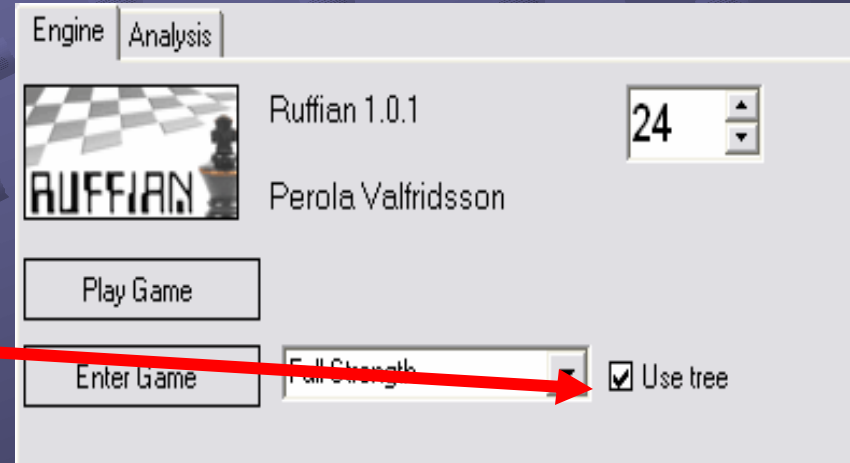


Toby Tree Trainer

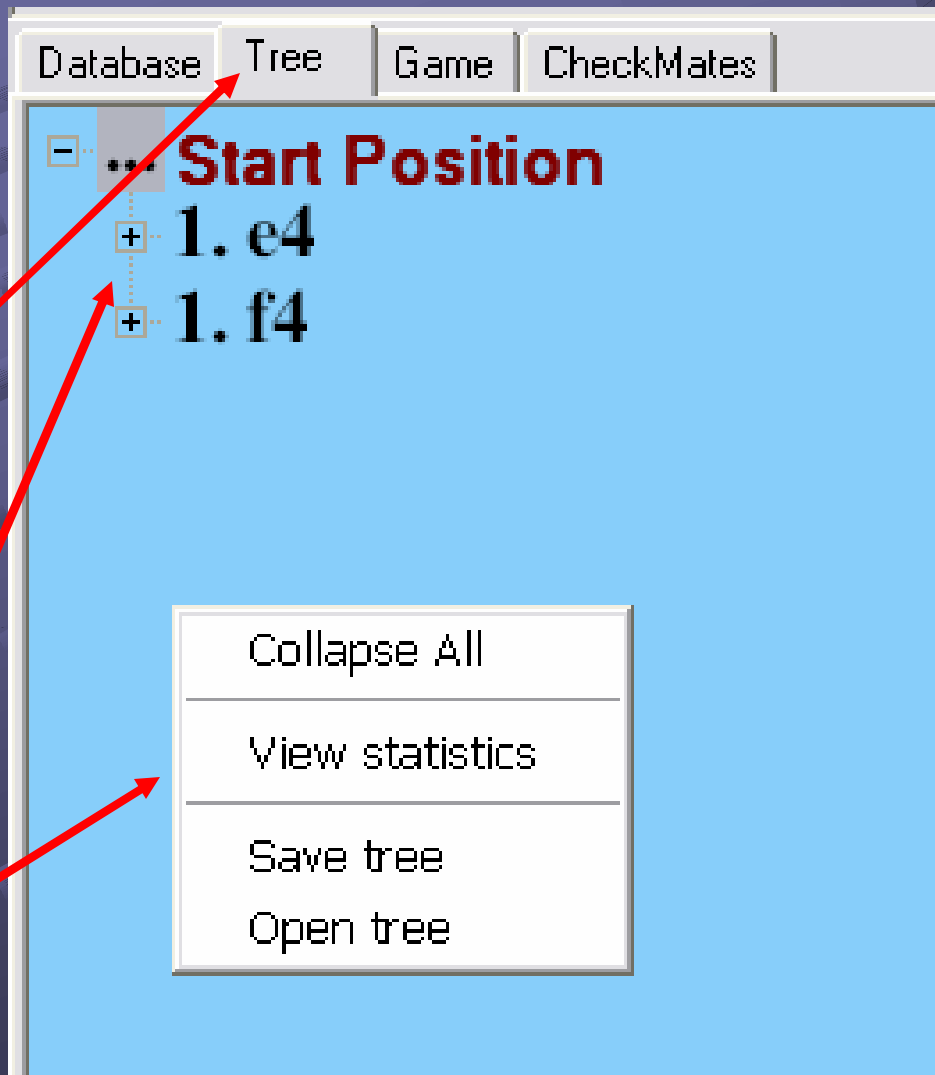
- The new TobyChess Tree Trainer is a breakthrough in learning Chess Openings
- The first new function we added is to make the engine only play the tree you have loaded against you
- This is great for learning the strong Grandmaster “book” lines and then practicing them



Note-You cannot see the tree display while playing using the tree (because that would be cheating). Study before hand and see how long you can stay in book

The New Tree Tab functions

- Whenever you load a PGN database, Toby automatically builds a tree out of it and will play the tree only for you using the button shown on the first page
- Once you click on the tree tab, you see the tree display. You can look at the moves by left clicking on the move or the +/- button before the move
- If you right click on the tree window you get a selection screen as you see here



The Information Box

By double clicking on the move, or selecting “view statistics” in the selection screen you get the information window that you see here

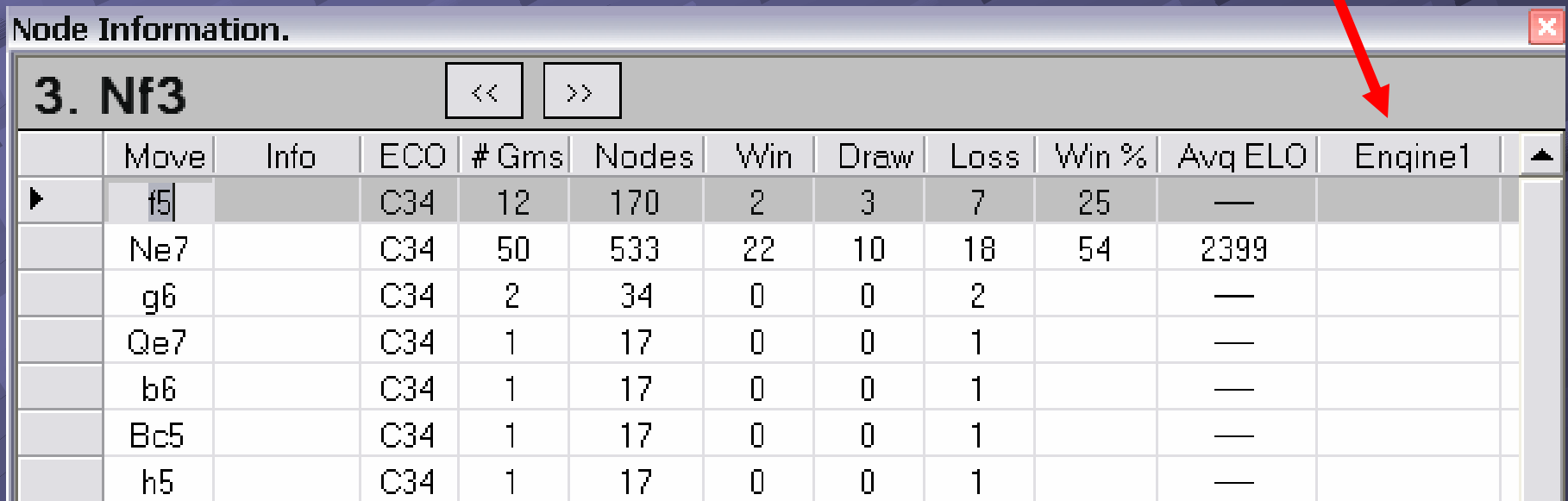
The move that was clicked on- 3.Nf3 yields all the info for the next branch

The screenshot shows a chess software interface with a move tree and a 'Node Information' window. The move tree displays a sequence of moves: 1. e4, 1. ... e5, 2. f4, 2. ... exf4, and 3. Nf3. The 'Node Information' window is titled '3. Nf3' and contains a table with the following data:

	Move	Info	ECO	# Gms	Nodes	Win	Draw	Loss	Win %	Avg ELO	Engine1
▶	f5		C34	12	170	2	3	7	25	—	
	Ne7		C34	50	533	22	10	18	54	2399	
	g6		C34	2	34	0	0	2		—	
	Qe7		C34	1	17	0	0	1		—	
	b6		C34	1	17	0	0	1		—	
	Bc5		C34	1	17	0	0	1		—	
	h5		C34	1	17	0	0	1		—	
	c6		C34	1	17	0	0	1		—	
	g5		C37	207	1993	95	35	77	54.1	2389	
	d6		C38	136	1414	67	24	45	58.1	2397	
	h6		C38	48	624	21	10	17	54.2	2396	
	Be7		C35	99	1143	43	18	38	52.5	2388	
	d5		C36	136	1415	67	24	45	58.1	2397	
	Nf6		C36	67	787	27	16	24	52.2	2407	
	Nc6		C34	5	83	0	2	3	20	—	

Displayed Information

- Inside the box you will see the name of the move, the ECO code of the opening, number of games using this move, the nodes (branches for this line in the database), the wins, losses and draws + win % for playing the move and the engine column



Node Information.

3. Nf3 << >>

	Move	Info	ECO	# Gms	Nodes	Win	Draw	Loss	Win %	Avg ELO	Engine1	▲
▶	f5		C34	12	170	2	3	7	25	—		
	Ne7		C34	50	533	22	10	18	54	2399		
	g6		C34	2	34	0	0	2		—		
	Qe7		C34	1	17	0	0	1		—		
	b6		C34	1	17	0	0	1		—		
	Bc5		C34	1	17	0	0	1		—		
	h5		C34	1	17	0	0	1		—		

Functions of the Info window

- You can navigate through the tree moves (the board displays the position of the move in the header) by clicking on the arrow buttons



Node Information. ✕

3. Nf3 << >>

	Move	Info	ECO	# Gms	Nodes	Win	Draw	Loss	Win %	Avg ELO	Engine1	▲
▶	f5		C34	12	170	2	3	7	25	—		
	Ne7		C34	50	533	22	10	18	54	2399		
	g6		C34	2	34	0	0	2		—		
	Qe7		C34	1	17	0	0	1		—		
	b6		C34	1	17	0	0	1		—		
	Bc5		C34	1	17	0	0	1		—		
	h5		C34	1	17	0	0	1		—		

Saving Engine Evaluations

- You can now save engine evaluations by starting the engine and running it in analysis (you can add up to 20 lines for the same move). You then open the info box and type in the name of the engine and the evaluation number of the move. You could also add the number of ply depth for the analysis and any other brief information you wish

Hint-You can also use Fritz engines and store their info here as well

You can only save the info permanently using the pre-built trees from TobyChess

The screenshot displays a chess analysis interface. At the top, a board shows a king on e5 and a knight on f3. Below the board is an engine analysis window for 'RUFFIAN' with a depth of 12/29 and a time of 1:37. The engine is currently on move 5, g5 (1/29). The main window shows 'Node Information' for move 3, Nf3. The table below lists various moves and their associated statistics.

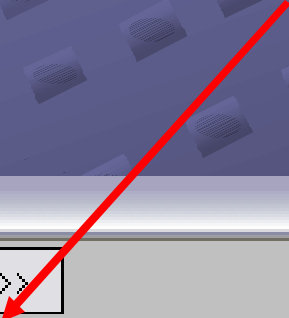
Move	Info	ECO	# Gms	Nodes	Win	Draw	Loss	Win %	Avg ELO	Engine1
Ne7		C34	50	533	22	16	18	54	2399	Ruffian -39
g6		C34	2	34	0	0	0	—	—	
Qe7		C34	1	17	0	0	1	—	—	
b6		C34	1	17	0	0	1	—	—	
Bc5		C34	1	17	0	0	1	—	—	
h5		C34	1	17	0	0	1	—	—	
c6		C34	1	17	0	0	1	—	—	
g5		C37	207	1993	95	35	77	54.1	2389	Ruffian -47
d6		C38	136	1414	67	24	45	58.1	2397	
h6		C38	48	624	21	10	17	54.2	2396	
Be7		C35	99	1143	43	18	38	52.5	2388	Ruffian -39
d5		C36	136	1415	67	24	45	58.1	2397	
Nf6		C36	67	787	27	16	24	52.2	2407	
Nc6		C34	5	83	0	2	3	20	—	

Changing column info order

- By clicking on the header for the column you tell the computer to change the row order using the column information from best to worst. Here we selected the number of games

Node Information.

3. Nf3 << >>



	Move	Info	ECO	# Gms	Nod	Win	Draw	Loss	Win %	Avg ELO	Engine1
▶	g5		C37	207	1993	95	35	77	54.1	2389	Ruffian -.47
	d5		C36	136	1415	67	24	45	58.1	2397	
	d6		C38	136	1414	67	24	45	58.1	2397	
	Be7		C35	99	1143	43	18	38	52.5	2388	Ruffian -.39
	Nf6		C36	67	787	27	16	24	52.2	2407	
	h6		C38	48	624	21	10	17	54.2	2396	

More Information

By right clicking in the information window you get another window that lets you display all the game information from the move selected, add an annotation/comment box and also add a new move to the line

Node Information. ✖

3. ... g5 << >>

	Move	Info	ECO	# Gms	Nodes	Win	Draw	Loss	Win %	Avg ELO	Engine1	E
▶	Bc4		C37	62	731	22	15	25	46.8	2382		
	d4		C38	19	244	10	5	4	63.2	2390		
	h4		C39	124	982	43	21	60	42.7	2380		
	Nc3		C37	2	32	2	0	0	100	—		
*												

Display header /game info
Add/edit game annotation

Add move ▶

Game Header Information

- Here we have selected the header information which is now displayed showing the # of games, players, result, date played and where.

You select the move you want the information for, by left clicking on the left column which puts an arrow on the row you want

The screenshot shows two windows from a chess software interface. The top window, titled 'Node Information', displays a table of moves and their statistics. The bottom window, titled 'PGN header information', displays a table of game headers.

Node Information

	Move	Info	ECO	# Gms	Nodes	Win	Draw	Loss	Win %	Avg ELO	Engine1	En
▶	Bc4		C37	62	731	22	15	25	46.8	2382		
	d4		C38	19	244	10	5	4	63.2	2390		
	h4		C39	124	982	43	21	60	42.7	2380		
	Nc3		C37	2	32	2	0	0	100	—		

PGN header information

62 games contains position.

	White	Black	Result	Date	Event
▶	Hvenekilde, Jorgen	Pedersen, Erik	0-1	1972.??.??	Open
	Guthrie, Aaron	Nissen, Amir	1/2-1/2	1999.01.16	Ch Australia, jr
	Gauche, Charles	Chemin, Vitorio	0-1	2000.06.14	Zonal 2.4
	Morphy	Tilghman	1-0	1859.??.??	Philadelphia blindsim 4
	Schlechter, Carl	Marco, Georg	0-1	1903.05.??	King's gambit
	Marshall, Frank J	Marco, Georg	0-1	1903.05.??	King's gambit
	Mieses, Jacques	Marco, Georg	0-1	1903.05.??	King's gambit

Click on the header to get the list in alphabetical or chronological order

The “add/edit game information”

- By selecting add/edit game information you get a box in which you can add comments and annotations for each move

The screenshot displays a window titled "Node Information" with a table of chess move statistics. The table has columns for Move, Info, ECO, #Gms, Nodes, Win, Draw, Loss, Win %, Avg ELO, and Engine1. The moves listed are Bc4, d4, h4, and Nc3. Below the table is a "Game notation" text box containing the text "I have just typed in my comments for this move".

Move	Info	ECO	#Gms	Nodes	Win	Draw	Loss	Win %	Avg ELO	Engine1
Bc4		C37	62	731	22	15	25	46.8	2382	
d4		C38	19	244	10	5	4	63.2	2390	
h4		C39	124	982	43	21	60	42.7	2380	
Nc3		C37	2	32	2	0	0	100	—	

Game notation
I have just typed in my comments for this move

Hint-You can take the information from every book on this opening ever written and add it to the tree comments for a universal record. This is one of the most effective way of learning the opening.

The “Add Move” feature

The screenshot shows a chess software interface with a game tree and a move list. The game tree is displayed in a window with tabs for Database, Tree, Game, and CheckMat. The tree shows a sequence of moves: 1. e4, 1... e5, 2. f4, 2... exf4, 3. f3, and 3... f5. Below the tree is a "Node Information" window showing the current move "3... g5" and a table of moves.

	Move	Info	ECO	# Gms	Nodes	W
▶	Bc4	#	C37	62	731	2
	d4		C38	19	244	11
	h4		C39	124	982	4
	Nc3		C37	2	32	2
*						

At the bottom of the interface, there is a menu with the following options:

- Display header/game info
- Add/edit game annotation
- Add move

- You can add another move to the rows by selecting add move. This gives you a list of all the legal moves on the board to select from
- This lets you add moves from your games and from new books on the opening
- It also lets you take a template tree and build trees from scratch that you can save information to

Adding many moves to the list

We selected the move c3 from the list and then selected it and moved forward a move. The next move in the branch has nothing because c3 was the end of the line. The columns are all empty and you must click in one of the fields (empty white boxes) to activate the fields so you can now add another move to the tree (This causes the (null) row to come up) You can now add another move to the c3 line tree branch.

Node Information.

3. ... g5

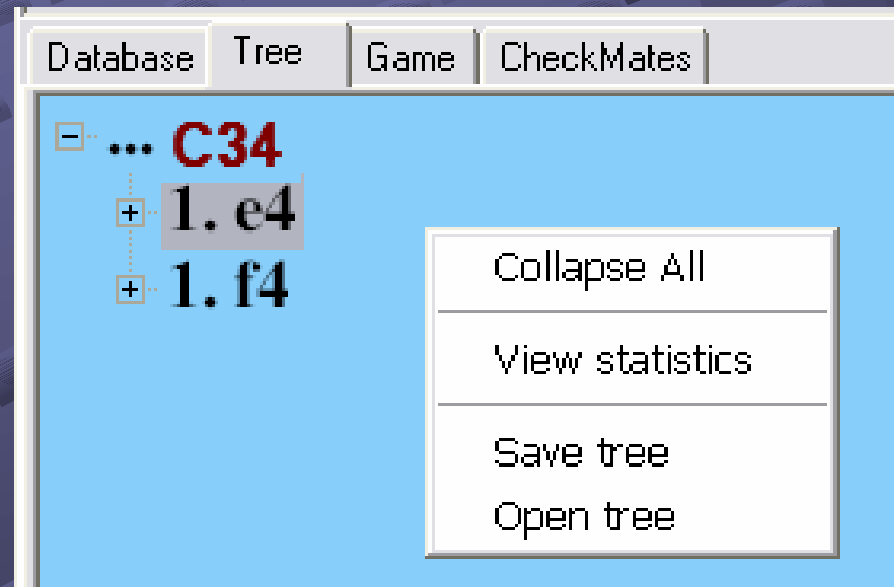
<<

>>

	Move	Info	ECO	# Gms	Nodes	Win	Draw	Loss	Win %	Avg ELO	Engine1	E
▶	(null)	(null)	(null)	(null)	(null)	(null)	(null)	(null)	(null)	—	(null)	

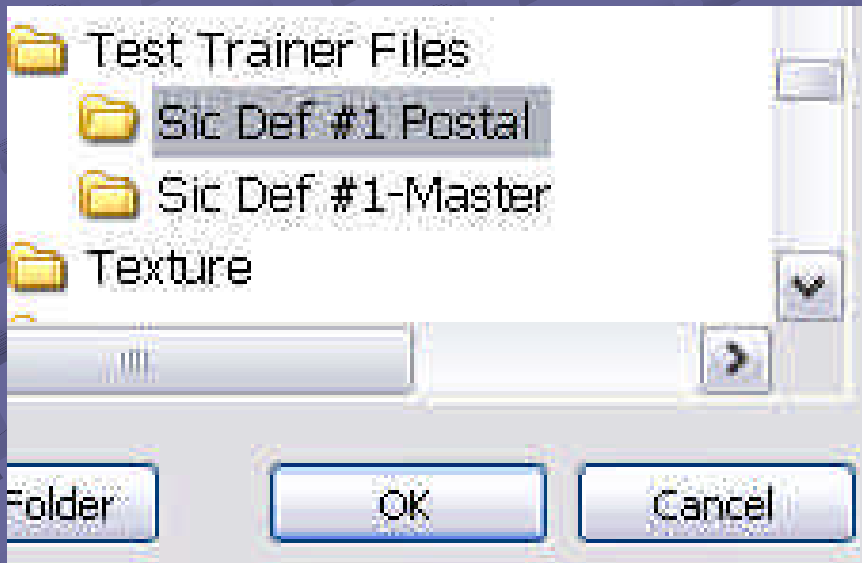
Opening a TobyChess Tree

- You can right click on the main tree display to open this window. By selecting “Open Tree” you can open the pre-built trees of TobyChess which automatically saves and accesses the information you have added



Toby Trees are loaded from folders

Toby trees are split up into Master only (Book Moves), Postal, Internet and Jumbo trees



- Toby training trees need multiple files working together to save all the information in a tree that you want
- We use a folder of files to load the trees for you
- Here you just click on the folder to load the desired tree for training

Note-You must copy the pre-built trees from the CD to your hard drive in order to save new information to them