You can enter the training mode from a Study Tree, from a Game or from an Exercise.

Right click on a move and select Start Training from Here. Alternatively, you can select a bookmark if the position of interest has been bookmarked before.

Chess Forge switches to the Training Mode and awaits your move.

Once you have made your move, the program will check it against the Workbook. If your move is there, Chess Forge will reply with the move from the Workbook. If there is more than one response available, the program will randomly select one.

Chess Forge will also tell you if your move was the only one in the Workbook. If there were alternatives, it will list them.

When you make a move that is not in the Workbook, the program will use the engine to work out the reply thus starting a game between you and the computer.

At any point, you can roll back the training to an earlier move. You can also select a move shown previously as a Workbook’s alternative and restart from there. Just double click on the move you want to go back to, or right click and select “Roll back to Move”.

Note that when you rollback the training, the program will select different responses if there are alternatives in the Workbook. Thus, you can conveniently cover all variations, testing yourself against one after another.

If you want to check the quality of the moves with the engine, you can turn the engine on and run evaluations on individual moves. You can also request evaluation of the entire training line.

If you feel that during the training session you have found valuable alternatives to the Workbook moves, make sure to click “yes” when the program asks whether to merge the training line into the Workbook’s variation tree upon exit. Note that only the last line, the one currently displayed, will be merged.