

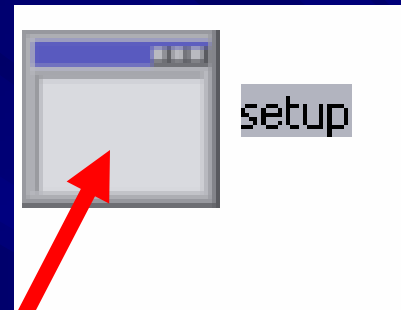
How to Use Toby Chess

- Learning each feature one at a time
- This is the main screen you will see when you start Toby



Installing Toby Chess

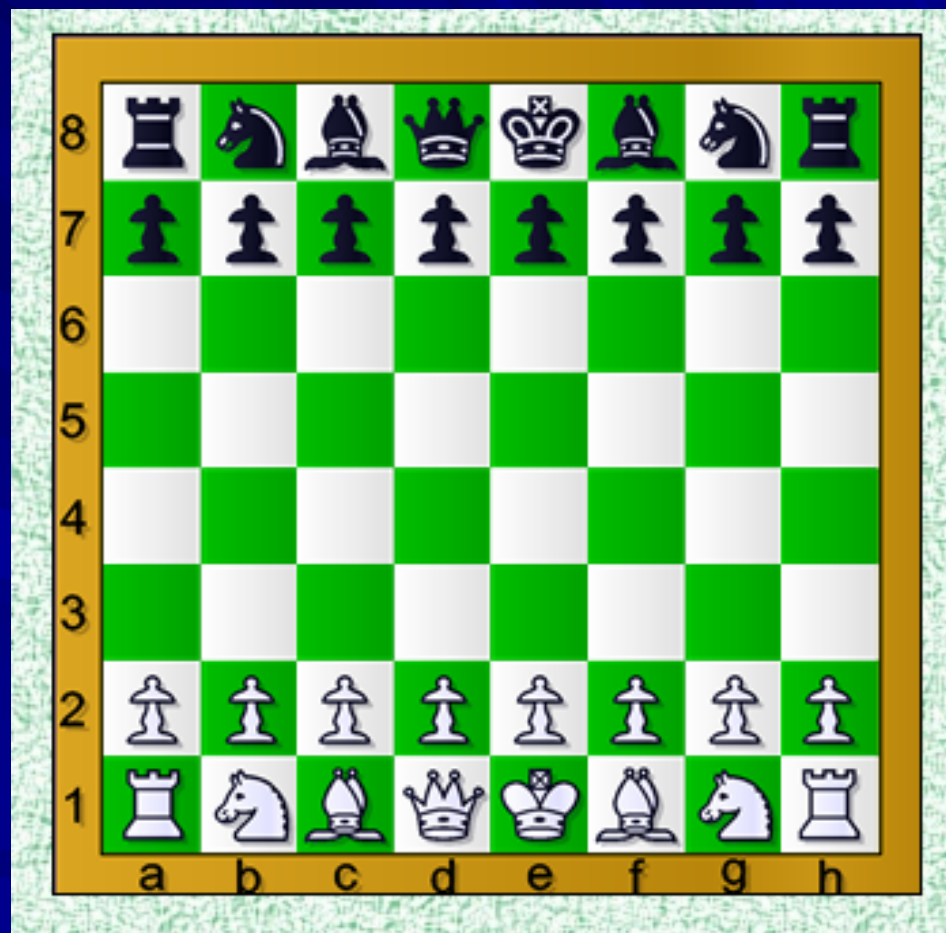
- 1. Go to Windows Explorer or My Computer
- 2. Put the Toby Chess CD into the CD drive
- 3. Find the files list for Toby Chess on the CD drive in my computer
- 4. Click on the setup icon
- 5. Follow the instructions on the screen
- A Toby Icon will be installed on your desktop



Click on Toby to start the Toby Chess program

The Board Window

- The Chessboard with coordinates is displayed here
- The board can be flipped so that the Black pieces are on the bottom with the arrow controls under this window
- You are the player at the bottom and the computer is at the top when you play a game against it
- To enter moves, click on the piece you wish to move and hold the mouse down to move it to the square you want-You can do this for both colors



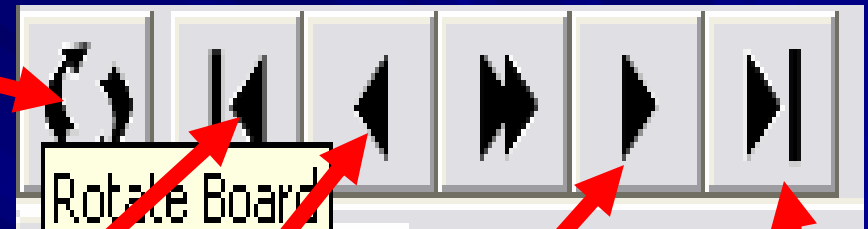
Each move is highlighted

- As you move the pieces, the last move is highlighted
- The “from” square contains a blue box with no pieces on it
- The “to” square contains a red square showing where the piece just moved to



The Arrows below the board

- The far left arrows will rotate the board when clicked so you can play Black (you play at the bottom of the board)
- The left arrow with the stop sign takes you back to the first move recorded
- The left arrow takes you back one move

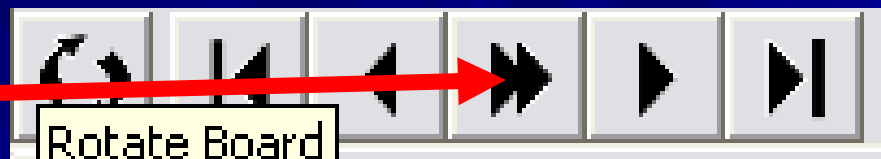


The right arrow moves one move ahead

The far right arrow and stop takes you to the end of the recorded moves

Game Replay Arrows

- The center arrows will replay the entire game from the current position



Hold the mouse over the replay arrows, right click to get the “Animation delay” box and then move the mouse over the box to get the list of delays before the pieces are moved during the replay



Engine Tab Screen

- The Engine name and author are listed in this box
- Click on Play Game to play a game against the computer in which you are the color at the bottom of the board



Playing a Game

- Once you click on play the computer will start analyzing the position and move after you do (when it is its turn) once it decides on a move
- The computer at the top has just played d5 after we played e4
- The bottom screen changes to allow you to resign or offer a draw at any time during the game



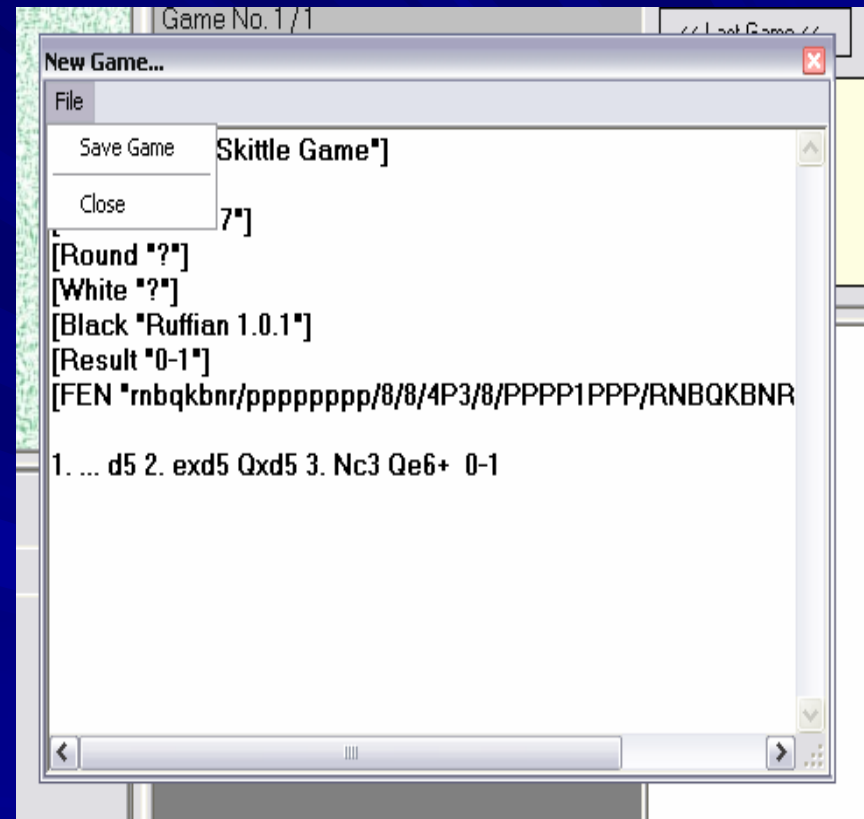
Recording Moves

- As you move the pieces and the computer moves, a window is opened which records the moves as they are made



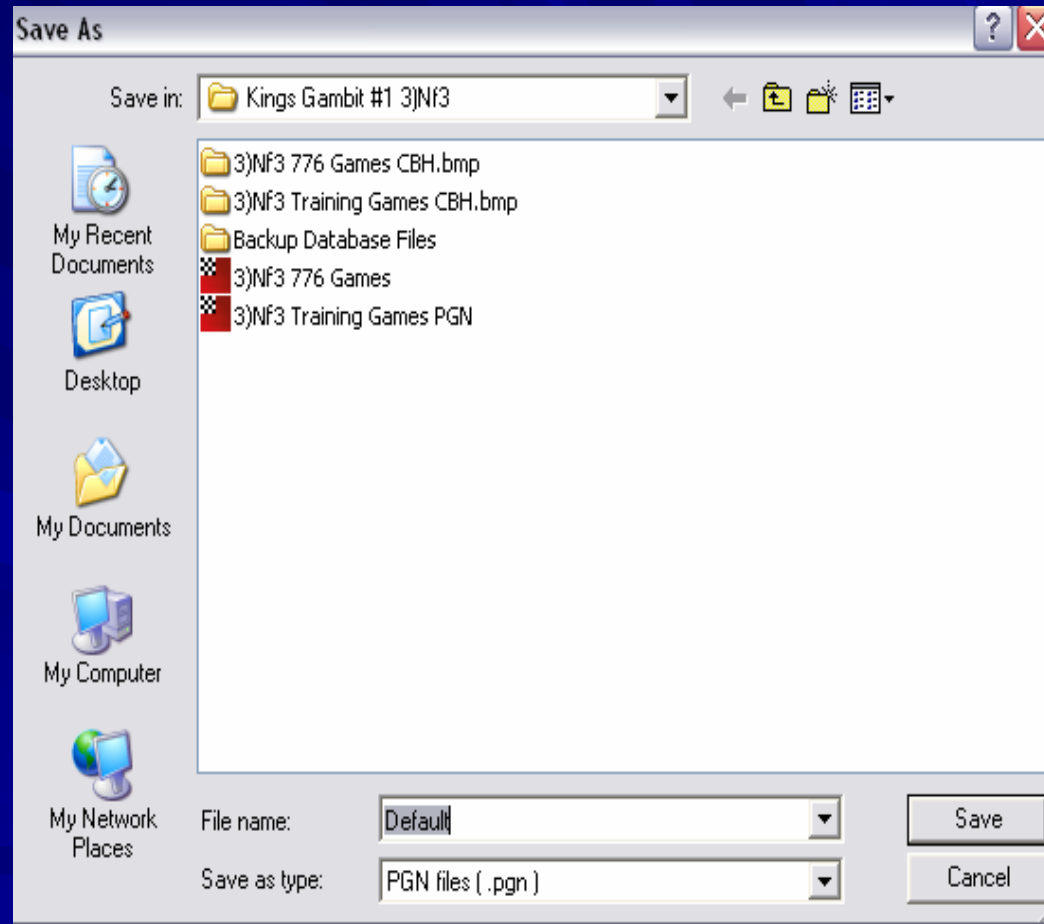
Saving a Game

- Once you decide to resign, run out of time or a draw is accepted, a screen pops up which allows you to enter the game information and save it to a database
- The moves and result are already listed at the bottom



Selecting a database to put the game in to

- The save game screen allows you to find and click on the database you want to save the game in to
- Once a database is created, you can put any number of games you wish into it



Multi Line Analysis

- While moves are made, you can have the engine run in infinite analysis by clicking on the + key in the analysis tab

This area displays engine analysis information such as the ply search depth, time spent on the move, nodes (positions) examined and so on.

When the hash-table is full the best move is unlikely to change

In this illustration, we have the computer looking at the two best moves it thinks can be made here with the strongest lines that it has found in each

The screenshot shows a chess engine analysis window with the following data:

Engine	Analysis		
	depth: 11/23	time: 12.12	nodes: 11413880
	= (.01)	tbhits: 0	nps: 936072
STOP + -	4. ♖ge2 (4/5)	HASHFULL: 0%	cpuload: 95 %

1. ♖ (.26) 4. ♖e2 ♔g6 5. ♖f3 ♗c6 6. ♗b5 ♔d8 7. ♗e2 a6 8. ♗bc3 ♖g
2. = (.08) 4. ♗e2 ♗c6 5. ♗b5 ♔d8 6. ♗f3 a6 7. ♗c3 ♗b4 8. ♔d1 ♗g

Reading the move analysis

- The move rank is listed 1st. The best move for the position is listed followed by the second best, 3rd best and so on. The symbol after the number indicates the common symbol for the position evaluation (= means an equal game, -+ means Black has an advantage, etc)
- The number in parenthesis is the score for that move in 100ths of a Pawn. If you have a pawn lead and the position is even then you will have a score of 1.00 for White or -1.00 for Black
- If the number is a positive digit then White has the advantage, if it is negative, as in the fourth move option below, then Black would lead by -4.24 Pawns (it will win a piece)

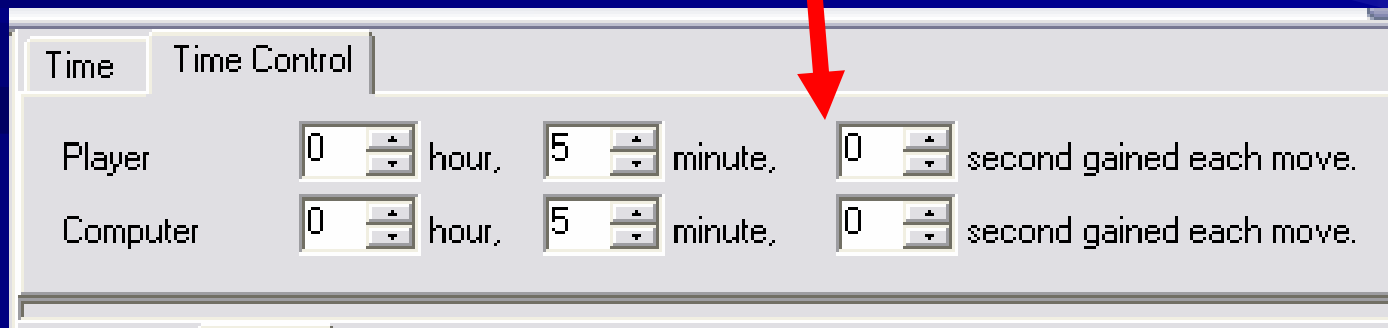
1. = (.18) 4. ♖ge2 ♗f6 5. d4 ♖b6 6. ♗g3 ♙d7 7. ♙e2 ♗c6
2. = (.17) 4. ♙e2 ♖g6 5. ♙f3 ♗c6 6. ♗ge2 ♙f5 7. d3 O-O-O 8. O-O
3. = (.08) 4. ♖e2 ♗c6 5. ♗b5 ♙d8 6. ♗f3 ♖f5 7. ♗fd4 ♗xd4 8. ♗xd
4. ♖ (-.64) 4. ♗ce2 ♙d7 5. d4 ♗a6 6. d5 ♖d6 7. ♙f4 ♖b4+ 8. c3 ♖x
5. -+ (-4.24) 4. ♗e4 ♖xe4+ 5. ♗e2 ♗c6 6. d3 ♖f5 7. ♗c3 e5 8. ♗d5

Clock Operations

You can see the time remaining in the clock at the upper right for White (on the left) and Black. The clock runs for the side which has the move.

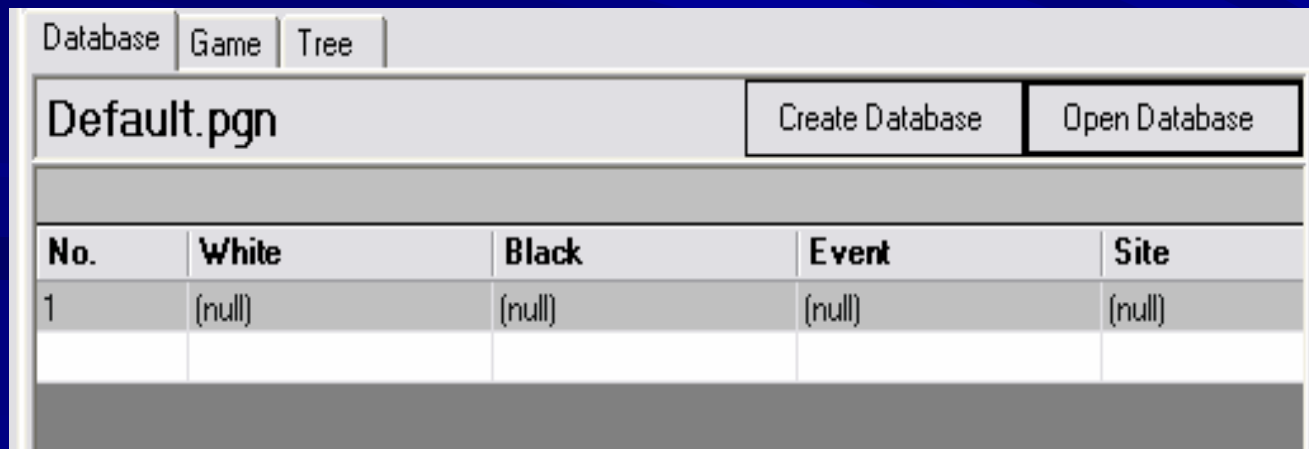


You can set the time controls for each side for the number of hours and minutes to complete the entire game. You can also add time gained for each side for each move made in the game in this window



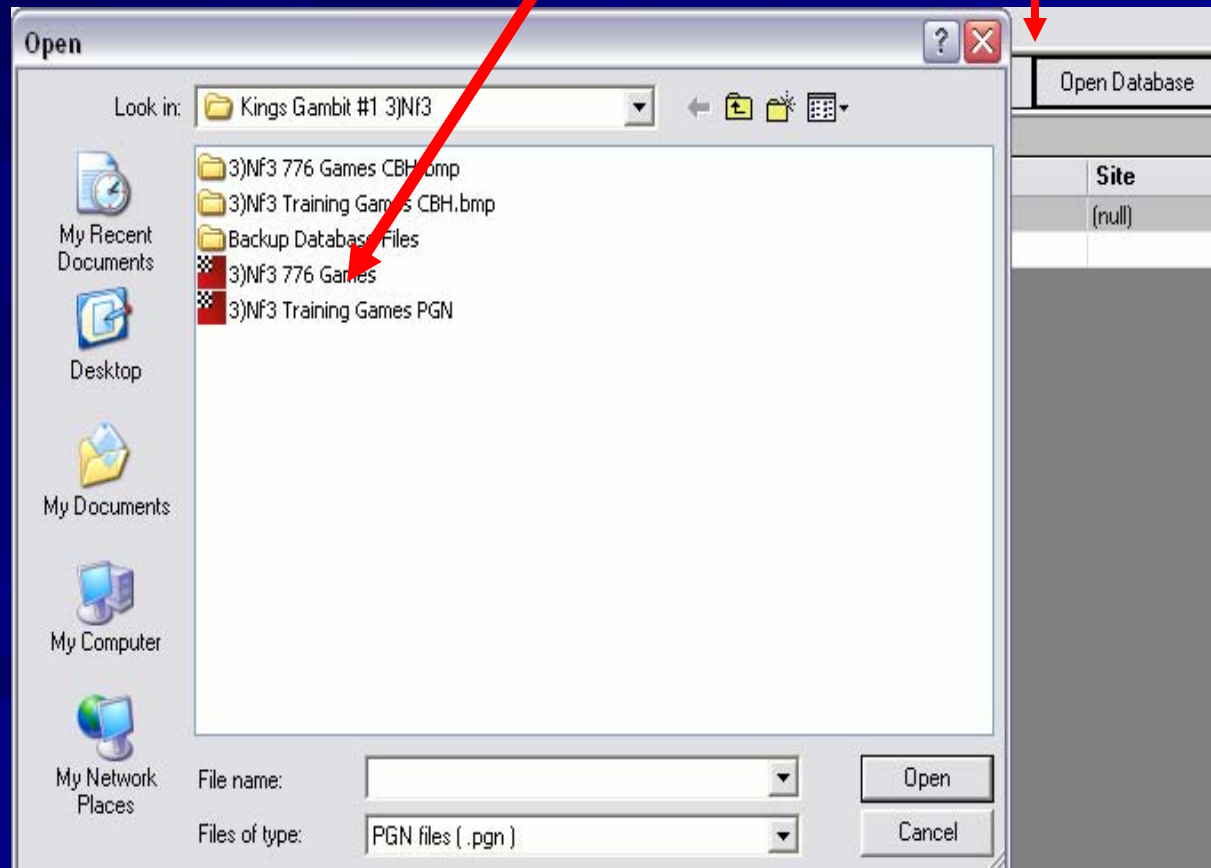
Working with Databases

- Chess games are saved and read from databases. The kind of database we use is called PGN for Portable Game Notation which is a worldwide standard
- Below is the screen where we open and create databases and then look at the games and select them



Opening a Database

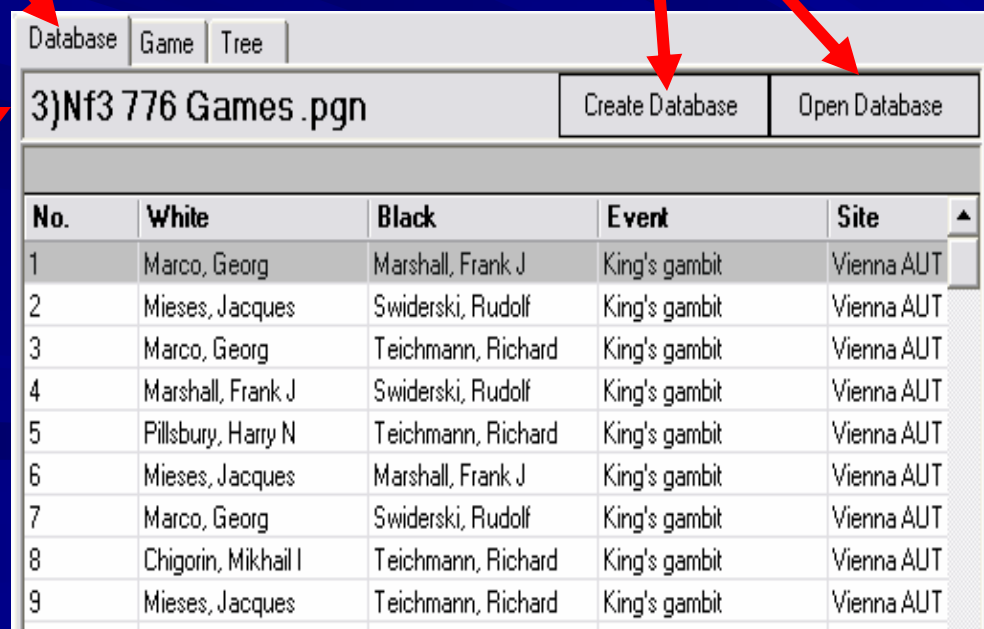
- Selecting the desired database to open-find the desired database on your drives or CD's and just click on it and select open



An Opened Database

- Toby Chess will load the entire database (every game) and list the game in the order in which they were saved into the database. The current game you have selected is highlighted in gray. You can create a new database the same way that you open them only you can name the new one. It will be empty until you save or copy games into it.

The name and number of games in the database are listed here



No.	White	Black	Event	Site
1	Marco, Georg	Marshall, Frank J	King's gambit	Vienna AUT
2	Mieses, Jacques	Swiderski, Rudolf	King's gambit	Vienna AUT
3	Marco, Georg	Teichmann, Richard	King's gambit	Vienna AUT
4	Marshall, Frank J	Swiderski, Rudolf	King's gambit	Vienna AUT
5	Pillsbury, Harry N	Teichmann, Richard	King's gambit	Vienna AUT
6	Mieses, Jacques	Marshall, Frank J	King's gambit	Vienna AUT
7	Marco, Georg	Swiderski, Rudolf	King's gambit	Vienna AUT
8	Chigorin, Mikhail I	Teichmann, Richard	King's gambit	Vienna AUT
9	Mieses, Jacques	Teichmann, Richard	King's gambit	Vienna AUT

The "Game" Tab

The moves of the game are listed here. A book symbol means there is an annotation for the move

The selected move (in gray) is the position which appears on the board

The annotations and score information are listed in the boxes at the right

You can also cycle through the next and previous games from this screen by using the buttons at the upper right

Database Game Tree

Marco, Georg - Marshall, Frank J 1-0
King's gambit, Vienna.AUT 1903

Game No. 1 / 777

<< Last Game << >> Next Game >>

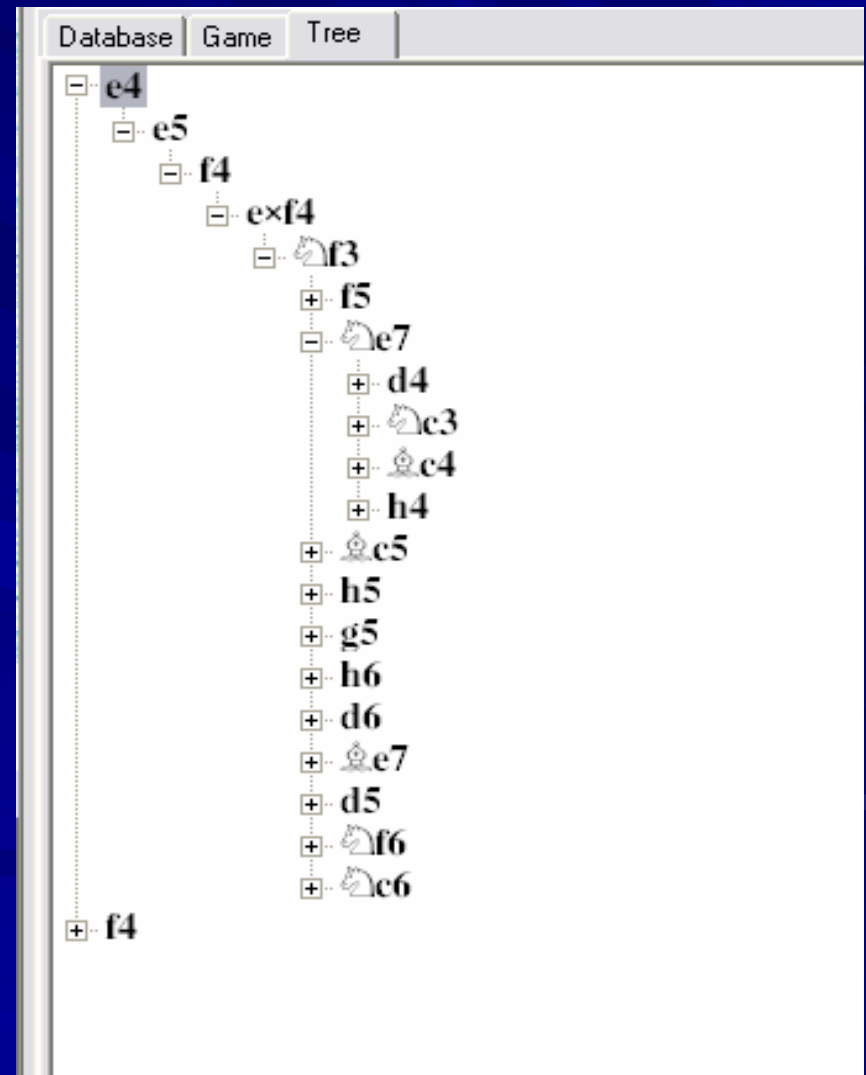
0.18/17

Move	White	Black
1.	e4	e5
2.	f4	exf4
3.	♘f3	f5 ♙
4.	exf5 ♙	d5 ♙♙
5.	d4 ♙♙	♙d6 ♙♙
6.	♙d3 ♙♙	♚e7+ ♙♙
7.	♚f2 ♙♙	♘f6 ♙♙
8.	♞e1 ±♙♙	♘e4+ ♙♙
9.	♚g1 ±♙♙	♙xf5 ♙♙
10.	c4 ♙♙	O-O ♙♙
11.	exd5 ♙♙	♘d7 ♙♙
12.	♚c2 ♙♙	♙xd3
13.	♚b3 ±	

7... ♚f6 !? = { looks like a viable alternative } {Hiarcs 8:} 7... ♚f6 8. c4 dxc4 9. ♙xc4 ♘e7 10. ♘c3 ♘bc6 11. d5 ♘d8 12. ♘e4 ♚xf5 13. ♘xd6+ cxd6 {-0.51/9} {Doctor? 3.0:} 7... ♚f6 8. ♞e1+ ♘e7 9. ♘c3 O-O 10. ♘e2 ♙xf5 11. ♙xf4 {-0.10/16})

The “Tree” Tab

- When Toby loads a database it creates a “tree” of all the opening moves which can be followed from this tab
- Click on the move to reach the position on the board
- In advanced versions of Toby, Each branch will list the # of games, and winning % for the variation in the database



Copying games

- You can copy games from the database one game at a time by right clicking on the game to copy.
- A screen will appear which will let you save the game as if it were a new game into the desired database

NO.	Write	D
1	Marco, Georn	M
2	Copy Game	S
3	Marco, Georg	T

Analyzing a Game using Ruffian

- White has just moved e4. We have started the engine from the analysis window by clicking the + key to reach the top 3 moves to be considered
- It is Black's move and Ruffian thinks that e6 and e5 or Nc6 are the best moves for Black and that White has a tiny advantage of .07 or .2 if these moves are selected



The screenshot displays the Ruffian chess engine's analysis window. The chessboard shows a position where White has moved e4. The engine is analyzing Black's best moves, showing a list of three moves: 1. ... e6, 2. ... e5, and 3. ... Nc6. The engine's evaluation for these moves is .07, .20, and .20 respectively. The interface includes a 'STOP' button and various statistics like depth, time, nodes, and cpuload.

Engine	Analysis			
	depth: 11/23	time: 7.07	nodes: 5888700	
	= (.01)	tbits: 0	nps: 821726	
STOP	+ -	1. ... e5 (3/20)	HASHFULL: 0%	cpuload: 95 %

1. = (.07) 1. ... e6 2. ♖c3 ♗f6 3. e5 ♗d5 4. ♗xd5
2. = (.20) 1. ... ♗c6 2. d4 d5 3. ♗c3 dxe4 4. d5 ♗e5 5. ♖d4 ♗g4 6. ♖
3. = (.20) 1. ... e5 2. ♗c4 ♗f6 3. ♖e2 ♗c6 4. ♗f3 ♗e5 5. O-O O-O

Black plays a weak 1st move

- Black has just played a weak 1st move-f5
- The evaluation for Whites moves now has increased to .93 for Whites best reply of exf5 which wins the pawn with small compensation for Black in position (which is why White doesn't have a full 1.00 evaluation for the Pawn and position)
- If White refuses the Pawn offer, its next best move is Nc3 which still leaves him in a strong position with an evaluation of .24
- This evaluation is based on Ruffians style of play (rated at 2640-Grandmaster level) and at a depth of 10 ply (10/22 means 10 ply for every possible move and 22 ply for some of the variations)



Chessboard showing a position after Black's move f5. White's best reply is exf5, which is highlighted in red. The evaluation for this move is .93.

Engine Analysis

depth: 10/22 time: 9.09 nodes: 8324132

= (.01) tbhits: 0 nps: 873466

STOP + - 2. d3 (3/31) HASHFULL: 0% cpload: 95 %

1. ± (.93) 2.exf5 ♟f6 3.d4 h5 4.♟f3 ♟c6 5.♟c3 d5 6.♟d3 ♟d7
2. = (.24) 2.♟c3 d6 3.d4 ♟f6 4.exf5 ♟x5 5.♟d3 ♟x3 6.♟x3 ♟d
3. = (.05) 2.d3 d6 3.♟c3 ♟c6 4.♟f3 ♟f6 5.♟g5 ♟e6 6.♟e2

White attacks the center

- In this game, White plays d4 ignoring the threat to his Pawn on e4
- Ruffian now evaluates the position as favorable to Black because he can take the e4 Pawn without being able to be taken back immediately. The best move for Black is fxe4 and it is scored $-.34$ which means Black will be about a 3rd of a Pawn ahead in the game score
- If he does not accept the Pawn then his next best moves will return the advantage to White

Chessboard showing a position where White has just played d4. The board is labeled with files a-h and ranks 1-8. A red square highlights the white pawn on d4. A blue square highlights the empty square c4. The king is on e8, queen on d8, rooks on a8 and h8, knights on b8 and g8, and bishops on c8 and f8. On the white side, pawns are on a2, b2, c2, e2, f2, g2, and h2. Knights are on b1 and g1, and the king and queen are on e1 and d1 respectively.

Engine Analysis

depth: 10/22	time: 7.07	nodes: 7625759
= (.01)	tbhits: 0	nps: 890859
GO + -	2. ... e6 (3/21)	HASHFULL: 0% cpuload: 97 %

1. ♖ (-.34) 2. ... fxe4 3. ♗e3 ♘f6 4. ♙g5 e6 5. ♙xh6 exh6 6. ♗xe4 d5
2. ♚ (.29) 2. ... d6 3. exf5 ♙xf5 4. ♗f3 ♘f6 5. ♙d3 ♙xd3 6. ♖xd3 ♗c
3. ♚ (.38) 2. ... e6 3. exf5 exf5 4. ♙d3 d5 5. ♗e2 e5 6. dxc5 ♖a5+ 7. ♙

Oops-Fools mate

- Here, we deliberately played a suicidal move for Black, g5
- White can now mate on the next move with Qh5++ which is why it lists a max score of 327.66 for White
- If White misses the mate, then its next best move is Bxg5 which wins a Pawn immediately and leaves White with a big position advantage. This score is 2.47 in Whites favor or worth about a full piece



Chessboard diagram showing a suicidal move for Black (g5) and a mating move for White (Qh5#).

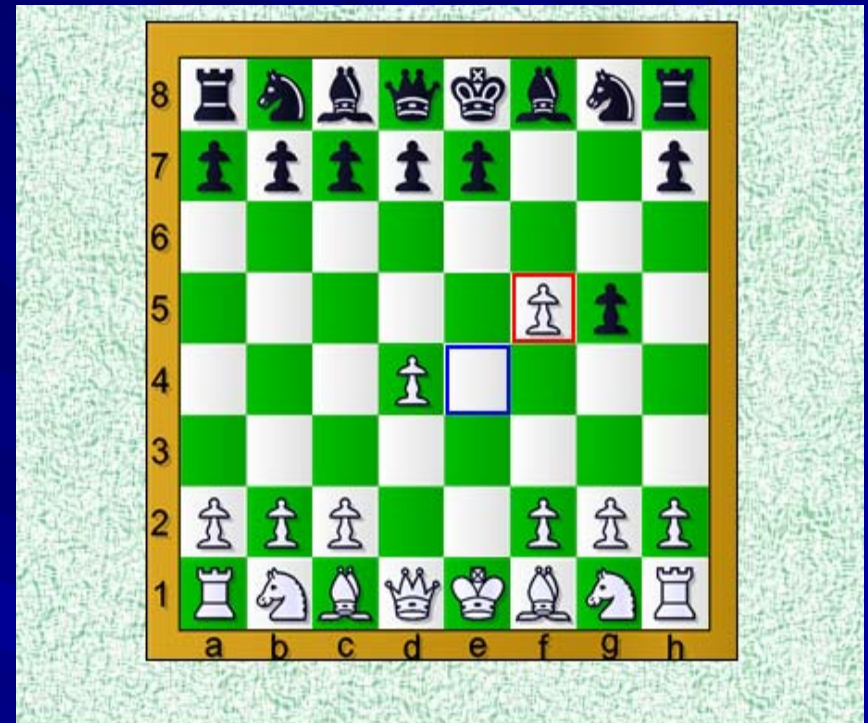
Engine Analysis

depth: 9/21	time: 3.03	nodes: 4144559
= (.01)	tbhits: 0	nps: 1038736
GO + -	3. exf5 (3/38)	HASHFULL: 0% cpuload: 99 %

1. +- (327.66) 3. ♖h5#
2. +- (2.47) 3. ♗xg5 ♗g7 4. ♖h5+ ♔f8 5. ♘d2 fxg4 6. ♘xe4 d5 7. ♗g3
3. +- (1.91) 3. exf5 g4 4. h3 ♗f6 5. hxg4 ♗c6 6. ♗c4 d5

White plays a 3rd best move

- White plays exf5 here missing the mate
- Black can now defend with various moves, the best being Nf6 which prevents the checkmate threat
- By looking at changes in the score after moves are made, you can see where mistakes and blunders are made, and what the stronger moves would have been
- In this way you can also back up and play what if moves to find out why some moves are mistakes (or good ones)



Navigation icons: Refresh, Previous, Play, Next, Stop

Engine Analysis

	depth: 12/31	time: 44.44	nodes: 43729927
	= (.01)	tbhits: 0	nps: 940024
GO	+ -	3. ... g4 (2/20)	HASHFULL: 0% cpuload: 99 %

1. +- (2.40) 3. ... ♖f6 4. ♕xg5 d6 5. ♕xf6 exf6 6. ♖h5+ ♔d7 7. ♕c4+
2. +- (2.24) 3. ... g4 4. h3 d6 5. hxg4 ♕g7 6. ♖c3 ♖c6 7. ♖f3 ♕d7 8.
3. +- (2.45) 3. ... ♕g7 4. ♕xg5 ♖f6 5. ♖c3 d6 6. ♖f3 h6 7. ♕xf6 ♕xf

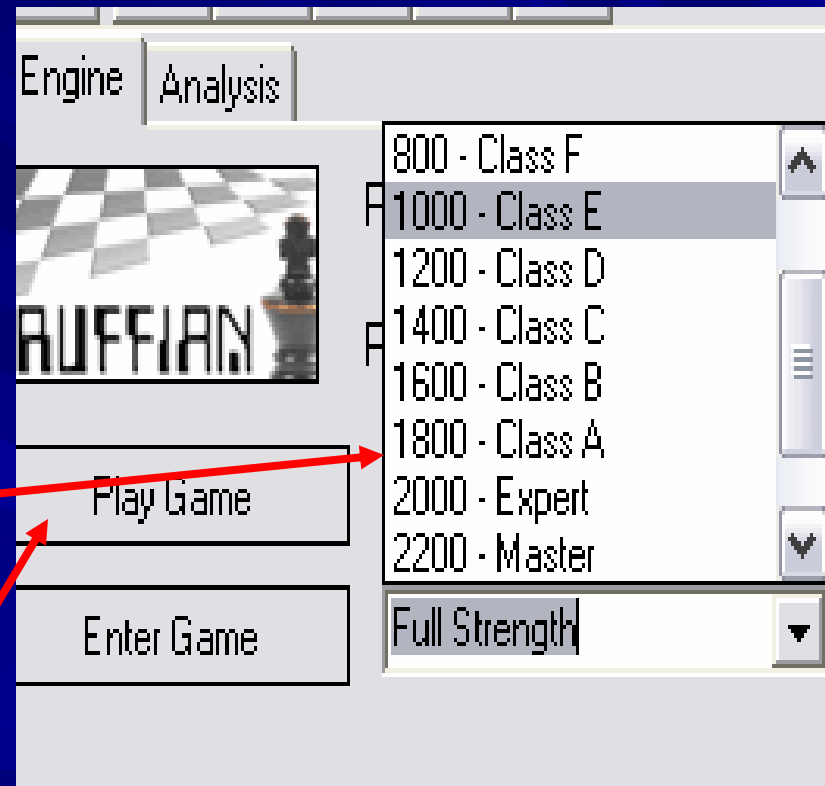
Sizing The Board & Boxes

- When the mouse is placed over the edge of the boxes, two lines with small arrows appear. Hold the left mouse button down and you can drag the edge of the boxes where you wish
- This lets you resize the windows so you can make a really big board



Multi Playing Levels

- TobyChess Handicaps Ruffian by forcing it to select less than the best moves and then telling it to play from the new position
- The handicap is larger for weaker playing levels which were designed to emulate the different classes of player performance or rating. You can select from beginner (200) to master (2200) and full strength Grandmaster level of app. 2650
- If Ruffian runs out of time and loses but you want to finish the game anyway, just click on play game again. It will ask you if you want to play from the position on the board and just click on yes.

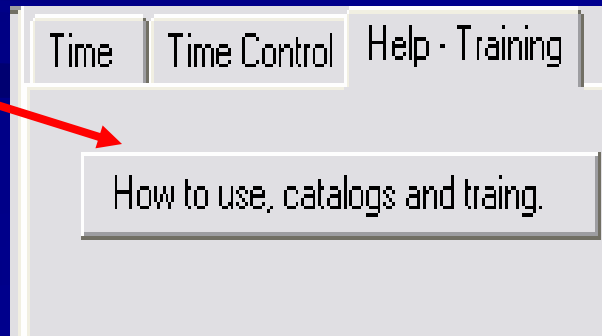
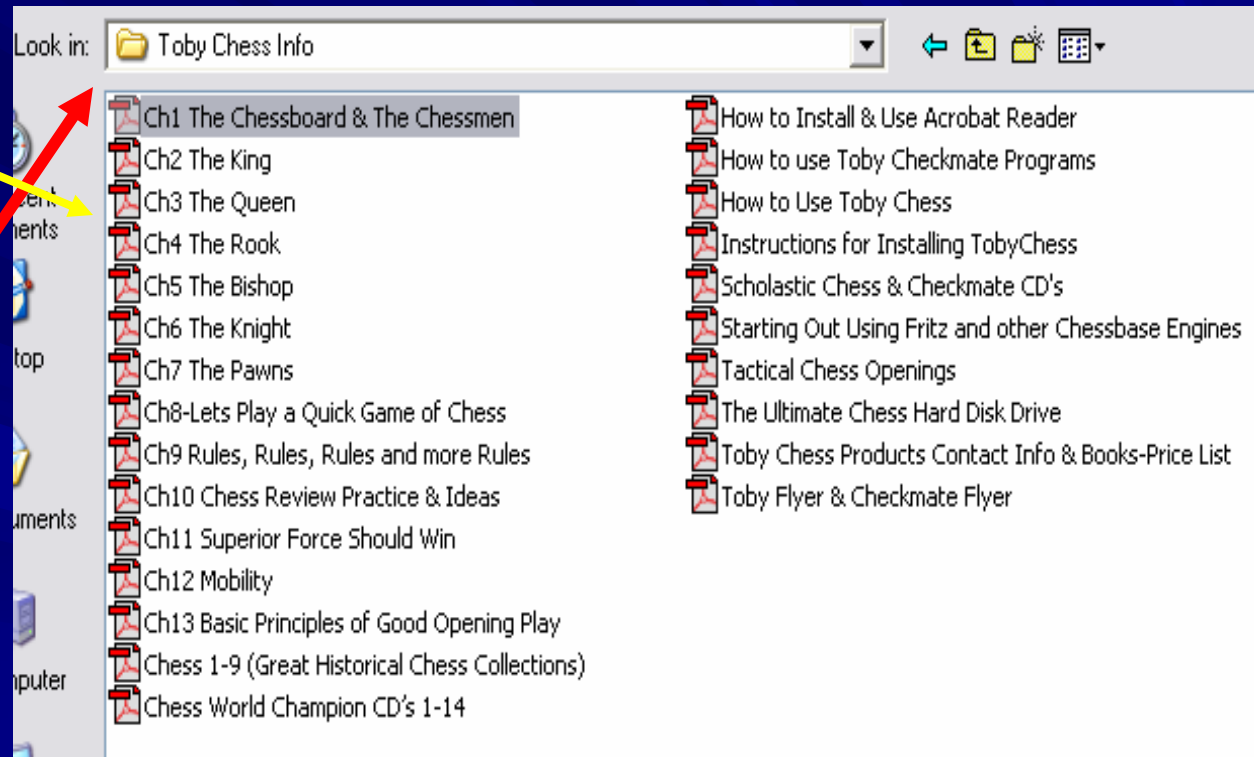


New Help & Training

■ New Training Chapters are available as PDF files-13 Chapters to teach you how to play Chess, plus all the “How to Use Toby” files as well as all the catalogs

■ Find them in C: Program Files: Toby Chess Products: Toby Beginner-Toby Chess Info

■ Just click on the Help-Training tab to go to the training files



We also added a new improved opening system to insure great game variability-You will never play the same game twice