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

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.

To illustrate the Training Mode functionality, we will examine an opening position in Classical Sicilian. We are looking at it from the Black side.

Let’s start our session after the move 7, Queen to d2.

After pawn to a6, Chess Forge checks our 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 notifies us accordingly and starts a game against the engine.

We’ll play a few moves and request engine’s evaluation of the line that we just played.

Once satisfied with our analysis, let’s see if there are other options for White in the Workbook that we should practise against. A fork symbol next to a move indicates that there are options there.

Let’s double click on the move immediately preceding the one with the fork symbol. The training rolls back to that move and Chess Forge will randomly select an option.

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

Now let’s explore options for our side. We already noticed that Chess Forge lists alternative moves for Black. Double click on an option that we want to explore in order to roll back the training. Proceed as before…

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.