The Training Mode is one of the main ways to practice with ChessForge.

It is worth noting that the original idea for the Training Mode was what motivated the development of the program.

You can enter the training mode from a Study Tree or 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 enters the Training Mode and prompts you to make a move.

After pawn to a6, Chess Forge checks the move against the Workbook, finds it there and responds with the queenside castle. It marks our move with the fork symbol, indicating that the Workbook contained alternative moves, and shows them too.

We will return to them later.

When we make a move that is not in the Workbook, Chess Forge starts the chess engine and prompts us to play against it.

At any point, you can request engine’s evaluation of the line that we just played.

Now let’s see if there are other options for the White side in the Workbook that we could practise against. A fork symbol next to a move indicates that there are options there.

Double click on the move preceding the one with the fork symbol. The training rolls back to that move and Chess Forge selects the next available option from the workbook. Keep double clicking to iterate over the available options.

We can proceed in the same way as in the previous line.

Now let’s explore options for Black. We already noticed that Chess Forge lists the alternative moves. Double click on a move to roll back the training to it. Continue from there…

When you exit the Training Mode, the program asks whether to merge the last training line into the original variation tree. If you choose “yes” the line will be added to the tree.