 x64 ]
 [ 30...Rxb2+ 31.Ka1 Rd8 5.05/15 Deep Rybka 4 x64/jernjoffen ]
31.Qh4
 [31.Qh3 Qg6 32.Qxh7+ 5.90/28 Deep Fritz 13/bking_US]
31...Rxb2+ 32.Ka1 Rxh2 33.Rxh2 Qg6 34.Nf5 Re8 35.Qg4
 [35.Rh3 b6 36.d6 23.16/28 Houdini 3 x64]
 [ 35.Qf2 Na5 36.Rxh7 10.17/21 Deep Rybka 4.1 x64/scratchy ]
 [ 35.Qh3 Na5 36.d6 14.20/28 Deep Fritz 13/Stephanh1 ]
35...Qb6 36.Qh3
 [ 36.Qf3 Qg6 9.97/31 Komodo 6 ]
 [ 36.Qh4 Qg6 37.Qh3 25.99/27 Houdini 4 x64/Blackborn ]
36...Qg6 37.d6??
 [37.Qh4 b6 38.d6 16.90/31 Fritz 13]
 [ 37.Qf1 b5 38.Qh3 27.20/32 Houdini 4 x64 ]
 [ 37.Nh6+ Kxg7 38.Qd7 9.54/45 Stockfish 290114 SE]
```

The Nalimov TableBase

A number of computer scientists, notably Ken Thompson of Bell Labs and Eugene Nalimov of Microsoft generated databases containing comprehensive collections of precalculated endgames. By 2012, those efforts had resulted in databases containing most endgames containing up to seven pieces. The work, of course, is exponential, and even with our wondrous advances in technology, the eight-piece TableBase will be decades or more away.

The point, for engine users, is that the combination of engines and Tablebases substantially enhance the engine's ability to provide accurate results in endgames. The engines will now pick up transitions to winning endgames quickly and accurately, usually providing a precise distance to mate. Results such as "mate in 72", almost always come as shocks to human players.

These efforts have fundamentally changed rules. For example, many rule books now incorporate an understanding that many endgames require more than 50 moves to accomplish. The TableBase has significantly affected correspondence play, since anyone can now look up and

follow best play during this final phase of the game. The International Correspondence Chess Federation (ICCF) incorporated the TableBases directly into its rules last year. A player who now reaches such an endgame can simply claim a win or draw.

Perhaps the most famous such example came in the famous correspondence game that Garry Kasparov played against the rest of the world. In that game, after 54...b4, the TableBase tells us that it's White to move and deliver mate in 83 moves.

Chess composers have also embraced the TableBase and its many surprises.

Some argue that chess is being squeezed by opening theory at the beginning of the game and the TableBase at the end, but I think that the discussion in the middle, between opening theory and endgame certainty, remains vibrant and wide enough to sustain human interest for centuries to come.

There are several ways to integrate the TableBase results into ChessBase kibitzers. ChessBase sells a nine DVD set, and ChessBase provided provision for pointing to the data. Open Program options ➡ TableBase ➡ Enter the correct paths

This large set covers all five piece endgames and selected six piece finales, and works with most engines.

			·····
NOTATION	Engines	Folders	
Encyclopedia	Misc I	Jser Desigr	n Language
Tablebases	Tableba	ses Gaviota	Clipboard
Path 1		B	rowse
Path 2		B	rowse
Path 3		В	rowse
Path 4		B	rowse
Cache 1	MB		
🔽 Load at pro	gram start		
Or		Annhu	

The Gaviota TableBases take up about 10% less space on your local drive and they are fully free, but you must experience the agony of downloading 145 large files totaling 7 GB from http://www.olympuschess.com/egtb/gaviota/ The Gaviota Tablebase works with the Houdini and Stockfish engines.

The Syzygy 6-men tablesbases are the latest entry. This implementation requires even less space, about 1 GB of storage space, and works with the Houdini engine, but the results lack useful distance to mate data.

If all that seems perplexing or difficult, fret a bit less. ChessBase has entered many TableBase positions into Let's Check! You can experiment with these endgames without having to struggle with complex downloads or purchase the DVD sets and then struggle with their installation.

Here's a fun position. As a youngster, I had thought that Black had created a fortress that could not be breached.



But placing this position into ChessBase (Use Set-up position with "S") and turning on an engine with Let's Check reveals two remarkable facts. First, this position is in fact White to move and mate in 57 moves starting with Qd7+!



We know that not from the Kibitzer's results, which provide no meaningful clarity, but rather from Let's Check, which instantly gives us the amazing result. It provides that clarity because ChessBase has incorporated at least some TableBase positions into Let's Check!

The implications are extraordinary. If you reach a position that exists in the TableBase, you will instantly gain its insight. And you can use the TableBase as a learning tool.

I now recommend that my young students practice their basic mates right here, and even I enjoy such exercises, most recently K+N+N v K+P. All of us know how to bring about those basic mates, but doing so efficiently requires some skill.

My older students especially appreciate seeing how small changes in the placement of a piece or pawn in an endgame can alter the verdict. Take that blockade position and add in another black pawn on e5 and the Black fortress holds.

Joining the Let's Check movement

Now that you are benefitting from others' analysis, you can more fully join the movement by sharing your own analysis.

With Let's Check operating, Click on Settings. Enter your Playchess username and password, and click on the Use Playchess.com button.

Setti	X
Connect automat	tically
Use Playchess.co	m account name
Username	jedwards
Password	
🔲 Suppress Noise	
Save positions fro	om chat
ОК	Cancel

Advanced Let's Check Analysis

By registering Let's Check with Playchess, you will now be able to submit games and positions to Let's Check server.

.....



NDTE: You will not be able to take part in these activities without a Playchess account. Those who acquire ChessBase 12 as a download are often disappointed to learn that the download does not include a Playchess account. Be aware!



TIP: Some readers are thinking, "How do I turn it off? I don't want others seeing what I am analyzing!" In the Lets Check window, click on settings and make sure that you are not connecting to the Playchess server.

The Let's Check retrieval methods we've already seen work very well when we're dealing with a game played between grandmasters that hundreds of people have followed carefully. But what about when it's just a game that you played at a recent event, or a game played between lesser known players that has not yet attracted much attention? As you will soon see, we can submit such a game for analysis, but there's no guarantee whatever that the chess community will help out.

The fourth Let's Check Analysis option, Win Variations, permits you to examine games that no one has previously examined. These games will certainly include your own unless you happen to be a famous player. I am picking one of my correspondence games from the 10th US Championship. By so doing, I will be contributing the analysis to the results on the Let's Check server.

Alternatively, I could simply open the game, use the Reference or Online Database to locate the critical positions, and run a Kibitzer there. If these are positions that no one else has examined, Let's Check will reward these efforts with points and we will be contributing quite directly to the cumulative body of chess knowledge.

Or we can have a ChessBase Kibitzer analyze the complete game for us and forward its discoveries to the Let's Check cloud.

In the dialogue box, click on the Advanced Tab. There, set the minimum and maximum times. These are in seconds and so, each move may take between 6-15 minutes. The engine will analyze each move until it reaches your maximum time or it is able to "win the position," essentially analyzing a position to a greater depth than others previously have.

Chessese TIP: A long game will therefore take many, many hours to evaluate, and so consider setting Win Variations in motion before you go to sleep or head off for the day. If you carry out the analysis while you are performing other tasks, your processor will have to share its capacity rather than devoting it to the chess.

Let's Check Analysis	
Minimal Time [s]	400 🗘
Maximal Time [s]	900
Include Variations:	 All Variations Differing Moves Only Evaluations only
🔽 Include Text Comme	nts
🔽 User Names	
ОК	Cancel

The times here provide only a rough guide. On a very fast machine, you may be able to reduce the times. Slower machines may require more. You will need to figure the appropriate times for your own machine. Play around with a very short game for starters so that you gain a sense of what will work best for you.

If others have provided any text commentary on any of the positions, this analysis will bring that in as well as the user names of those who have previously examined any of these positions.

Watching the analysis progress is much akin to watching glaciers move. As with Fritz Game Analysis functions, the Kibitzer starts at the back and works its way forward, very slowly indeed. Unlike the Fritz Games Analysis, the results are being recorded in the cloud and you are getting the credit.

Here is a screen shot of the process in motion. The kibitzer is critical of my sacrifice on the 13th move as well as the follow up, but this neat variation nonetheless now rests in the cloud.



LiveBook

The ultimate goal in opening preparation is an "Engine Verified Opening Repertoire." Grandmaster preparation today must certainly involve the Online Database, a running engine or two, results from Let's Check, as well as published sources.

To ease that preparation process, ChessBase accumulates the Let's Check evaluation data in LiveBook, a huge and very quickly growing opening book. Unlike ChessBase's legacy Opening Book, LiveBook comes ready to use, right out of the cloud. ChessBase accepts the deepest analyses into its LiveBook database. Rather than simply viewing Let's Check results in a position of interest, you can very quickly scroll through all opening lines and your opening repertoire examining the evaluations of the world's strongest chess engines. Hundreds, perhaps thousands of computers worldwide are dedicated at every moment to examining variations, new grandmaster games, and even endgames and adding the results to this cloud database. If you want, you can add your results and your computer to the movement! It's real parallel processing for chess analysis and now a fundamental part of opening research and preparation.

Those who do the work for the first time, be they grandmaster or amateur, become the discoverers, an honor that remains for all time even if that analysis is later considerably improved. When deeper analyses appear, those authors' names will rise to the top. Every position can have up to three authors.

ChessBase maintains an honors list for those who have discovered the most new lines or who have best improved upon existing analyses. Points are awarded for discovery, for improvements ("winning the position"), and for variations that attract substantial interest. Note that ChessBase permits anonymous entries for those so inclined.

				X	
	#	User	Points		
	1	Clare	90329,83		
	2	Pacificrabbit	70339.24		
	3	Blackborn	54025.36		
	4	Kaos_00	27728.33		
1.000	5	jernjoffen	25041.30	and the second se	
000 FLC 20	6	KingRik	23313.52	-	
	7	Tequila	19613.01	<u></u>	
l	8	mely	15908.82		
į	9	A Lost Game	14944.85		
	10	Freezel	14283.01		
	11	TwoKnights	13071.95		
	12	Gerald Rummel	12929.45		
ľ	13	YodaWindu	9318.05		
	14	steffan	9049.45		
	15	rolau61	8996.68		
ł	16	bking_US	8940.48		
ł	17	Hypekiller5000	8901.51		
	18	A Losing Game	8672.37		
	19	rookalinc	8043.64	·	
	20	SxB	7392.49		
	21	Small-girl	6353.84		
l	22	Lutz	6080.15		
	23	Tabaluga	5946.37		
	24	snowbird122	5708.37		
ľ	25	scullifer	5564.73		
ŀ	26	Michael R	5381.26		
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		Shaw Unan In	()		
	Show User Information				
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	OK				
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You can open the LiveBook by pressing the LiveBook tab above any game, or \Rightarrow View \Rightarrow LiveBook. ChessBase will then contact the LiveBook server. Obviously, internet connectivity is required.

Notation Reference Table Training Score sheet LiveBook

TIP: If you highlight a move in the openings of early middlegame, LiveBook will open at that position.

Here is a screen shot for the LiveBook just before Nakamura's 6.e4.



There are four panes, whose size and position you can adjust to suit your needs.

The message pane announces your arrival as well as discoveries and variation wins.

ChessBase

Charstere **TIP:** Click on a line in the chat window to display its position.

The text window gives you a chance to add textual analysis to any move.

The diagrams highlight ongoing activity, with a the most popular position (it has the most viewers) and the work of the most recent Let's Check explorer.

TIP: Clicking on a diagram copies its position.

The LiveBook opening tree is constantly updated by all of the Let's Check analyses. The Games column indicates the number of games in the LiveBook database containing that move. This database is smaller than most reference databases or the Online Database, but these games tend to be played by the world's best players. Once again, the results column is always from White's perspective. ELO-Av represents the average ELO rating for the players who played that move.

The other columns contain new information. The date indicates when information was last added by a user. The most popular lines will likely have a recent date. The Evaluation column provides a quick summary of the Let's Check analyses. Visits summarizes the number of times that users examined the move with their engines, a sure sign of interest. The % column is a useful addition. It represents how often the move has been played relative to other moves.

TIP FOR ADVANCED USERS: You can compensate for the size of the LiveBook database by opening up the Online Database at the same time.

How quickly is the data growing. ChessBase answers that too at www.lets-check.info. Here's a screen shot from early February, 2014.

06.02.2014, 16:02:53

Value	Since midnight	Yesterday (24h)	Total before today
Analysing Users total:	4713	7 391	19730
Now Logged in:	2171		
Peak:	2207	2684	3532
Book Requests:	2276750	4214297	30472494
MoveLists:	78572	160000	1113486
New Positions:	980600	1849602	12574622
Current Growth:	1558 pos/min	1284 pos/min (av)	
Analysed Positions:	448802	820848	6046308
Automatic Analysis Jobs:	40961	55802	357986
Deep Variation Wins:	1641	17 9 7	22289
Diseoveries:	581	1454	10189
Comments:	2	2	9



Contributing your engine

You can very actively participate in the Let's Check movement, and earn Honor points, by contributing your engine to the community.

During my days in computing support at Princeton University, we were active in contributing the processing on idle machines to important computational problems in AstroPhysics and other disciplines. We can think of chess, of course, as such a discipline. It craves processing power and clarity to new as well as age-old questions.



With a game board and your Kibitzer open, \Rightarrow Analysis \Rightarrow Contribute Engine.

TIP: Be sure that you are logged in ➡ Let's Check ➡ Settings ➡ Use Playchess.com.

TIP: The fastest computers have a huge advantage. Faster engines will win more credits by processing more positions. If you have logged into Playchess, the chat window will display your "speed index."

At first, ChessBase may tell you that it is waiting for a position, but soon thereafter, it will inform you that you are contributing to the global chess community. The ChessBase server picks positions, usually ones of current interest.

To abort, close the window, or click again on Contribute Engine. Chess Base will thank you and inform you of the total number of credits you have earned.



In this position, I have donated my engine, and ChessBase has applied it to examine Black's 23rd move in Iljushin-Popov.



TIP: You can build up your credits by donating the processing time on your computer while you are sleeping!

5 Submit Position

If you prefer, you can submit positions for analysis. With LiveBook open ➡ Analysis ➡ Submit Position.

Set up a board with the position you want to submit. The higher the number of your credits, the higher in the processing queue that your game will be placed and the more likely that others will analyze it. ChessBase has established the queue to encourage users to contribute their own engines, building up credits that can be used to submit positions and full games for others to analyze.

If your position has already been analyzed, the server will tell and you can try again. If the position is new to the server, it will tell you that your position has been submitted and provide an expected wait time.



To submit a full game to the queue for analysis, open the game and then ➡ Analysis ➡ Submit Game (or Shft-Ctrl-Alt-G)

Deep Analysis

Let's Check Win Variation examine an entire game, but you will more frequently want to analyze a set of candidate moves.

I have selected the same game, Edwards-Hayward, correspondence, 1991 after 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.h4 Bxg5 7.hxg5 Qxg5 8.Nh3 Qe7 9.Nf4 c6 10.Qg4 g6 11.0–0–0 h5 12.Qg3 b5 13.Bxb5 Ba6 14.Bxc6 Nxc6 15.Ncxd5 exd5 16.Nxd5 Qd8 17.e6 Kf8

I played 18.Qf4. I thought that the immediate mate threat on f7 would impel 18...Rh7 after which 19.Qd6 is crushing, but I missed the powerful response 18...Nf6. Arthur Bisguier later pointed out that the immediate 18.Qd6 is a distinct improvement. So let's let my Kibitzer run on the move for a while.



Open a board to your critical or interesting position and select ➡ Analysis ➡ Deep Analysis

ChessBase loads your default Kibitzer and it goes to work, annotating in increasing depth the critical variations. The longer it goes, we assume, the more reliable the

analysis. Deep Analysis has a distinct advantage over simply running your Kibitzer. It records its ever deeper thoughts. It also eliminates variations that fail from future consideration, speeding the analysis of the more competitive lines and leaving behind a cogent analysis. The process will continue until interrupted, updating and eliminating lines.

The rest of the game remains, but if the Kibitzer selects moves other than the main line, those moves will be placed in a variation.

Here a screen shot of the process in motion. As you can see, the Kibitzer appears to prefer 18.exd7 rather than Bisguier's recommendation or the move that I played in the game.



The ribbon provides three options:



You can stop the process. The results will remain, giving you an opportunity to save them.

You can skip a level of analysis, immediately moving the processor to a higher depth.

NDTE: I have had bad luck skipping iterations. On my machine, the function seems instead to restart the analysis.

.

TIP FOR ADVANCED USERS: You can include variations ahead of time. If you annotate a line with a "?", the engine will not spend time on that variation, the approximate equivalent of pressing the "Y" key during your own sessions with the Kibitzer.



NDTE: Let's Check is off and the analysis is not being shared.

When you select Open Cloud Engines, you will gain the opportunity to rent an engine. More on that in a moment.

Engines in the Cloud

The ChessBase cloud does more than store data. It also stores engines! You can borrow, rent, or even bid on using a powerful engine for your analysis. Your own machine may not have enormous processing power, but you can employ engines that do. You can also couple your own machines, bringing those engines to bear on a single calculation! You can even perform this miracle remotely, and so, when you travel with ChessBase loaded on a laptop, you can access the processing power of a more powerful home machine.



TIP: Such remote access can dramatically lengthen the battery life of your laptop computer!

TIP: You can also offer up the Kibitzers on your most powerful machine, earning ducats while you sleep!



With a game board open, ➡ Analysis

By pressing Open Cloud Engines, you can add one of the cloud engines to the task of analyzing the move. The engines will run in parallel, with one engine recommending candidate moves and other performing the analysis.

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When you select Open Cloud Engines, you will be asked for your Playchess login, though you can enter as a guest.

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Engines with a green light before their name are available for use. There may be a booking fee. All rates are in Ducats (the ChessBase currency) per minute. As you can see, several of the engines are "In Use."

TIP: You can purchase Ducats at the ChessBase store or earn them through the Guess-a-Move feature (see Scenario 11).



You can offer up an engine of your own privately or publically.

When you select "Offer Public Engine, you will be presented with a list of your engines. After you select one, you will then be guided through a series of dialogue boxes.

Stockfish DD 64 SSE4	· · · · · · · · · · · · · · · · · · ·	
Engine Computer Revenue Private Users Ignored Users	Revenue	
	Booking Fee	0 💠 · 0 🌲 Ducats
	Minimum per Minute	0 🗘 0 韋 Ducats/min
	Reliable Rate (no bidding)	0 🗘 · 30 🚔 Ducats/min
	Max. Time for Fixed Rate [min]	60
ОК	Heip	Cancel

Here, you will identify the engine and its author, define the hashtable size that will be used for the engine, provide a description of the computer's processor and its clock speed, define the booking fee and the rate (in Ducats, the ChessBase currency) to be charged, as well as the maximum time that the engine can be used.



TIP: You can also prevent users from employing your engine by checking "Activate Ignore List".

TIP: Use your first attempts at sharing to build up your experience with cloud. Charge a low, fixed rate and see if you attract some Ducats. Over time, ChessBase users will express their appreciation with "likes" that will permit you to charge a bit more.

Note that you can set a minimum time per minute and a reliable rate. If someone is using your engine, another user can come in a wrest the engine away by offering a higher rate. Users can secure the engine by paying the "Reliable Rate."

When you select an engine, you open a Dialogue box that permits you to set your payment:

The engine is availa or protect agains	able, you could use it at the current rate st auctions by using the reliable rate.
Current Rate:	0.20 Dwcats/min
Reliable Rate:	0.30 Ducats/min
Booking Fee:	0.00 Ducats
Your Limits:	
Max. Rate:	0 🚔 · 20 🚔 Ducats/min
Budget (Duca ts):	97
	Set reliable rate
ОК	Help

When you click on an engine that is in use for less than the reliable rate, you will see:

Bid for Houdini 3.970		
in the second second second second second second second second second second second second second second second		
The engine is	in use, but you may submit	a higher bid.
Current Rate: Booking Fee:	0.05 Ducats/min 0.00 Ducats	
Your Limits: Max. Rate:	0 🚔 · 06 🚔	Ducats/min
Budget (Ducats):	97	
ОК	Heip	Cancel

This dialogue box defines the engine's booking fee, which here is set at 0, the current rate, and if set, the provider's reliable rate. By bidding above the current rate, you will gain control over the engine.



DBLIGATORY LEGAL NOTE: Be sure that your engine software license permits you to offer your engine for such remote analysis.

Using your own engines from the Cloud

Offering your Engine privately will make it available only to you. Selecting that option will again bring up a list of the available engines on your computer. Select one, and a new entry will appear on the list of Engines in the Cloud. Only I can see this engine, and of course, it is fully free for me to use.

🗑 Stockfish DD 64 SSE4.2 jedwards 🛛 Intel Core 17-2600 👘		Free 0.00	3.39 GHz 1 + 27811 4/8(1)	0	0.30	60 min	Free
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A control screen also appears. To remove the engine from the list of cloud engines, simply close this window.



If I now check the list of my engines, I see that the Stockfish engine is now available from the Cloud. The cool part is, of course, that I will now have access to this engine when I travel!

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Engine Fritz 11 SE Fritz 12 UCI Houdini 1.5 w32 UCI Rybka 4 900 x64 UCI Rybka 4 x64	Author Frans Morsch Frans Morsch Robert Houdart Vasik Rajlich Vasik Rajlich	Provider jedward:	Engine Stockfish DD (CPUs 541	Machine 1/4/8, 3.4 GHz
Advanced] -> Cloud	 			Cancel

Cloud Analysis

Earlier, I reviewed the steps for Let's Check Win Variations, which focused upon a complete game, and for Deep Analysis, which concentrated on a single move. Both relied upon the use of a local engine.

ChessBase permits you to launch multiple Kibitzers, and ChessBase also makes it possible to use multiple engines running in parallel. The approach is designed to save time and to analyze positions more thoroughly.

You can run multiple engines locally, but ChessBase now encourages the use of cloud engines. In a two engine configuration, for example, your local engine can calculate candidate moves while an engine in the cloud might analyze variations. Not all engines will provide the same result, and so you can have different engines focusing on different variations.

Start by opening a board window and selecting the move that you want to analyze. Open up a local engine, probably your default Kibitzer. Then select ➡ Analyze ➡ Engine Cloud and select an engine to use.

The engine n	is reserved for you - please load it ow in a board window.
Current Rate:	0.02 Ducats/min
Limit Rate:	0.02 Ducəts/min
Total Ducats	
	0.02
Remaining Ducat	:: 98.64 Ducats
Budget:	97.00 Ducats
	Stop

Here's the confirmation you will receive. In this case, the use of this Houdini engine will cost me 0.02 Ducats/minute. Upon the selection, you will receive confirmation in the Chat Window.

Welcome, jedwards:
13:25 - Starting to use: Houdini 4 x64 <aku1gm></aku1gm>

Back to the game. When you now select \Rightarrow HOME \Rightarrow Add Kibitzer, you will see that a new engine has appeared in the list.

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Engine Fritz 11 SE Fritz 12 UCI Houdini 1.5 w32 UCI Rybka 4 960 x64 UCI Rybka 4 x64 UCI Stockfish DD 64 SSE4.2	Author Frans Morsch Frans Morsch Robert Houdart Vasik Rajlich Vasik Rajlich Tord Romstad, Marco Costal	Provider Jakulgnv	Engine Houd no 4 s64	CPUs J	Machine 1/4/4, 4.2 GH2	
Advanced	-> Cloud					
OK	H	Чр			Cancel	

Go ahead and launch it. In your game window, you should have two Kibitzers running, your default engine and the engine you have rented from the Cloud. These are ChessBase panes, and so feel free to move them around the screen to suit your needs.



We're now ready to launch Cloud Analysis: \Rightarrow Analysis \Rightarrow Cloud Analysis

Upon this selection, ChessBase launches the following Dialogue box.

O Analysis Crawler	Root Candidates	Expected Answers
N Variations	3	-
Cloud Engine:		
Houdini 4 x64 (aku	1gm)	
Analysis Crawler	⑦ Root Candidates	Expected Answers
N Variations	3	

TIP: You can have more than two engines. Since engines may be interrupted by internet outages or someone's higher bid for access, it's useful to have the local engine take on the task of primary control.

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And you're off. The analysis can go on for as long as you would like, though keep in mind that the meter is running. Ducats are inexpensive, but those charges can add up.



Here's a screen shot of the Cloud Analysis in motion. My default Kibitzer has identified three candidate moves, and the Cloud engine is currently analyzing the line after 18.Qd6. Periodically, the board changes to reflect the ongoing analysis.


A Grandmaster by your Side (Complex searching made easy)

Many chess masters have commented that a wonderful book could be written about the amazing possible uses of ChessBase's search capabilities. I have personally used these functions every day for more than 15 years.

In the first chapter, we used those search capabilities in a very simple way, to locate the games played by Bobby Fischer. Let's now try a variety of more complex searches.

If you prefer, think of the search capability as an advanced method of finding precisely the games you want. During my correspondence chess days, I regularly searched for positions with pawn structures similar to those in my games and I was able to test various possible moves and combinations against the combined experiences of grandmasters.

For the research on my books, I have used these functions to perform the lion share of my early primary research. These efforts are nearly comprehensive, all the more remarkable since most of these often elaborate searches take at most a few minutes. With the search mask, I was able to locate most Classical Bishop Sacrifices, games containing quadrupled pawns, ...d5 pawn breaks in the Sicilian, and tens of thousands of games involving a Hedgehog formation. I will explain how to perform such searches in this chapter.

The special power of ChessBase's search ability becomes evident when you consider that you can combine these searches. Perhaps you want to see Hedgehog structures played during the past three years by players rated over 2500 in which Black employed a ...d5 break. You are limited only by your imagination.

The search mask tabs

With a large database open, once again bring up the Filter List \Rightarrow Ctrl-F ... or highlight a database \Rightarrow right click \Rightarrow Search ... or, with a database open \Rightarrow Home ribbon \Rightarrow Filter List.

Fil	ter Games	a ta sa				<u></u>			<u> </u>	
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	White						La construction de la constructi	Wins only		ACCURATE STREET

Take note of the six tabs across the top of the Search Mask. Each tab represents a different thematic set of criteria that you can use to search for games. Only games that fulfill the criteria you specify will remain in the game list. The other games will be suppressed from view until you end the search.



TIP: When your search is over and you want to restore the original appearance of the database, simply press the tab key.

Game data

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	<u>O</u> K			Help		Be	eset			ancel	

One of the key reasons for having access to a large, very well-maintained chess database is your ability then to search every field. If the fields are consistently maintained, you will then be able to obtain meaningful results.

The majority of your searches will involve such basic game data, and so ChessBase makes it easy to enter that information. You do not need to open up or understand the other tabs to conduct such simple searches.

In this Game data search mask, you can search by

* The name of the player: Enter a name (with "Ignore colour" on) to get all their games, or turn off "Ignore colour" to get the games of the player with White or Black.

* The result: White wins, Black wins, draws, games without result (0-0), games that actually end with a mate, with a stalemate, and games that ended with a check.

* The year in which the games were played.

* The ECO line or range.



TIP: Check out Kasparov's games with White against the Ruy Lopez by inserting C60-C99 in the ECO range.

Annotations

Here, you can search for games that have training enabled, for textual entries within the games, for games that contain variations, and even for games that involve the use of various special annotations such as piece path and markers for critical openings, middlegames, or endgames.



CRESSAGE TIP: For an interesting challenge, explore critical middlegame positions reached from your favorite openings.

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	Symbols				C De	eleted		
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		Irain	ing		Ar	ny text		
		Multi	media		A	ny symbols		
		Pawn	structure			itical Opening	Position	
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	<u>Q</u> K		t status de	Help		. the set of the set o	eset	

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Position

The position tab provides the opportunity to search for specific positions or positional elements. Place black pawns on a6, b6, d6, and e6 and you will begin to find games that involve Hedgehog structures. Place white pawns on c2, c3, c4, c5 and you are beginning to locate examples of quadrupled pawns, examples of which populated my short e-book on that fun subject.

ChessBase

TIP: I have used this search in the service of the Chess on Stamp Study Unit. Wherever a new stamp issue appears with a real position on it, I place the position here. This new stamp from Armenia includes a position from Akopian-Mamedov, 2001 after 53...Rb8. White now played 54.Rxe5.



Note that there are not one but three empty boards to use. The "Look for" board is there to look for pieces and pawn on specific squares. The "Exclude Board" permits you to exclude specific criteria. And so, there, in our quest to find positions involving Hedgehogs, you might use the Exclude Board to guarantee that the games we find will not involve black pawns on c7, c6, c5, and c4. The "Or" Board permits you to conduct fuzzy positional searches, perhaps positions in which a dark-squared bishop rests on one of three squares.

TIP: During my correspondence days, I used this positional search in almost every middlegame position. If I had a position in which I considered both Rad1 and Rfd1, I would search for similar structures and observe the conditions under which both of those moves were played.

TIP: The mirror horizontal/vertical is a very powerful feature. Set a white pawn on a2 and ChessBase can now search for comparable positions, white and black, with a white pawn on h2 or a black pawn on a7 or h7. I have used these mirrored searches in my endgame work and certainly in locating all games involving quadrupled pawn structures.

.....

TIP: Be sure to adjust the defaults in the First, Length, and Last boxes. In the search for the position on the new Armenian stamp, for example, I had to adjust "Last" to more than 53. There's a rather obvious contextual clue. The position is an endgame.

jarne data	Annotations	Position	Medais M	Material Ma	noeuvres		· · · · · · · · · · · · · · · · · · ·
					Sacrifice	 'Look 'Or' b 'Exclut Mirror Ho Vei First Length Last 	for' board oard de' board rizontal tical 5 ÷ 1 ÷ 40 ÷
C Game	data 🗍 /	Annotations nclude lines	in search	ition	Material 🔲 M	Manoeuvres	Megals

Medals

ChessBase has established a system of medals. Obviously you can assign a medal to any game, including one of your own. But the medals are more than an exercise in personal vanity. They also offer a meaningful way to search for games, your own included.

To set the medals, right-click on a move within a game ➡ Special Annotation ➡ Set medal. Once set, be sure to replace the game with Ctrl-R.

ChessBase offers a set of criteria to use, each with its own color. The result is that wonderful games might garner a wonderfully multi-colored ribbon.

ChessBase

TIP: You are surely welcome to redefine the attributes, so long as you keep personal track of your decisions. ChessBase does not offer a way to redefine the fields, although there is a "User" medal.

T	ter Games							×			
	Game data	Annotations	Position	Medals	Material	Мапоецитез		······································			
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	Model game (opening plan)					Material					
	Novelty			Pjece play	,						
	Pawn structure				Endgame	2					
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	🔲 Game (lata 🔲 /	Annotation nclude line	s 🛄 Pe es in searc	osition h	Material	🕅 Ma <u>n</u> oeuvres	Megals			
				□] F	liter acti	vated					
	QK		<u> </u>	Help		Listen Be					

To search for games with such ribbons, click on the Medal tab of the Filter list. And so, you can generate a wonderful set of the sacrifices in the Mega Database, or combine this search with Game data to find Tal's novelties, or to find tactical examples in your favorite opening variations.

Material

I use the material search almost exclusively when looking for specific endgame types. Simply provide, for both White and Black, a minimum and maximum for each piece involved.

Game data Annotations Position Medals Material Manoeuvres Image: Construction of the state of the s	iames			
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A range of 0-8 pawns will not exclude any positions. A range of 5-6 pawns, of course, will hone your request, and a range of 2-2 pawns will produce precise that, two pawns.

To explore rook versus knight endgames, enter 1-1 for the white rook and 1-1 for the black knight. Then check "Ignore colours" since you are unlikely to care which side has the rook.

Searching for Material imbalances

You can use the "Difference" box to search for material imbalances. Here's how to look for one side having the pawns for the exchange:

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	1	- 2 📫		-1 -1 -1		Total
<u></u>	0	- 2		-1 - 2		Opposite bishops
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ОК		He	ip	Re	set	Cancel

Here, White has one or two rooks. Black has one fewer. The queens have been exchanged. White may have two knights or two bishops, but Black must here have one more minor piece than White. White has as many as four pawns. However many pawns White has, Black has two more. This search on my Mega Database locates 114,866 games!

Send in the Queens

One of my students expressed an interest in games that involved multiple queens. Anything to encourage their chess studies, and so here's that search.

Open the Mega Database ➡ Ctrl-F to Open the Filter List ➡ Reset to clear out residual requests ➡ Clicking on the Material tab ➡ enter 2 to 3 for both white and black queens and make sure that the rooks, bishops, and knights are all set to a range of 0-2.

That quick search required about two minutes, and turned up 1,448 games including my favorite example, Fischer-Petrosian, Candidates Tournament Bled/Zagreb/Belgrade, 4 October, 1959:



The position after White's 37.h8(Q)

TIP: That two minutes of research is all that's needed to research a wonderful book on games with multiple queens. All that's missing: Some great annotations and a memorable title.

Maneuvers

It is here that you can quite literally do some simple but powerful programming, searching for various moves during the game.

The maneuver search is among the most powerful features within ChessBase, but with great power comes great responsibility. I used this search notably to locate the games that appeared in my recent book *Sacking the Citadel: The History, Theory, and Practice of the Classic Bishop Sacrifice* by searching for and then finding more than 3,000 examples. Here's a search that looks for all games in which White

sacrifices the light-squared bishop on h7, follows up with Ng5+, and Black then plays ...Qxg5.

Setting up the search took a minute. Running the search criteria against a 6,000,000 game database takes about one minute. Those of you who have read my book know that it took much longer to write the book than it did for that primary research.

Filter Games			<u> </u>	X - Source and Source
Game data Annotations	Position Medals	Material Manoeuvres		
insert/New Delete	wB??h7+ bK??h7xB wN??g5+ bQ??g5xN	 Not W ● B Q ▼ ?? - g5 Promotion Sacrifice 	 ♥ WB ♥ N ♥ Checl ♥ Doub ♥ Mate ♥ Staler 	c le check nate
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The four lines, when translated, read:

1. White moves a bishop from somewhere and captures on h7 with check. I could have added the capture of a pawn on h7, but I did not want to exclude the possibility that the pawn was not there.

2. Black responds by recapturing on h7 with the king, which was almost certainly on g8 but there's no reason to require that.

3. White now moves a knight to g5 with check. The knight was likely moving from f3 but perhaps

from e4 or h3. Once again, there's no need here to make assumptions about the knight's origin.

4. Black's queen captures the knight, a surprise perhaps to White. That surprising counter sacrifice nets a second piece for the queen, and we learn in playing through the games we now find that Black does well when another white piece or exchange is hanging.



CHANGESE TIP: I checked Mirror Horizontal g1=g8, and as a consequence, ChessBase also searches for Black sacrifices on h2!

NDTE: I set the length to 4, forcing ChessBase to search for the combination as a sequence rather than as a set of maneuvers occurring over a longer portion of the game.

You can certainly use this maneuver search to look for examples of other combinations and checkmates. In this way, I located the games for my books on Damiano's Mate and on the Double **Bishop Sacrifice.**

w???c6x?+	1	1	•	
bPb7c6x?				
wB??a6#				

Here's the simple code to find all examples of Boden's Checkmate. Just make sure you turn on mirroring to capture Boden's first mate. He played it with Black!

.....

The search turns up 17 examples in the Mega Database, including Boden's original combination:



14...Qxc3 15.bxc3 Ba3#

Searching for positional maneuvers is also possible. I have, for example, searched for thematic

use of certain squares, in which one side places a series of pieces in an outpost.

Searching the Online Database



You can also conduct open searches of the online database. In the Database Window, select the Home Tab \clubsuit Online

The advantage of this online search is having access to up-to-date, well maintained data. The disadvantage is that the searches are much less powerful than those available within the application on locally-stored data.

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	OK	Heip	

The simple search is Google-like. You can type in the name of a player, players, a year range, or a tournament, and the results will neatly correspond. A search for Edwards, Jon 1999 turned up 16 of my games. It will not yet accept an ECO code or range. The advanced search (press the Advanced button) offers some additional features, but searching by ECO is not there either.

Search in www.chessline		×
Player		
Player		
Elo>=	0	ŧ
🔽 White	🔽 Black	
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ОК	Help	

ChessBase

TIP: This feature is very useful in finding the recent games of strong players. If your large Database runs through 2013, you can still locate games played by Carlsen in 2014 or every game played in 2014 by players with ratings greater than 2500!

Working with the keys

I have the impression that ChessBase is beginning to deemphasize its middlegame, endgame, and thematic database keys in favor of the new, quick structure and endgame search functions. That may be why the default view does not include access to these keys. But these legacy functions still hold much fascination.

TIP: Note that the tabs in the game window include keys for openings, themes, tactics, and endgames. In its default setting, the tabs end with the Openings key. To gain access to all of the keys, be sure in Program options that you have checked 'Use Theme Keys' Select
 FILE → OPTIONS (at the bottom of the pull down menu) ... or Click on the wrench in the Quick Access Toolbar ... or press Ctrl-Alt-O. This opens Program Options. In the MISC tab, check Use Theme Keys. Now all the keys will appear and you will never again have to check this option.

Once you have activated the keys, Four additional tabs will appear when you open the Mega database: Themes, Tactics, Strategy, and Endgame.

The Themes Key

My Mega Database 2013 contains 16 Headers within 'Themes'. A single click on any topic brings up its games.

🕀 Quick wins until 20 moves	/ S	211796
🗄 Sea snakes >= 99 moves	/ s	15213
🗄 Brilliant moves	/ B	9026
🗄 Blunder	/ G	21443
E Stalemate	/ P	4243
-Hitting succession 10x	/ s	105
🗄 Critical opening positions	/ K	5967
$\stackrel{\scriptscriptstyle \oplus}{\boxplus}$ Critical middlegame positions	/ K	5346
-Piece path	/ F	1544
Hedals	/ м	5875
E. Commented games	/ K	95516
E. Symbols	/ s	101333
🗄 Rapid games	/ s	12882
🗄 Blitz games	/ B	3966
Computer games	/ c	5317
Database textfiles	/ D	770

It's really fun to drill down within each theme by clicking on the + symbol. Try viewing the 28 brilliant moves by Botvinnik, the 295 best games under Medals, and the 46 quick wins by Tal.

In the first chapter, I suggested a simple search for Stalemates. But here they already are, 4243 games that end in Stalemate. Drilling down by clicking on the + key reveals that there are 84 commented stalemates and a real treat, 45 quick ones.

The Tactics Key

Here is the breakdown under the Tactics key:

Attack / Angriff	27372
Medal attack / Medaille 2	Angriff 1969
Symbol attack / Symbol And	griff 14036
Text comment attack / Textkommer	ntar Angriff 11367
🖂 Defence / Verteid:	igung 5865
Medal defence / Medai	lle Verteidigung 938
Text comment defence / Textko	mentar Verteidigung 4927
😔 Medals tactical / Medaille	en taktisch 5062
Tactic / Taktik	2580
Tactical blunder / Taktischer Patzer	2482
Textcomments tactic / Textkom	entare Taktik 16528
Tactic / Taktik	3306
-Zwischenzug / Zwischenzug	803
Attack / Angriff	11367
Trap / Falle	1052
🕀 Training questions / Training	jsfragen 3703
- Smyslov	1
Spassky	4
··· Karpov	15
Rasparov	7
Khalifman	10
Anand	23
Ponomariov	10
Kramnik	7
Commented / Kommentiert	2074
-Brilliant moves / Brillante Züge	515
Blunder / Grobe Patzer	893

Almost all of these games are well annotated and a joy to review. Here's a single example taken from the section of Medal Tactics.



The Strategy Key

ChessBase has a well developed Strategy Key. I find these keys very useful for finding instructional material for my students. So many young players seem to dwell only on playing over games in their favorite openings. Here, they can review games according to themes and thereby prepare themselves strategically for the most common middlegame scenarios in chess.

🖶 Pawn Structures	/ Bauernstrukturen	461413
🖶 Pawnchains	/ Bauernketten	76678
Pawnmajorities	/ Bauernmehrheiten	74576
🕀 Center Pawns	/ Zentrumabauern	75453
B Isolated Pawns	/ Isolani	75185
Backward Pawns	/ Rückständige Bauern	74576
🖶 Hanging Pawns	/ Hängende Bauern	74712
- Doubled Pawns	/ Doppelbauern	540
Medal Pawnstructure	/ Medaille Bauernstruktur	964
Symbol weak square	/ Symbol schwaches Feld	2401
-Text Comment Blockade	/ Textkommentar Blockade	2843
- Text Comment Pawnstructure	/ Textkommentar Bauernstruktur	3485
Material Allocation	/ Materialverteilung	4051570
Typical piece behavior	/ Typisches Figurenverhalten	472067
Ting's positions	/ Königspositionen	1028847
• Outpost	/ Vorposten	202642
Hedals to strategy	/ Medaillen zur Strategie	4133
🔀 Symbols	/ Symbole	22930
P Text Comments strategy	/ Textkommentare Strategie	28710
.Winning strategies	/ Gewinnstrategien	27097

Above, the breakdown for pawn structure, and below, the details for the Material Allocation and Outpost sub-keys.

Material Allocation / Materi	alverteilung	4051570
🖶 w Pair of bishops against 2 knight		47911
b Pair of bishops against 2 knight	s / s Läuferpaar gegen 2 Springer	58065
• w Pair of bishops against N and B	/ w Läuferpaar gegen S und L	355703
🕮 b Pair of bishops against N and B	/ s Läuferpaar gegen S und L	359625
🕮 w Rook against bishop	/ w Turm gegen Läufer	9004
-b Rook against bishop	/ s Turm gegen Läufer	71860
👾 w Rook against pair of Bishop	/ w Turm gegen Läuferpaar	1249
🐵 b Rook against pair of Bishop	/ s Turm gegen Läuferpaar	15639
Bishops of opposite colors	/ Ungleiche Läufer	302205
🖶 Bishops of same color	/ Gleiche Läufer	1659973
Good against bad Bishop	/ Guter gegen schlechten Läufer	279850
Good Bishop against Knight	/ Guter Läufer gegen Springer	45286
Bad Bishop against Knight	/ Schlechter Läufer vs Springer	47447
🗑 w advantage of exchange	/ w Qualitätsvorteil	239689
b advantage of exchange	/ s Qualitätsvorteil	247210
🗑 w Rook against Knight	/ w Turm gegen Springer	131752
🕀 b Rook against Knight	/ s Turm gegen Springer	161070
🖲 w Queen against 2 Rooks	/ w Dame gegen 2 Türme	4118
b Queen against 2 Rooks	/ s Dame gegen 2 Türme	8191

🕂 Outpost	/ Vorposten	202642
French outpost	/ Französicher Vorposten	53109
🖶 w Knight on f6	/ w Springer auf f6	372
🖶 b Knight on f3	/ s Springer auf f3	75
🖶 w Pawn on f6	/ w Bauer auf f6	634
🖶 b Pawn on f3	/ s Bauer auf f3	113
. w Knight on e5	/ w Springer auf e5	41270
b Knight on e4	/ s Springer auf e4	30393
🖶 w Knight on d5	/ w Springer auf d5	54981
Deb Knight on d4	/ s Springer auf d4	16082
🖶 w Outpost on d6	/ w Vorposten auf d6	4335
B-b Outpost on d3	/ s Vorposten auf d3	1278

The Endgame Key

The Endgame key is useful for serious students of the Endgame. All of the games in the database have been indexed here according to their endgame material. Here is the index with a breakout of one of Pure Queen Endgames.

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Watching Grandmaster Chess (It's better than baseball)

When I was a young, aspiring player, John Curdo, one of the strongest New England masters, recommended one year that I watch the best players rather than play at the New England Open. I love playing, but he was right. I stood behind Jackie Peters and learned more than I ever could by competing.

Now we have the opportunity to observe the best chess live every day. We can try to predict the next move, we can quickly gain an appreciation for the quality of the planning and maneuvering, and we get to observe again and again the tempo of the game. Professional baseball pitchers don't just get the ball from the catcher and chuck it back. They follow a honed, habitual ritual, and so do chess players.

Unlike my decades old experience, every game we watch on ChessBase is instantly saved for our further analysis. You can watch up to ten at once, though I personally prefer focusing on just one or two, keeping them on in the background while I work. As I write these words, I am watching Dominguez Perez (2757)-Nakamura (2772) (FIDE Grand Prix, Paris 23 September 2013). I am a firm believer that watching such chess on a regular basis builds chess muscles. More important, perhaps, it's just fun. Dominguez just played 22.a4 and I had predicted 22.Rd1.

And because the games I watch are automatically saved for me in the file *MyInternetKibitzing*, I can return days or weeks later to interesting positions with my students without having to hunt for what I saw.

Tuning in to Grandmaster Chess

Grandmasters play all the time in the Main Playing Hall. You can enter there, click on the Players tab, and then sort by rating to see the strongest players. It's then easy to click on a player and "follow" their games.



Perhaps the easiest way to watch the best games is simply to select the Best Game function in the ribbon.



That will take you to the ongoing game of the highest rated member who is actually playing. I am currently following a bullet game played between Chicken Invader (2604) and Wiz Khalifa (2674). Note the environment I have "created." I have sized my board, added a slider, selected a simple digital clock, added a Kibitzer, and I find that I can write and enjoy chess at the same time. Not that it matters, but White just won. It is relatively early in the morning, 9:10 EST, and yet I am one of seven folks watching these games.



If you are especially interested in a particular player, you can download his/her last 40 games. Simply right-click on the player's name and select Games of Player ... or highlight the name and select:

TIP: If you do not want others to be able to download your recent games, go to ⇒ Main Playchess ribbon ⇒ Account ⇒ Edit User Data ⇒ click "No download of my games".



The international tournaments provide the best viewing experience. It's not uncommon for 1,000 kibitzers or more to watch key contests played between the world's best chess players.

By now, it should be easy for you to log in to Playchess. To watch the games from international chess tournaments, click on Broadcasts in the Room pane. Much of this chess is live, although completed games from the past two days are also there for the viewing. You can play though these games, searching out interesting combinations and endgames, and you can add relevant games to your opening repertoire. But the best part of the experience is the joy of watching this chess live, taking part in or simply following the conversations, and taking in the tempo of the game.

On entering the broadcast room, you will see a weekly summary of chess broadcasts in the Information pane. The Challenges pane is now empty because challenges occur on in the Playing Rooms.



You can click here on the Players tab to see the listing of the players who have gathered here, but the most important place to go is the Games tab.

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I am writing these words during the 6th round of the 66th Russian Superfinal at Nizhny Novgorod featuring Kramnik, Svidler, Andreikin, Karjakin, and Moiseenko. Here are the tournaments on-going this morning, October 11, 2013.

Jofo Players Games World								
Toumament	Round	Games	in prog	Gbitzers	Import	Result	Chairman	<u>^</u>
7th Kings Tournament	5 (Fn.)	2	2				Robot 4	
💶 A Coruna, Entrefaros 2013	6 (Thu.)	2						
A Coruna, Entrefaros 2013	5 (Wed.)	2						
Ali games		79	19	1092	11			
E Bilbao, 6th Chess Masters Final	4 (Thu.)	2		6				
🚟 Bilboo, 6th Chess Masters Final	3 (Wed.)	2		2				
Ell Bucharest, 7th Kings Tournament	4 (Thu.)	2		1				
Bucharest, 7th Kings Tournament	3 (Wed.)	2		1				
ChessGUL Bouquet Gauntlet	11 (Fri.)	1	1	2				
🖂 ChessGUI, Komodo Gauntlet	10 (Fri.)	1	1	8				1
ChesseUZ, Kornodo Gauntlet	3 (Fn.)	1	1	7				
From		1						
(1) Important broadcast		11	11	1029	11			
🚍 Jakarta, 3rd Indonesian Open-ch 2013	2 (Fri.)	15	3	92	1			
Multimedia		2						
Nizhny Novgorod, 63rd RUS-ch Superfinal	6 (Fri.)	5	5	173	5			
🗰 Nizhny Novgorod, 63rd RUS-ch Superfinal	5 (Wed.)	5						
📰 Nizhny Novgorod, 66th RUS-ch Superfinal	6 (Fri.)	5	5	795	5			
🗰 Nizhny Novgorod, 66th RUS-ch Superfinal	5 (Wed.)	5		3				
🔛 Private		1	1					
🚥 St. Petersburg, 20th M. Chigorin Memorial	6 (Thu.)	12		1				
🖿 St. Petersburg, 20th M. Chigorin Memorial	5 (Wed.)	12		1				-

Amid all this activity, Playchess has clustered important games in the folder *Important Broadcast*. If I want, I can simply double click on this folder and view ten of the games simultaneously:

ChossRase

TIP: Or you can simply open individual games by clicking on them.



Many of you will find this screen a bit overwhelming. Note that you can view fewer games on screen if you prefer. That's certainly my preference, to focus on just two or three games at a time. In this case. I have highlighted the game Kramnik-Inarkievand so its current game score appears to the right, as well as a list of the players who are watching the game.



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TIP: By selecting the Board Max/normal function in the ribbon (or double clicking on a game), the highlighted game becomes the only one on the screen. You can cycle through the games by selecting \Rightarrow HOME ribbon \Rightarrow Next Board (or by pressing the tab key).



Or you can return to the view of all of the games at the same time by again selecting the Board Max/normal function (or Double click on that single board).

TIP: Every game you observe will once again be automatically saved in the file *MyInternetKibitzing*. That file lives in the main ChessBase folder and will not appear in the Database pane until you first open it. This very convenient function will permit you later to gain quick access to every game you have watched.

ChessBase	TIP: To view the games from within Playchess, go to: ⇒ Account Ribbon ➡ Kibitzed Games	S Kibitzed Games
ChessBase	TIP: As games achieve results, you can eliminate them from the main pres ➡ HOME ribbon ➡ Close Finished Games.	sentation pane
ChessBase	TIP: You can add an engine that will run against the highlighted game. ➡ HOME Kibitzer or Add Kibitzer if you prefer to select an engine from your list of ava	ribbon ➡ Default ilable engines.
ChessBase	TIP: You can also call up the online database to view the moves against th others. → VIEW ribbon → click Online Database.	e experience of
ChessBase	TIP FOR BEGINNERS: When watching broadcasts (more than of Broadcast room)➡ Training Ribbon ➡ click on Threatened Squares and Spy the game, ChessBase will now highlight squares to reveal threats and ideas	one game in the 7. Throughout 5.



White's last move is indicated with the yellow arrow. The threatened e5-square and White's main threat, fxe5, are marked in red. Black's well placed Ne6 is marked in green.

The Ducat Jackpot

You can win Ducats, the local ChessBase currency, by taking part in Guess a Move. Kramnik-Inarkiev reached this position with Kramnik considering his 14th move. In this instance, the Jackpot was 2.09 Ducats (approximately 16 cents), a small down payment on a yearly Playchess membership, for payment to play against the strongest masters, or on an entry into a simultaneous exhibition.

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THE TIP: If you need Ducats for Playchess purchases, you can more reliably purchase them from ChessBase at their main web site.

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Kramnik, Vladimir 2796 - Inarkiev, Er 66th RUS-ch Superfinal (6) 11.10.201	m esto 2695 13 (Robot 4)
(90m+30s)/40+(30m+30s) 1.e4 0 c5 4	4:11 2.63
👲 🕺 1.3 Nc6 3:22 3.8b2 31 d5 3:09 4.exd5	5:09
Qxd5 4 5.Nc3 23 Qe5+ 10:51 6.Qe2 3	B:40
Qxe2+ 4:35 7.Ngxe2 1:27 B/5 1:15 8.0	0-0-0 7:03
0-0-0 13 9.g3 4:39 e5 12:16 10.44 5:4	9 exf4
7:29 11.Nxf4 1:39 Nf6 17 12.Bc4 2:58	Nd4
7:30 13.d3 4:31	
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Select *Guess a Move* from the ribbon and you will be able to vote on the move you believe that Kramnik will play.

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Move	Votes	Your Vote	<u>^</u>
14.Bxf7	2		=
14.Nb5	0		<u></u>
14.КЫ	0		
14.Rdf1	0		
14.Na4	0		
14.h4	0		
14.a4	0		
14.Rdg1	0		_
14 Rhal	n		
You have alre	ady voted on	this move	▲
			*
•			•
∢ łackpot: 2 nfo: (209 Ducats (requires 4 c	correct)	•

As you can see, I guessed 14.Rde1, although two others have committed to Bxf7. As it transpired, we were all wrong. Kramnik instead played 14.Rdf1. That's part of the charm. The move you guess may be more accurate, but your job is to predict the move that will be played, not necessarily the most accurate move in the position.

Putting it all together

You can assemble a meaningful environment to suit your needs. Here, I am watching an important game. I can see the moves, the board, and the clock. I have an engine running, the online database as an opening reference, and I have opened both chat as well as a list of observers. As in ChessBase, it's easy in Playchess to move and size panes as needed.





Training and Teaching (Lighting up the board)

It is said that learning to excel at chess is akin to mastering a musical instrument or frankly, getting good at any worthy endeavor. It takes about 10,000 hours. My gut tells me that with ChessBase, however, it takes much less time.

My "retirement" from Princeton University gave me more much more time to do what I love most, teaching chess. I gradually went from 7 to 21 students, I'm teaching in three after school elementary schools, and I'm even giving a chess course at the local Community College. In all of these activities, there is one constant. I teach with ChessBase.

I urge all of my serious, private students to buy ChessBase. We conduct our one-on-one lessons in front of ChessBase, reviewing their games, fashioning an increasingly complex opening repertoire, and playing through relevant master games. I remain convinced that young learners will gain measurably in strength for every master game through which they play. One game a day will make them the best player in their school. Five a day and they will come to win scholastic championships. Ten a day and they will fare well at every adult tournament. And here, through ChessBase, they can play through a dozen games or more in about the same amount of time that it took me at their age to play through one.

Here's the rating chart of one of my students, a 13 year old female student who scrupulously followed this advice.



Most of these students fly to 1500 and beyond within a year or two, with most reaching at least the key 2000 level by the time they apply to college. Without question my proudest achievement is that one of my chess students has gained entry into an Ivy League School every year now for 12 straight years. ChessBase provides the method, the schools get great students, the students get the credit, and I get paid.

Each student has his or her own database. There, I can keep track of everything that we have done. As important, every move we make is recorded and so, at the end of the lesson, I can send everything to them via e-mail. That way, the lessons live on. Students and their parents don't need to take notes because ChessBase does that. I give out homework, sending a dozen or so of my annotated games home with them via e-mail. I use the same routine in the elementary schools, minus the homework. With large groups of kids, I project ChessBase on the screen. That way, I'm not fumbling with pieces in a demo board, I can get through much more material with a large group, and I can easily remember what I did and exactly where I left off.

For students with strong visual memories, and that sure helps in speeding improvement, the results are striking. My experience for more than two decades suggests either that these kids are lots smarter or more likely that ChessBase is an extremely effective way to speed and cement chess progress.

Years ago, one of my students moved to Massachusetts, and another went on a summer trip with his family to Paris. The lessons never missed a beat thanks to ChessBase and Skype.

This is not the place to talk about the importance of having a coach, but live coaching does make a difference, certainly though to a rating of about 2000. My wife complains that I get them to 2000 too quickly, but that's another story. The real point is that by the time they get there, with a solid foundation in the mechanics of chess and ChessBase, they know how to progress quickly from there all by themselves.

Sending them home with Morphy

At the end of my first lesson with young learners, I send them home with the games of Paul Morphy. There's an inexorable quality to his games, a commitment to development and attack that creates a lasting impression. I have found nothing better to excite a young chess student.

The steps are simple.

(1) In the main Home ribbon, select NEW. In the dialogue box, type in Morphy, the name that we are giving to the new database.

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E Favonites	* Narrse	Date modified	Туре	Siae	tre or a reader
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E Recent Places	a Ashwin	4/28/2012 10:03 AM	ChessBase Database	4 KB	
🛓 Magic Briefcase	Avruth 1.dl Repertoire	9/28/2013 4:29 PM	ChessBase Database	1 KB	
Ē	B 68	9/21/2013 5:32 PM	ChessBase Database	7 KB	
Libraries	📕 Botvinnik	11/25/2011 6:05 PM	ChessBase Database	68 KB	
Documents	a botvinnik_black	11/11/2011 7:43 PM	ChessBase Database	15 KB	
Music	📕 Botvinnik-M	11/25/2011 6:12 PM	ChessBase Database	53 KB	
🙀 Pictures	😹 Brien	12/24/2011 11:49	ChessBose Dotabase	1 K8	
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Once created, the new database will appear in your list of databases.

TIP: You can change how the databases appear in the View ribbon: =>VIEW => Select Tile, Details (my favorite), Symbols, or Small Symbols.

TIP: To alter the database's symbol, right click, select properties, and then select the type of database in the scrolling menu on the right.

(2) Now open your large database, select Filter list and enter in "Morphy" and include "P" in the first name window. You should then see a list of 387 games! Let's now copy those games into the new Morphy database. The procedure: ➡ Highlight all of the games of Morphy with CTRL-A => left click and drag those games to your new database (it's useful to have that window already open). Let go of the mouse button. That's it!

ChessBase	TIP: As with the Fischer search, the most efficient method is opening your Big or Mega Database, click on the Player tab, search for Morphy, and then click on Paul Morphy's name. In less than one minute, you will see all of his games! The old method: Click on one, and then press Ctrl-A to highlight all of them. You can now drag the collection to a separate Morphy database, or you send them directly by e-mail from here with right-click \Rightarrow Output \Rightarrow E-mail Selected Database.
ChessBase	TIP: The new method: With Morphy's name highlighted in the Player list, simply drag his name to the new database and voila, the games copy over!
ChessBase	TIP: Before you conduct completely different types of searches in the Filter List, click first on the Filter List's reset button within to void any previous selections.
ChessBase	TIP: An obvious one, I trust. Once the Morphy database exists, you can keep using it. I like to show students how easy it is to create new databases, but it's nice to have these prepared to speed up the lessons.
After M	forphy, I show them the games of Capablanca, and then Tal.

Over time, you will locate and store instructive positions to share with students at their different levels. To introduce complex planning, among many examples, I love to show them the end of Jopen - Petrosian, Belgrade 1954. Here, it's not just where pieces belong but rather having insight into the final winning position and determining a strategic plan to get there, opening the long diagonal for the light-squared bishop, exchanging off a rook and the queens, and reaching h2 with the final rook.



28...Bc6 29.Qb2 Nc4 30.Qb4 Qd7 31.Bxc4 a5 32.Qb2 dxc4 33.Qd2 Bd5 34.Rdg1 Qc6 35.Rxh8 Rxh8 36.g3 Qe8 37.Kb2 Qh5 38.Kc2 Qh2 39.Qxh2 Rxh2+ 40.Kb1 Ka6 0–1

With time, as they explore different openings and styles, young learners come to admire one player over all others. Lessons become easy. We can mimic that player's opening repertoire and take on each one of his games as if it were our own.

E-mailing the new database to your students

There will be plenty of times when you will want to share a game or a handful of games with your chess friends or students. Bring up the database that contains the game or games that you want to send, and then highlight those games. Once the games you want to e-mail are highlighted: \Rightarrow Right Click on one of the games \Rightarrow Select OUTPUT \Rightarrow E-Mail selected games ... OR: \Rightarrow File \Rightarrow E-Mail Selected Games. This one simple method permits you now to organize homework for your students and to share fun games or collections of games with your friends.

TIP: When selecting games from your database, you can select a block of consecutive games by clicking on the first game in the sequence and then right-clicking on the last game in the sequence. You can also select any set of games by using CTRL-click.

Even if your student does not yet own ChessBase, he can install the free ChessBase reader. To send him Morphy's games: ➡ RIGHT-CLICK on the new "Morphy" Database ➡ Select "E-Mail Selected Database". That's all there is to it!



TIP: Or → Highlight the Morphy Database with a single LEFT-CLICK → In the FILE ribbon select "E-Mail Selected Database".

TIP: Or, once you have all of Morphy's games open, you can highlight all of the games in the games window with Ctrl-A and use the right click (or ➡ File ➡ Email games) to e-mail the games to another ChessBase user.

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TIP: Setting up e-mail: To send games or databases by email, ChessBase requires the use of an e-mail client such as Outlook or ThunderBird, the latter of which is fully free. If you are using Outlook or Thunderbird, you will need to set that client as your default e-mail reader:

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- ➡ Windows Control Panel ➡ Programs ➡ Set your Default Programs
- ➡ Click on your e-mail client ➡ Set it as your default program.

When launched, ChessBase will now automatically use that e-mail client to send out games or databases.

GASP: Yes, that means that you will not be able to use G-Mail or other web based mail services to send out games or databases unless, as I did, you configure ThunderBird or Outlook or another e-mail client to manage your g-mail account.

Creating a Quiz using the Diagram List

There are many ways to make quizzes with ChessBase. I could create a database of positions using the setup board. I could move in full games and then delete the early and later moves to leave just the position I want. I created my Mastering Mates series for Chess Life for Kids by moving games with marked positions into Word and editing there.

But ChessBase has created a special function for collecting diagrams, the Diagram List. It's ideal for creating quizzes and exercises for young learners. With a game board open: \Rightarrow FILE \Rightarrow Diagram List \Rightarrow Insert Diagram in list. You can add and remove diagrams from the list, add and modify the text associated with each diagram, and save the list for future use.

TIP: To remove a diagram from the list, highlight it and select REMOVE

Distance Learning

Most of my students travel to my home where we work in my chess study (fondly dubbed the Chess Palace) in front of ChessBase. But ChessBase also makes it easy to conduct lessons over the internet.



. MITE: Playchess requires that you have the rank of at least a Bishop (25 login days, 100 games played, and a rating of 1300 or higher) to conduct these lessons.

Sign in to Playchess and head to the Training and Teaching Room.

If you are interested in obtaining such lessons, the information pane lists available trainers.

To conduct such lessons, go to ♥ FILE ♥ New ♥ Broadcast.

In the dialogue box that appears, there's no need to enter any additional information about the session you will be giving. ChessBase knows that it's from you and enters your handle. Some trainers prefer now to enter their real names.

You have the option to make your sessions private, a sensible decision when you have private, paying students. I tend to leave mine public because I use Skype to communicate with my students. Only they will be able to hear me. From time to time, others join and watch but cannot meaningfully participate. It is, for me, a small bit of free advertising.

roadcast 🦂 🖉				
White		Elo	0	
Black		Elo	0	
Tournament	From Jedwards	Round:	0	
	🗂 Private			
ОК				Cancel

TIP: If you are acutely entrepreneurial, you can use this function for one-on-many teaching. Obtain a free conference bridge and advertise your lessons. If you are going to charge for teaching, why not teach a few students at the same time!

When you click OK, Playchess will open up a Training and Teaching Session. Note that you have the opportunity in the VIEW ribbon to add or remove panes. Here's where you can add the online database, chat, an observer list, and even add a chess clock. In the HOME ribbon, you can include a Kibitzer to the lesson that only you will see. There, you can also control whether you share or have exclusive control over the movement of the pieces.

You can tell your students to log in to Playchess and then to head to the Training and Teaching Room. When they click now on the Games tab, they will be able to see your lesson.

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White		Elo	Black	Elo	Result	Kib	Tournament	Time c	Start ti	Туре
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8					In prog		From Danesz2011		6:57 AM	Private
Ø					In prog		From Lunalovegood		8:01 AM	Private
0					In prog		From IMQ		8:03 AM	Private
0					In prog		From Dinamo81		8:04 AM	Private
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🕑 tes	t 6				Finished		From Sixoone		6:48 AM	Broad
Ð					Finished		From Stojanovski d		6:52 AM	Private
Ð					Finished		From Jianuv		7:13 AM	Private
Ð					Finished		From Michael Richter		8:02 AM	Private

As is evident, these sessions are plentiful and popular. When your students arrive, you will see their names appear in the audience pane. I like to move a piece back and forth right at the start just to make sure that they can see the movement.


You can then simply get started by moving pieces. You can draw on the online database to assist your opening reviews. And you can open up databases and opening books to gain access to prepared material, perhaps your student's recent games.

➡ FILE ➡ Open ➡ Database or Opening Book

TIP: It's best to know in what directory the databases you will need are located. You do not want to be fumbling around during your hour with students.

Like any teacher, it's best to have a lesson plan with a mix of opening coverage and a game or two or three. I like to begin with an opening variation and to end with endgames. It just seems fitting. I also add a short tutorial on some ChessBase function. They appreciate learning how to make the most of this environment.

Tactics training

Playchess includes a Tactics trainer.



In the Playchess HOME Ribbon, ⇒click on Tactics Training

and then press Yes.



Practice makes perfect, and here's one way to practice. I grew up with Reinfeld's 1001 Winning Chess Sacrifices and Combinations, and with his 1001 Brilliant Ways to Checkmate. I am soon joining the act with Mastering Mate: 1111 Checkmates in One Move and with 1111 Checkmates in Two, Three, Four, and More.

Like Reinfeld, I have come to learn that 1,000 is a large number. But it's still finite. As a young player with his books, you could call off the number and I'd give you the solution. Young players crave variety, and here it is, with the opportunity of getting some feedback and an estimate of your rating!

Each Tactics Training session lasts five minutes. As the server sends you solutions, enter your solution. You will either receive a new position, or a reply, requiring that you make another move.



Here, with White to move, the solution is Nc5+.

Your rating determines the difficulty of the positions you will receive and the allotted time for you to solve them. At the end of every five minute session, the server will send you a report summarizing how well you did as well as an estimate of your rating.

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TIP: All of the positions will be stored in *MyDocuments\ChessBase\MyInternetTactics*.

This file will live among your databases once you open it with HOME ➡ OPEN. You can also view them from within Playchess with ➡ Account Ribbon ➡ Tactics Positions.

Tactics Positions View Games

A Database of local players

If I were a good basketball coach, I would be able to tell my players about their coming opponents. I can imagine telling them that the player they will be guarding cannot dribble with his left hand, that he only likes to shoot from the top of the key, that he never drives to the basket, and that he always picks up his dribble for a second before passing.

That's why I maintain a database of kid chess. It's useful in many ways. My students get to see what they can expect at every rating level. And when they lose, we can prepare improvements for use against that same player. I encourage my students to play in local quads. The entry fees are modest. Together, we can work through each rating class by finding improvements against each group of players, and the kids feel great as they progress slowly but surely.

Lighting up the board

I encourage my youngest students to light up the board when they view games.

In the Game Ribbon ➡ Training ➡ Click on both "Create Threat as Arrow" and on "Threat as Arrow"



The strongest threat in the position will appear as a yellow arrow. A gray arrow will represent the move that creates the strongest threat. It may not always be the best move in the position, but it is certainly a move that both sides should examine.

In the diagram, we have reached an elementary position in the so-called Fried Liver Attack. The automatic arrows show that White is threatening to play Bxd5 and that Black has possible counter attack with ...Nb4.

×

TIP: You can select the engine and adjust the search depth that ChessBase uses to calculate these threats. Go to Options Engines Click on Threats and Generate Threats and adjust the depth if you desire.

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Tablebases	Table	Tablebases Gaviota					
Encyclopedia	Misc	User		Design	n .	Language	
Notation	Engine	s [F	olders		Limits	
Default Engin	e						
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Threat							
🔽 Threats							
🔽 Generate	threats						
ОК	Can	cel		Apply		Heip	

TIP: As you grow stronger, do yourself a favor and click off the arrows. Trust your mind to do the work.

As an instructor, you do not have to cede the graphic commentary to ChessBase. You can get into the act too! Any graphics that you or others have made will be displayed during your Playchess teaching and training sessions.

TIP: You can even mark the squares and draw the lines during your sessions. It's a great way to call attention to important squares and threats.

To mark squares: Alt-click for green, Alt-shift-click for red, Alt-ctrl-click for yellow.

To draw line-arrow: As with marking, but then drag the mouse to the destination square and let go to get a colored arrow with the pointed arrow on the final square.



Here is Yudasin-Har Zvi after 27...e5. The annotator, in this case the black player, is using the green arrow to indicate the threat on the unanchored knight and the highlighted f4-pawn to emphasize that Black now has four attacks upon it.



TIP: Please don't overdo it. Fortunately, most users don't know how to highlight squares and make arrows. If you are intent on using these features, please spare us all by doing so sparingly and consistently.

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TIP: You can search for all games that use these graphical markers! Go to the Mega Database \Rightarrow Ctrl-F to bring up the Filter List \Rightarrow Click Colours \Rightarrow press OK.

Marking critical moves

I have 21 students and so, it's important to be organized and to make the most out of every hour we have together. To prepare, I assemble the games we will be reviewing and, as appropriate, I mark the key moves that I want to discuss.

Right-Click on the critical move ➡ Select Special Annotations ➡ Select Critical Opening, Middlegame, or Endgame Position. This action will highlight the move in blue (for Opening), red (for Middlegame), or green (for Endgame).



Here, the notes to a game of mine in which I now played 20.Nxd5, a move that I designated as a critical middlegame position.

To delete these marks, Right-Click on them ➡ Special Annotation ➡ Delete Critical Position

Training annotations and quizzes

ChessBase also makes it possible to create training quizzes for your students.

Open a game that already contains instructive variations and explanatory text. Select a critical move in the game and then:

Training Annotation	📋 Enable Training	
arata di Fisika di Mala da Santa da San	Training	

Click on Training Annotation

Complete the dialogue box. You can choose between Multiple Choice and Move Input. You can set a score and a time. 300 seconds or 5 minutes is the fault. Note that I have added text that might help a student to make the choice.

Π,										
	Question									
	En	De	Fr	Es	lt	Ne	Ca			
	We have reached a famous position. WithNb4, Black is defending the Nd5 and also attacking White's pawn on c2, threatening a fork of the king and rook. What is the best move?									
								*		
]		M	ove				
	n dan seri da Latan seri dasi		e nelutes j		(Move I	nput			
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When you have entered in all of the questions, enable the training: \Rightarrow Training ribbon \Rightarrow Click Enable training. You can save the game as a separate file (Ctrl-S) or replace the existing file (Ctrl-R).

When students open the file, it will be enabled for training. When they reach the quiz, here's what they will see:



Upon making the correct move, the student will be rewarded with his time and score.

					±	The usual tries are the defending the c2 pairs	spectabular 9.49, foroing the abtion, and initiating pressure upon e6	and 9.Qe4
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ChessBase

TIP: You can search for training exercises in a database by bringing up that database: ► Ctrl-F to bring up the Filter List ►Click on Annotations ►Click on Training. The Mega Database contains more than 2,000 games that contain such training exercises.

ChessBase

TIP FOR ADVANCED USERS: Such files will have a "t" included with normal VCS or RCS designation.

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TIP: If you have the Mega Database, you can easily find all of its training exercises. ➡ Ctrl-F to bring up the Filter List ➡ Annotation Tab ➡ Click on Training. Of course, if you want, you can place these in their own database, sort them by ECO, or simply play through them.

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887

TIP: To enable the training component as a user, be sure to enable the exercises. With the Game Board open: → Training → click on Enable training. Once you have enabled training, the exercises will automatically open to each game's first question.



The Setup (Idea) Board

There are times when all chess teachers simply want to push wood. rather than alternating moves, I might want to show off a long term plan in which, within the existing structure, the pieces will move to new outposts. Or you might want to convert the middlegame into an endgame structure to show off one side's long term winning or drawing chances.

With a game board open within ChessBase or while giving lessons in Playchess, you can alter or setup any position by pressing the "S" key.

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You can now add pieces to the position. Click on the piece or pawn and then on the square where you want it. Right-click on the piece to alter its color, or to eliminate it.

TIP: You can copy ASCII or FEN format and paste it here. You can also generate those formats. Simply create the position you want and take a copy. The text will now be ready for you in your Word Processor.

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ChessBase originally designed this position set-up function to create any legal position. That by itself is useful enough. You can, for example, set up and save simple mates. Perhaps you want to enter a game that started with odds, for example the removal of the queen's rook and placement of the pawn on a3.

ChessBase will now happily save a position or game fragment alongside full games. If you attempt to set-up an illegal position, ChessBase will notify you:



In my classes, I use the set-up board as a kind of idea board.

With a student at my side, I pressed "S" while on move 21 of Nimzovitsch-Rubinstein, Berlin 1928 and so that is the position on the setup board below. Here, of course, I now have full reign. I can make illegal moves, consider elaborate and conflicting plans, remove pieces from the board in order to consider alternative endings, and so on. My students know that when I press "S", something interactive and fun is about to happen.



The Premium channels

Those willing to pay a small yearly premium have access to a considerable number of audio and visual training materials. Within Playchess, select the room ➡ Watch Premium Chess Videos ➡ Training.

🖌 🏠 Training
[] El Agora de Leontxo
E Tiger Lilov's Chess Show
[] TV Chessbase Austria

Each of the rooms contains audio and visual presentations. To see the list of presentations, select a room and then the Games tab. Here are some of the listings under "Training with Dennis Monokroussos."

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If you do not have a Premium membership, you can purchase access to the broadcasts. Premium members can watch them all at no additional charge.

Here is a screen shot from one of Karsten Müller's Endgame Magic broadcasts.



Why people resign

As a young learner, I looked forward to the chess column in the New York Times on Tuesdays and Sundays. It was always an accomplishment simply to play through the whole game, but I was especially fascinated by why players resigned. Most of the time, there was no immediate checkmate, and the reasons for the tipping of the king were not always clear in the column's text.

That fascination has infected my teaching. It's fun to bring up interesting final positions, and ChessBase makes that easy too. Simply open up the games window and look for the column header, "Final Material." If that column is empty, in the ribbon, select the Games tab and then click on Final Material.



Now, by sorting on this column within any game collection, you gain access to a list of games sorted by endgame type that are very often fun and interesting to examine.

Here is the list of Morphy's games sorted by Final Material, the far right column.

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Manphy, P	Thomas, W	1-0	53		Philodelphia m	1859					R2P - R
Anderseen,A	Morphy.P	1-0	π	A22	Paris m?	1858		10			82P - R
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Morphy, P	(another land	1-0	55	C42	New Onleans	1850					R1P - 8
Anderson, A	Morphy,P	1-0	32	C39	Ponis m2	1854					R4P - REN
Merphy,P	Maurian,C	¥5-¥6	46		New Onlinens	1854					Q-Q
Morphy, P	Anderson, A	0-1	72	CS2	Poris m2	20.12.1458		1			Q2P - Q
Marphy,P	Lorenthal,	%-%	44	C\$1	London m1	1859					81P - 1P
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Arnous de Rivière, J	Morphy, P	1-0	55	Ć14	Paris m	1863	٧đ			Crossbase	R2P - R3P
Harrate_D	Morphy, P	1-0	55	Q35	Paris m:	1858	¢	1			R2P - R1P
Smithui	Morphy, P	9-1	66	C39	New Onleans sim	1858					A2P - A1P
Marphy,P	Maurian,C	0.1	69		New Orleans m	1869					RR2P - R1P
Harrantz,D	Marphy,P	0-1	54	ABS	Poris m1	1858	¢	3			R3P - R1P
Montgamery,H	Morphy, P	6 .1	42	C\$2	New Orleans blindfold s.	1857					R3P - R1P
Morphy, P	Meurian, C	0-1	30		New Orleans size	1864					RBN4P · RR1P
Marphy, P	Pavlaen, L	1-0	54	C40	New York bladfold	1857					Q4P - RR1P
Morphy, P	Anderson, A	1-0	53	801	Paris m2	1858		5			R2P - R81P
Marphy, P	Lichtenheit,T	0-1	43		New York m2	1859					RB4P - 881P
Logneethal	Morphy, P	1-0	70	C42	London m	26.07.1858	e	5			R2P - N1P
Anderson,A	Morphy, P	አ-አ	51	A22	Poris m2	1858		8			30 - N1P
Marphy, P	Richardson/I	1-0	43		New York site	1859					ənip - Rnip
Arnous de Riviere, J	Morphy,P	0-1	54	Cit	London sim	1859					R3P · RN1P
Marphy,P	Namate, D	1-0	48	C41	Pers m1	1858		6			39 - Q1P
Harnitz	Marphy ,P	1-0	47	C39	Peris m1	1858	¢				Q4P • Q1P
Marphy, P	Alexandra C	0.1	42	C38	Springhilf	1855					QREAP - QRR.
Morphy,P	Lichtenhein,T	1-0	27		New York m2	1859					QR4P · Q81P



Competing at Correspondence Chess (It's not dead yet)

There's a growing consensus that correspondence chess is dying a slow death. So goes the reasoning, simply plug your on-going e-game into Rybka, Fritz, Houdini, or any of a number of other powerful engines and the worst you will likely do is draw. After all, these engines have ratings far greater than all but a handful of players.

I have more faith in humanity's abilities, especially when the human is armed with ChessBase.

Here is a position that I reached with Black against Wayne Conover in the 8th North American Invitation CCC:



The computers seem to like moves such as ...Nc6, ...Qc7, and ...Ng6, but I began considering ...g5, a pawn thrust designed to discourage White from trying f4.

A simple search today through ChessBase for Hedgehog structures with ...g7-g5 yields more than a thousand examples, but at the time I played the move, there were only hundreds. I played through those games, a far better use of my time than watching the computer chug away ply by ply. I won that game, though Conover remained convinced that the advance of my g-pawn was risky and unwarranted.

ChessBas

TIP: This type of search is extremely powerful and so useful that ChessBase has simplified the process. There's now a single button for finding games with similar structures or even similar endgames. Here, bringing up the position ➡ Report ➡ Similar Structures brings up more than a hundred relevant examples.



In this way, it's possible quickly to test the viability of many such ideas.

The correspondence chess experience

I have played correspondence chess continuously since 1986. My early days in the APCT (American Postal Chess Tournaments) brought me four club championships, two game of the year awards, and most important, an entry into the North American Invitational. My victory there started a long trek within the ICCF (International Correspondence Chess Federation), the international correspondence chess organization that organizes the World Championship as well as many other fun, international events. It was there that I got to play on the U.S. Correspondence Chess Olympiad Team.

In the old days, we mailed postcards back and forth, watching postal rates climb year by year. Today, those cards are gone, replaced in major competitions by the use of the ICCF server, essentially well regulated electronic communication dedicated to the purpose of sending moves, recording games and time used, and handling every other imaginable need.

Despite the emergence of very powerful computers, I strongly recommend the experience. Many top players, including Alekhine and Keres, honed their skill by playing through the mail. The games are unlike over-the-board encounters in most important respects. There's much more time for thought and care and complexity, you can consult books, and so the size of your library matters, and these days, of course, you can use ChessBase to augment or replace your library.

As it turns out, ChessBase can also handle move administration. I will not bore you here with stories of notational errors spoiling games. But for those of you who have ever experienced that frustration, know that ChessBase, in addition to recording your games and your analysis, can also maintain a record of your time, print out cards, send e-mail to your opponents, and even interface with the ICCF Correspondence Chess Server.

Beginning a correspondence game

Open or create a database that will hold the games. Mine is MYCORR, although for special events, I create a database just for the event.

Each correspondence event will involve a number of simultaneous games. Each game will require its own board.

To start, create a new game: (Ctrl-N) or press the board icon in the Home tab.

With the new board open, Right-Click in the notation pane ➡ Special annotations ➡ Correspondence Header or press Ctrl-Alt-W.

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Or	Cancel		Halp

In the address window, supply the requested information. If you are playing by e-mail through the ICCF server, you do not need to provide your street address. There are also tabs that declare whether you will have White or Black in this game, the start date, the time control (which contains the ICCF default of 10 moves in 30 days), vacation schedules for you and your opponent, your signature, and the form of notation that you want or need to use. You only need to enter this information once per game.

Chesses TIP: You can enter and print games using correspondence chess notation. To enter e4, just type in 5254. To switch to correspondence notation, go to File

Options, or Click on the Wrench in the Quick Access Toolbar, or Press Ctrl-Alt-O. Then select the Notation Tab and select 1.4244.

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TIP FOR ADVANCED USERS: The change to Correspondence Chess notation unfortunately carries through all games. You can revert to the more familiar algebraic or even descriptive, but there is no way to record and view the games in distinct notations in different games.

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When you are ready to send your move, right-click in the notation pane and \Rightarrow Special Annotation \Rightarrow Correspondence Move or press Ctrl-W. Enter the time information, notably the date of receipt and the date on which you are sending your reply. ChessBase uses this information to calculate the total time used. ChessBase gives you the opportunity to enter time penalties, move repetitions, draw offers, time oversteps, and the like.

TIP: You must provide this information for every move in order to assure accuracy for the total time taken.

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TIP: By adding this information, ChessBase will automatically add new time columns in the Game Window so that you will have a quick overview of the time taken and remaining for all of your on-going games. The new headers are: Last Move, Move sent, Time White, Time Black.

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TIP: The first time you save the game, be sure to use Ctrl-S. Thereafter, with each subsequent move, use CTRL-R to replace the game.

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🗌 Offer draw		Move is unclear					
🗌 Accept draw		🖾 Move is illegal					
🗌 Refuse draw		Time overstepped					
🔲 Resign		Propose move					
Time used, White: 0 / 0, Błack: 0 / 0 Time left, White: 30 / 10, Black: 30 / 10 Move is printed							
ОК		Help	Cancel				

You are now ready to send your move. To print out a special postcard, go to FILE ➡ Print ➡ Print Correspondence Card.



If you are playing via e-mail but not on a chess server, you can simply e-mail your correspondence move with FILE ➡ Send Correspondence Move.

TIP: When you set up your correspondence header, there's an option to append the PGN notation for the game as well as a diagram in *.JPG format.

The ICCF Server

If you are playing through the ICCF server, you will have an ICCF ID and password. You can use ChessBase to log in to that server and then view and administer the games through ChessBase.

From the Database Window, FILE ➡ Open ➡ Correspondence Server Games.

Select correspondence			X
Correspondence server	ICCF SchemingMind		
ОК		Cancel	

Scheming Mind is a private, online correspondence chess club. New members can play up to 50 games. Thereafter, there's a fee.

The ICCF has no membership fee but there is a charge to enter each of their events.

Clicking OK will prompt you for a password. Upon connection, if you have ongoing games, ChessBase will open a Games List containing those games.

You can make your moves here or, my personal preference, you can log on to the ICCF server and make your moves there.

When you receive your pairings

Typically, you will have some time between receiving your pairings and starting play. Use this time to your advantage. Make a separate database for each of your opponents. Search through all of your databases and move their games to their database. Be sure that if multiple copies of a game appear, that you remove doubles. In the Database window, right-click on the name of the database \Rightarrow Tools \Rightarrow Find doubled games.

Find Double Games			×				
First game	De	cision					
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Remove Deleted Games							
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Preserving the better game will tend to preserve annotated games over unannotated ones, though you might consider keeping or merging annotated games.

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TIP: Correspondence games often contain doubles that are tough to find. A game that started in 2002 might have ended in 2004, and could therefore survive the doubles checker. Since statistics matter, don't be afraid to review the file manually.

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For purposes here, I have pretended that I have just been paired against Jason Bokar, who currently serves as the Director for the ICCF North American Prize Zonal. As a result of these efforts, his database contains 275 games including one that we played together in 2002.

Once you have a pristine database of each player's games, you can generate an opening overview for that player. Within the Database Window, click on the player's database ➡ Report tab ➡ Opening Reference. Here is the screen summarizing Jason's openings. Of course, by virtue of the pairing, you will know whether you have White or Black in this game.



It's now a simple matter to explore his games, seeking the most likely course of play. If Jason is like other correspondence players, he will tend play the same openings with predictable regularity. That's exactly what we see here.

You can now compare his games against those in the Online Database, looking for new and interesting departures from his games.

As I proceed, I accumulate all of these thoughts and ideas in a separate database that I will consult and add to as play begins. I note within just minutes that he is likely to play a Najdorf Sicilian and respond, as he did in his game, with 6.Be3 e5. I note also that he has yet to face a new idea in the line that I have been working on for a while.

If I make all of this sound easy, know simply that I would also play over every one of his 275 games before the start of play, observing how he handles open and closed games, games with pawn and material imbalances, and positions in which he offers or accepts sacrifices. Multiply that by nine or so new opponents and, even with ChessBase, there's much to do before play gets started.



Writing about Chess (With tips on printing)

In the early days of ChessBase, there was ChessBase journalism. More than a few authors discovered that they could quickly organize and publish unannotated games directly from the database. There was nothing illegal about it. Writers can copyright annotations of games, but not the games themselves.

The books were lengthy and looked great by previous standards, and even I briefly got into the act. Two decades ago, I experimented with Custom Chess Books, a project with a friend Matt Allman in which we produced chess books on demand. Name your variation, name your theme. We provided 100 games and a statistical overview. I did the searching and writing. Matt formatted and printed the books. We assembled and printed each book within two days. They sold well, and Ken Smith of Chess Digest expressed interest in buying the rights when he suddenly died. We ended our venture when we discovered that most of our clients really only wanted help making moves in their correspondence games.

Chess players are a demanding lot, and they should be, but it still took chess players about a decade to realize that there was no value added in these collections. They came to see that they could get those scores from any ChessBase database or over the internet, and most came to understand that they instead needed annotations, analysis, and guidance that might help them to improve. That's where writing comes in, and publishers are very supportive of quality productions.

I have used ChessBase to assist all of my recent books. On the high end, there was *The Chess Analyst* (Thinkers Press), *Sacking the Citadel* (Russell Enterprises), and *Teach Yourself Visually: Chess* (Wiley). I have recently completed two puzzle books on *Mastering Mate*. During the last three years, I have authored and published more than 35 e-books in an effort to address that emerging market. Along the way, I maintained my Chess is Fun website (www.queensac.com) where for approximately two years, I kept up a chess blog, and I now write a column (You Can Do It!) for *Chess Life for Kids*.

Throughout all of these activities, ChessBase was at the center, locating games and relevant material. All of my annotating occurred within ChessBase so that I could then take full advantage of the software's ability to produce .html code for the blog, text files with diagrams for Word, and even .mobi files for the e-books. The only disadvantage that I find is that ChessBase does not include a spell checker. So I also export first to Word to catch those errors. No big deal.

Sending games to the web

For more than two years, I maintained a daily chess blog. The Blog appeared to be a complex technological marvel, but it took only minutes to assemble, once again thanks to ChessBase.

The hard part, I suppose, was deciding on a topic. I regularly watch international chess and each day, I settled on a game that sparked my interest. Talking about the game was easy, but I also added a game collection at the end, perhaps other games using that opening, other games involving similar sacrifices, or games with similar endgames.

I have already talked here about how to find such games, but how to put them up on the web?

First, complete your annotations and place all of the games you want to post in one database.

Then highlight the games you want to send to the web: \Rightarrow Right-click within one of the highlighted games \Rightarrow Select Output \Rightarrow Publish to web.

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ChessBase

TIP: With the games highlighted, you can also use \Rightarrow FILE \Rightarrow Publish to web ... or \Rightarrow Games ribbon \Rightarrow Publish to Web.



You will now see a dialogue box with a single choice.



As part of an arrangement between ChessBase and FaceBook, One Click publication places the game immediately on the web. Here's the first game. Clicking on a move brings up that position, and you can also click on the arrow keys below the board to move through the game. All of your annotations will be preserved. Clicking on the names just above the board provides a pull down menu to reach the other games in the collection. At the bottom of each game, visitors to the page gain the option of downloading the game in *.PGN format.



TIP: You can now share your link with your friends or post it in Facebook.

The master of your own domain

Alternatively, by clicking on "Create a HTML File", ChessBase will generate and you can locally save all of the .html code that you can then insert into your own personal web pages.

This is not the place to discuss how to set up a domain and how to write .html code or how to maintain your web site. I can simply state that those of you who have played the role of a web master will have utterly no diffuculty inserting and implementing the code that ChessBase generates here. In the end, the appearance will be identical to the image above, save that visitors to your site will be able to call it up by clicking on the simple link you create.

Here is the portion of the html code we have just created:

```
<!DOCTYPE html>
<html>
<meta http-equiv="content-type" content="text/html; charset=utf-8" />
<head>
<style>
background{color:#FEFDE8}a:link{color:#B70801}a:visited{color:#637178}</style>
</head>
<body>
<title>Games</title><a name="chesssample.pgn"></a>
<div class="cbreplay">
[Event "Lisbon sim"]
[Site "Lisbon"]
[Date "1941.??.??"]
[Round "?"]
[White "Alekhine, Alexander"]
[Black "Supico"]
[Result "1-0"]
[ECO "C21"]
[Annotator "Edwards, Jon"]
(PlyCount "39")
[EventDate "1941.??.??"]
[EventType "simul"]
[EventRounds "1"]
[EventCountry "POR"]
[Source "ChessBase"]
[SourceDate #2000.11.22"]
1. e4 e5 2. d4 exd4 3. c3 dxc3 4. Nxc3 Bb4 5. Bc4 Qe7 6. Nge2 Nf6 7. 0-0 0-0 8.
Bg5 Qe5 9. Bxf6 Qxf6 10. Nd5 Qd6 11. e5 Qc5 12. Rc1 Qa5 13. a3 Bxa3 14. bxa3 c6
     Every pawn move creates a weakness. In this case, the d6-square is a
{[#]
problem for Black.
                      Not all combinations are easy. They often take
experience, creativity, and hard work.} 15. Ne7+ {The first part is easy.
                                                                           The
knight check forces the king back into the corner where it cannot move. All
the great Alekhine needs is a check.} Kh8 16. Qd6 {Alekhine responds by
placing the queen in the hole in Black's pawn structure. As you can see, the
queen move creates a threat (Ng6+) against the now unprotected Rf8.) Qd8 {
Necessary to guard to rook, but the attack on the Ne7 for the moment keeps the
meen on d6 1 17 Nd4 (The knight is heading to f5 where it will protect the
```

Creating your own .html files

If you want complete control over the your .html presentations, it is undoubtedly best to start simply by outputting each game in .html format. Since most non-ChessBase users will be unable to read Figurine notation begin by altering the font type from figurine, if that's how you have it set, to textual Algebraic.

FILE ➡ Options ➡ Notation ➡ KQNBRP ➡ Apply

or

Quickstart menu ➡ Wrench➡ Notation ➡ KQNBRP ➡ Apply

or

Ctrl-Alt-O ➡ Notation ➡ KQNBRP ➡ Apply

Now, you can send a game or group of games by highlighting them: Right-click on the highlighted game(s) \Rightarrow Output \Rightarrow Selection to text file \Rightarrow Format \Rightarrow HTML.

Text	PGN	EBook		
Format	Fonts	RTF	HTML	
Format	Line			
🖱 RTF	e 9			
HTML	\odot /	Alternative		
🗇 Text				
🖱 PGN				
Ӧ EBook				

If diagrams are included, they will be saved as associated *.JPGs. The output will now be in straight Algebraic without figurine notation. Here's a sample of how it appears. You can now enter the .html code and edit as desired.

(25) Alekhine, Alexander - Supico [C21] Lisbon sim Lisbon, 1941 *[Edwards, Jon]*

1.e4 e5 2.d4 ezd4 3.c3 dzc3 4.Nzc3 Bb4 5.Bc4 Qe7 6.Nge2 Nf6 7.0-0 0-0 8.Bg5 Qe5 9.Bzf6 Qzf6 10.Nd5 Qd6 11.e5 Qc5 12.Rc1 Qe5 13.a3 Bza3 14.bza3 c6



Every pawn move creates a weakness. In this case, the d6-square is a problem for Black. Not all combinations are easy. They often take experience, creativity, and hard work. 15.No7+ The first part is easy. The knight check forces the king back into the corner where it cannot move. All the great Alekhine needs is a check. 15...Kh8 16.Qd6 Alekhine responds by placing the queen in the hole in Black's pawn structure. As you can see, the queen move creates a threat (Ng6+) against the now unprotected Rf8. 16...Qd8 Necessary to guard to rook, but the attack on the Ne7 for the moment keeps the queen on d6.. 17.Nd4 The knight is heading to f5 where it will protect the Ne7 and free up the queen for its role in Anastasia's mate. 17...b6 Black will try to exchange his bad bishop on a6. What else is there to do? With the pawn fixed on d7, the queenside pieces are hard to develop. 18.Rc3 Advancing the rook in preparation for Rh3. 18...c5 {On 18...Ba6 The retreat of the Bc4 19.Ba2 costs an exchange, but after 19...Bxf1 20.Ndf5 checkmates are in the air.] 19.Ndf5 Ba6 Hoping to exchange off the bishops or win the exchange on f1, but Alekhine is fully familiar with Anastasia's mate.

Those familiar with web programming will have no difficulty working with and editing the code generated here:

```
<! DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">
<html>
<head>
<style type="text/css">p.c{text-align:center;}</style>
<style type="text/css">div.c{text-align:center}</style>
<style type="text/css">img{text-align:center; max-width:100%;}
</style>
<title>ChessBase HTML output</title>
<style type="text/css">img.d{text-align:center; max-width:80%;
min-width:70%]</style>
<meta name="GENERATOR" content="ChessBase 12"/>
<meta http-equiv="content-type" content="text/html; charset=utf-</pre>
8"></head>
<body bgcolor="#FFFDE8">
<h3>(25) Alekhine, Alexander - Supico [C21]<br/>
Lisbon sim Lisbon, 1941<br/>
<i> [Edwards, Jon] </i>
</h3>
<b>
1.e4 e5 2.d4 exd4 3.c3 dxc3 4.Nxc3 Bb4 5.Bc4 Qe7 6.Nge2 Nf6 7.0-0
0-0 8.Bq5 Qe5 9.Bxf6 Qxf6 10.Nd5 Qd6 11.e5 Qc5 12.Rc1 Qa5 13.a3
Bxa3 14.bxa3 c6 </b>
rules="none">td>img src="anast2 3.jpg" alt="anast2 3"/>
Every pawn move creates a weakness. In this case, the d6-square
is a problem for Black.
Not all combinations are easy. They often take experience,
creativity, and hard work. <b>15.Ne7+ </b>The first part is easy.
The knight check forces the king back into the corner where it
cannot move. All the great Alekhine needs is a check. <b>
```

Capturing diagrams

You may want to place diagrams within your .html files or into your writing projects within Word.

Diagrams into Word

With the diagram you want on screen, select Copy Position, and then paste the diagram into Microsoft Word. The diagram will enter as a font and you gain control there over the font size. The default is DiagramTTFritz, which ChessBase will automatically add to the list of fonts available within Word. Happily, when you paste in the diagram, the font information comes with it! You will see a diagram within Word.

Capturing diagrams as images

If you are writing e-books or you prefer to insert your diagrams as *.JPGs, you can add them that way to Word.

TIP: Those familiar with .html programming would then simply add references to the diagrams using the command in .html.

I will soon have more to say about processing diagrams once they are captured as images, but first we must capture them. You can play with the appearance of the diagrams in many ways.

In the Design tab of the options menu, you can adjust the appearance of the Background and Board Design. You can even obtain a 3D Board Design if your sensibilities are very different from mine.

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🕢 Shadows	Rounded						
No scaling	🗹 Anti aliasing						
Background:	Wood						
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ОК	Help						

Once you have settled on the appearance of the board and its pieces, bring up the diagram for which you want a copy. Now adjust the size of the diagram by increasing or decreasing the size of the diagram's pane.

The disadvantage of self-selecting the size of the diagrams is the danger that you may be inconsistent. For every project, I keep careful track of the sizes that I use.



Then, within PageMaker or your favorite image processor, open a new file and insert the image. In such applications, you gain many opportunities to spice up the image or even to change its underlying format.

Creating chess books and articles

Let's assume that you have some writing talent, an idea for a book, and the drive to complete it. It's often best to contact a chess publisher and pitch the idea. The more projects you've completed, the more likely it is that the idea will be worthy and of interest to a publisher.

Publishers offer much. They will work with you to polish the manuscript. They have professional tools for laying out the book. They have artists who will produce compelling color covers and internal art. They will invest in the printing of the book. They will then market it on the web and advertise in magazines. And the good ones will deliver your royalty checks like clockwork.

The downside? You will likely receive just 10-12% of the gross, about a dollar or two from each book sale.

E-books are the craze, and you now have the opportunity to publish your own. The advantages are obvious. Amazon offers you not 10% but 70%! The downside. You have to take on not just the writing, but the other tasks that publishers are already expert in handling, from editing and marketing through layout and final production. Publishers also can smell a lemon of a title far better than any author. It's tough to take a rejection, but better that than tons of effort and no sales.

Delivering output to publishers

Your manuscript will likely contain well annotated games replete with diagrams. I have yet to meet a publisher who will accept output directly from ChessBase. And so you will have to port your copy over to a Word Processor, carefully spell check the text, format the manuscript, and only then send that file. The great advantage, of course, is that all of the moves entered in ChessBase will contain no notational typos.

Happily enough, most publishers don't want diagrams as graphical images like *.JPGs or *.GIFs. They prefer to receive diagrams in standard chess fonts that they can then manipulate, quite easily changing the size of a diagram simply by highlighting it and increasing its size as one might with any font.

In many ways, these fonts are much easier to generate. No image processors or screen capture utilities are needed.

It's easy to add diagram markers in a ChessBase game. These markers are essentially instructions to print a diagram at a very specific point in the game. ⇒Open the game and click on the desired move ⇒ In the insert tab, click on Insert Diagram.

TIP: Or simply place your cursor in the text field and press Ctrl-D... or right click on the move and select Insert Diagram.

TIP: After you have added the diagram markers and made any other changes, remember to press Ctrl-R to replace the game.

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TIP: With diagrams markers in place, you can now obtain an attractive printout of the game. \Rightarrow FILE \Rightarrow PRINT \Rightarrow Print Game.


You can obtain considerable control over the layout and appearance of this printed output with ➡ FILE ➡ PRINT ➡ Page Setup

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Headline	🔿 Center	🔿 Right	
ChessBase 12 P	rintout, @N, @D	•	
Footline			
🖲 Left	Center	Right	
ChessBase 12 P	rintout, @N, @D)]
		OK	Cancei

It is precisely here that you can eliminate or modify the content and orientation of the document title, add aligned page numbers and set the numbering on the first page, alter the number of columns as well as their width, change the notation and diagram fonts, and in the Print Games tab, decide whether to include annotations, make smaller diagrams within annotations, set diagrams to black and white, and add or subtract the name of the tournament, ratings, and the name of the annotator.

Moving Files to Word

Page Setup does provide admirable control over output, but moving your files and diagrams into Word or another professional word processor gives you much greater control over the appearance of the final product. That's where we can check spelling and grammar, creatively alter fonts and section headers, add an introduction, text boxes, and the like, set up elaborate footers, and create indices and an interactive table of contents.



To copy a single game with diagram markers into Word ➡ with the Game Board open, select the HOME Ribbon ➡ Select Copy Game

Now open a Word document and paste. You will immediately notice that you have some work to do. The text seems to run together, the diagrams

may look like gibberish, the game headers contain more information than you will probably want, and you will suddenly see all of your spelling and grammar mistakes. Much time will be required to transform the text into something publishable, but the task is less onerous if you know that it's coming. ChessBase

TI P: You can send multiple games in this way to Word. Highlight the selection of games you want to send, and then: Right-click on the highlighted games \Rightarrow Output \Rightarrow Selection to text file...

In the Format tab, click on RTF

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In the RTF tab, adapt or modify these choices:

ext file options 233 Text PGN EBook Format Fonts RTF HTML	
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Omit font information Apply Help	

Diagram fonts within Microsoft Word

You gain a measure of control over size and appearance because these diagrams appear within Word as fonts. ChessBase comes with several chess fonts. Diagram TTFritz is the default.



Here's a diagram from one of my games. Depending upon your preferences in Word, the diagram may appear as here with 1.15 spaces between the ranks of the board. To tighten it up \Rightarrow Select the board within Word \Rightarrow right-click on the highlighted diagram \Rightarrow Select Paragraph \Rightarrow Change Line Spacing from 1.15 to 1 \Rightarrow click OK



Both diagrams, for the moment at least, have some red underlining reflecting Word's concern about grammar. Have no fear. They won't print unless, as here, I go way out-of-my-way to make them appear.

If you are curious, this is what that same TT diagram font looks like in a non-chess font.

XABCDEFGHY 8-+-+-trrmk(7+-wq-+Lzpp' 6p+pvl-+-zP& 5+p+-+Q+-% 4-+-+Pzp-+\$ 3+-zP-+--# 2PzP-+-zPP+" 1+-mKR+-+R! xabcdefghy

Fortunately, the installation of ChessBase makes its fonts available to other applications including Word. Should you see such text rather than the pristine diagrams you expected, simply highlight the gibberish and select the diagram font you prefer.



ChessBase

TIP: Some publishers will want you to use the True Type fonts supplied by ChessBase. Others have their own needs. Since ChessBase version 9, I have had no luck printing or exporting diagrams that contain the Linares font, which is supplied by a third party. The method, which works in the old ChessBase 9, is within Page Setup to change the font to Linares Diagram and the font type to Zurich/Linares/Hastings. In ChessBase 12, I can generate only mangled diagrams. I've had no luck with ChessBase support in getting a fix. Fortunately, I've held on to version 9 for just this purpose.

Inevitably, as you lay out your text, you may want to add or subtract a diagram. Removing them is easy since the diagrams are simply elaborate fonts and can be highlighted and deleted. Adding them is easy too. In the Game Board \Rightarrow Click on setup the desired position \Rightarrow Select Copy position \Rightarrow Click on the desired location in your Word document \Rightarrow Paste.

TIP FOR ADVANCED USERS: You can set up a Word template file for your chess projects that already contains these choices.

ChessBase e-books

ChessBase tells us that to upload an e-book to the e-book readers or apps, you will first need to convert your output into .ePub or .mobi

As we will see in the next section, there are ways to convert Word files, .html or .rtf to those formats, but only ChessBase can directly convert its files to .ePub and .mobi. And so the quality and sophistication of this conversion is worth a look.

ChessBase says that its e-book conversion so far supports only the creation of simple puzzle books. I know of no one who has actually used this function to create e-books, so I gave it shot.

As a test, I created a database containing several puzzle positions.

TIP: If you have annotated the puzzles in games but only want the final position and combination, you can click on the move that starts the position **+** Right-click **+** Delete **+** Delete Previous moves.

TIP: Or bring up a blank board and press "S" for the set-up board. You can now paste any position in, or paste in ASCII or FEN. ChessBase supports creative entering. Here are some examples of text strings that work:

wKb1, wQd2, wPa2, wPb2, wPc2, wPf4, wPg3, wNd5, wRh1, bKg8, bQa6, bBc6, bRd8, bRf8, bPa7, bPb7, bPc7, bPf7, bPg7, bPh7

wPa2, b2, c4, e4, f2, g2, h2, bPa6, b6 d6, e6, f7, g7, h7

wPa2b2c4e4f2g2h2bPa6b6d6e6f7g7h7

You must use capital letters for the pieces, w and b in small letters.

Once pasted in, use set-up board to edit the board configuration, removing, moving, and adding pieces and pawns. Add annotations and save. I titled mine: Puzzle 1, 2, 3 etc.

We're now ready to try to create the ChessBase e-book.

Open the database that contains your puzzle positions. \Rightarrow Highlight all of the games that you want to include in the e-book \Rightarrow Right-click, select Output \Rightarrow Click on Selection to text file.

fise	Home	: Stal	listics Gam	is Player	s Op	ening Ke	ys View						
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Under text file options, click the EBook tab

Format	Fonts	RTF	HTML	
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🖲 Mobi				
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To create your first EPub file, click on Internet, and then download and install 7za.com

To create your first .mobi file, click on the "Internet" tab below KindleGen and download kindlegen.exe.

Once installed, the 7za and KindleGen buttons will call up the program.

The creation of my modest e-book took seconds, and indeed resulted in a .mobi file.

Unfortunately, Kindle Direct Publishing would not accept the .mobi file. Here's what they wrote:

! We encountered a problem while processing your file. This error may be due to an unsupported or incorrectly formatted file. Please try uploading your book in a different format.

And so instead, I tried EPub. Once again, the download and installation 7za was simple, and the creation of .ePub file took only seconds.

Again I went to the Kindle Direct site that I have used successfully more than three dozen times. But once again, it generated the very same error. I suspect that the generating e-books is a marketing inducement, and I cannot be alone in hoping that they vastly improve this offering in future releases.

More complex E-books

If you want to create more complex e-books, here's a summary of my successful recent experience with some emphasis on the Chess Base side of things.

Most of my e-books contain approximately 12 well annotated games. My puzzle books and problem books all contain complete games, so there was never a need to truncate them or create positions. All of the writing effort occurs in ChessBase, a very sensible choice at very least to make sure there are no possible typos in the chess notation.

Were such games to be printed, a publisher trying to manage the length of the book might include a diagram only at the most critical moments. I tend to insert them every three moves so that readers will be able to plow through each game on their tablets without needing a board.

Here are the steps. Know that no step here is difficult or technically demanding. No programming whatsoever is needed, and any suspicion that the process is fraught with error will evaporate only after you actually carry out each simple step and realize that this really is a very simple process.

- (1) Complete the annotations in ChessBase. Do not yet add any diagram markers! The reason is that the Kindle will not be able to reproduce a chess font. Instead, we will need to turn the diagrams into *.JPGs or *.GIFs, digital representations of the diagrams.
- (2) Copy the games one at a time or all at once to Word.
- TIP: With all of the games highlighted \Rightarrow FILE \Rightarrow Selection to Text File \Rightarrow RTF tab ... or right click on the selection \Rightarrow OUTPUT \Rightarrow Selection to Text File

TIP: For movement of files to Word, I recommend that you select the *.RTF format, preserving useful formatting information.

- (3) Format the document in Word. There are plenty of style guides out there for creating e-books. I recommend that you keep it simple, with no elaborate fonts or font sizes. I use Header 1 for each game title, so that the final Table of Contents will contain a list of each game. Avoid page numbering because the e-book apps will assign their own page numbers. Avoid multiple uses of the return key, and use single page breaks at the end of each game or chapter.
- (4) Diagrams: Know that Amazon reduces your profit somewhat as your file sizes grow, and so I use *.GIF rather than *.JPG images and I avoid full color diagrams. There are numerous options to make sure that the diagrams will still be large and look great. You can use a screen capture program and simply insert the images into your Word document. But for the best results, use ChessBase's copy position and then open a new document in PhotoShop or another image processor. It takes longer, but you can control the size and quality of the resulting file. For small or large diagrams, simply adjust the size of the board within ChessBase.

You could use the .html generator to make the diagrams, but then you will lose control over the size of the diagrams you make.

I then insert a copy of these images into my Word file. There's no obvious way to automate the process and so, it's rather time consuming. I find that I can create about 100 diagrams in a mind-numbing day.



TIP: You can use ChessBase to alter the appearance of the diagrams. → Right-click on any board → select Board Design. Or, within the Database Window, FILE → Options → Design Then have fun exploring the options. I find that the Fritz4 color scheme generates good results for e-books. Note that this is also where you can add or remove coordinates from the board, and if you want, add or remove a move slider.

.....

(5) When you have proofed the Word file and you are fully pleased with the book, use SAVEAS
 ➡ web page filtered. Best, I recommend, to save the new file in a separate directory in order never to confuse the original Word file from the final product. Note that you can always go back after making changes and regenerate this file.

This action will produce one main .html file and a sub-folder of all of your images.

- (6) You will need to create a book cover. Follow Kindle's size and color options. Color sells better than black and white. And you are well advised to have someone with some artistic capabilities take the lead here if image-making is not your bailiwick.
- (7) You can then use a free program to create the final file that will upload to the Kindle. I use Mobipocket. You can also use Kindlegen. Kindle will also accept the single .html file produced by Word!
- (8) To make your book available for sale, head off to Kindle Direct Publishing and sign up for a free account. When that's done, enter their bookshelf, click add new title, and follow their instructions carefully. The uploading process takes only a few minutes when you are used to it. Be sure to have a well-honed book summary and your cover ready for that final step. If you want to protect your content, be sure to enable digital rights management.

The advantages are obvious. A 70% royalty, the ability to update the book at any time, and the certainty that it will never be out of print. The disadvantage: It is rather a bit of work that few chess players will enjoy, and you will be responsible for your marketing and self-promotion, all time away from chess.

Working with crosstables

If you are writing a tournament book, or you are simply fascinated by chess history, ChessBase has just the function for you!

Enter one of your largest databases and highlight just one of the games in a tournament (You can highlight all of the games in a tournament, but there's no need). Perhaps the easiest way to find one tournament is to click on that database's Tournament tab and to search. I have just highlighted a game played at the 1963 US Championship. With that game highlighted ⇒ Right-click ⇒ Cross table ... or simply press the letter "T". Every result in the crosstable is a link to its game, and in the ribbon, you gain the opportunity to move forward and backward in time viewing the tournaments of that period. Very cool!

TIP: Imagine making such a cross table with the games from your club championship!

		1	2	3	4	5	6	7	8	9	10	11	12		TB
1 🖬	Fischer, Robert James	*	1	1	1	1	1	1	1	1	1	1	1	11.0 / 11	
	Evans, Larry Melvyn	0	t	1	¥2	4/2	¥₂	Û	1	1	1	1	1	7.5/11	
	Benko, Pal C	0	0	T	¥2	1	1	1	1	¥2	1	¥₂	¥₂	7.0/11	
	Reshevsky,Samuel Herman	0	₩2	₩:	×	1	¥₂	0	₩2	1	1	1	₩2	6.5 / 11	30.0
	Saidy, Anthony Fred	0	¥₂	0	0		₩2	1	1	1	1	¥2	1	6.5 / 11	27.0
	Byrne, Robert Eugene	0	¥₂	0	¥₂	¥2	*	0	¥₂	1	1	1	¥₂	5.5 / 11	
	Welnstein,Raymond Allen	0	1	0	1	0	1	Ŧ	0	0	0	1	1	5.0 / 11	
	Bisguier, Arthur Bernard	0	0	Q	¥₂	Q	₩2	1	*	1	0	¥₂	1	4.5 / 11	
	Addison, William	0	0	¥2	0	0	0	1	0	*	¥₂	¥2	1	3.5 / 11	14.
2	Mednis, Edmar John	0	0	0	0	0	0	1	1	3/2	*	₩2	¥₂	3.5 / 11	14.0
	Steinmeyer,Robert	0	0	٧;	0	¥2	0	0	¥₂	₩	₩:		¥₂	3.0 / 11	
2 📰	Byrne, Donald	0	0	¥2	1/2	0	¥₂	0	0	0	¥₂	¥2	*	2.5 / 11	



ChessBase

Hanon Russell entrusted me with the job of creating the crosstables for Karsten Müller's magnificent book on Bobby Fischer. To create those tables, I captured the results directly from ChessBase. Bring up the crosstable, and in its special ribbon ➡ Select Table -> Clipboard (ASCII). Those results will move to ChessBase's Clipboard for later use. To paste the results into a spreadsheet, select fill with tabs. Open your spreadsheet and select paste.

Here's what the raw dump into Excel looks like. There's room for creativity here and some clean up is required, but it's a great head start and this method is much less error prone than manually entering the data.

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2 Evans, Larr	0 •		1 %	Х	Х		Ō	1	1	1	1	1 7.5/11	
3 Benko,Pal	0	• 0	Х		1	1	1	1 35		1 %	Х	7,0/11	
4 Reshevski	0 %	Я	•		1 %		0 %		1	1	1%	6.5/11	30
5 Saidy,Anti	0 አ		0	0 *	አ		1	1	1	1 %		1 6.5/11	27
6 Byrne,Rot	0%		0 %	Х	•		0 %		1	1	15	5.5/11	
7 Weinsteir	0	1	0	1	0	1 •		0	0	0	1	1 5.0/11	
8 Bisguler,A	0	Q	0 %		0 %		1 *		1	0 %		1 4.5/11	
9 Addison, v	0	0 %		0	0	Ō	1	0*	х	х		1 3.5/11	14.25
10 Mednis,Ec	0	0	0	0	0	0	1	1 %	•	አ	አ	3.5/11	14
11 Steinmey	0	0%		0%		0	0%	X	Х	•	У,	3.0/11	
12 Byrne,Dor	0	0 %	ж		0 %		0	0	0 %	አ	•	2.5/11	

Next tournament



If you select a game within the MegaBase or other large database and bring up the Crosstable, the Next Tournament command will bring up the Crosstable for the next event covered in the database.

tournament tournament But if you search for a player through the Filter List or the Player tab, click on a game, bring up a Crosstable, and then select Next Tournament, ChessBase brings up that player's next event. And so you gain an opportunity to follow chess events through time, or a player's progress through time.

Writing about Chess History

The BigBase and Mega Database are wonderful sources for historical inquiry. These databases contain all of the games from the most important matches and tournaments all the way back to 1475. If you are writing about the Romantic Age, or a particular tournament, about the history of an opening variation, or perhaps you are just curious about who played variations first, these databases provide quick and usually accurate answers. I have a healthy enough respect for old books to know that there are some gaps, and so be sure to investigate further. In my book on the history of the Classic Bishop Sacrifice, I started with a search of the MegaBase and other large databases, but I supplemented that work with a careful perusal of the source material. Even at that, I missed some old Italian manuscripts and about 30 old games. Be manic about your research. Your readers will appreciate it!

Printing (if you must)

I have managed to get by for more than ten years without a printer, but I know that that's asking a bit much. For purposes here, I am printing to MicroSoft OneNote. The output presented here fully resembles what you will get with a high-quality printer.

To print, use ➡FILE ➡ PRINT ➡ and then select Print Diagram, Game, Scoresheet, or Repertoire.

.....

TIP: To print diagrams or games, first bring up on screen the exact diagram or game that you want to print.

Here's the output of a single diagram:



You can make many changes in the appearance of the output in page setup \Rightarrow FILE \Rightarrow PRINT \Rightarrow PAGE SETUP

Repertoire	an air an an an an an an an an an an an an an	Correspon	ndence	Coordinates
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Layout	Page	numbers	Title	Print game
Border			Columns	
Left	36		Columns	2
Right	36	▲ ▼	Gap	12 •
Тор	36	* •	😰 Separat	or
Bottom	36			

Here, you can add or subtract coordinates, or can add and align both page numbers and a title, you can alter the diagram fonts, you can change diagrams to Black and White and alter their size, you can add a diagram number.

TIP: When you print games, use Page Setup to set whether or not you want to print the Game number, the ECO code, whether to include annotations, the name of the tournament, the annotator, and again whether to print in black and white or color.

You can also use ChessBase to print a facsimile of a scoresheet. Here's an example of a printed scoresheet.

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	Edwards,J (2395)		Hayward,K (2)	275)
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2 d4	d5	32	g7	Rg6
3 Nc3	Nf6	33 (c4	Rxg7
4 Bg5	Be7	34	b3	Kf4
5 <u>e5</u>	Nfd7	35	кь2	Rh7
6 <u>h4</u>	Bxg5	36	КаЗ	Bf3
ז hxg5	Qxq5	37	Kb4	КеЗ
8 <u>Nh3</u>	Qe7	38	Кс3	a5
9 <u>N</u> f4	сб	39	Re1+	Kf4
10 Qg4	<i>g</i> 6	40	d5	Rh2
11 0-0-0	h5	. 41	a3	Be4
12 Qg3	b5	42	Kd4	Rd2+
13 Bxb5!	Ba6	43	Kc5	Rd3
14 BXC6	<i>Nx</i> с6	44	64	<i></i>
15 Ncxd5	! exd5	45	b5	Rc3
16 Nxd5	Qd8	46	d6	Rd3
17 e6	Kf8	47	<i>b</i> 6	
18 Qf4?!	Nf6!	48		
19 Nxf6	Kg7	49		
20 Nxh5+	Rxh5	50		
21 Qx77+	Kh6	51		
22 <u>g</u> 4	Qg5+	52		
£ 4	<u></u>			

Printing Diagram Lists

Once you have created a Diagram List (see Scenario 12), you can print it with: ➡ FILE ➡ Diagram List ➡ PRINT.



TIP: The relative lack of flexibility here explains why I ported the positions for my Mastering Mate series to Word. In that way, I would easily separate the solutions, add the names of the players, and more easily cluster six White to move and 6 Black to move positions on a page.



Printing your Repertoire

ChessBase has a special way to print heavily annotated games. In my notes to the 4th game in the recent World Championship match, I added all of the games that Anand and Carlsen had previously played in that line. With the game open \Rightarrow File \Rightarrow Print \Rightarrow Print Repertoire.

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06 1 2	7 1.a 7 NT5*	14 a5 2.10 5 Coci 8+ Kass	9 Rd1+ Ke8 No3	10 Rat ^a Ne7 h3	11 13 56 84	12 No3 Ba5 Rad1	13 25 7@5 Rd3P	14 14 8/4 Nd5 Rtd1	7.0005 15 No05 cxd5 b3	-	7Ne leads tactes Cartse	4 has no to comple that wou that wou that wou	Bd7 t been reft ex and obt ad not hav	Be7 Ited but scure ie peen to	Kc8 Rc7 Rh6 Kh7 bite 42,0	31.Re3 34.Rt3 34.Rt3 37.Rtxc 5 40.Rtm (h4 b4	None7 Ric 8 32 Ng 8 34 4 darc4 3 15 Bc5 4 43.cmb4	02 .KM Rh8 5.Be5 Rc \$.05 and \$1.Ra7 R c3 44.05	33.Ng5 35.R54 5 35.85 96+
06 1 2	7 1.4 7 NIS ⁶ 	14 e5 2.14 8 Cod 8+ Kod8 	9 Rd1+ Ke8 No3 B07*	10 Re1= Ne7 h3 h67	11 13 55 844 Ko8	12 No3 Ba5 Rad1 b5	13 e5 tat Rd3 Be5	14 14 B14 Nd25 Rtd1 KD7	7.0005 15 Not5 Citof b3 g5*	-	7Ne leads tackes Cartse 10.No	4 has nor to comple that wou that wou that wou that so that a	Bd7 t been reft ex and obt ad not hav	Be7 Ited but scure re peen to 8 12.h3 5 M2 Bat	Kc8 Rc7 Rh6 Kh7 bite 42.0 1-0	1.Re3 31.Re3 34.R3 37.Rxc 5 40.Rm (h4 b4 (44) Ans	Nbb27 Re8 32 > Kg8 34 4 dor:4 3 15 Bc6 4 43.cmb4 1 nd, V (277 ch 2009	C2 .KM Rh8 5.Bes Rc 13.bs and 1.Ra7 Rg 13.84.05 88>Kanpo	33.Mg5 35.Rf4 5 35.a5 16+
СБ 1 2	7 1.4 7 NIS ⁶	14 a5 2.14 5 Cod 8+ Koos 	9 Rd1+ Ke8 Nc3 Bd7	10 Rat= Ne7 h3 h6 ⁶	11 13 55 814 Kot	12 No3 Ba5 Rad1 b5	13 e5 tra5 Rd3P Be5	14 874 NG5 Rtd1 KD7	7.8005 15 Noti5 Cutof b3 g5 ²	s Nh	7Ne leads tactics Cartse 10.No (13.Bh	4 has not to comple that wou tr's taste 8 Bef 1 4 Bef 1/	Bd7 I been reft ex and obt ad not hav ad not hav ad not hav ad not hav	Be7 Ited but scure re peen to 8 12.h3 5.Nf7 Rg3	Kc8 Rc7 Rh6 Kh7 bxe 42.) 1-0 (254	1.Re3 34.Rt3 37.Ruc 5 40.Ruc (h4 b4 (44) Ans (44) Zuerk	Nba27 Ric 8 32 > Kg 8 33 4 dbrc4 3 15 Bic 6 4 43.cmb4 1 nd, V (277 ch 2009	09 .KM Rh8 5.Bes Rc 18.b5 axb 11.Ra7 Rj 13.44.05 18)-Karpo	33.Ng5 35.R/4 35.R/4 5 35.85 35.85 36+
CE 1 2 3	7 1.4 7 NT2 ⁴ 	8 Cond 8+ Koose	5 Rd1+ Ke8 Nc3 Bd7 ⁶	10 Rat= Ne7 h3 h6 ⁶	11 n3 56 874 Ko8 03	12 No3 Ba5 Rad1 b5 Bb2	13 25 7:25 R:03 R:03 R:03 R:25 R:201	14 14 814 NOS Rtd1 ND7 Rte1	7.0005 15 Noti5 Cictof 13 g5 ⁴ Ne2	- - - - - - - - - - - - - - - - - - -	7Ns leads tactics Cartse 10.No 13.Bh Bac7 Bt	4 has nor to comple that would that that would that that would that that that that that that that that	Bd7 I been reft ex and obt sci not hav i .Ng5 Bc i.e5 16 1 id6+ Bodi	Be? fied but scure re peen to 8 12.h3 5.Nf7 Rg3 5 18.Bud6 5 18.Bud6	Kc8 Rc7 Rh6 Kh7 bke 42.) 1-0 42.)	14.Re3 34.Rt3 34.Rt3 37.Ruc 5 40.Rts (44) Ans (44) Ans (44) Ans (44) Ans (44) Ans (44) Ans	Nb27 Res 32 Kgs 33 4 dxc4 3 5 Bc5 4 43.cmb4 1 nd, V (273 ch 2009	09 LKM Rh8 5.Bes Rc 18.b5 and 11.Ra7 Rj C3 44.05 88≻Karpo Kor8 11	33.Ng5 1 35.Rf4 5 35.85 16+ / A
CE 1 2 3	7 1.4 7 NT5*	8 Coul 8+ Koos 	9 Rd1+ Ke8 No3 Bd7 	10 Rat= Ng7 h3 h6 ⁶	11 13 55 844 Ko8 63 Ko8	12 No3 Ba5 Rad1 b5 Bb2 b5	13 e5 tra5 Rd3P Be5 Rad1 Ne7	256 45025 14 874 NG5 R701 K057 R7121 05	7.40045 15 N3035 C035 53 (5 ²⁷ Ne2 Ng6 ⁶	- - - - - - - - - - - - - - - - - - -	7No leads lacks Carlse 10.No 13.Bh Barc7 B 19.f3 ; 22.b3	4 has nor to complete that would that would	Bd7 t been refu ex and obt ad not hav f. Ng5 Bc 4.e5 15 1 id6+ Bx0 .Bg3 Nf5 .Bg3 Nf5	Be7 Ited but scure & peen to 8 12.h3 5.N17 Rg3 5 18.Badd 21.B12 24.c4	Kc8 Rc7 Rh6 Kh7 bxe 42.) 1-0 (254 1-0 1-0 1-0 1-0 1-0	145 31.Re3 34.Rt3 37.Ruc 5 40.Ruc 5 40.Ruc (44) Ans (44) Ans (45) Ans (46) Ans (46) Ans (47)	Nbas7 Res 32 > Kg 33 4 durc4 3 15 Bc5 4 43.cmb4 1 nd, V (273 ch 2009 10.Rd1+ 3.NM4 h5	C3 LKM Rh8 5.Be5 Rc 13.b5 and 13.Ra7 Ri C3 64.05 38)-Karpo Ke8 11, 14.Re1 1	33.Ng5 33.Rg5 35.R54 5 35.85 96+ 7,A Ne2 Ed7 Rd8
CE 1 2 3	7 1 7 NT2 ¹	8 Coul 8+ Koos 	9 Rd1+ Ke8 Nc3 Bd7 ⁴	10 Rat= Ng7 h3 h6 ⁶	11 n3 55 844 Kot 63 Kot	12 No3 Ba5 Rad1 b5 Bb2 b5	13 e5 fua5 Rd3P Be5 Rad1 Ne7	14 874 Nd5 Rtd1 KD7 Rte1 o5	7.484465 15 Not05 cxtd ⁴⁹ b3 g5 ⁴⁷ Ne2 Ng6 ⁴⁹	3 Nh4 15J K77 Ndi	7Ne leads isctes Cartse 10.No 13.Bh anc7 Bt 19.f3 i 22.b3	4 has nor to comple that wou of's taste 8 Bef 1 4 Bef 1 8 Bef 1 8 Bef 1 8 Bef 1 8 Bef 2 1 8 Bef 2 1 8 Bef 2 1 8 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 2 1 8 Bef 1 4 Bef 2 1 8 Bef 1 8 Bef 1	Bd7 t been refu ad not hav ad not	Be7 Ited but scure e peen to 8 12.h3 5.N17 Rg3 5 18.Badd 21.B12 24.c4 8 Nad8	Kc8 Rc7 Rh6 Kh7 btea 42.) 1-0 8 (254 5 4 1-2,1 1-5,1 15,1	1.8= 31.8=3 34.803 37.800 5 40.800 (44) Ans (44) Ans (44) Ans 88=7 13 h6 13 56 Buce	Nbas7 Res 32 > Kg 33 4 durc4 3 15 Bc5 4 43.cmb4 1 nd, V (273 ch 2009 10.Rd1+ 3.NM4 h5 16.Narefi	C3 LKM Rh8 S.Be5 Rc S.Be5 Rc S.B	33. Ng5 33. Ng5 35. R54 5 35. 85) E+ /, A Ne2 Ed7 Rd8 844 815
06 1 2 3 4	7 1 7 NIS ¹	8 Cool 8+ Kools 	9 Rd1+ Ke8 Nc3 Bd7 ⁹	10 Rata Ng7 h3 h6 ⁶ Rdt+ ²	11 N3 55 944 Ko8 N3 Ko8	12 No.3 Ba5 Rad1 b5 Bb2 b5 No4	13 e5 bæ5 Rd3 Rd3 Rad1 Ne7 Nd4	14 14 874 Nd5 R7d1 Kb7 R7e1 c5 874	7.40x45 15 Not05 cxt5 ⁴ b3 g5 ⁴ Ne2 Ng5 ⁶ Re1	= Nh4 15.1 K17 Ndi 27.1	7Ne leads isctes Cartse 10.No 13.Bh anc7 Bt 19.f3 i 22.b3 k1+ 25. Nc3 Ke	4 has nor to comple- that woot or's taste 8 Be5 1 4 Be7 1 me5 17.N Reg 20 b 6 23.N Rod 8 20 b 6 23.N Rod 1 Rod	Bd7 t been reft ex and obt ad not hav filles Book fies fis 1 kd6+ Book fies No fies No s 25.Rud cs 25.Rud	Be? fited but scure re peen to 8 12.h3 5.N17 Rgs 5 18.Bade 21.B12 24.c4 8 Nad8 e2 No5	Kc8 Rc7 Rh6 Kh7 bite 42.) 1-0 8 (254 12.1 15.1 18.5	h5" 31.Re3 34.Rt3 37.Rxc 5 40.Rm 64 b4 (44) Ana 14) Zuen 14) Zuen 15 h6 12 15 Bize5 We5+ K	Nbcc7 Res 32 > Kg8 34 4 dasc4 3 15 Bc6 4 43.cab4 1 nd, Y (273 ch 2009 10.Rd1+ 10.Rd1+ 10.Rd1+ 16.Nbc6 17 19.Ra	C2 KM Rh8 SBe5 Rc Sb5 axb 1.Ra7 Ri C3 44.05 SS)-Karpor Ke8 11. 14.Re1 i toe6 17. e1 Nd4 2	33.Ng5 33.Ng5 33.Rg5 33.85 15+ 7.A Ne2 Bd7 Rd8 Bd4 Bf5 IG.Nad4
СБ 1 2 3 4	7 1 7 Nrs* 	44 45 2.04 8 Coal8+ Koal8 	9 Rd1+ Ke9 Nc3 Bd7 ⁴ Ne7	10 Ra1 ³ Ne7 h3 n6 ⁶ Rd1+ ⁴⁰ Ka8	11 N3 55 844 Ko8 Ko8 N3 N5	12 No3 Ba6 Rad1 b6 8b2 b6 No4 Ng6	13 e5 tra5 Rd3 Be5 Rad1 Ne7 Nd4 Nre5	14 814 NGS R101 KD7 R121 CS 814 845	7.80xe5 15 Nod5 Cod5 Cod5 Nod5 Nod5 Nod5 Nod5 Re1 T5 ^m	3 Nh4 16J Kf7 Ndi Rx 27J. 30.	7No leads iactics Cartos 10.No 13.Bh 13.Bh 13.C7 B 19.T3 5 22.b3 (14 25. No3 Kd Kd2 Kd	4 has nor to comple- that wou or's taste 8 Be5 1 4 Be7 1 me5 17.N Rod8 20 b6 23.N Rod8 20 b6 23.N Rod1 Rod 7 28.20 7 31.50	Bd7 t been ref. ex and obs ad not hav 1.Ng5 Bc 4.e5 ff5 1 4.e5 ff5 1 4.e5 ff5 1 4.e5 ff5 1 4.e5 ff5 1 4.e5 ff5 2 5 25.03 3 8/7 32	Be? /ted but scure re peen to 8 12.h3 5 18.Badi 5 18.Badi 21.B12 24.c4 8 Nad8 8 No5 No5 Bg6	Kc8 Rc7 Rh6 42J 1-0 8 (254 3 42J 1-0 8 (254 3 42J 1-0 8 (254 3 1-0 8 (254 3 1-0 8 (254 3 1-0 8 (254 3 1-0 8 (254) 1-0 8 1-0 10 1-0 10 10 10 10 10 10 10 10 10 10 10 10 10	h5" 31.Re3 34.Rt3 37.Ruc 540.Rts 540.Rts 540.Rts 44) Ans 44) Zuen 8697 13 h6 13 26 Buz 56 Buz 56 Kuz 4 21.Bts	Nboc7 Re8 32 × Kg8 33 4 darc4 3 15 Bc5 4 43.cab4 1 nd,V (277 ch 2009 10.Rd1+ 3.Nf4 h5 16.Nac6 17 19.Ra 16.Nac6 77 19.Ra 17 19.Ra 16.Nac6 17 19.Ra 16.Nac6 17 19.Ra 17 19.Ra 17 19.Ra 17 19.Ra 18 10 18 10	C2 KM Rh8 SBes Rc Sbs and I.Ra7 R C3 44.05 SS)-Karpor Ke8 11. 14.Re1 I toes 17. 22.805 R	32. Mg 5 33. Mg 5 35. R/4 5 35. 85 96+ 7, A Ne2 Ed7 Rd8 614 En6 (0. Nad4 hd8
CE 1 2 3 4	7 1 7 Nrs* 	5 Dad 8+ Kad8 	9 Rd1+ Ke8 No3 Bd7 Ne7	10 Ra1 ³ N27 n3 n6 ⁴ Rd1+ Ka8	11 n3 55 874 Ko8 53 Ko8 53 Ko8 53	12 No3 Ba5 Rad1 b5 802 b5 No4 Ng5	13 45 7:45 7:45 Rd3P 845 Rad1 Ne7 Nd4 Nte2	25 4023 14 874 NG5 RG1 Kb7 RG21 C5 874 805	7.48va5 15 No05 Codd 03 g6 ² Ne2 Ng6 ⁵ Re1 76 ⁵⁶	- Nh4 16J 16J 16J 16J 16J 16J 16J 16J 16J 16J	7No leads iactics Cartos Cartos 10.No 13.Bh 13.Bh 13.C7 B 19.T3 22.D3 (1+ 25. Nc3 Kd Kd2 Kd Nc3 Bf	4 has nor to compti- that woors's tasta 8 Be5 1 4 Be7 1 me5 17.N Rgd8 20 b6 23.N Rgd8 20 b6 23.N 7 33.29 7 31.29 7 34.405	Bd7 t been reft ex and obt ad not hav 1.Ng5 Bc 4.e6 15 1 tid6+ Bxd6 Bg3 Nf5 tid2 Nb7 8 26.Rat c5 29.K3 8 Bf7 32. 5 Bc6 35.	Be7 fied but scure s	Kc8 Rc7 Rh6 42J 1-0 8 (254 8 (254 1-0 8 (254 1-0 8 (254 1-0 8 (254 1-0 8 (254 1-0 8 (254 1-0 8 (254 1-0 8 (254) 1-0 8 (254) 1-	h5" 31.Re3 34.Rt3 37.Ruc 540.Rm (44) Ana (44) Ana 44) Zuen 13 h6 13 15 Buz 5 Buz 5 Kuz 6 Kuz 6 A 21.Buz 6 A 21.Buz 7 A 21.B	Noc7 Re8 32 Kg8 32 4 darc4 3 15 Bc6 4 43.cob4 1 nd,V (277 ch 2009 10.Rd1+ 3.N44 h5 16.Noc6 17 19.Ra 17 19.Ra 17 19.Ra 24.c3 R	C0 KM Rh8 S.BeS Rc 8.b5 axb 11.Ra7 Rj C3 44,05 88>Karpo Ke8 11. 14.Re1 I 14.Re1 I 14.Re1 I 1065 17. 101 Nd4 2 22.Bo5 R C2 2.5.Ref C2 2.5.Ref	33.Mg5 33.Mg5 1 35.R14 5 39.85 16+ /A Ne2 Ed7 748 844 Bf5 10.N134 hd8 e3 Rdd2
CE 1 2 3 4 5	7 1 7 NTS ⁶	8 Cool8+ Kool8- 	5 Not 3 Rd1+ Ke8 No3 Bd7 ⁴ Ne7	10 Ra1 ³ Ne7 h3 n5 ⁶ Rd1+ [®] Ke8	11 N3 56 874 KG8 N3 N5	12 No3 Ba6 Rad1 b6 Bb2 b6 No4 Ng5 Be3 Be3	13 e5 fxe5 Rd3P Be5 Rad1 Ne7 Nd4 Na25 a3	66 4000 14 874 Nd5 Rd1 Kb7 Rd2 846 Rd2	7.80xe5 15 Nod5 cxd5 b3 g5 ⁴ Ne2 Ng5 ⁶ Re1 f5 ⁶⁶ Re1	- Nhi 15. K17 Ndi Rxz 27. 30. 33. 33.	7No leads isctes Cartes 10.No 13.Bh 19.13 i 22.b3 i 22.b3 i 22.b3 i 22.b3 k6 k62 K6 No3 Bf k62 K6 No3 Bf k6 (35) A	4 has nor to comple- to comple- that woods tr's taste. 8 Be6 1 4 Be7 10 me6 17.0 b6 23.0 b6 23.0 b6 23.0 b6 23.0 b6 23.0 b7 28.00 7 31.00 7 34.0 5 7 34.0 5 7 34.0 5 7 34.0 5	Bd7 t been refi tx and obt ad not hav 1. Ng5 Bc 4.e5 16 1 kd6+ Bxdi Bg3 Nf5 162 Nb7 32 5 25.Kd 3 877 32 5 8g6 35 2780 - Arc	Be7 thed but scure re peen to 8 12.h3 5.Nf7 Rg: 5 18.Bud6 21.h12 24.c4 8 Nad8 e2 No5 No5 Bg6 Nc3 niban.k	Kc8 Rc7 Rh7 Kh7 bite 42,J 1-0 8 (254 12,H 15,H 15,H 15,H 18,f Rtd 23,E 26,f 24,f 24,f 24,f 24,f 15,H 12,H 14,f 14,f 14,f 14,f 14,f 14,f 14,f 14,f	1955 31.Re3 34.Rt3 37.Rtxc 5 40.Rtt 5 40.Rtt 6 40 Ans 44) Zuent 8897 13 h6 13 16 Btt 16	Noc27 Res 324 4 darz4 3 15 Bc6 4 43.cob4 1 nd, V (277 ch 2009 10.Rd1+ 3.Nf4 h5 16.Noc6 17 19.Ra c7 Rd7 : 24.c3 F 24.c3 F (7,g4 hos	C2 KM Rh8 5.8e5 Rc 8.05 anth 1.8a7 Rc 3.44g5 83>Karpon Kc8 11. 14.Rc1 I 14.Rc1 I 10c6 17. c1 Nd4 2 22.805 R Rc2 25.Rc 42 8.hus	32.Mg5 33.Mg5 1 35.R14 5 35.85 15+ 7.A Ne2 Ed7 7.4 844 En5 10, Nucl 4 hd8 844 En5 10, Nucl 4 hd8 84 Kg6
08 1 2 3 4 5	7 1 7 NT2*	8 Dod 8+ Kod8+ Kod8 	5 Noi 3 Rd1+ Ke8 No3 Bd7 ⁴ Ne7	10 Ra1 ³ Ne7 h3 ne ⁶ Rd1+ ⁶ Ke8	11 N3 55 874 Ko8 N3 N5 N5 N5	12 No3 Ba6 Rad1 b6 Bb2 b6 No4 Ng5 Be3 Ng6	13 e5 tra5 Rd3 Be5 Rad1 Ne7 Nd4 Nre2 a3 Be7	255 40025 14 874 NG5 R701 KD7 R761 05 874 845 R02 N5	7.8xa5 15 Not5 CX25 D3 g5° Ne2 Ng5° Re1 h4°	• Nh- 16. K17 Ndi Rx 27, 30. 33. 34.4 (28	7No leads iscRcs Cartse 10.No 13.Bh 19.13 i 22.b3 i1+ 25. Nc3 Ke Kd2 Kd Nc3 Bh i6 (35) A	4 has nor to compt that wou sis tasts 8 Be6 1 4 Be7 1 8 Be6 1 8 Be6 1 4 Be7 1 8 Be6 1 4 Be7 1 8 Be6 1 8 Be6 1 4 Be7 1 8 Be6 1 8 Be6 1 8 Be6 1 8 Be6 1 8 Be6 1 8 Be6 1 8 Be6 1 8 Be6 1 8 Be6 1 8 Be6 1 8 Be7 1 8 Be6 1 8 Be7 1	Bd7 t been ref. t been ref. t and obs ad not hav t.Ng5 Bc 4.e5 16 1 id6+ Bad0 Bg3 NI5 id2 Nb7 8 26.Rd c5 25.K0 3 807 32. i Bg6 35. 2780;-And No2 34. 2780;-And No2 34. 1.000 2011 1.000 2011	Be7 rbed but scure re peen to 8 12.n3 5.Nf7 Rg1 5 18.Bade 21.872 24.c4 8 Nad8 e2 Nc6 Nb5 Bg6 Nc3 nlan,L	Kc8 Rc7 Rb6 Kh7 bte 42.) 1-0 8 (254 1-0 1-0 8 (254 1-0 1-0 1-0 1-0 1-0 1-0 1-0 1-0 1-0 1-0	h5" 31.Re3 34.Rt3 37.Ruc 5 40.Ruc 64 b4 (44) Ane 44) Zuen 44) Zuen 44) Zuen 45 Bue 5	Noc27 Res 32 Kg8 32 4 darz4 3 15 Bc5 4 43.cab4 1 nd, V (272 ch 2009 10.Rd1+ 3.NM h5 16.Nars6 17 19.Ra c7 Rd7 2 24.c3 F 7.g4 hag 30.Rars2	CO KM Rh8 5.8e5 Rc 8.65 ant 1.8a7 R c3 44.05 83)-Karpor Ke8 11. 14.Re1 1 14.Re1 1 14.R	33.Mg5 33.Mg5 1 35.Rf4 5 35.85 16+ 7.A Ne2 Bd7 Rd8 Bf4 Bf6 10.Nsd4 hd8 kc3 Rdd2 4 Kg6 Anand, Anand,
08 1 2 3 4 5	7 1 7 NTS ¹	8 CDad 8+ Koa8 	9 Rd1+ Ke8 Nc3 Bd7* Na7	10 Ra1 ² Ne7 n3 n6 ⁶ Rd1+ ⁶ Ke8 	11 n3 55 874 Ko8 53 Ko8 n3 n9 ^m 	12 No3 Ba5 Rad1 b5 No5 No5 No5 Se3 No5	13 e5 tra6 Rd3 Be5 Rad1 Ne7 Nd4 Ne2 a3 Be7	65 40 40 14 874 NG5 R761 KD7 R761 60 7 874 845 845 R42 N5 -5	7.8xe5 15 Nod5 cxd5 b3 g5" Ne2 Ng5" Re1 15 Re1 h4" D-1	• Nh: 15.1 K17 Ndi Rx: 27.1 30.1 33.1 5-1 (28)	7Ne leads iactics Cartse 10.No (13.Bh 13.Bh 13.Bh 13.Bh 14.25. Nc3 Ke Kd2 Kd Nc3 Bh 4(35) A 16) 8ao	4 has nor to compti that wou s's tasts. 8 Be6 1 4 Be7 1 8 Be6 1 4 Be7 1 8 Be6 1 4 Be7 1 8 Be6 1 9 Stats 17 Nor 7 28 VO 7 31 Eg 7 34 Ab5 nand, V (Paulo 'B	Bd7 1 been reft and obta and not have 1.Ng5 Bc 4.e6 16 1 kd6+ Bool Ng3 Nf5 ke2 Nb7 8 26.Rad c5 29.K 3 Bd7 32. i Bg6 35. 2780;-Aro 1000 2012	Be7 ice but ice over 10 8 12.13 5.N17 Rg; 5 18.8xx6 21.872 24.c4 8 Nad8 e2 Nc5 Nb5 Bg6 Nc3 nlan.2	Kc8 Rc7 Rh6 Kh7 bioa 42J 12G (254 12L) 15L 15L 15L 15L 15L 15L 15L 15L 15L 15L	h5" 31.Re3 34.Rt3 37.Ruc 5 40.Ruc 6 40.Ruc 44) Zuert 8897 13 h6 13 16 8026 80269 K 14 21.Bun 8a3 Rd2 8a3 Rd2 8a7 Re2 8a7	Noce7 Re8 32 Kg8 33 4 datz4 3 15 Bc6 4 43.cmb4 1 nd,V (273 ch 2009 10.Rd1+ 3.NM4 h5 16.Nmc6 17 19.Ra 17 19.Ra 17, 19.Ra 24.c3 F 13.CR414 30.Ruez 30.Ruez	CO KM Rh8 SBeS Rc SBS anth 11.Re7 R C3 4445 SS)-Karpo Ke8 11. 14.Re1 i thes 17. 14.Re1 i thes 17. 22.Bo5 R 22.Bo5 R 22.Bo5 R 24.hug 24.44 24.hug 24.44 24.45 24.55	33.Ng5 1 36.R/4 5 39.85 16+ /A Ne2 Bd7 248 844 Bf6 (0.N)d4 hd3 ie3 Rdd2 4 Kg6 i Anand, 1ch 2003
08 1 2 3 4 5 6	7 1.4 7 NT2*	8 Dod 8+ Kod8 	S Hote 3. S Rd 1+- Ke8 No3 Bd7* Ne7 	10 Ra1 ³ Ne7 N3 M6 ⁶ Rd1+ ⁶ Ke8 Ka8	11 N3 55 844 Ko8 N3 N5 ^m Rd1+	12 No3 Ba5 Rad1 b5 No5 No5 No5 Be3 No5 No5 Se3 No5	13 e5 bra5 Rd3 Be5 Rad1 Ne7 Nd4 Na2 Be7 B4	66 40 404 14 814 Nd5 Rd1 KD7 Rd2 845 Rd2 N5 45 45 45 45 45 45 45 45 45 4	7.80xe5 15 Nod5 cxd5 b3 g5 ⁴ Ne2 Ng5 ⁴ Re1 h4 ⁴ Re1 H4 ⁴ Re1	3 Nh/ 16.1 K17 Ndl Rxx 27.1 30.1 33.1 34.1 (28	7Ne leads 1acXec Carlse 10.No 1 13.BH 19.13 22.b3 19.13 22.b3 19.13 22.b3 19.13 22.b3 19.13 22.b3 19.13 22.b3 19.13 22.b3 19.13 22.b3 19.13 22.b3 19.13 22.b3 21.53 22.53 21.53 22.53 21.55 21.55 21.55 21.55 21.55 21.55 21.55 21.55 21.55 21.55 21.55 2	4 has no to comple- that wor, s's taste 8 Be5 1 4 Be7 1 Red 97 1 Red 97 1 8 Be5 1 4 Be7 1 Red 97 1 8 Be5 1 9 Complete 1 7 31 Egg 7 31 Egg	Bd7 t been reft at and obs at not hav 1.Ng5 Bc 4.e6 16 1 d6+ Bod Bg3 Nf5 le2 Nb7 8 26.Rd s 26.Rd c5 25.K 3 877 32. 5 826 35. 2780;-Arro 1000 2012 17.Be5 K	Be7 red but scure re peen to 8 12 n3 5.Nf7 Rg1 5.Nf7 Rg1 21.Bf2 24.c4 8 Nad8 2 No5 Nb5 Bg6 Nc3 niten.i. 147 18.p4	Kc8 Rc7 Rb6 Kh7 bioa 42,J 1-0 (254 5 1-0 (254 5 1-0 (254) 5 1-0 (254) 5 1-0 1-0 (254) 5 1-0 1-0 1-0 1-0 (254) 5 1-0 1-0 1-0 1-0 1-0 1-0 1-0 1-0 1-0 1-0	https://www.accounter- 31.Re3 34.Rt3 37.Ruc 5 40.Ruc (44) Ana 44) Zuerh 88e7 13 htt 12 15 Buc 5 Buc	Nbbs7 Re8 32 Kg8 33 4 datc4 3 15 Bic 4 43.cmb4 Ind, V (277 ch 2009 10.Rd1+ 3.Nf4 h5 16.Nbr56 7 19.Ra 17 19.Ra 17 19.Ra 19.Rd 19.Rd 10.Rd1+ 19.Ra 10.Rd1+ 10	CO LKM Rh8 5.8e5 Rc 18.05 axb 18.05 axb 18.05 Axb 18.05 Rc 18.05 Rc 18.05 Rc 14.8c1 I 10.065 R 14.8c1 I 10.065 R 14.8c5 A 14.8c5 I 14.8c5 I	33.Mg5 1 36.Rf4 5 39.85 16+ 7.A Ne2 Ed7 Rd8 Ed4 Eh6 IC.Nad4 hd8 e3 Rdd2 4 Kg6 1 Anand, 1ch 2009
08 1 2 3 4 5 6		8 Dod 8+ Kod8 	S Not 3 Rd 1+ Ke8 No3 Bd7 Ne7	10 Ra1 ² Ne7 h3 h6 ² Ka6 Ka6 Ka6 Ka6 Ka6 Ka6 Ka6 Ka6 Ka6 Ka6 Ka6 Ka6	11 h3 b5 874 Kc8 b3 Kc8 h3 h5 h3 h5 h3 h5 h3 h5 h3 h5 h3 h5 h3 h5 h3 h5 h3 h5 h3 h5 h3 h5 h3 h5 h3 h3 h3 h3 h3 h3 h3 h3 h3 h3	12 No3 Ba6 Rad1 b6 Bb2 b6 No4 Ng6 Be3 Ng6 Ng6	13 e5 fxa5 Rd3 8e5 Rad1 Ne7 Nd4 Na2 8e7 84 b5	66 40 404 14 874 Nd5 Rt01 KD7 Rt01 KD7 874 874 874 874 874 874 875 875 875 875 875 875 875 875	7.8xe5 15 Nod5 cxd5 b3 g5° Ne2 Ng6° Re1 h4° Re1 h4° Re1 h5°	2 Nh- 16.1 K17 Nd1 Rat 27.1 30.1 33.1 34-1 (28 2 8 5	7Ne leads tectsc Carlse 10.No (13.8h 19.73 22.b3 (1+ 25. Nc3 Ke Kd2 Kd Nc3 Kd Kd2 Kd Nc3 BA 4(35) A 16) 8ao 10.8x 19.84	4 has nor to comple that woot st's tests 8 Be6 1 4 Be7 1 me6 17.N Rod 23.N Rod 1 Rod 7 28.801 7 31.593 7 34.No5 7 34.No5 7 34.No5 9 7 8.00 Paulo 9 9 7 Rc8 http: 4 20	Bd7 1 been reft at and obs at not hav 1.Ng5 Bc 4.e6 16 1 tide Boxdo 182 807 32. 5 25.Rut 3 87 32. 5 26 35. 2780.7-40 1000 2012 17.Be5 K boxd Bd7	Be7 	Kc8 Rc7 Rh6 Kh7 bxa 42.) 1-0 8 (254 12.1 18.6 12.1 18.6 23.6 23.6 29.6 29.6 29.6 29.6 29.6	http://www.internationalized and an anti- 31.Re3 34.Rt3: 37.Ruc 5 40.Ruc 640 Ana 44) Zuent 44) Zuent 44) Zuent 58.Ltan 58.Ltan 58.Stan 58.Stan 58.Stan 58.Stan 58.Stan 59.Stan	Noc27 Re8 32 ► Kg8 33 4 dart4 3 15 Bc5 4 43.cab4 1 nd, V (277 ch 2009 10.Rd1+ 16.Nar6 17.19.Ra 16.Nar6 17.19.Ra 30.Rue2 24.c3 F 7.04 hag 30.Rue2 belov, V (2 11.b3 K	CO LKM Rh8 SBeS Rc SBeS RC	33.Ng5 4 36.Rf4 5 35.R5 16+ 7.A Ne2 8d7 78d8 804 8d5 804 8d5 804 8d5 804 8d5 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng4 hd8 10.Ng5 hd8 10.Ng6
080 1 2 3 4 5 6	7 14 7 NTS ⁶	8 Dod 8+ Kod8 	S No3 347*	10 Ra1 ² Ne7 N3 M6 ⁴ Rd1+ ⁴ Ke8 H3 B ⁵ 5	11 N3 55 974 Ko8 N3 N5 N5 N5 N5 N5 N5 N5 N5 N5 N5	12 12 8a5 8a5 8a5 8b2 b5 Na5 Na5 Na5 Na5 Na5 Na5 Na5 Na5 Na5 Na	13 e5 fxa5 Rd3P Be5 Rad1 Ne7 Nd4 Ne2 a3 Be7 BM4 b5	14 814 Nd5 Rtd1 KD7 Rte1 c5 814 8d6 Rd2 N5 KD7 C2	7.8xes 15 Nod5 Cxd5 b3 g5" Ne2 Ng5" Re1 15" Re1 16" Re1 16" Re1	s Nh/ 15,1 K77 Ndi Rxx 27,1 30, 33,1 34,1 (28 s h5 B6	7Ne leads iactas Cartas 10.No (13.Bh 19.73 i 22.b3 i 22.b3 i 22.b3 i 22.b3 i 22.b3 i 22.b3 i 4.25 Kd2 Kd Nc3 Kd Kd2 Kd Nc3 Kd (35) A (35) A i 6) 8ao 18.Bx 19.84 bi 5 22.84 bi 5 28.85	4 has no to comple that would sty's taste 8 Be5 1 4 Be7 1 me5 17.N Rod 1 Rod b 6 23.N Rod 1 Rod 7 28.X01 7 31.50 7 34.Nb5 nand,V (Paulo 15 07 Rc8 hog4 20.4 8 Rb5 4 Rb5 2	Bd7 1 been reft ex and obs sid not hav 1. Ng5 Bc 4.e5 ff6 1 kd6+ Bod Bg3 Nf5 ie2 Nb7 8 25. Raf c5 25. K 3 8f7 32. ; Bg6 35. 2780, 2012 17. Be5 K hag4 Bb7 3. Ko2 a6	Be7 rted but scure re peen to 8 12.n3 5 18.bad 2 1.872 24.c4 8 Nad8 E2 Nc6 Nb5 Bg6 Nb2 8 Nad8 21.03 : 18.94 : 21.03 : : : : : : : : : : : : :	Kc8 Rc7 Rh6 Kh7 h02 421 1-0 C25 12.1 15.1 15.1 15.1 15.1 15.1 15.1 15	h6" 31.Re3 34.Rt3 54.Rt3 54.Rt2 54.Rt2 (44) Ans 44) Zueri 44) Zueri 44) Zueri 13 h6 12 56 Btze 8026 H k2 1.Ban 83 Rd2 83 Rd2 1783)-Top 10b6 13 Be7	None27 Res 32 > Kgs 34 4 darc4 3 15 Be5 4 4 darc4 3 15 Be5 4 4 darc4 3 15 Be5 4 4 darc4 3 10 Rd1+ 10 Rd1+ 10 Rd1+ 10 Rd1- 24 c3 7 24 c3 7 24 c3 7 24 c3 7 20 Rd2 - 20 R	CO LKM Rh8 SBeS Rc SBeS Rc SBS Kapo Ke8 11 14.Re1 1 14.Re1 1 14.Re1 1 12.205 Rc 22.205 R Rc2 25.Re 24.48 24.49 24.44 23.80 24.44 24.	33.Mg 5 33.Mg 5 34.3E.Rf4 5 39.a5 16+ 7.A 348 844 Br5 10.Nix04 Md8 10.Aix04 Md8 10.Aix04 Md8 10.Aix04
66 1 2 3 4 5 6 7	7 1 7 NIS ⁴ 	8 CDcd.8+ Kod8 	S Hot 3 S Rd 1+ Ke8 No3 Bd7 ^a Ne7 	10 Ra1* Ns7 h3 ns* Rd1+* Ka8 h3 B*5	11 N3 55 874 Ko8 03 Ko8 N5 N5 Rd1+ Ko8 305- 20	12 No3 Ba6 Rad1 b6 Sb2 b6 No4 Ng6 Rad1 Rd4 Bg6 Rad1	13 e5 %e5 %e5 Rd3 8e5 Rad1 Ne7 Nd4 Ne25 e3 8e7 844 b6 Rd2 Rd2	14 14 874 Nd5 R01 KD7 R01 874 805 R02 N5 65 KD7 R01 874 805 R02 N5 874 805 874 805 874 805 874 805 874 875 875 875 875 875 875 875 875	7.8xe5 15 Nod5 Cx45 ⁶ b3 g5 ⁶ Ne2 Ng5 ⁶ Re1 Re1 Re1 Re1 Re1 Re1 Re1 Re3	* Nhh 16. K17 Ndl Rat 27. 33. 33. 33. 34. (28 a h5 Bot Kci	7Ne leads isctics Cartse 10.No 13.Bh anc7 B 19.13 19.13 19.13 19.13 19.13 19.13 19.13 19.13 19.13 19.14 19.34 10.Bx 19.84 19.84 19.84 19.84	4 has nor to comple- that wood st's taste 8 Be5 1 4 Be7 1- art 1 at 1 8 Be5 1 4 Be7 1- art 1 7 34 Be7 1- 7 31 Be1 7 34 Be7 7 34 B	Bd7 t been reft ad not hav ad not hav 4.e5 16 1 bd6+ 8xx 8.25 2.8 1.Ng5 Bc 4.e5 16 1 bd6+ 8xx 8.25 2.8 1.62 Nb7 8.25 2.8 1.62 Nb7 8.25 2.8 1.62 Nb7 1.65 3. 2.780.7 1.65 5. 1.65 3. 2.780.7 1.65 5. 2.780.7 1.65 5. 2.870.7 1.65 5. 1.675.7 1.65 5. 1.675.7 1.65 5. 1.675.7 1.65 5. 1.65 5. 1.675.7 1.65 5. 1.675.7 1.65 5. 1.675.7 1.65 5. 1.675.7 1.675.7 1.65 5. 1.675.7 1.65 5. 1.675.7 1	Be7 rtred but scurre re peen to \$ 12.n3 5.N17 Rgi 5 18.Bade 21.B12 24.c4 8 Nad8 e2 Nc5 Nb5 Bg6 Nc3 misn.k. 24.7 18.g4 21.c3 24.c4 18.g4 21.c3 24.c4 18.g4 21.c3 24.c4 18.g4 21.c3 24.c4 18.g4 21.c3 24.c4 18.g4 21.c3 24.c4 18.g4 21.c3 24.c4 18.g4 21.c3 24.c4 18.g4 21.c3 24.c4 18.g4 21.c3 24.c4 18.g4 21.c3 21	Kc8 Rc7 Rh6 Kh7 h02 422 1-0 8 (254 15.1 15.1 15.1 15.1 15.1 15.1 15.1 15	h5 31.Re3 34.Rt3 37.Ruc 540.Ruc 540.Ruc 64.bt 24.bt 3.h6	Noc27 Re3 32 ► Kg8 34 4 darc4 3 15 Be5 4 43.cab4 1 nd,V (277 ch 2009 10.Rd1+ 3.Nf4 h5 16.Nac6 17 19.Ra 17.94 hag 30.Rve2 belov,V (2 11.b3 K 14.Rad1 17.Nd5 c	CO .KM RhS 5.8e5 Rc 8.95 axb 11.Ra7 Ri C3 44.05 88)-Karpon .Kc8 11. 14.Ra1 I 14.Ra1 I 14.Ra1 I 14.Ra1 I 122.805 R C2 25.86 24.28.40 24.28.40 24.28.40 24.28.40 24.28.40 24.28.40 24.28.40 24.418.Ra2 .418.Ra2	33.405 33.405 35.35.814 5.35.85 35.35.85 35.35.85 35.35.84 4.42 844.86 844.86 844.86 844.86 844.86 844.86 844.86 844.86 844.86 844.86 844.86 844.86 844.86 844.86 845.84

Adding introductory text to a database

When you open the Mega database for the first time, it opens with a textual introduction to the database.

You can create such introductions for any database.

In the Database window, highlight a database and then select FILE
New
Text in Database

or

In the games List window ➡ File ➡ New ➡ Text in Database

That selection will open the ChessBase editor, replete with its own Edit ribbon.



You can now enter text within the editor, add links to games, positions, and even images and videos. You gain control over fonts and text color, but I sure wish they would include a spell checker!

If you are ambitious, you can enter text in multiple languages.

ChessBase

IMPORTANT NOTE: If you want users to see your text when they launch the database, be sure that the text file is the first game in the database and be sure to mark "Always open text" in the database's properties (Right Click on the Database \Rightarrow Properties \Rightarrow Always Open Text).

ChessBase

TIP: If you want to add Database text to an existing database, Create the text within the database, save it, manually drag the text entry to be the first entry in that database's Game List, and then \Rightarrow Games \Rightarrow Fix Sort Order.



Installing and Activating ChessBase and Playchess

Most of my students and my chess friends have had difficulty installing ChessBase. More than casual care is required.

Carefully read all of the instructions inside the DVD case. The actual installation of the DVD is a smooth process until it comes time for human intervention, the entering of the program key. The key is a sequence of five groups of five alpha-numeric characters followed by "CB12" Enter them very carefully or, better yet, have someone read them to you while you enter them. If you have done it correctly, you will be able to press the OK button. If you have made a mistake, the OK button will remain grayed out. If that's the case, go back and correct your error!

The program will now load and most users will gleefully assume that they are done. Not quite yet! You need to activate the software and make sure that your program is fully up-to-date.

Go to the FILE menu and select ACTIVATION and then Activate. By so doing, you will gain access to all program features, notably including Let's Check and Livebook, and you become eligible for free program updates!





NDTE: If you do not have an internet connection, you can use ACTIVATE OFFLINE. The program would then provide a hardware key that you can send from a computer with an internet connection to https://www.fritzserver.eu/activation/. That web page will then give you an activation key that you can then plug into ChessBase. The process is timeconsuming and error prone. Best, of course, to activate the software on a networked computer.

Once activated...

Now that you are activated, in the Database window \Rightarrow FILE => Activation => Update. Many users are surprised to see that there are many program enhancements still waiting to be installed. Missing this key step is the reason that so many users experience software crashes and poor performance. "Your's works so much better than mine," I often hear. Forgetting this step is the reason.

Managing your Activations

ChessBase grants you the ability to install the software on two machines. If you are like me, you occasionally upgrade your hardware or your operating systems. In these cases, be sure to DEACTIVATE your ChessBase software (FILE => ACTIVATION => DEACTIVATE) on your old system so that you will be able to reinstall the software on your new system. ChessBase's server maintains a record of exactly how many activations you have available.



TIP: If you undertake serious system enhancements, you may find it necessary to deactivate ChessBase and then reactivate it after your system upgrades.

Activating Playchess



You will always be able to enter Playchess for free as a Guest, but to take full advantage of all of its functions, you will need to enter a serial number. Purchases of ChessBase provide a one year subscription to Playchess. In the Main Playing Hall \Rightarrow Account \Rightarrow Enter Serial Number.

TIP: If you purchase the download version of ChessBase, Playchess will not be included!

If you do not own ChessBase, or you need to obtain or extend your Playchess membership, you can purchase a serial number at the ChessBase shop at www.chessbase.com

Keep your serial number in a safe place. If you enter Playchess with a new version of ChessBase, you will be asked to provide the old number and as well as to replicate the four letter security sequence.

	00000	00000	00000	uuuvul	- (011
um	*****		*****	xxxxq	CBII
Enter the c	ode shown abo	we			
Enter the c	ode shown abo				
Enter the c	ode shown abo				

As always, be sure to enter in the alpha-numeric sequence of the serial number very carefully. Many of my students have problems with this step. Don't be bashful about asking someone else to read it to you, and make sure not to confuse the letter "L" with the number "1".

Occasionally, ChessBase or Playchess will inform you that updates to the program are available. In my experience, it's best to comply. Both programs are often enhanced and bugs are fixed. Just be happy that they are working away on it and that you get the enhancements for free.

NDTE: If you purchase the ChessBase premium package (or obtain a free trial), enter that serial number in Playchess.



The User Interface

ChessBase and Playchess now rely upon similar ribbons for their user interfaces. Those familiar with Microsoft Office will be comfortable with that idea. This appendix lists the various menus simply to familiarize you with the organization and location of the various commands. Most of the individual commands and functions are discussed within the book in much greater detail.

Experienced users know that most of these commands are available through keyboard shortcuts and by clicking with the right-mouse button. But some commands are available only here. Running through this Appendix will certainly help to familiarize you with ChessBase's organization of its functions and with some of the possibilities at your command.



TIP: Running your mouse over each function provides a short description of the function as well as any available keyboard short-cuts.

TIP: Narrow screens will truncate the ribbon presentation. If you intend to use the ribbon functions, it's best to widen your screen to accommodate the ribbons.



TIP: The F10 key toggles keyboard shortcuts for the ribbon tabs. Pressing F10 and then a letter toggles keyboard shortcuts for each ribbon function.

TIP: You can minimize the ribbons to gain more real estate on the screen. Press the right-most symbol in the quick access toolbar (or simply right-click the ribbon) and select Minimize Ribbon. To restore the ribbon, deselect "Minimize Ribbon."

ChessBase has organized the ribbons and their available functions to reflect your immediate needs. You will see different ribbons and sets of functions when you load the program, when you load a database, and when you view a game, when you play a game, and even when you select some functions.

The Quick Access Toolbar

At the top left of the Database window, the Games List window, and the Game Board window are Quick Access Toolbars, small icons reminiscent of what you might find in Windows Office. The functions there permit you to accomplish familiar, common tasks.

The wrench offers quick access to alter the program options (see Appendix 3). Clicking on the chessboard quite naturally open up a new board. And the rightmost symbol offers you the opportunity to expand or minimize each Quick Access Toolbar.

ChessBase

TIP: You can add a few additional commands to the toolbar by pressing the right-most symbol in the toolbar. I have listed the optional additions for each ribbon just below.

The Database window(Go to Desktop, Program Options, Open Board)



Optional additions are: Tile, Details, Backup Database, Opening Reference.

The Games List window (Print, Quick Board)



Optional additions are: Edit Game Data, E-mail Selected database, and Statistics.

The Game Board window (Save, Un-do, re-do, Rotate board, Program Options)



Optional additions are: Print game, text after move, Insert diagram, Enter variation, Enter null move, and Novelty annotation.

The Database window

You will see the Database window when you launch ChessBase. Its menus are organized under five tabs:



The FILE Menu



Selecting the FILE menu brings a pull-down menu with five main options.

A design alteration in ChessBase 12 has moved many essential commands (creating new databases, opening existing databases, and activation) under the main ribbon's file menu. Also included is the command: E-Mail Selected Databases, an extremely useful function for teachers that used to be available only following the use of a right click and then a hunt within that menu's hierarchy. New begins the creation of a new item



Database is by far the most common selection here.

You will use *Open* primarily to launch a database that is not presently located in *My Databases*.



Activation (See Appendix 1)



Install



At the bottom of the pull down menu are four additional commands.

🏅 Options 🔇 Close 🗔 Customize 💈 About

Options (also accessible in the Quick Access Toolbar) brings up Program Options (see Appendix 3)

Close closes the program, not just the menu!

Customize gives you an opportunity to reassign the shortcuts (See Appendix 5).

About provides the credits for the programming and more.

HOME



With *Copy*, you can easily move the games from one database to another. Highlight the database whose contents you want to copy. Click on copy. Open a database, and then paste in the games.

Remove (delete) eliminates the highlighted database from the list of *My Databases*. The actual database files are not deleted!

New creates a new database (ChessBase format, .PGN., the old .cbf ChessBase format, or the brand new .CBONE format).

Open will open a database and add it to your collection in My Databases window.

My Databases provides a list of your favorite databases, presumably the ones you access the most. Highlighting a database and opening it with Ctrl-O brings that database into *My Databases*, or you can drag a database into the list. Use *Remove* or delete to remove a database from *My Databases*. TIP: Not all of your databases will be stored under *chessbase**bases*. I keep much of my ongoing work in the folder \chessbase\MyWork. But all of your databases will neatly appear when you click on *My Databases*, essentially your database home.

Show Contents of DVD is naturally useful when you acquire databases on DVD. The most common example: The issues of ChessBase Magazine, subscriptions to which are bundled with purchases of ChessBase.

Online permits you to conduct searches of ChessBase's new Online Database.

Hard Disk opens the search mask for a search of your reference database.

.....

רוף: To search another database, right-click on a highlighted database and select Search (Ctrl-F).

Board opens up a new board, although I prefer first to open the database in which that game will be saved. Otherwise, you will need to use the \Rightarrow FILE \Rightarrow SAVEAS command to open the desired database as part of the saving process.

Prepare Against permits you to assemble the games of a potential adversary in a way that permits you to review all of these games at once. See Scenario 4.

Find Player permits you quickly to find the ID Dossier of players. A search for Kasparov will permit you to see his dossier and a range of photographs.

List Player Encyclopedia opens up the player Encyclopedia.



The Encyclopedia has its own abbreviated menu. Its FILE menu takes you to the Encyclopedia tab of Program Options. There's a dedicated Filter list to search for players, and access to the players' dossiers is also here.



TIP: You can use this dedicated Filter List to search for player's of a certain age, or even all players born on a certain date!

REPORT



Opening Reference: Highlight a database and call this function to create a reference-like search of the openings in the database.

Editorial Annotation: For all the games in the highlighted database, identify the novelty, the stem game, and other key games in the opening. The function is similar to \Rightarrow Game Board \Rightarrow Report \Rightarrow Novelty annotation but works across all games in a database.

Collect Openings: With a database highlighted, creates a new database that merges all of the games by their opening.

Generate Repertoire: Scans the games of the highlighted database for all examples relevant to your opening repertoire and then generates a comprehensive report.

MAINTENANCE



Backup Database gives you the option of producing an unencrypted (.cbv) or a password protected, encrypted (.cbz) file.

ChessBase

NDTE: If you create an encypted file, ChessBase automatically deletes the original file. No one can help you recover the file if you subsequently forget your password.

Properties: Set the properties of the highlighted database.

Create Search Booster: Speeds up the searches of large files, but its use confuses ChessBase beginners who may confront repeated reminders to create other search boosters.

Delete Search Booster: Recommended before you create a second search booster, or simply to eliminate the annoying booster messages.

Rename Files: Rename the highlighted database.

Unannotate DB: Removes the annotations from a complete database. The function offers the choice of retaining the last annotation in each game.

Delete all files: Delete all of the files associated with the highlighted database. ChessBase offers a choice of deleting the files permanently, or moving them to the waste basket.

Remove deleted games: Delete games in the highlighted database that were previously marked for deletion (with the game(s) highlighted in the Database View, \Rightarrow HOME \Rightarrow Delete ... Delete ... or right-click on game \Rightarrow Edit \Rightarrow Delete).

Check integrity: Tests the technical integrity of the highlighted database, and offers to attempt to correct any discovered errors.

Find Double Games: Locates and marks for deletion duplicate games in a highlighted database.

Sort database: Sorts by year and tournament in ascending or descending order the games in a highlighted database.

Improve: Regularizes the spelling of tournament names and data for the games in the highlighted database.

Cannibalize: Extracts games from the highlighted database that are not yet in the Reference Database.

Register File Types: A useful one time operation, registering ChessBase extensions so that other Windows programs will recognize them. As a result, for example, your e-mail application will know how to open ChessBase attachments.

Factory Settings: Restore the original settings. This option will undue any customization that you have undertaken.

VIEW



Database Preview toggles a preview pane for the highlighted database.

Folders toggles on and off the Folders pane to enable quick hunting for local, public, and networked databases as well as a useful archive of previous ChessBase activity.

Daily tactic provides a new puzzle every day. Double-click on the board to see the solution.

TIP: The board is flipped in the direction of the side to move, although in endgames, it may be tough to tell whose move it is.

The View symbols permit you to alter the appearance of the Database pane.

Cloud engines permits you to view the engines stored in the cloud. A Playchess account is recommended.

The Games List window

The ribbons change when you open a database (double-click on your choice, or right-click ➡ Open, or highlight the database and press return).

The Games List window contains the following tabs, all relevant to your work with ChessBase's Games Lists.



FILE



Here are the main administrative functions associated with Games Lists.

New



Create a new database.

You can also create a tournament template for a match or round robin. You will be promoted to enter the names and ratings of the players, as well as the tournament name, and ChessBase will create blank games awaiting game data entry.

Open



Here, the Open Command can be used only to open a database from storage.

Print



Once again, you have access to Page and Printer Setup

And you can initiate the printing of a game or multiple games by highlighting them, and then selecting Print Selection. That print screen shows the output and provides a new ribbon that permits you to print, to zoom in and out, and to alter the print view.

File	Print F	review			
Print	Zoom in	₹ Zoom out	1 P	Next Page	<u>C</u> lose
Print		Zoom		Print Preview	v

E-mail Selected Games: converts the highlighted game(s) into a single .cbv file and attaches those game)s) to an e-mail. Use requires an e-mail client registered as your default e-mail client.

TIP: Those who rely upon web-based e-mail will not be able to use this feature. Of course, you can create an archive .cbv file and then attach it to any e-mail.

Publish to web: Takes the contents of the highlighted games and publishes it to the web or creates an .html file.

Selection to text file: Outputs the selected game or games to any of five different text formats (.rtf, .html, .text, pgn, or as an EBook). The dialogue box provides some control over each format.

Goto Fritz: Quits ChessBase and opens the most up-to-date version of Fritz with the current Games List open.

HOME

Ì	Ti:P	Home	Statistics	Games	Player	5	Opening	g Keys	View				
	Paste	 Delete Copy Clip or Unit 	Seg Seg dio First	Full Game Hea oe UI	• 13 0	•	## Board	Filter	Edit Game	✔ Select all	Cross	D Next	Activate/deactivate
		Clipboard		Propertie	\$		6oard	Filter		Edit	Tou	rnaments	Activate

The Home Ribbon in the Games List window provides the most commonly used functions.

Paste permits you to append games, which were previously copied, to the open Games List.

Delete permits you to mark a game or selection of games for deletion.

Copy permits you to copy a highlighted game or selection of games for pasting into another database.

Clip or Unclip moves a copy of the selected game(s) to the Clipboard, or removes them if they are already in the Clipboard.

Properties defines how the List format will appear on screen. Here, you have control over the font and its size, as well as the move to be displayed when you open the game and should you have a Quick Board open on the right side of the Games List view.

Board opens up a new board within that games list. New moves there will be saved within the existing Games List.

Filter List is Chess Base's elaborate search facility. Call it here to search the games within that Games List.

TIP: The most useful searches are made within your largest databases, but I frequently search smaller ones, especially the database that contains my own games.

Edit Game Data permits you to edit the information saved about a single game without having first to open the game and then to use Replace Game to edit the data.

Select All highlights all of the games within a Games List (Ctrl-A).

Goto line permits you to skip quickly to a precise location within the Games List, a very useful feature in large databases.

Cross Table provides a remarkable, interactive cross table for the games in a selected tournament. Select any game and press Crosstable (or right-click on the game ➡ Cross Table ... or press T).

The Cross Tables themselves have their own special ribbon.



Table Clipboard permits you to make a copy of the tables for insertion into Excel or other applications.

Previous and Next Tournaments are especially useful within a large database to view tournament results chronologically, or within a player's file to view their tournament history.

Force Round Robin Table often makes it easier to view a player's performance against other players.

Choose tiebreak permits you to alter the tiebreak system.

Sort table permits you to sort the Cross table by player or result.

STATISTICS



Opening Reference on Selection: In the Games List: \blacklozenge Report \blacklozenge Opening Reference provides an opening reference for a full database. Here, instead, you can select a group of games and generate such an opening reference.

Statistics: Highlight a group of games and select Statistics (S) to obtain a statistical overview of the results.

Piece Probability: Highlight a group of games and select this function to obtain an interactive presentation on piece probability, how often and when pieces reached each square.

GAMES



Create good/bad game set: Run this function against a selected group of games and ChessBase will consider the quality of the games based on game length, result, and the rating of the players. You can later use the search filter to search for "Good Games."

SET ECO Codes: ChessBase can automatically classify games according to their ECO (Encyclopedia of Chess Openings). Highlight the games and then call this function. You can later use the search mask to search for games within a specific ECO line or range.

Final Material: Run this function against a database or range of highlighted games to populate the final material field, a summary of the material on the board during each game's final position. You can use this data to find interesting endgames in any database.

.....

ChessBase

TIP: I find this method faster than the endgame key in locating specific endgames in a modest sized database like the group of my games.

Filter provides a quick and abbreviated search mask, permitting searches by player, color, and best games.

Publish to web prepares for web publication the highlighted games.

Fix sort order permanently resets the current order of the games in the Games List.

PLAYERS

Selecting the Players ribbon also brings up the Players tab and an alphabetic list of all of the players in the Games List. To view a list of games and tournaments ➡ View ➡ Check Players and view Tournaments.

8 52 ma	Ξ			S.	<u>)</u>	97		Improve Player Names		
Prepare against White	Prepare against Black	Search white games Games	Search black games	Player statistic	Filter List Filter	iD-Card E	ossier 7	Player Er	ncyclopedia	From Server
Text Gam	es Players	Tournaments	Annotator	Sources	Tearns	Opening	s Themes	Tactics	Strategy	Endgames

The Players ribbon gives you a chance to prepare for an opponent very quickly indeed. As soon as you have your pairing, select *Prepare against White* or *Prepare against Black* for a referencelike summary of all of your opponent's game in the Reference Database. Or, highlight a player's name and select *Search White games* or *Search Black games* for a list of their games with White or Black.

Highlight the name of a player and select *Player Statistics* for a list of their head to head record against other players, a list of the tournaments in which they have competed, and their record in specific opening ECO variations.

Highlight a player and Select *ID Card* and *Dossier* to view their photographs and basic background information.

Improve Player Names permits you to standardize the spelling of names.

Check *Use Player Encyclopedia* and *from server* if you have a reliable internet connection. ChessBase regularly updates the Encyclopedia and frees you from having to run it locally. Of course, you can uncheck the box if you never want to use the Player Encyclopedia.

OPENING KEYS



Here is the ribbon's control panel for the creation and maintenance of opening keys (see Scenario 8).

VIEW

File	Home	Statistics	Games	Players	Opening Keys	View
🔽 Quick	Board] Games				
Player	s 🔽	Status Bar				
🗌 Tourn	aments					
	Panes					

Here you can control the panes that will appear in the Games List view.

Games Players Tournaments Control the panes that will appear when you click on the Player and Tournaments tabs.

In the Players window, you can open or close the tabs for tournaments and games.

In the Tournaments window, you can open or close the tabs for players and games.

Quick Board provides a quick look into each game. The default position is governed by the setting in the Games List \Rightarrow Home \Rightarrow Properties \Rightarrow First

Status Bar: Display or hide the status bar at the bottom of the screen.



TIP: If like me, you never look at the Status Bar, turn it off and gain a bit more real estate on the screen.

The Game Board window

ChessBase displays a different set of ribbon options when you open a game (Double click on the game in the Games List window, or highlight the game and press open).

The Game Board view appears whenever you load an existing game or create a new game.

File	Home	Insert	Board	Report	Analysis	Training	View
Manual and a second second second	1			•			

FILE

	New	•	The File menu lists various administrative functions associated with the board.				
	<u>O</u> pen	۲					
	Save	F					
Ľ	Save Game As						
Ļ	Print	Þ					
*	Diagram List	Þ					
3	Send	Þ					
X	Publish to Web						
*	Goto Fritz						
New							
			<i>New</i> creates a new board window.				

Open



Board Window

Open opens Opening Books or ChessBase Media files.

ChessBase

TIP: The default directory for Opening books is \ChessBase\books and so, best to save your opening books there!

Save



Save offers five options: Save a game, Replace a game, Save a position, Save an Opening Book, and Save a textfile

Save Game As permits you to save the current game in a specific database. Locate the database in which you wish to save the file and then press *Open*.

Print



The file menu provides numerous print options: Print Game, Print Diagram, Print Scoresheet, Print Repertoire, Print Correspondence Card, and Print Correspondence Report.

This is also a location for Page Setup and Printer Setup.

Page Setup is where you gain control over your layout and print output, including page numbering, titles, and fonts.

Printer Setup permits you to select your printer, the number of copies, to collate, to set a print range, and to choose between portrait and landscape.

Diagram List



Here are the basic commands for those assembling Diagram Lists, often used for printed quizzes.

Send



Use *Send Game* to gain control over your e-mail output. You can specify that a position or game or positions, or games should be sent in any combination of formats (.cbv, .PGN, .txt, .html, and/or .rtf.).

And here's where correspondence players can send their moves via e-mail or via a server.

Publish to web: Publishes the selected game to the web or converts it into .html format.

Goto Fritz: Quits ChessBase and Opens the most up-to-date version of Fritz with the current game open.

HOME

Familiarize yourself with the Game Board's HOME ribbon. You will see it often.



Paste Game will be highlighted and available for use if you have copied a game into the Clipboard with the Copy Game function (Ctr-C). Paste Game will imbed that clipped game into the current game score.

Paste Position will be highlighted and available for use if you have copied a position.

L....

Chessage 🖉 TIP: When you are assembling diagram lists, copy the position you want, bring up a new board, and paste position.

Copy Game places a copy of the game into the Clipboard. You can then paste the game into another game or into another Windows application.

Copy position places a copy of the position into the Clipboard. You can then paste the position into another game or into a Windows application. Copying into e-mail will produce a graphical image of the board. Pasting into Word will insert a diagram into the text using the font specified in ➡ Print ➡ Page Setup ➡ fonts.

New Game opens a new board. There's an option there to set-up a position (S).

Hard Disk searches for the current board position in the Reference Database (Reference Tab at the top of the Game pane).

ChessBase gives you an opportunity to switch Reference Databases to a list of databases that you have recently opened.

Repertoire Database permits you to search for the current board position within your Repertoire Database.

Default Kibitzer opens your Default Kibitzer to analyze the current board position.

Add Kibitzer permits you to open any of your Kibitzers to work on the current board position.

Remove Kibitzer will close the last Kibitzer vou opened.

Remove all Kibitzers will close all Kibitzers.

Engine Management permits you to activate and deactivate engines. Deactivating an engine will eliminate it from the list of engines seen when you press Add Kibitzer.

Create UCI engine permits you to modify the parameters of an existing engine. In the Dialogue box, locate the engine and then press Parameter. See Appendix 4 for more information.

Edit Game Data permits you to edit the information saved about a single game without having first to open the game and then to use Replace Game to edit the data.

You can browse through the database without closing the game window by selecting Load Next Game or Load Previous Game.

ChessBase maintains a record of the game you view every day. You can move through that record with Back and Forward, and you can view that day's Game History via View Game History.

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cresser ▶ TIP: You can view your entire Game History: ➡ Database window ➡ Folders Pane ➡ Game History folder.
INSERT

	Home	Insert B	oard R	eport	Analysis	Training	View							
i den dens 17 Silder	÷ +	+i T	Text After Move	Insert Diegram	Annotations ② Set mark ③ Set evalua	- - -	Piela *	Linter Variation	End Variation	Delete Variation	1 Promote Variation	T Enter Hull Hove	Position Setup	🤯 Delete All Commentary 🏝 Exchange Moves 🛃 Insert Into Game
1	iore:			4950	tation (53	nations			Overante

You can use the *Slider* or insert a *Slider* below the game board.

You can insert Text Before Move or Text After Move.

TIP: Text Before Move is especially useful when you want to include a textual introduction to a game. Inserting text with Ctrl-A places the text after the highlighted move, but if no moves are entered, the text you enter with Ctrl-A will be placed prior to the first move.

You can place a diagram after a highlighted move with Insert Diagram, or by opening a text window (Ctrl-A) and then pressing Ctrl-D.

TIP: The manual insertion of a diagram is especially useful if you want to place the diagram in the middle of a textual note.

Annotations brings up an annotation palette that is extremely useful if your annotating requires repeated use of annotation symbols.

Set Mark provides access to move evaluations after the highlighted move (!, !?, ?! ?, !!, ?? as well as Zugzwang \odot and Only Move \Box).

Set Evaluation permits you to include evaluation markers after the highlighted move: $(+-, \pm, \pm, =, \mp, -+, \text{ unclear } (\infty)$, with compensation (\cong) , with the attack (\rightarrow) , with the initiative (\uparrow) , with counterplay (\rightleftharpoons) , Zeitnot (\oplus) , Counterplay (\bigcirc) , and Novelty (N).

Prefix permits you to enter symbols before the highlighted move: Reference (RR), Better is (\frown) , Worse is (\leq) , Equivalent is (=), with the idea of (\triangle) , and aimed against (∇) .

You can start a variation with *Enter Variation* or T. ChessBase takes you back a move to begin entering the new moves.

When you are finished entering moves in the variation, select *End Variation* or M. ChessBase will take you to the move in the main line from which the variation branched.

You can eliminate a variation by highlighting any move within it and selecting *Delete Variation* (Ctrl-Y).

You can promote a variation by highlighting any move within it and selecting *Promote Variation* (right-click ➡ Promote Variation... or Ctrl-Alt-Up).

Enter Null move permits you to enter a blank move, essentially skipping a move for one side.



TIP: When entering student games, and sometimes mine, handwriting can get in the way. You enter a null move and come back later to enter the move when you have finally figured out what move they actually played. To correct the null move, or any other move for that matter, highlight the move just before the move you want to correct. When you enter the new move, press Insert.

In games with many complex, nested variations, *Reorder Variations* places the most important and complex variations higher in the nesting hierarchy.

Clean up variations locates and consolidates variations in different parts of the game that actually stem from the same position.

Position setup (S) permits you to set-up any position. In version 12, ChessBase now permits the creation of illegal positions.

.....



THESEASE TIP: Positional fragments can be very useful for training purposes.

Delete all commentary is useful when you want to share a game without all of its variations and commentary.



TIP: Many of my personal games are chock full of hundreds of personal thoughts and variations. However, if you do strip the annotations, be sure subsequently not to save the file or you run the risk of losing all of those notes!

Exchange moves permits you to insert a variation into the game, essentially correcting the game score.

.....



Clesses / TIP: If you have the wrong moves in the middle of the game, enter the corrected variation and then select *Exchange moves*. The moves in the variation will replace those in the game, so long as all moves are legal.

Insert into game permits you to insert move pairs, evenly paired moves, into a game. Enter the new moves as a variation at the point of insertion, and then select Insert into Game. ChessBase will comply so long as all moves are subsequently legal. Otherwise, the illegal moves will be truncated.

BOARD

File	Home	Insert	Board	Rep	ort	Analysis	Trainii	ng View
Flip Board	Board S Coordin Ahways p	ounds ates promote to	queen	Square	Pieces	Table	3D Board •	DGT Board
	Воа	rd		I	Board 20	1	B●ard 3d	DGT beard

Here, you can flip the board, add sounds on moves and captures, add coordinates around the board, and have ChessBase always promote pawns to queens.

TIP: As a lover of bullet and blitz chess, I have set Playchess to promote always to a queen. That sure becomes a problem if you indeed need to under-promote. Within ChessBase, I'm never in that kind of stressful rush and so, I tend not to check this box. You can indeed operate differently within ChessBase and Playchess in this regard.

And it's here that you can select your style preferences for squares, pieces and tables. The 3D board options are spectacular but not to my taste. You may feel differently, so by all means give their efforts a look.

Check *DGT Board* if you are reading moves off a sensor board for automatic entry.

REPORT



Novelty Annotation locates a game's novelty and inserts the full game from which the opening finally departed.

Same Players places all games in similar openings played by both players in a Games List, giving priority to all games in which the players faced each other.

Opening Report is a new feature that produces a lengthy report about the position currently on the board. The data is generated from the designated Reference Database. (See Scenario 1)

Overview produces a lengthy series of diagrams at equal intervals throughout the game.

Opening Classification opens up the Opening Key to the line most relevant to the open game.

Theme Classification whisks you to a group of games thematically linked to the open game by strategy, tactics, or endgame type.

Similar Endgames searches the Reference Database to find remarkably similar endgames to the current position on the board. You will be advised if ChessBase does not consider the board position to be an endgame.

Similar structures searches the Reference Database to find positions that involve similar pawn structures and material.

Similar Moves searches the Reference Database to locate games involving similar maneuvers.

Add to Repertoire adds or merges this game to the positions and games in your Repertoire Database.

Mark move Blue marks a move as a critical opening move, for use in a Repertoire database. *Show Crosstable* brings up an interactive crosstable for the event in which the game occurred. *Correspondence Move and Header* are for use in correspondence chess games. (see Scenario 3).

ANALYSIS



Let's Check brings up the engine results stored in the cloud for the current position. Let's Check is now an integral function when you load any Kibitzer.

Contribute Engine permits you to volunteer your own engine for use by the ChessBase server to analyze games and positions for Let's Check.

Let's Check Analysis permits you to use Let's Check analysis to annotate a game, or with Win Variations to add analysis of our own or lesser known games to Let's Check.

Submit Game and *Submit Position* permits you to submit a game or a position for analysis by other engines.

NDTE: "Points " are needed for such submissions. You can earn points by contributing your engine or by discovering new variations or improving upon existing Let's Check analysis.

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Deep Analysis loads your Default Kibitzer and begins to evaluate the game in ever increasing depth and leaving behind a cogent analysis. The process will continue until interrupted.

Cloud Analysis permits you to use two or more engines to evaluate a position cooperatively. You can rent one or more engines from the Cloud. Here you can specify which engine will recommend the best candidate moves and which will evaluate each line.

Open Cloud Engines permits you to offer up an engine for the public or for your private, remote use. You can also lease an engine for your analysis or to take part in the more sophisticated Cloud Analyses.

TRAINING

File	Home	Insert	Board	Report	Analysis	Training	View
li Ir	📄 Ena	ble Training	🔲 Cre	ate Threat as	s Arrow		
	L		🔲 Thi	reat as Arrow	,		
Train Annota	ing ation						
	Training	I		Hints			

Training Annotation permits you to insert a training question for use by students.

Enable Training permits students to take full advantage of such training materials.

Create Threat as Arrow shows the moving side's threat as a colored arrow.

Threat as Arrow shows as a colored arrow the immediate threat from the side that just moved.

TIP: ChessBase uses the default Kibitzer to determine these threats. You can turn these on and regulate the amount of processing power devoted to their calculation in Program Options P Engines.

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VIEW

-		n Home	Insert	Bowd	Report	Analysis	Training	View		<u> </u>	
2	N	otation	Refer	enice Search	1.44 	Best Book Line	I Sta	lus Bar	Save	\odot	Top 2 Ventical
	Đ	tra Book Pane	Old R	eterence Sei	arch	Pupers Photos			Clandard @ Load	,es, Onen Cloud	Top 2 Horizontal
	0	ntine Oatabase	Level	bok	11	Chess Media Syste	em		Layouts Factory Settings	Engines	all Top 2 Diagonal Screen
				Pa	ere (Detaut Layout	Engine Cloud	Arrange Main Wondows

The View ribbon always regulates the panes that will be active. If you inadvertently closed the notation pane, here's how you get it back! For the Game Board window, you can here select panes for notation, the Online Database (return key), Reference (Reference tab), Old Reference Search (a legacy function), LiveBook (LiveBook tab), Players Photos, the ChessBase Media System, and the Status Bar.

You can also experiment here with standard layouts, recommended pane locations for specific tasks, and you can also *save* and *load* specific layouts for various tasks.

.....

TIP FOR ADVANCED USERS: If you have an elaborate layout, perhaps including an opening book, reference database, online database, photos, and engine, you can save and later load that layout, saving considerable time! However, some personal formats seem to result in unexpected font changes requiring a reboot of ChessBase.

Factory settings resets all settings, but you run the risk of losing your customizations.

Open Cloud Engines is yet another way to view the Engines in the Cloud.

The functions on the right side of the ribbon give you an opportunity to arrange your panes automatically, or to maximize a window. I prefer to arrange them all manually.

Access to New Games and Playchess



On the bottom left of the DatabaseWindow, you have access to the Mega update and to Playchess.com.

The Playchess user interface will be described just below. Pressing the button here closes ChessBase windows and transfers you to the Playchess login.

Pressing New Games gives you a chance to update your Reference Database.

Update Games

The Mega Database comes with a one year subscription to update the data.



Here, in the ribbon devoted to the updating of the database, you can log in and out, download games, and activate your subscription.

The Playchess User Interface

Playchess provides a comprehensive environment for playing games, watching games, watching Grandmaster chess, and for chess broadcasts and even simultaneous exhibits.

Those possibilities are described in more detail in Scenarios 5 (Playing), 6 (Tournaments), and 11 (Watching Grandmaster chess).

In this Appendix, I limit the focus to the most usual aspects of the user interface. Many members take part in these varied activities without ever exploring the user environment and all of the functions at their disposal. Familiarity with the interface can improve your experience and even contribute to a bit more winning.

Specialized facilities for running tournaments and giving simuls are easy to use but of interest to relatively few players.

Playchess windows also contain Quick Access toolbars. Each window has different possible customizations and so I have listed those options here.

Main Playing Hall



In the main Playing Hall, no functions are docked to the Customizable Toolbar, but you have the ability to dock the functions from this list:

Playchess organizes its commands in a very similar menu and ribbon structure.



FILE



FILE provides you with access to the high level administrative functions.

In addition to *New* and *Open*, you can log-out with *Close*, learn *About Playchess* and its developers, *Customize* the application's shortcuts (see Appendix 5), and set the program's *Options* (see Appendix 3).

New



Here, depending upon the room you have selected, you can create a new tournament (In a private Tournament room), a broadcast (in the Broadcasts or the Training and Teaching rooms), a Simul (in the Simultaneous Exhibition room), or a *Multi-Broadcast*, a broadcast of several games simultaneously.

Open



If a tournament or simul were interrupted, you can restart it here.

HOME



Ping server connects to the Playchess server and measures your delay time.

You can request your rating.

If you are in an appropriate playing room, you can send out a request for a *Blitz* game, a *Bullet* game, or a *Slow* game. Different time limit options are available. *Repeat Last Seek* requests a game with the same time limits as the last game you sought.

Stronger, weaker, or any opponents can be sought in *Opponents. Time control* sets the limits you are seeking.

Best game will whisk you off to follow the game currently being played by the highest rated players in the room you have entered.

Real World Games is a shortcut to the Broadcast Room to watch Grandmaster games.

Those with premium access can use *Listen to Radio* to hear available broadcasts.

Tactics Training challenges you to solve exercises with a clock running and a rating at stake.

ACCOUNT



About me shows you how others will see your personal information.

You can alter that information with Edit User Data.

Rank Information provides your rank and the number of your log-in days.

You can change your password and its hint with Change Password.

Played Games opens your MyInternetGames database.

Kibitzed Games opens your MyInternetKibitzing database.

Tactics Positions opens your *MyInternetTraining* database, the positions you undertook in *Tactics Training*.

View Account shows you how many Ducats you have, and tells you the date on which your Playchess and Premium accounts expire.

You can purchase more Ducats with Fill Up Ducats.

Trainers registered with Playchess can convert their Ducats into real world currencies with *Cash Voucher*.

You can purchase ChessBase products with your Ducats with Buy with Ducats.

And it's here that you can enter your serial number.

COMMUNITY



In the Community ribbon, you can search for players, search for friends, add players to a list of friends or those you prefer to ignore, view other's user information, and view the names of all titled players on the server.

Enter the name of a player in *Games of Player* to see their last 40 games.

Playchess also maintains lists of the top slow, bullet, and Blitz players. There's even a list for those who have garnered the most applause!

You can send a *message* to another Playchess member.

And Playchess provides its *server statistics* as well as a facility that *converts server time* to your local time.

VIEW



The View ribbons are similar in appearance throughout. Here's where you control the panes that appear. In this main level, you can toggle the room pane, add a second chat, and even add a second Player or Game list.

As with ChessBase, you can set the general layout of the screen here.

And you can open cloud engines and restore factory settings.

When watching a game (in Play and Watch)



The interface now reflects the task at hand, watching and analyzing chess. The customizable quick access bar has some defaults checked, and a large number of possible additions.

HOME



The Clipboard is now available, and so you can Copy and Paste both games and positions.

There's a *Slider* that you can place beneath the board to speed navigation through the game.

You can toggle off Receiving Moves if you want to interrupt the flow of moves.

You can launch the Default Kibitzer or add another engine. As with ChessBase, you can remove the last Kibitzer or all Kibitzers.

You can view the personal information of the players with *Picture White* and *Picture Black*.

You can applaud their efforts and confidentially evaluate their behavior.

INSERT

The insert Window is grayed out here. Simply put, you cannot interfere with other players' game scores during play.



TIP: The game you are watching will be automatically saved in *MyInternetKibitzing* and so, you can annotate the scores there.

BOARD



Here, you can flip the board, toggle sounds and coordinates, and alter the basic design and appearance of the board and the clock.

VIEW

Home Home	Insert Board	View		
Clock Window	Extra Book Pane	Observer List	N start	Top 2 Vertical
Online Database	Toggle Chat	Status Bar	Standard Layouts -	Maximize ali Top 2 Diagonal Screen
	Panes		Default Layout	Arrange Main Windows

In addition to the usual screen management functions, there are new and useful choices available for watching and analyzing games. You can toggle the clock, the notation window, the online database, an analysis board, chat, an observer list, and ChessBase's Chess Media System.

When playing a Game



There's one default set in the Toolbar, Flipping a board, but you can add three more functions that are used often.

HOME



If you lose your connection, you can *reconnect*. I have often had the fortune of being able to resume playing a games that seemed unfairly interrupted by internet hiccups.

Playchess does make it easy to resign. There's the function here, or you can simply close out the game Board window and respond to the prompt.

By all means *Applaud your opponent* when they play well, and offer a rematch if the game was exciting and your opponent is interesting.

Here's where you can *offer a draw*. If you are losing, please don't offer. If your opponent offers and you want to accept, you can do it here or in the small advisory that appears after the draw offer.

If the phone rings or life otherwise intrudes, you can offer or accept an abort.

If your opponent has gone quiet, you can send a *Ping* to see if their internet connection is inactive. If so, you can select *Claim win on Disconnect*.

You can evaluate your opponent confidentially and obtain his user information.

You can even request that your opponent take back his last move. Please don't use this function!

At the end of the game, you or your opponent can begin to analyze the game separately or together.

BOARD



The Board ribbon is much as it was before, save that here, you can select *Always promote to a Queen*, a useful strategy in games involving very fast time limits.

VIEW

Home Home	Board View						
Clock Window Notation	Observer List	Opponent Info Status Bar			Top 2 Vertical	2	~
🗹 Toggle Chat	Analysis Board		Layouts *	all	Top 2 Diagonal	Screen	Engines
e di juliano i inter se angli a dalam si intergrado (ang internet an angli	Panes		Default Layout	4	rrange Main Windows	(alam da and a state of the state of the state	Engine Cloud

The meaningful addition here is the toggle for the Analysis Board. At the end of the game, the players can take advantage of an analysis board that permits both players to offer ideas and analysis.



When broadcasting



HOME

Copy Game Silder Silder Copy Game Silder Silder Copy Game Silder Silder Copy Same Silder Silder See Copy Position Receiving Moves Remove All Kibitzers Resend Set Move Delay Manual Clock Focus Focus Delaut		sada Ali	Home	insert	Boar	d View								
Kan an	Paste Game	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Paste Pos Copy Gan Copy Posi	itión RE Ition	i+- C Slide C Recei	tr n Ming Moves	Default Kibitzer	Add Køkzer Remøve Søbitzer % Remøve All Købitzers	Resend Game	 Live Time Allow Chat Set Move Delay 	Z Edit Game Data	Analysis Focus	Claim Exclusive Focus	Edit Game Data

Here are the usual Clipboard, Slider, and Kibitzer functions that we have when we are watching a game.

If any of your participants are experiencing difficulties seeing your broadcast, you can *resend the game*.

With set time, you can set how long the broadcast will continue unattended. The default is one hour.

You can toggle *allow chat*, and you can set a delay to synchronize sound with the moves that are being broadcast.

Edit Game Data permits you to modify the names and tournament data for the game being broadcast.

You can install a *manual clock* if you want to play against your students, or have them think against a running clock.

In the Analysis Focus section, you can share control over the board or reclaim exclusive focus.

INSERT



The insert ribbon provides the usual ability to annotate a game. I find it especially instructive to mark square and draw arrows during the lessons. See Scenario 12.

BOARD



There are no surprises here. ChessBase permits you to toggle Show arrows, the last move, and the current threat.

VIEW

Home Home	Insert Board	View		
Clock Window	📋 Extra Book Pane	Observer List	Statu	Top 2 Vertical
V Notation	🛄 Analysis Board	🔲 Chess Media System	Chan dadd	Top 2 Horizontal
📋 Online Database	🛛 🛛 Toggle Chat	Status Bar	Layouts -	all Top 2 Diagonal Screen
	Panes		Default Layout	Arrange Main Windows

In the panes section, the key toggling options are: Clock, Notation, Online Database, Analysis Board, Chat, and the ChessBase Media System.

When watching a broadcast

INDTE: The full broadcast ribbon activates only when you launch more than one game.

91 19		Ŧ	
ile	Home Ir	Cus	tomize Quick Access
*]	Paste Positic	V	Save
	Copy Game	\checkmark	Undo
3ste 3me	🕷 Copy Positio	V	Redo
	 Clipboard	 Image: A start of the start of	Flip Board
			Print Game
			Text After Move
			Insert Diagram
			Enter Variation
			Enter Null Move
			Standard Layouts
			Default Kibitzer
			Picture Chairman
			Applaud Chairman
Rich & Annual &			Show Below the Ribbon
			Minimize Ribbon

The commands at your disposal through the Customizable Quick Access ToolBar here reflect the desire to analyze the games we watch.

HOME

FBG Home	Board	Training	, \	/iew					
Copy Game	Flip Board	Board max./normal	Next Board	Close finished Boards	Def ault Kibitzer	Add Kibitzer	r Guess E itzers A Move	Set On Move	i← ← ← → →i ♥ Receiving Moves
Clipboard		Boa	ards			Engines	Guess A	Move	Moves

The Clipboard, Slider, and Engine commands are again here.

Guess a Move and *Bet on Move* permit you to earn or wager Ducats for predicting the moves in the games you are watching.

Each Broadcast of a Grandmaster game has a chairman. Here, you can view the Chair's Personal information and provide some applause in appreciation for all the time and effort involved.

TRAINING



Here you can toggle on and off *Threatened Squares* and *Spy*, essentially permitting Playchess to illustrate with arrows and colored squares the threats and main ideas in the highlighted position.



Setting program options

There are three ways to bring up "Program options".

- Click the wrench in the Quick Access Toolbar (which lives in the upper left corner of the Main Database window and also in the Game Board window).
- From the Database window **➡** FILE **➡** Options.
- Or, in any window, press Ctrl-Alt-O.

All 12 tabs provide a range of useful settings. I review each of them here.

NDTE: The order and layout of the tabs will change depending upon the one you select.

The User tab

				.
Tablebases	Tabl	ebases Ga	riota	Clipboard
Notation	Engin	es	Folders	Limits
Encyclopedia	Misc	User	Design	Language
Last Name First Name	E Ji Ji Me In Pi	dwards on ayer Encyci	opedia	
Update	e My Playe	er Encyclop	edia Entry	
)	ncel	Арріу	Help

First and foremost, in the User tab, please enter your name. Most of my students forget and so, I often receive games from "John Doe", the default setting.

I would love to update my entry in the Player Encyclopedia. I have a very common name, and at the moment, I am incorrectly listed as living in Australia. Unfortunately, the link to update my entry is broken.

Notation	Engine	s	Folders	Limits
Tablebases	Table	bases Gi	wiota	Clipboard
Encyclopedia	Misc	User	Design	Languag
Background				
Board			Boar	d Design
Wood	tato any fara	•	3D boa	rd settings
V Notatio	on in high qu	Jality		

The Design tab

Here's where you should be able to set the background for the board windows, but I have had no luck with it. If you really want to make a change, right-click on the background itself and make the change there. If you want your own design in the background, select *User BMP* and load your design.

Board design and *3D Boards Settings* open those selections. The 3D board views look spectacular, but as a player and a coach, I much prefer the traditional 2-D approach.

My aging eyes perceive no difference when I click on *Notation in high quality*, but I check it anyway.

The Misc tab

Op	otions						3
Tablebases Tablebases Gavio				viota	Clipboard		
	Not	ation	Engines		Folders	Limits	
	Encycl	opedia	Misc	User	Desig	n Languagi	e
		- A V R V R A V B E E	lways pron ightclick Re egister as I nnounce n oard soun valuation s	note to qu etracts PGN Reade noves ds ounds	een er		
	🖾 Show opening						
		🔽 G	iame Histor	у			
	Use 'Theme Keys'						
		OK	Car	scel	Apply	Help	

My personal options are shown. Check *Always promote to a queen* if, when entering moves in ChessBase, you want to save time by avoiding the choice of underpromoting.



TIP: Right-clicking on the board normally brings up a menu of items that I normally access through the ribbon. If you find the items in the menu useful, you might want to avoid this setting.

Register as PGN Reader makes ChessBase the default reader for games and files in .pgn. Now, when you double-click on a *.PGN game or file in a browser, it will open within ChessBase.

TIP: You can register ChessBase files in the same way with \Rightarrow Database View \Rightarrow Maintenance \Rightarrow Register File Types.

ChessBase can verbally Announce moves when you enter or play through a game.

Board sounds enables sound with moves, setting up the board, and captures.

Evaluation sounds enables an audible signal when the evaluation of the position changes significantly.

Show opening reveals the name of the opening of the current game in the status line.

TIP FOR ADVANCED PLAYERS: I prefer to save the screen real estate by eliminating the Status bar in \Rightarrow View \Rightarrow Status bar.

Game History enables the archiving of your work in Game History.

Use Theme Keys enables the legacy Themes, Tactics, Strategy, and Endgame keys within the Games List view. ChessBase now prefers that you rely on *Similar Endgames, Similar Structures*, and *Similar Moves* located in Games Board ➡ Report ribbon.

The Notation tab



Here's where you can set up the game notation.

My personal preference, 1.d4, sets up short algebraic notation.

1.d2-d4 provides long algebraic notation.

1.P-Q4 provides descriptive notation. There are folks who prefer descriptive notation, but, in my opinion, don't use it if you want to make meaningful progress.

1.4222 is provided for correspondence players. That's how I send my postal moves, but I sure don't store my games that way.

KQNBRP sets the notation to use letters to describe the pieces.

Cressess / TIP: You can reset the letters here if you have language preferences.

Figurine looks great on screen and in print but exports poorly to outsiders who do not have ChessBase.

.x+ provides you with control over captures, checks, and the use of the "." after move numbers. You can eliminate the "x" or replace it ":" or another symbol. It might be fun to insert a check mark for check. You can also eliminate the "." or replace it with an underscore, "_" to insert a space after a move number, replacing "17.Bd6" with "17. Bd6."

Justify columns will insert blanks in the notation in order to justify the right margin.

Paragraph produces a new line after each variation. Turning this off produces running text for all commentary.

Material illustrates the material balance below the notation. You can also toggle this feature on and off by right-clicking in the notation pane.

Training enables training. You can also enable training in the Game Board Window with ➡ Training ➡ Enable Training.

Text color permits you to alter the color of textual commentary.

Variation color similarly permits to select colors for each variation level.

Font permits you to select font type and size for the main notation. The default setting is Segoe UI 16.

TIP: You can independently set the fonts used in the Table, Scoresheet, Crosstable, and

Training windows by right-clicking in their notation windows.

Engines

Tablebases	Tab	ebases G	aviota	Clipboa	rd
Encyclopedia	Misc	Misc User Design Langua			
Notation	Engin	es 🗌	Folders	Limit	5.
Default Engi	1e				
Deep Fritz 14	 1x164 (2781)	MB)			
Brown	· · ·	•			
BIOW	3 C .				
Heumas					
	iy (⊥~0).		U		
Threat					
Threats		Г		<u>.</u>	
Generate	threats				
		•	_		

Here's where you can select which of your engines will be the Default Kibitzer. That engine will be used when you call up the Default Kibitzer and when you use *Heumas*, *Threat*, and *Generate Threat*.

When you select browse, you can select an engine for the task. Under "Advanced" you can assign the size of the engine's Hash Table (a table that stores the number of positions that the engine has already examined), whether it will work with TableBases, as well as to modify more advanced engine features under Engine parameters.

TIP: Higher values for the Hash tables greatly enhance the speed and effectiveness of your local engines. Crank it up to its maximum if you want your computer dedicated to the evaluation effort.

ChessBase

TIP: Don't set the hash tables too high, or Windows will begin swapping in use of your hard drive, slowing the evaluation effort to a crawl. With time, you can adjust the size of the Hash tables to reflect your experience as well as the capabilities of your computer.

Heumas is the intelligent agent that speeds move entry by predicting where a select piece will move or which piece is most likely to arrive on the selected square. Here, you can determine how deeply Heumas will look, but the higher the search, the more processing will be required for the effort.

You can toggle *Threat* and *Generate Threat* to draw arrows reflecting each side's immediate threats. When on, you can again determine how deeply the search will go and how much processing power will be used for the effort.

Encyclopedia



The normal installation places the Player Encyclopedia in your \ChessBase\Playbase\directory.

In years past, the Encyclopedia resided only locally, and many users declined to install it because it took up considerable space on their hard drives without offering comparable utility.

Here, you can choose to disable the Encyclopedia or run it locally (if you have no internet service), but the default is to run it using the server version.

TIP: You certainly want to turn the encyclopedia off on local machines with limited capabilities and no internet service, but that combination cannot likely cover many machines today.

TIP: Use the server version if you have internet capability. It's a great, new feature. They maintain it, and you don't need to devote local resources to it.

Language

Mani				
Notati	80	Engines	Foiders	Limits
Tableb	ases edia Mi	Tablebase	s Gaviota	Clipboard
	Program La English Alternative Deutsch	nguage Annotation L	anguage T	<u>a</u> – –
	Transcript) Cvrilli	in in Gree	air
	<u>9K)</u> (Cancel	Apply	ticip.

The language you select here will be the language in which the program will run.

ChessBase

TIP: Some games are annotated in more than one language. The settings here will determine the default language for textual commentary, and whether you will see only one or both or all of those entries.

Folders

	×
	Tablebases Tablebases Gaviota Clipboard Encyclopedia Misc User Design Language
CONTRACTOR TOWNS	Database path C:\Users\iedwards\Documents\ChessBase
SCHOOL STREET	Temporary Books
202	
	OK Cancel Apply

During a normal installation, ChessBase will install databases to the \ChessBase directory.

TIP: Don't change the path unless you have a very good reason to do so.

Limits

Tablebases	Table	bases G	aviota	Clipboar	d
Encyclopedia	Misc	User	Desig	n Langu	wage
Notation	Engine	S _{inter} .	Folders	Limits	
Maximum Bo	ard Window	s	8		
Maximum Da	tabase Wind	ows	5	▲ ▼	
RAM: 16366N	ИB			addamtes	
Cache Size Reference DB			3000		

All computer applications must have limits because available memory, while often very large, is not infinite. The limits here are set larger than I have ever needed and do serve to keep your desktop a bit less cluttered.

Maximum Board Windows defines the number of game board windows that can be open simultaneously.



CHESSBASE / TIP: If you reach the limit, ChessBase will automatically close the last one you opened.

.....

Maximum database windows defines how many Games Lists can be open at the same time. Pass the limit and, once again, ChessBase will close the last one you opened.

RAM displays the amount of Random Access Memory available on your computer.

Cache size for Reference Database permits you to set the size of the cache. ChessBase uses this memory to store large portions of the Reference Database in memory, speeding your searches.



TIP: As a frequent user of the Reference Database, I set my cache high enough to store most of it there. After the first search, it is likely that no hard disk activity will be required, substantially speeding the results.

Clipboard

Notation	Engine	S. and mark	Folders	Limits	
ncyclopedia	Misc	Misc User Design Language			
Tablebases	Table	bases Ga	viota	Clipboard	
Game		Posit	ion		
Text		Tex	t		
🖲 PGN		ا ۲	EN		
🔿 Old forma	at	Ø	Old format		
PGN					
🖲 New form	at				
🔿 Old forma	it				
	Al format				
сорунна					

PGN (Portable Game Notation) is a plain text format for recording chess notation. FEN (Forsyth-Edwards Notation) is a textual notation for recording chess positions.

Using the settings above, here's a sample of a PGN export to my e-mail.

```
[Event "Moscow zt"]
[Site "Moscow"]
[Date "1964.??.?"]
[Round "4"]
[White "Stein, Leonid"]
[Black "Spassky, Boris V"]
[Result "1/2-1/2"]
[ECO "C89"]
[PlyCount "63"]
[EventDate "1964.??.??"]
[EventType "tourn"]
[EventType "tourn"]
[EventRounds "14"]
[EventCountry "URS"]
[Source "ChessBase"]
[SourceDate "1999.07.01"]
```

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d5 9. exd5 Nxd5 10. Nxe5 Nxe5 11. Rxe5 c6 12. d4 Bd6 13. Re1 Qh4 14. g3 Qh3 15. Be3 Bg4 16. Qd3 Rae8 17. Nd2 Re6 18. a4 bxa4 19. Rxa4 f5 20. Qf1 f4 21. Qxh3 Bxh3 22. Rxa6 fxe3 23. Rxe3 Rxe3 24. fxe3 Be7 25. Rxc6 Bg5 26. Bxd5+ Kh8 27. Bg2 Bxe3+ 28. Kh1 Bxg2+ 29. Kxg2 Bxd2 30. b4 g5 31. g4 Be1 32. d5 1/2-1/2

That same game, when copied and pasted into Word, produces the following output.

Stein,Leonid - Spassky,Boris V [C89]

Moscow zt Moscow (4), 1964

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 0-0 8.c3 d5 9.exd5 Nxd5 10.Nxe5 Nxe5 11.Rxe5 c6 12.d4 Bd6 13.Re1 Qh4 14.g3 Qh3 15.Be3 Bg4 16.Qd3 Rae8 17.Nd2 Re6 18.a4 bxa4 19.Rxa4 f5 20.Qf1 f4 21.Qxh3 Bxh3 22.Rxa6 fxe3 23.Rxe3 Rxe3 24.fxe3 Be7 25.Rxc6 Bg5 26.Bxd5+ Kh8 27.Bg2 Bxe3+ 28.Kh1 Bxg2+ 29.Kxg2 Bxd2 30.b4 g5 31.g4 Be1 32.d5

1⁄2−1⁄2



NDTE: I adjusted the settings and found no change in the output. Copying the position to e-mail enters a full diagram. Copying the position to Word enters it in the DiagramTT Fritz font.

TableBases

tions	38.	eife			
Clipboard	Misc	User	Design	Language	
Notation	Engines	Folders	Limits	Tablebases	
Path 1	C:\Tableba	ses\TB4	Bro	wse	
Path 2	C:\Tableba	ses\TB5	Browse		
Path 3	C:\Tableba	ses\TB6	Browse		
Path 4			Browse		
Cache	2 🔺 N	IB			
🔽 Load at p	program star	t			
OK		ancel	Apply	Heip	

Use of TableBases is described in Scenario 9. Many but not all of the TableBase positions are now in Let's Check. If you decide to install the TableBases locally, you must do it here.

The paths here point to the folders that contains the TableBase positions for four, five, and six pieces. I set my cache to 2 MB and set the TableBases to load at start.

With the configuration in place, all Kibitzers within ChessBase will work seamlessly with the Tablebase positions.

NDTE: ChessBase 12 has added a tab for the Gaviota TablesBases. These are installed in the same way but work only with the Houdini and Stockfish engines.

Playchess options

You can open Options within Playchess with ➡ FILE ➡ Options

GAMES

Server Settings					
Server Settings	Games Single click entry Off Normal Aggressive Premove Off Normal Aggressive Value off Aggressive				
OK	Square Ma	arkers board on Server in Bullet board ming Challenges ening Help	Cancel		

Here are the game playing options with my personal preferences set.

Single click entry enables you to move a pawn or piece with a single click when there are no alternative possibilities. And so, clicking at e4 on the first move will result in 1.e4.

ChessBase

TIP: In Bullet Chess, I choreograph many of my openings by preparing, for each move, a drop or by holding my mouse pointer over the likely destination square.

.....

If you select *Aggressive*, ChessBase will select the last piece that moved if more than one piece can move to the square you select. If instead, you click a piece with multiple moves, ChessBase will favor a recapture.

Premove permits you to commit to a move regardless of your opponent's actions.

I toggle on *Mark with Arrow* because I now never have to glance at the scoresheet to see what move my opponent played.



TIP FOR ADVANCED PLAYERS: Towards the very end of the game, when players are in very serious time scrambles, it's often effective to launch a series of premoves, perhaps a4-a5-a6-a7, or to sacrifice pieces with check to distract your opponent.

.....

For Bullet and Blitz Chess, I prefer to toggle on *Always Promote to a Queen*. It's a great time saver, and I have experienced only two instances in a great many games in which I have regretted the setting.

Toggle on *Square markers* to place a circular (not square) marker when you click on a piece to move it.



Force 2D Board on server in bullet overrides any 3D preference you may have for bullet chess, which requires speed and quick reaction time. I don't use the 3D board and so, there's no need for me to toggle on this option.

Toggle on the DGT Board here, but use the DGT board only for slow games, not blitz or bullet.

Chat	
Report entry above rank Top GM	
Chat to Speech (XP only)	
Filter Emoticons	
🗌 In public chat	
🖾 In private chat	
Translate typed emoticons	
☑ Filter insults	
Stronomical and weather messages	
🔽 Desktop Alerts	

Report Entry above Rank announces the arrival whenever a player with that rank or higher logs into the chess server.

With *Read out Chat*, your computer will read out new Chat messages if you are running Windows XP, which incorporates a natural speech system.

Filtering insults seems like a wise idea, and you can decide whether you care about seeing astronomical and weather messages.

With Auto reply, you can set messages if you are playing or away from your computer.

CHAT

PLAYERS

Players			
☑ Map tool tips☑ Photo icon tool tips			

The controls here determine what gets displayed when you roll your mouse over a player's name in the Playchess Games List.

Sound				
Moves				
Friend enters room				
Challenges				
🔽 Chat				
🔽 New game				
Applause				

If you dislike any of the Playchess sounds, you can toggle them off here.

My settings are recorded above.

Announce Moves will speak the moves to you, but most players will find that distracting.

Globe Settings

The Playchess globe provides marvelous eye-candy. Here, you can add night shadow, show the sun and moon, and even show cities, roads, and the weather!

Language

Here's where you pick your language. Thanks to Playchess, I have received resignations in dozens of languages.

Design

Here's where you can pick the board's background and design. A variety of 3D settings are available.



Tech Talk (Luddites stay away)

File formats

To enhance efficiency and to introduce new capabilities with its new versions, ChessBase has introduced new file formats over time. Indeed, with ChessBase version 12, ChessBase has introduced a new file format, *.CBONE, (pronounced "CB one") which permits users to move or transfer a database as a single file without first having to archive it.

ChessBase file formats are proprietary and carefully guarded, which for users means that they will not be able to examine the internal guts of the format and efforts to translate one format into another will require complex programming well beyond the scope of this book and beyond the capability of almost all users.

This appendix simply lists those file formats so that users can become a bit more informed about the contents that will exist on their storage devices. Know simply that shipping a database to another user should be done with the ChessBase e-mail commands, and that backing up a database requires conversion to the *.CBV or *.CBZ format, or more likely that you backup all of the database's files, not just its *.CBH or *.CBF file.

ChessBase recognizes several different file formats:

*.CBH

The ChessBase Header file. The creation of a ChessBase 12 database results in a file with a *.CBH extension. Double-click on a file with *.CBH extension and it will load within ChessBase.

These proprietary files are more compact than *.PGN files and contain powerful indices which facilitate searches across multiple databases. Unlike *.PGN files, the *.CBH file format is designed to store moves, a range of annotations, from text through images and audio.

*.CBF and *.CBI

The earlier versions of ChessBase created a *.CBF and *.CBI files rather than a *.CBH file to hold games and their index.

NDTE: Deleting either *.CBF or *.CBI file makes the database unusable. That means that if you only send a *.CBF file by itself, the recipient will not be able to launch the database.



TIP: You can still load or create this format. Or right-click on a *.CBF database and select "Convert to new format" to create a CBH file.

In addition to these files, *.CBH and *.CBF databases contain a range of associated files. These are all an integral part of the database. In this case, if you delete one, the data associated with that file will be forever lost, but the other attributes of the database will be secure. Databases without these files will still load, although the deleted data will be lost. You can recreate these indices. In some cases, ChessBase does so automatically.

*.CBGGame moves and variations
*.CBAText commentary
*.CBPPlayers index
*.CBT
*.CBCCommentators index
*.CBSSource index
*.CBE
*.CKOOpening keys (names of keys and associated games)
*.CPO
*.CKN + *.CPN
*.CK1 + *.CP1Tactics key and definitions
*.CK2 + *.CP2Strategy key and definitions
*.CK3 + *.CP3Endgame key and definitions
*.CBJSecond header file for team information and final material
*.CBMMultimedia and database text file
*.CBBSearch booster
*.CBGIA second smaller search booster
*.CITFast player/tournament/team access
*.CIPFast player/tournament/team access
*.INIDatabase initialization file
Opening book files

*.CTG

*.CTB

*.CT0

ChessBase also creates subdirectories for databases to store multimedia files. If you record or copy a multimedia file within a database, ChessBase will automatically create this sub-directory.

*.BMP	. Multimedia sub-directory for picture files
*.AVI	. Multimedia sub-directory for video files
*.WAV	. Multimedia sub-directory for sound files

*.PGN

"Portable game notation" is a non-proprietary file format for storing moves. Many free programs can create files in this format, which remains popular for sharing via e-mail and the internet. ChessBase can create and read *.PGN files. PGN files are bulky and not condusive to quick searches, but they have the advantage that anyone can read them on sight.

*.PGI

An unneeded ChessBase index for a PGN file.

*.CBONE

ChessBase has created a new database format .cbone. You can create these files in the dialog window when you are creating a new database. The main advantage is that all of the files and information associated with a database are stored in a single file, making it easy to transport, archive, and share. You may find *.CBONE files useful for databases of relatively small size, but efficiencies will suffer when you move to larger databases.

.....

Cresses / TIP: You can easily copy and share games between databases in any format.

Archive Files

You can compress all of a database's files and needed information into a single, compressed, file for archiving your data or for sending your databases via e-mail..

*.CBV	Archived ChessBase database
*.CBZ	Password-protected, archived ChessBase database

UCI Engines

ChessBase was designed to accommodate multiple engines. The database, the user interface, and the

engines, are strictly separated, communicating with each in a very controlled fashion. The happy result is that you can load multiple databases, multiple games, and multiple engines all at the same time.

The architecture offers many advantages to programmers. There's an advanced testing facility, and any UCI compliant engine will run commercially or privately without the need for additional license fees.

The advantages for the rest of us are equally spectacular. The installation of new engines is very easy, no complicated assembly or configuration is required, engines can run at full speed without having to cede cycles to an additional user interface, and you can run many engines at the same time, comparing the results, all within ChessBase.

ChessBase places chess playing engines in a common directory /Program Files/CommonFiles/ ChessBase/Engines. In the past, engines were located in /Program Files/ChessBase/Engines. Note that the installation of ChessBase 12 may not locate and automatically install engines that were available in previous versions of ChessBase. You may need to locate the engines with the Create UCI Engine command.

TIP: The UCI engines can live in any directory, so long as you select them with the Create UCI Engine command.

Engine customization

In the Game Board view ➡ Home ➡ Add Kibitzer ➡ Advanced ➡ Engine Parameters

Storig and March							×
🖺 Write Debug Log			Aggressiveness		100	÷	Save
🖺 Write Search Log			Cowardice		100	.	
Search Log	SearchLog.txt		Min Split Depth		0		Load
Book File	book.bin		Max Threads per 1	Split Point	5	-	
Best Book Move			Threads		1	.	Defaults
Contempt Factor	I	0	🗎 📋 idle Threads Si	leep			
Mobility (Midgame)		100	🗘 📋 OwnBook				
Mobility (Endgame)		100	Skill Level		20	÷	
Pawn Structure (Mic	igame) i	100	Emergency Move	Horizon	40		
Pawn Structure (End	igame)	100	Emergency Base 1	Time	60		
Passed Pawns (Midg	ame)	100	Emergency Move	e Time	30	÷	
Passed Pawns (Endg	ame)	100	🗘 Minimum Thinki	ng Time	20	÷	
Space		100	Slow Mover		70	` ≑ -	
ОК							Cancel

Each engine provides a different set of variables here.

I have not played with these values and so, I will not comment upon the effect of modifying them. Undoubtedly, they will affect the analysis style of engines, making them more aggressive or more thoughtful. You are welcome to try, but the default values are there for reason. Note that you can always restore the defaults.



Keyboard Shortcuts

In the Database window

F1	.Open ChessBase Help
F2	.Rename highlighted database
F3	.In the Folder pane, next higher directory level
F9	.Maximize window
F10	. Toggle user interface keyboard shortcuts
F11	.Open highlighted game
F12	.Go to Desktop
Enter	.Open highlighted database
Delete	.Remove the database symbol from the <i>My Databases</i> pane
Tab	.Switches between window "panes"
Ctrl-A	.Open the annotator index of the highlighted database
Ctrl-C	With name of database highlighted, marks all games for copying
Ctrl-D	Display databases as detailed list
Ctrl-F	.Search for games in the highlighted database.
Ctrl-I	.Display databases as large icons
Ctrl-K	.Open the openings key of the highlighted database
Ctrl-L	Open games list of the highlighted database
Ctrl-N	.Open a Game Board (not recommended, since the board will not be associated with a specific database)
Ctrl-0	. Open database also adds the database to My Databases
Ctrl-P	.Open the players index for the highlighted database
Ctrl-S	. Open the source index of the highlighted database
Ctrl-T	. Show tournament index of the selected database
Ctrl-V	. Paste all games marked for copying into the selected database
Ctrl-X	. Create a new database in the current directory
Ctrl-Z	. Archive highlighted database
Ctrl-F12	.Go to My Databases
Shift-Ctrl-F	.Search the Reference Database

Shift-Ctrl-R	Insert Editorial Annotations for the games within the highlighted database
Shift-Ctrl-F2	Open the Player Encyclopedia
Shift-Ctrl-Alt-O	.Search the Online Database
Ctrl-Alt-L	. Toggle the Database Preview pane
Ctrl-Alt-O	.Set Program Options
Ctrl-Alt-Enter	.Create an Opening Reference for the games within the highlighted database
Alt-Enter	.Set the properties of a highlighted database
Shift-Delete	.Delete all files in highlighted database

In the Games List

F1	.Open ChessBase Help
F2	.Edit Game Data for highlighted game
F5	.Copy (delete) marked games into (from) clip database
F9	.Maximize window
F10	.Toggle user interface keyboard shortcuts
F11	.Load next game in list
Ctrl F11	.Load previous game in list
F12	.Return to the Database view
0	.Game overview in many diagrams for highlighted game
S	.Show statistics for marked/all games
Τ	.Generate tournament table for the marked game(s)
Return	.Load/merge marked game(s)
Cursor Up	.Move highlight bar up one game at a time
Cursor Down	.Move highlight bar down one game at a time
Page up	.Scroll up
Page down	.Scroll down
Tab	.Toggle search mask fields; if off, then switches to next index
Delete	.Mark selected games as deleted
Home	. Jump to beginning of list
End	.Jump to end of list
Ctrl-A	.Mark all games
Ctrl-B	.Prepare against player with Black
Ctrl-C	.Copy selected game to the Clipboard
Ctrl-D	.Open Dossier
Ctrl-F	.Search Mask: Search for games in the open database.
Ctrl-G	.Go to game number
Ctrl-J	.Set start move

Ctrl-NOpen new board in selected database Ctrl-V.....Copy game(s) from Clipboard to the open or selected database Ctrl-W.....Prepared against player with white Shift-SShow piece probability for marked/all games Shift-Cursor up Mark upward Shift-Cursor Down......Mark downward Shift-HomeMark all games to beginning of list Shift-EndMark all games to end of list Shift-PageUp.....Mark page upward (press again to mark upward) Shift-PageDownMark page downward (press again to mark downward) Ctrl-Cursor left/right Automatic scrolling Ctrl-clickMark individual games Ctrl-Alt-Enter.....Opening reference for selected games Ctrl-Alt-B.....Open ID Card Ctrl-Alt-G.....Toggle Games list Ctrl-Alt-O.....Set Program Options Ctrl-Alt-P Toggle Player list Ctrl-Alt-TToggle Tournament list Alt-QToggle list format, alternating between list data and notation Shift-Ctrl-BAccess Player Encyclopedia Shift-Ctrl-Alt-B.....Search player's black games Sift-Ctrl-Alt-O.....Board design Shift-Ctrl-Alt-W.....Search player's white games

In the Game Board window

M	Close Variation
0	Game overview in many diagrams
S	Set-up new position
Τ	Start new variation (T-Note)
x	Show threat (with engine running)
y	Calculate next best move (only with Fritz engines)
Esc	Close Game Board window
]	Delete remaining moves
[Delete previous moves
Home / End	Go to beginning/end of notation
Tab	Switch index tabs: Notation => Reference => Table etc.
Page up/down	Scroll one page up/down in the notation

!	Annotate with Marks (!, ?, Zugzwang, Only Move)
+/	.With the analysis engine on: increase/decrease the number of lines
	to be calculated.
Space	Insert top engine move into notation
F1	.Open ChessBase Help
F2	. Edit Game Data for highlighted game
F5	.Copy marked games into clip database
F8	.Launch Let's Check
F9	.Maximize window
F10	. Toggle user interface keyboard shortcuts
F11	.Open the next game in the Games List
F12	.Return to the Database view
Ctrl-A	.Enter text commentary after move
Ctrl-C	.Copy game
Ctrl-F	.Flip board
Ctrl-K	.Add Kibitzer
Ctrl-N	.Open new game board
Ctrl-P	.Print Game
Ctrl-V	.Paste game from Clipboard
Ctrl-R	.Replace game
Ctrl-S	.Save game
Ctrl-W	Annotate correspondence chess move
Ctrl-Y	.Delete variation
Ctrl-Z	After deleting or reordering variations: Undo
Ctrl-Space	Insert best variation of all engines into notation
Shift-1	Annotate with Marks (!, ?, Zugzwang, Only Move)
Shift-F6	.Find novelty/compare in reference database
Shift-F7	.Open Reference Database for the current board position
Shift-F8	.Submit position for analysis by other engines
Shift-F9	.Top two windows vertically
Ctrl-F9	. Top two windows horizontally
Ctrl-F10	.Load previous game in list
Ctrl-F11	.Open the previous game in the Games List
Ctrl-F12	.Open Opening Book
Ctrl-Alt-B	. Toggle player photos
Ctrl-Alt-C	.Classify game according to opening in reference database
Ctrl-Alt-F	.Full screen
Ctrl-Alt-I	.Toggle the Online Database

Ctrl-Alt-MBegin Training annotation Ctrl-Alt-NToggle notation window Ctrl-Alt-O..... Set Program options Ctrl-Alt-SOpen annotation palette Ctrl-Alt-YDelete all graphic commentary Ctrl-Alt-WEnter correspondence chess header Ctrl-Alt-ZShow best book line Ctrl-Alt-Up.....Promote variation Ctrl-Alt-0 Enter null move Shift-Ctrl-A Enter text commentary before move Shift-Ctrl-KRemove the last opened Kibitzer Shift-Ctrl-LLoad current window layout Shift-Ctrl-R Insert Novelty annotation Shift-Ctrl-S.....Save current window layout Shift-Ctrl-YRemove all variations and commentary Shift-Ctrl-F7 Toggle Reference search Shift-Ctrl-F11.....Toggle LiveBook Shift-Ctrl-F12.....Toggle extra book pane Shift-Ctrl-Alt-A.....Save or merge board position into your Repertoire database Shift-Ctrl-Alt-C.....Classify game according to themes Shift-Ctrl-Alt-F.....Search the Repertoire Database for the current board position Shift-Ctrl-Alt-G.....Submit game for analysis by other engines Shift-Ctrl-Alt-OAlter the Board design Shift-Ctrl-Alt-T.....Let's Check Analysis Shift-Ctrl-Alt-Y.....Redo the last undo (Ctrl-Z) Alt-left arrowOpen the previous game from the Game History Alt-Right arrow......Open the next game in the Game History Alt-F2Start/stop the default Kibitzer

Commentary Symbols

For use in textual commentary (Ctrl-A for text after move; Shift-Ctrl-A for text before) move)

Ctrl-B	 Bishop
Ctrl-K	 King
Ctrl-N	 Knight

Ctrl-P	Pawn
Ctrl-RF	Rook
Ctrl-Q	Queen
Ctrl-AA	Attack
Ctrl-E	Endgame
Ctrl-L	File (line)
Ctrl-II	nitiative
Ctrl-M	With compensation for material
Ctrl-0	Only move
Ctrl-S	Space
Ctrl-W	With
Ctrl-1	White has the upper hand
Ctrl-2	White stands somewhat better
Ctrl-3l	Jnclear
Ctrl-4	Black stands somewhat better
Ctrl-5	Black has the upper hand
Ctrl-Alt-BB	Better is
Ctrl-Alt-C	Centre
Ctrl-Alt-DI	Development
Ctrl-Alt-EB	Bishops of same color
Ctrl-Alt-I	With the idea
Ctrl-Alt-K	Kingside
Ctrl-Alt-OB	Bishops of opposite color
Ctrl-Alt-P	Pair of bishops
Ctrl-Alt-Q	Queenside
Ctrl-Alt-RI	Draw
Ctrl-Alt-W	Without
Ctrl-Alt-Z	Zugzwang
Ctrl-Shift-C	Counterplay
Ctrl-Shift-DI	Diagonal
Ctrl-Shift-P	Passed pawn
Ctrl-Shift-W	Weak point
Ctrl-Shift-Z	Zeitnot (time trouble)

Customizing ChessBase

🖸 Customize

You can customize the keyboard shortcuts, even for functions for which keyboard shortcuts do not yet exist: In any Database, Games List, or Game Board window ➡ FILE ➡ Customize Click on any command, and ChessBase will reveal its keyboard shortcut. If you want, you can assign different shortcuts here or return to the program's defaults.

.....

TIP: This function also provide a convenient list of all of ChessBase's functions.

Commands:	Current key:
About - About this program	Ctrl+X
Activate - Activate Program Add Folder Shortcut - Add a shortcut to a windows folder to your Backup Database - Compress all files of a database into a single a Board - Open a new board Board In Database - Open a new board window to be saved into	Input new shortcut:
Cannibalize - Extract games which are not yet in the reference dat Check Integrity - Check the technical integrity of all database files Chess Media File Open a Chess Media System file Collect Openings - Create a new database which merges games by Convert to CBH Format - Convert To ChessBase Format Copy - Prepare the selected games for copying Correspondence Server Games - Login to correspondence chess se	Currently assigned to: [unassigned]
Create Search Booster - Create Search Booster (Big index files for 1 Customize - Customize keyboard shortcuts Daily Tactics - Shows as diagram of the of the day. Database - Create a new database	
	Defaults

Playchess shortcuts

23

Ctrl-Alt-F	Full Screen
F1	.Open Playchess Help
F2	Edit Your User Data
F9	Maximize all windows
F10	Toggle User Interface keyboard shortcuts
F12	Show ChessBase Database view
Ctrl-F9	. Top two windows horizontal
Alt-F9	.Top two windows diagonal
Ctrl-E	Request your rating
Ctrl-G	See all title players who are currently online
Ctrl-R	Edit Friends list

Ctr-U	.Request players' user data
Ctrl-Alt-G	.Toggle Extra Games list on and off
Ctrl-Alt-O	.Set program options
Ctrl-Alt-S	.Toggle Room pane on and off
Ctrl-Alt-P	. Toggle extra player list
Ctrl-Alt-Z	.Convert server time to local time
Shift-F9	.Top two windows - Vertical
Shift-Ctrl-F	.Search your friends
Shift-Ctrl-F2	.View your own personal information
Shift-Ctrl-Alt-F	.Find the handle of another player
Shift-Ctrl-Alt-O	Alter the board design

When Playing

Ctrl-Alt-F	.Full Screen
F1	. Open Playchess Help
F2	.Edit Your User Data
F9	.Maximize all windows
F10	. Toggle User Interface keyboard shortcuts
F12	.Show ChessBase Database view
Ctrl-F9	.Top two windows horizontal
Alt-F9	.Top two windows diagonal
Ctrl-D	.Offer a draw
Ctrl-F	.Flip Board
Ctrl-I	.View your opponent's information
Ctrl-0	.Resign
Ctrl-Alt-A	.Toggle analysis board on and off
Ctrl-Alt-E	.Evaluate opponent
Ctrl-Alt-C	.Toggle clock window on and off
Ctrl-Alt-N	.Toggle notation pane on and off
Ctrl-Alt-0	.Set program options
Ctrl-Alt-R	.Reconnect
Ctrl-Alt-W	. Toggle observer list on and off
Shift-Ctrl-E	.Evaluate opponent
Shift-Ctrl-Alt-O	.Alter the board design
Shift-Ctrl-Alt-P	.Ping opponent
Shift-Ctrl-Alt-R	.Offer rematch

When watching a game

Ctrl-Alt-F	. Full Screen
F1	. Open Playchess Help
F2	.Edit Your User Data
F9	. Maximize all windows
F10	. Toggle User Interface keyboard shortcuts
F12	.Show ChessBase Database view
Ctrl-F9	. Top two windows horizontal
Alt-F9	. Top two windows diagonal
Ctrl-B	Add picture of black player
Ctrl-C	. Copy game notation to Clipboard
Ctrl-F	.Flip Board
Ctrl-K	.Add Kibitzer
Ctrl-U	.Stop receiving moves from server
Ctrl-W	Add picture of white player
Ctrl-Alt-A	. Toggle the Analysis Board
Ctrl-Alt-C	. Toggle the clock on and off
Ctrl-Alt-I	.Open or close the Online Database
Ctrl-Alt-N	. Toggle the notation pane on and off
Ctrl-Alt-O	. Set program options
Ctrl-Alt-V	. Toggle the Chess Media System on and off
Ctrl-Alt-W	. Toggle the observer list on and off
Alt-F2	.Open Default Kibitzer
Shift-Ctrl-Alt-B	.Show evaluation of the black player
Shift-Ctrl-Alt-O	Alter the board design
Shift-Ctrl-Alt-W	.Show evaluation of the white player

When broadcasting

Μ	.End variation
S	.Set-upboards
Τ	.T-Note: Enter variation before highlighted move.
F2	.Edit Game data
F12	.Open database
Ctrl-A	.Enter text after move
Ctrl-B	.Start a Broadcast
Ctrl-C	.Copy game notation to Clipboard
Ctrl-F	.Flip Board
Ctrl-K	.Add a Kibitzer

Ctrl-NOpen new board window
Ctrl-PPrint game
Ctrl-RReplace game
Ctrl-SSave game to database
Ctrl-UStop receiving moves from the server
Ctrl-VPaste game from Clipboard
Ctrl-F12Select opening book
Alt-F2Open the default Kibitzer
Shift-Ctrl-AEnter text before move
Shift-Ctrl-KRemove the last opened Kibitzer
Ctr-Alt-MAllow chat
Ctrl-Alt-OSet program options
Ctrl-Alt-SOpen annotation palette
Ctrl-Alt-0Enter null move
Alt-shift-moveShare red arrows
Ctrl-Alt-moveShare yellow arrows
Shift-Ctrl-Alt-OAlter the board design

When watching a broadcast

MEnd v	ariation
SSet-u	pboards
TT-Not	e: Enter variation before highlighted move
F1 Open	Playchess Help
F2Edit 0	ame Data
F8Open	Default Kibitzer
F9Maxin	nize the screen
F10Toggl	e user interface shortcuts
F12Show	ChessBase Database view
Ctrl-AEnter	text after move
Ctrl-CCopy	game notation to Clipboard
Ctrl-FFlip B	oard
Ctrl-KAdd a	Kibitzer
Ctrl-NOpen	new board window
Ctrl-OOpen	database
Ctrl-PPrint	game
Ctrl-RRepla	ce game
Ctrl-SSave	game to database
Ctrl-UStop	receiving moves from the server

Ctrl-V	.Paste game from Clipboard
Ctrl-Y	.Delete variation
Ctrl-F12	.Select opening book
Ctrl-Alt-O	.Set program options
Ctrl-Alt-S	.Open annotation palette
Ctrl-Alt-0	.Enter null move
Ctrl-Alt-Up	.Promote variation
Alt-F2	.Open the default Kibitzer
Shift-Ctrl-A	.Enter text before move
Shift-Ctrl-K	.Remove the last opened Kibitzer
Shift-Ctrl-Alt-O	.Alter the board design

Customizing Playchess

Within Playchess, ➡ File ➡ Customize brings up a customization facility like ChessBase's.

Shortcuts	a a star a star a star a star a star a star star
Commands:	Current key:
About - About this program About Me - Check how your ID card is seen by others	Ctrl+Alt+C
About Playchess - Copyright and authors of the Playchess.com clife Activate - Activate Program Best Game - Follow the player of the best blitz game	Input new shortcut:
Broadcast - Open a game window as broadcast Buy With Ducats - Use your Ducats to buy ChessBase products Cash Voucher - Credit a Ducats voucher to your account Challenges - Toggle list of incoming and outgoing challenges Change Password - Change your password and hint phrase Chess Media System - Chess Media System Convert Server Time - Convert server time to your local time zone a Customize - Customize keyboard shortcuts	Currently assigned to: [unassigned]
Database Browser - Bring the Database Browser Window to the fi Edit Friend list - Add and remove friends Edit User Data - Change your personal data as known to the serve Enter serial number - Enter your personal serial number (e.g. from Exit program - Exit program	Assign
<	Defaults

About the author

Jon Edwards won the 10th United States Correspondence Championship in 1997 and the 8th North American Invitational Correspondence Chess Championship in 1999. He is a four time winner of the APCT (American Postal Chess Tournaments) Championship and a two time winner of the APCT Game of the Year Award. He received his correspondence International Master (IM) in 1997, his Senior International Master (SIM) in 1999. He has competed on the United States Correspondence Chess Olympiad team, reaching the final round. His correspondence ICCF rating of 2580 places him in the top 200 correspondence chess players worldwide.

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Jon provides chess instruction in the Princeton, NJ area. He has taught chess to more than 1,500 students over 30 years.

Index

Abort (Playchess)	. 300
About me	. 296
Account Expiration (Playchess)	. 296
Activate offline	. 269
Activation	. 7, 28, 111, 268-270, 272
Adding games to Repertoire	. 132, 134, 135, 290
Add Kibitzer	. 142, 144, 145, 176, 204, 287, 298
Add to notation	. 114, 115
Advanced Let's Check Analysis	. 159-160
Aggressive (Playchess)	. 319
Algebraic notation	. 310
Always open text	. 267
Always promote to queen	. 49, 290, 308
Always promote (Playchess)	. 89, 301, 319
Analyze threat	. 146
Analyzing multiple lines	. 148
Analysis board (Playchess)	. 299, 300, 301, 303
Analysis Tricks	. 146
Annotations	. 20, 21, 45, 52, 102-110, 117, 122, 136-7, 183,
	185, 209, 241, 242, 250, 258, 276, 288, 303
Annotation palette	. (see Symbol palette)
Annotator tab	. 40
Announce moves	. 309, 321
Applause (Playchess)	. 87, 95, 297, 298, 300, 304
ASCII	. 226, 256
Audience (Playchess)	. 203, 207, 215, 299
Auto reply (Playchess)	. 320
Authors (LiveBook)	. 161
Automated replay of a game	. 52
Backup	. 22, 36, 53, 54, 272, 276, 277
Best game (Playchess)	. 199
Bet on move	. 304
Bid on engine	. 169
BigBase	. 25, 28, 29, 118, 123, 211, 261
Big Key	. 125
Blitz (Playchess)	. 296, 319
Blog	. 241, 242
Blunders, Combinations, and Training	. 153
Board appearance	. 47, 51, 248, 259, 290, 299, 307, 321
Board background	. 248, 307
Board Max (Playchess)	. 203
Booking fee (Cloud Engines)	. 170, 173

Books Reading a Book9 334-336 Capturing diagrams......247-249 303.320

Coordinates	. 47, 51, 259, 263, 290, 299
Copy and paste	. 43, 45, 280, 287, 298
Copy games	. 41, 115, 125, 252, 258, 274, 280, 287
Copy key	. 126, 130
Copy position	. 248, 249, 256, 259, 287
Copyright	. 12, 241
Copy to notation	. 106
Correcting errors	. 56-57
Correspondence Chess	. 19, 29, 58, 67, 72, 119, 137, 155-156, 159, 180,
	184, 232-240, 241, 286, 310
Correspondence Header	. 234, 291
Correspondence Move	. 236, 286, 291
Correspondence Server games	. 238, 286
Create database	. 67, 105, 131, 234, 238, 272, 273
Create good/bad game set	. 281
Create html file	. 244
Create Opening Book	. 138
Create search booster	. 276
Create threat as arrow	. 219, 292
Create tournament (Playchess)	. 295
Create UCI Engine	. 142, 287
Critical Endgame Position	. 183, 221-222
Critical Middlegame Position	. 183, 221-222
Critical Opening Position	. 107, 134, 135, 183, 221-222, 291
Crosstables	. 65, 68, 98-99, 260-261, 280-281, 291, 310
Customization	. 274, 277, 295, 331-332, 336
Cutting and pasting from Word	. 104
Daily events (Playchess)	. 101
Daily tactics	. 37, 277
Database integrity	. (see Integrity)
Database preview	. 36, 277
Database ribbon	. 32
Database text	. 39, 267
Database Window	. 31, 36, 37, 43, 44, 46, 54, 64, 120, 135, 272, 273,
	306, 326-327
Deactivate Engine	. 143
Deactivation	. 270
Deep Analysis (Let's Check)	. 167, 291
Default Kibitzer	. 81, 142, 143-144, 175, 177, 179, 204, 287, 292,
	298, 302, 311
Default Opening Book.	. 140
Delete a Database	. 35, 277
Delete all commentary	. 289
Delete critical position	. 135
Delete previous moves	. 256
Delete search booster	. 276
Delete variation.	. 288
Deleting Games	. 44, 280
Descriptive notation	. 310

Design tab	. 307
Details view	. 31
DGT Board.	. 290, 320
Diagram List	. 213, 265, 286, 287
Diagram marker	. 250-251, 258, 272, 288
Diagrams	. 241, 246, 248, 250, 254, 258, 263, 317
Directing	. (See running a tournament)
Discoverers (LiveBook)	. 161
Distance learning	. 209, 214-216, 302-303
Docking	. 63
Doubles	. 44-45. 238-239. 277
Dragging and dropping	42. 45. 138
Draw (Playchess)	. 87
Draw lines and arrows	220, 303
Dronning (Playchess)	.89
Ducats	82 83 169 176 178 205-206 296 304
DVDs	21
F-books	241 250 256-259 279
E-book tab	257
ECO (Encyclopedia of Chass Openings)	15 16 39 59 69 60 70 72 123 124 125 133
Leo (Encyclopedia of chess openings)	13, 10, 30, 30, 00, 0, 70, 72, 123, 124, 123, 133, 120, 100, 100, 102, 106, 020, 201, 200, 200, 100, 100, 100, 100
Editing game data	130, 102, 103, 100, 203, 201, 202, 270 61 272 200 207
Editorial Annotation	276
Edit user deta (Dlaushesa)	79 200 204
El O retinge	
	. 25, 113, 122, 104
E-mail	. 34, 53, 115, 125, 209, 211, 212-213, 272, 279,
	286, 316, 322
Enable training	. 222-225, 292, 310
	.54
Епадате кеу	. 194, 198, 282, 309
Endgames	. 23
Endgame Report.	. 17-18, 20, 194, 290, 309
Endgame Studies	. 16
End variation	. 288
Engine customization	. 325
Enginee	
Lingines	. (see Kibitzers)
Engines in the Cloud	. (see Kibitzers) . 169
Engines in the Cloud Engine Management	. (see Kibitzers) . 169 . 143, 287
Engines in the Cloud Engine Management Engine pane	. (see Kibitzers) . 169 . 143, 287 . 144
Engines in the Cloud Engine Management Engine pane Entering games	. (see Kibitzers) . 169 . 143, 287 . 144 . 54-56, 102, 151
Engines in the Cloud Engine Management Engine pane Entering games Enter null move.	. (see Kibitzers) . 169 . 143, 287 . 144 . 54-56, 102, 151 . (see Null move)
Engines in the Cloud Engine Management Engine pane Entering games Enter null move. Enter serial number	. (see Kibitzers) . 169 . 143, 287 . 144 . 54-56, 102, 151 . (see Null move) . 268-269
Engines in the Cloud Engine Management Engine pane Entering games Enter null move. Enter serial number ePub	. (see Kibitzers) . 169 . 143, 287 . 144 . 54-56, 102, 151 . (see Null move) . 268-269 . 256, 257, 258
Engines in the Cloud Engine Management Engine pane Entering games Enter null move. Enter serial number ePub Evaluate opponent (Playchess)	. (see Kibitzers) . 169 . 143, 287 . 144 . 54-56, 102, 151 . (see Null move) . 268-269 . 256, 257, 258 . 300
Engines in the Cloud Engine Management Engine pane Entering games Enter null move. Enter serial number ePub Evaluate opponent (Playchess). Evaluation marks	. (see Kibitzers) . 169 . 143, 287 . 144 . 54-56, 102, 151 . (see Null move) . 268-269 . 256, 257, 258 . 300 . 102-103
Engines in the Cloud Engine Management Engine pane Entering games Enter null move Enter serial number ePub Evaluate opponent (Playchess) Evaluation marks Exchange moves	. (see Kibitzers) . 169 . 143, 287 . 144 . 54-56, 102, 151 . (see Null move) . 268-269 . 256, 257, 258 . 300 . 102-103 . 57, 289
Engines in the Cloud Engine Management Engine pane Entering games Enter null move. Enter serial number ePub Evaluate opponent (Playchess). Evaluation marks Exchange moves Exclude Board (Filter List)	. (see Kibitzers) . 169 . 143, 287 . 144 . 54-56, 102, 151 . (see Null move) . 268-269 . 256, 257, 258 . 300 . 102-103 . 57, 289 . 184

Factory settings	63, 277, 292, 297
Fashion Index	13-14
FEN	226, 256, 316
Figurine notation	
File formats	29, 33, 274, 322-324
Fillup Ducats (Playchess)	
Filter insults (Playchess)	320
Filter List (Search Mask)	. 10. 16. 67. 73. 109. 180-192. 210. 211. 221. 224.
	225. 261. 275. 280. 281. 282
Annotations tab	. 183.224
Game Data tab	. 16, 180, 182, 186
Maneuvers tab	. 16, 189
Material tab	. 187-189
Medal s tah	16 109 185
Position Tab	19 184-185 233
Final Material	230-231 282
Find doubled games	277
Find nlaver	45 275
First Longth Last (Filter List)	184
First, Length, Last (Firter List)	A2 110 267 292
Fix Soft Order	AQ 272 200 200 300
Filp the board	24 25-26 54 277 214
Follow playor (Playchocs)	90 100
Fonto	00,177 E1 7E0 7E4 7EE 7E0 7E0 767 700 70E 707
Folits	
Force Dound Dahin	292, 510, 517
Force Round Robin	220
Force 2D board (Playchess)	
Formula (Playcness)	82,83,84,85
Free server days (Playchess)	
Friends list (Playcness)	
Fritz	141, 142, 143, 146, 147, 148, 150, 151, 152, 159,
Company 1 to 1	
	55, 56, 63, 236, 256, 272, 284-292, 306, 328-330
Game Board (Playcness)	86
Game details	
Game History	36,54,287,309
Games of Player (Playchess)	200, 297
Games List	12, 35, 38, 39, 43, 51, 61, 113, 114, 115, 125,
	136, 238, 272, 278-283, 284, 309, 315, 321, 327-
	328
Games tab	80, 97, 201, 215, 230
Gaviota TableBase	156, 318
Generate Repertoire	135, 276
GIF	250, 258, 259
Globe settings (Playchess)	321
Goto line	280
Guess-a-Move	170, 205-206, 304
Hard Disk (Reference Database search)	275, 287
Hash table	311

Heumas	. 55-56, 143, 144, 150, 311
Highlighting games	. (see selecting games)
History	. 261, 277
Honors List (LiveBook)	. 162
Horizon effect	. 141
Hot variation	. 122
Houdini	. 142, 150, 151, 152, 156, 157, 176, 232, 318
html	. 241, 244, 245, 246, 247, 248, 259, 279, 286
ICCF	. 233, 234, 238, 239
lcons	. 33
ID Card	. 65, 282
Ignore Colors	. 11, 182
Illegal moves	. 49
Important Broadcast (Playchess)	. 203
Import Opening Book	. 139
Improve	. 277
Improve player names	. 282
Increase (decrease) engine lines	. 145
Increment (Playchess)	. 84
Information tab (Playchess)	. 95, 200
*.INI file	. 43
Insert diagram	. (See Diagram marker)
Insert key.	.127
Insert move	. 57, 289
Insert move pairs	. 57, 289
Insert tab.	. 102
Install database	.274
Install Opening Key	. 125
Integrity	. 54, 277
IPG	. 238, 246, 248, 249, 250, 258, 259
Join event (Playchess)	.96,97
Justify columns	. 310
Kevboard shortcuts	. 271. 326-336
Kibitzed games (Playchess)	. 204, 296
Kibitzers	.49,81,87,141-179,200,207,215,291,292,
	302, 304, 308, 311-312, 318
Kibitzer results	.146
Kindle	. 258-259
Knock-out tournaments	. 98
Lag (Playchess)	. 84-85, 295
Language support	. 104. 267. 310. 313. 321
Last move (Playchess)	.303
Lavout	.63
Lessons.	.76
Let's Check!	. 141. 150-160. 161. 291. 318
Let's Check analysis	. 152-155, 159-160, 291
Let's Check points	.159
Let's Check settings	. 158, 166
Limits	. 315

Linares font	. 255
Listen to Radio (Playchess)	. 296
Live Book.	. 142, 161-165, 292
Load next (previous)game	. 50, 287
Load view	. 63, 292
Lock Kibitzer	. 145, 152
Logging in to Playchess	. 77
Look for Board (Filter List)	. 184
Main Playing Hall (Playchess)	. 82, 199, 294-299
Map (Playchess)	. 81-82
Mark move blue	. (see Critical opening position)
Mark squares	. 220, 303, 319
Mark with arrow (Playchess)	.319
Match play (Playchess)	. 98
Material	(see Show material)
Material imbalances (Filter List)	.188
Maximum board windows	.315
Maximum database windows	.315
Medals	. 38, 108-109, 194, 195
МедаВаѕе	(see Mega Database)
Mega Database	9 13 15 19 20 21 25 26 27-28 29 39 42 64
Megu Dutubuse	117 118 119 121 122 123 124 136 186 188
	189 191 194 211 221 224 261 267 293
Merge	45 105-106 133 136-7 239 276
Middlegame Kev	194
Middlegame Structures	19-20 194
Minimize ribbon	271
Mirror Horizontal/Vertical (Filter List)	184
Mirror Horizontal vertical (Filter Elst)	200
* MODI	241 256 257 259
Modifying a low	. 241, 230, 237, 230
Modify how tout	127-130
Moving pieces (Developes)	. 12/
Multi breadcast	.00 20F
Multi-broaucast	. 295 24 25 26 07 210 272 274 275
My Databases	. 34-35, 36, 87, 210, 273, 274, 275
MyInternetGames	. 34, 87, 102, 290
	. 34, 81, 199, 203, 296, 299
MyInternetMachineGames	. 34
MyInternet lactics	. 218
MyInternet lournaments	.34
MyInternet Training	. 296
MyWork	.34
Nalamov	. (see TableBase)
Navigation pane	. 123
Networked databases	. 277
Next board (Playchess)	. 203
New board	. 272, 275, 280, 284, 287
New Database	. 32, 45, 210, 274, 278
New games	. 27-28, 234, 293

New in Chess	. 24
New main line	. 57
New Playchess account	. 77
Next best move	. 147, 169
Next tournament	. 261, 281
No download of my games	. 78, 200
Notation	235, 245, 246, 310
Notation in high quality	.307
Notation pane	. 292, 299, 303
Notation tab	. 120, 309-310
Novelty	. 106-107. 272. 276
Novelty annotation	. 276. 290
Notices of events (Playchess)	.95.202
Null move	272.288
Observer List	(see Audience)
Offer draw (Playchess)	300
Offer Public Engine	169 170-174
Offer rematch (Playchess)	300
One-click nublication	243-244
Online Database	29 30 56 81 111-117 122 123 126 132 137
	138 139 150 150 161 164 102 204 207 215
	216 2A0 272 275 292 299 303
Opening a Database	210, 240, 272, 273, 272, 277, 505
Opening a game	17 26 46 112 125 271 204
Opening a game	. 12, 50, 40, 115, 125, 271, 204
Openings	
Opening Reek	127 140 144 150 161 216 204 205 202
Opening Book	. 137-140, 144, 150, 161, 216, 284, 285, 292
Opening Book Opening Key	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111, 140
Opening Book Opening Key Opening Preparation	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140
Opening Book Opening Key Opening Preparation Opening Reference	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292
Opening Book Opening Key Opening Preparation Opening Reference Opening Report	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Report	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Opening stab	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127
Opening Book. Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab. Openings tab.	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296
Opening Book. Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab. Opponents (Playchess). Options.	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options)
Opening Book Opening Key Opening Key Opening Preparation Opening Reference Opening Report Opening Report Opening Repertoire Openings tab Opponents (Playchess). Options. Or Board (Filter List)	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184
Opening Book Opening Key Opening Key Opening Preparation Opening Reference Opening Report Opening Report Opening Repertoire Openings tab Opponents (Playchess). Options. Or Board (Filter List) Organizing data	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab Opponents (Playchess) Options Or Board (Filter List) Organizing data Overwrite move	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57
Opening Book. Opening Key. Opening Key. Opening Preparation Opening Reference Opening Report. Opening Repertoire Opening stab. Opponents (Playchess). Options. Or Board (Filter List) Organizing data. Overwrite move	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290
Opening Book. Opening Key. Opening Key. Opening Preparation. Opening Reference Opening Report. Opening Repertoire Openings tab. Opponents (Playchess). Options. Or Board (Filter List) Organizing data. Overwrite move Overview. Page setup.	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287
Opening Book. Opening Key. Opening Key. Opening Preparation. Opening Reference Opening Report. Opening Repertoire Openings tab. Opponents (Playchess). Options. Or Board (Filter List) Organizing data. Overwrite move Overview. Page setup. Panes.	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287 . 38, 63, 207, 215, 249, 277, 283, 287, 292, 297,
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab Opponents (Playchess) Or Board (Filter List) Organizing data Overwrite move Overview Page setup Panes	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287 . 38, 63, 207, 215, 249, 277, 283, 287, 292, 297, 303
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab Opponents (Playchess) Or Board (Filter List) Organizing data Overwrite move Overview Page setup Panes	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287 . 38, 63, 207, 215, 249, 277, 283, 287, 292, 297, 303 . 310
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab Opponents (Playchess) Or Board (Filter List) Organizing data Overwrite move Overview Page setup Panes Paragraph Password (Playchess)	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287 . 38, 63, 207, 215, 249, 277, 283, 287, 292, 297, 303 . 310 . 296
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab Opponents (Playchess). Organizing data. Overwrite move Overview Paragraph Parasword (Playchess). Paste game	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287 . 38, 63, 207, 215, 249, 277, 283, 287, 292, 297, 303 . 310 . 296 . 280, 287
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab Opponents (Playchess) Or Board (Filter List) Organizing data. Overwrite move Overview Page setup. Panes. Paragraph Paste game Paste position	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287 . 38, 63, 207, 215, 249, 277, 283, 287, 292, 297, . 303 . 310 . 296 . 280, 287 . 287
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab Opponents (Playchess) Organizing data Overwrite move Overview Paage setup Paragraph Password (Playchess) Paste game Pause (Playchess)	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287 . 38, 63, 207, 215, 249, 277, 283, 287, 292, 297, 303 . 310 . 296 . 280, 287 . 287 . 86
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab. Opponents (Playchess). Organizing data. Overwrite move Overview Paage setup. Panes. Paragraph Paste game Paste position Pawn Structure diagram	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287 . 38, 63, 207, 215, 249, 277, 283, 287, 292, 297, 303 . 310 . 296 . 280, 287 . 287 . 86 . 110
Opening Book Opening Key Opening Preparation Opening Reference Opening Report Opening Repertoire Openings tab Opponents (Playchess) Organizing data. Overwrite move Overview Page setup Panes. Paste game Paste position Pawn Structure diagram PGN	. 137-140, 144, 150, 161, 216, 284, 285, 292 . 15-16, 123-130, 136, 194, 283, 290 . 111-140 . 73, 130, 135, 212, 239, 272, 276, 281, 292 . 13, 117, 136 . 130-136, 200, 276, 290 . 41, 123, 127 . 296 . (see Program options) . 184 . 31, 33 . 57 . 51, 290 . 252, 255, 262, 263, 279, 285, 287 . 38, 63, 207, 215, 249, 277, 283, 287, 292, 297, 303 . 310 . 296 . 280, 287 . 287 . 86 . 110 . 238, 243, 274, 279, 286, 308, 316, 322, 323

Piece Path	. 110, 183
Piece probabilities	. 74-75, 281
Ping server (Playchess)	. 87, 295, 300
Playchess options	. 318-321
Playchess (starting)	. 293
Played Games (Playchess)	. 87, 296
Player Encyclopedia	. 46-47, 63, 64, 275, 282, 307, 312
Player information (Playchess)	. 321
Player photos	. 46-47, 65, 282, 292
Player tab	. 10, 39, 64, 261, 282, 283
Players tab (Playchess)	. 80, 95, 201, 297
Player statistics	. 68, 282
Playing a Game (Playchess)	. 92, 271, 293, 300-301, 319
Play and Watch Room (Playchess)	. 79, 80, 82, 201, 296, 298-299
Playing through a game	. 50, 113, 333
Points (LiveBook)	. 161-162, 165-167, 291
Position setup	. (see Set-up position)
Preferences (Playchess)	. 84, 88-89
Prefix	. 288
Premium membership (Playchess)	. 79, 228-230, 270, 296
Pre-move (Playchess)	. 88-89, 319
Prepare against	. 64, 66, 275, 282
Preparing for an opponent	. 64-75, 282
Previous tournament	. 281
Print	. 262, 272, 285
Correspondence Card	. 237, 285
Correspondence Report	. 285
Diagram	. 263, 285
Diagram List	. 265
Game	. 251-2, 263, 272, 285
Opening Report	. 16, 290
Scoresheet	. 263, 285
Repertoire	. 263, 266, 285
Printer setup	. 279, 285
Print selection	. 279
Program key	. 268
Program Options	. 47, 49, 54, 56, 144, 156, 194, 219, 235, 245, 248,
	272, 274, 292, 295, 306-321
Promote a line	. 137, 288
Promotion	. 48-49, 308
Properties	. 118, 119, 131, 267, 276
Publishing on the web	. 115, 242-247, 279, 282, 286
Quick Access Toolbar	. 272-273, 274, 293, 294, 302
Quick Board	. 36, 38, 39, 272, 280, 283
Quiz for students	. 213, 222-225, 286
RAM	. 315
Rank (Playchess)	. 83, 92, 98, 99, 214, 296
Rank information (Playchess)	. 296
Ratings	.83,86,295

Read out Chat (Playchess)	. 320
Real World Games (Playchess)	. 296
Receiving moves (Playchess)	. 80, 298
Reclassify key	. 129
Reconnect (Playchess)	. 300
Re-do	. 272
Reference Database	. 26, 45, 112, 117-123, 126, 130, 137, 139, 140,
	159, 164, 282, 287, 292, 315
Reference tab	. 120, 136, 287
References to games	. 102
Register as PGN Reader	. 308
Register file types	. 277, 309
Remote access to engine	. 169
Remove all Kibitzers	. 287, 298
Remove database	. 274, 277
Remove deleted games	. 277
Remove doubles	. (see Doubles)
Remove (last) Kibitzer	. 144, 287, 298
Rename file	. 43, 276
Rent Engine	. 142, 169
Reorder variations	. 289
Repertoire database	. 117, 130-136, 266, 276, 287
Report entry above rank (Playchess)	. 320
Replace game	. 60, 109, 236, 250, 280, 287
Resend the game (Playchess)	. 302
Resigning (Playchess)	. 86, 300
Restart simul	. 295
Restart tournament	. 295
Restore Factory settings	. 297
Restore Game	. 106, 114
Retrieval Only (Let's Check)	. 155
Ribbons	. 271-305
Right-click retracts	. 308
Rooms (Playchess)	. 79, 200, 228, 295, 297
Round-robins	. 98, 281
RTF	. 253, 258, 279, 286
Running a tournament	. 99-101, 293
Rybka	. 232
Same players	. 290
Save game as	. 285
Save view	. 63. 292
Saving	. 43, 57, 60-62, 236, 285
SchemingMind	.238
Scheveningen System competitions	00
	.98
Scoresheet	.98 .263-264,310
Scoresheet	.98 .263-264, 310 .21, 38, 65
Scoresheet Scrolling Search across databases	.98 .263-264, 310 .21, 38, 65 .67
Scoresheet Scrolling Search across databases Search boosters	.98 .263-264, 310 .21, 38, 65 .67 .121, 276
Scoresheet Scrolling Search across databases Search boosters Search mask	. 98 . 263-264, 310 . 21, 38, 65 . 67 . 121, 276 . (See Filter list)

Searching the Online Database	. 192-193, 275
Search for friends (Playchess)	. 297
Search for player (Playchess)	. 297
Search White (or Black)	. 282
Seek Game (Playchess)	.85
Select all.	. 280
Selecting (highlighting) games	. 38, 41, 45, 70, 115, 137, 212, 242, 280, 282
Selection to Book	. 139
Selection to text file	. 245, 253, 256, 258, 279
Send Correspondence move	. 238
Send game.	(see email)
Send message (Playchess)	. 297
Serial numbers	. 25, 268-270, 296
Server statistics (Playchess)	. 297
Server time (Playchess)	. 297
Set ECO	. 281
Set evaluation	. 288
Set mark	. 288
Set time (Playchess)	. 302
Set up position	157, 225-227, 256, 285, 287, 289
Short command descriptions.	.271
Shortcuts	(see Keyboard shortcuts)
Show contents of DVD	.275
Show material	. 49. 59-60. 310
Show next best move	. 144
Show opening	.309
Similar Endgame	(see Endgame report)
Similar moves	20. 290. 309
Similar structures.	20, 290, 309
Simultaneous exhibitions	.76, 205, 293, 295
Single-Click Entry	(See Heumas)
Single-click entry (Playchess)	.88.319
Slider.	. 47, 50-51, 104, 200, 259, 288, 298, 302, 304
Slow game (Playchess)	.296
Small key	125
Sort crosstable	281
Sorting	31, 38, 69, 70, 73, 109, 112, 122, 136, 277
Sound	49, 290, 299, 309, 321
Sources tab	40
Space har for data entry	150 308
Spelling	24, 25, 29, 45, 61-63, 277, 282
Square markers (Playchess)	319
Standard analysis (Let's Check)	155
Standard format	.63.292
Statistics	68 70-73 102 112 113 114 117 122 125
	130. 272. 281
Status bar	.283.292.309
Stockfish	.142.146.156.174.318
Strategy key	. 194. 196-198. 309
	, ,

sub-Keys	. 124, 128
Submitting games and positions to Let's Check	. 159, 167, 291
Symbols	. 102-103, 288, 330-331
Syzygy TableBase	. 157
Swiss System tournaments	.98
TableBase	. 155-158, 311, 317-318
Tactics key	. 194. 195. 309
Tactic positions (Playchess)	. 218. 296
Tactics training (Playchess)	. 217. 296
Take back move (Playchess)	. 300
Teaching	. 33, 158
Teams tab	. 40
Text after move	. 272, 288
Text before move	. 288
Text color	. 310
Text file	. 115. 252. 285. 286
Textual commentary	102, 103, 104, 105, 313
Themes Key	194-195, 290, 309
Threat as arrow	147, 219, 292, 303, 312
Threatened squares and Sny (Playchess)	204, 305
Threats	144, 146-147, 219, 292, 311
Tie-break	281
Tile View	32 210 272 277
Time difference (Playchess)	90
Time expiration (Playchess)	91
Time limits (Playchess)	296
T-Note	104
Ton players (Playchess)	297
Tournament room (Playchess)	95
Tournaments	281
Tournaments on Playchess	76 79 93-101 295
Tournament tab	40 260 283
Tournament template	278
Tournament times (Playchess)	98
Training and Teaching	79 80 208-231 305 310
Training and Teaching room (Playchess)	214 215 205
Training annotations	214,213,275
Training analod	183 202 310
Transpositions	127
Turning off Let's Check	150
TWIC (The Wook in Chees)	20
UCL Engines	224 225
	. 324-323
Unannotate database	276
Undefine the Mage Detabase	202
Underling the software	. 273 7 120 260 270
Upualing the soliware	200
User interface	271-205
User miller idle	204
USCI Lau	. 300

Use theme keys	. 194, 309
Variation board	. 148
Variation color	. 310
Variations	. 52, 57, 102, 103, 104, 105, 137, 148, 149, 169,
	175, 183, 272, 288, 289
VCS	. 122, 136, 225
View	. 31-32
View account (Playchess)	. 296
View user information (Playchess)	. 297
Watching games	. 112, 293, 298-299, 334
Win variations	. 159, 175

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NDTE: ChessBase 12 is featured in this book. The new ChessBase 13 will be available near the end of 2014. ChessBase has confirmed that the program features and interface described within this book are not expected to change.



