



COLUMNISTS

ChessBase Cafe

Steve Lopez



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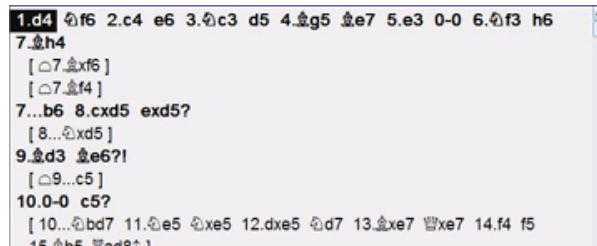
Four Game Views in ChessBase 10

When you open a database game in Chessbase 10, you'll notice a line of tabs along the top of the Notation pane:



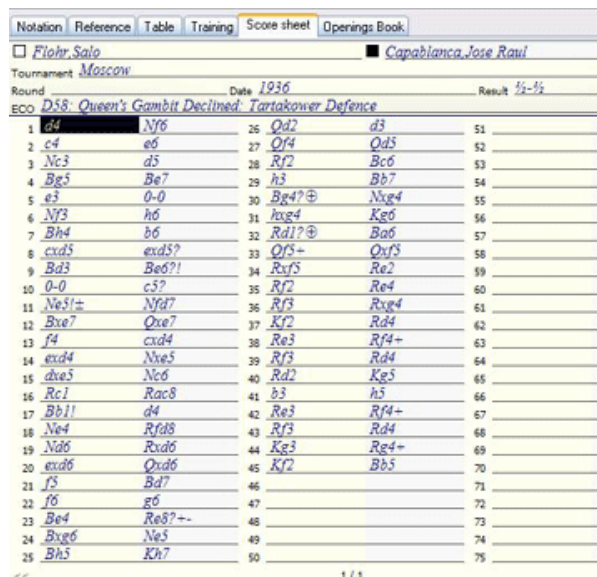
We'll look at all of these tabs over the next couple of months, but today we're going to focus on the four that directly affect the manner in which a game is displayed (without calling on any separate program features).

You're doubtless already familiar with the "Notation" tab. This is the default game view, in which you'll see all of the game moves, plus any variations and/or text commentary that a game may contain:



Of course, clicking on any move in this view will bring you directly to that point in the game, rearranging the pieces on the chessboard to reflect the change.

A similar, although less informational view, can be obtained by clicking on the "Scoresheet" tab. This tab provides a display that is similar to a handwritten scoresheet at a chess tournament:



It's interesting to note here that if figurine notation is normally displayed in the regular "Notation" tab view, it's automatically changed to letter notation in the "Scoresheet" display. Note, too, that any diacritical marks

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(suck as “?” and “!”) are carried over to the “Scoresheet” display, as well as any Informant-style symbolic notation.

A third notation form in ChessBase 10 is called “Table” notation and can be displayed by clicking on the “Table” tab. The display will change to provide a left-to-right table of game variations similar to that found in print publications such as *Encyclopedia of Chess Openings* (ECO):

	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
1	♖a1	♙d3													
2	♙f1?	♙d4!													
3	♙a6														
4	♙f1?	♙a6	♙e5?	♙d3	♙d2	♙e2	♙e3	♙d1	h4						

The display will jump to the first “fork in the road,” that is, the first place where an alternative variation appears. The numbers across the top of the table are move numbers. In the illustration above, the game’s first “fork” appears at move 20, where the annotator has given 20.Bf1?! as a variation to the move 20.Ra1 (which was the move actually played).

The numbers down the left side of the table simply number the variations. Line 1 will always be the game’s main line (the moves that were actually played in the game).

All of the moves prior to the first “fork” will also be displayed immediately below the game header (player names, etc.) and above the table proper in this “Table” notation display.

The fourth type of notation display is called “Training” notation. Choosing this causes the Notation pane to display only the last move played up to that point; all of the game’s remaining moves are hidden from view. Let’s step through the first few moves of the game I’ve loaded (*Kan-Capablanca*, Moscow 1936): **1.e4 e5 2.Nc3 Bc5 3.Nf3 d6 4.Na4**. Now we’ll click on the “Training” tab and see the display:

	4
1	♖a4

And, as previously stated, only the last move played up to this point is displayed, along with any text annotations that accompany the move. Here’s an example of the latter:

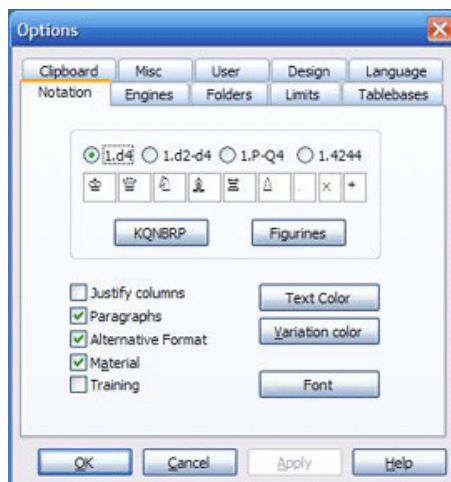
	28
1	♙d2?! White doesn't know what to do and where the threats will come from.

Why would we want to use the “Training” display? The word “training” gives us the answer; it allows us to step through a game without seeing what’s coming. We can study the board position and decide what we might play at that point. Then we can step ahead one move (using either the VCR buttons or cursor keys) and see the move made in the actual game, comparing our idea to that of the real-life player.

Obviously, it’s your choice as to which Notation pane display you’ll use. In fact, you’ll likely vary their usage according to the situation. If a game contains no variations, it would be silly to use the “Table” display. Likewise a heavily-annotated game would make using the “Scoresheet” style a bad idea, since you’d be unable to see the alternative variations and the text notes to the moves. And, as noted, the “Training” display provides a great tool for improving your visualization and calculation skills regardless of whether or not the game contains any additional variations or commentary. In most cases, if you tailor your Notation pane selection to the type of game you’re viewing, you can get the most out of

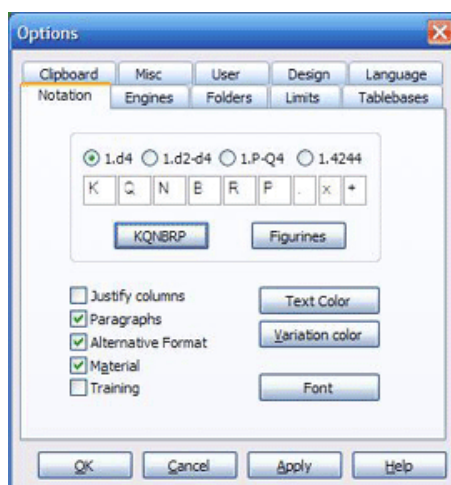
this feature.

On a related side note, you can freely switch back and forth between letter notation and figurine notation. While in a game window, go to the Tools menu and select “Options” to get the following dialogue:



If the content of one of the other tabs is displayed, just click on the “Notation” tab to get the display pictured above.

The two buttons marked “KQNRBP” and “Figurines” let you switch back and forth between the two notation forms. The contents of the white boxes will change to reflect this; for example, if you click the button containing the piece letters, you’d see the display change as shown below:



You can also use the “radio buttons” above the white boxes to switch between notation styles. From left to right these are: algebraic notation, computer algebraic notation, descriptive notation, and correspondence notation.

After you’ve completed your selections, click the “OK” button to return to the game window where you’ll see that your selections have now taken effect.

Until next month, have fun!

All the software described in this column, as well as many more programs, are available in the [USCFSales Online Catalog](#).

ChessBase Cafe welcomes readers' questions. Send one along and perhaps it will be answered in an upcoming column. Please include your name and country of residence.

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