In addition to the Training Mode described in another video, Chess Forge offers the ability to create, edit and solve exercises.

There are 3 ways to create an exercise.

You can build one from scratch using the Position Setup Dialog. Put the pieces on the board …

Select the options and click OK.

In the next dialog, you can enter some information about the exercise. Click OK to go back to the main exercise view.

You can now enter the solution, just like you enter the variations in the Study Tree or Game views.

The second method is to generate an Exercise from the Study Tree or a Game. Right click on any move. Select Create Exercise. Optionally, edit the variations.

Finally, you can import exercises from PGN files. For example, you can look for an interesting study on leechess dot org and export it to a PGN file. Then, import it into Chess Forge.

You can easily edit exercises, including modifying the starting position without the need to re-create the exercise.

If you intend the exercise to be solved in the analysis mode, you can assign award points to whatever moves you consider key to the solution.

There are 2 solving modes. The first one is the standard “guess the next move” mode where you are attempting to guess the move from the solution and the program responds when you guess right.

The second mode, called the quiz, or analysis mode, is more advanced. You enter a solution in the form of a single line or a tree and submit for evaluation.

Chess Forge will mark the moves according to the solution. If there were any award points specified by the author of the exercise, you will see your score.

You can now exit the solving mode and see which move you may have missed.