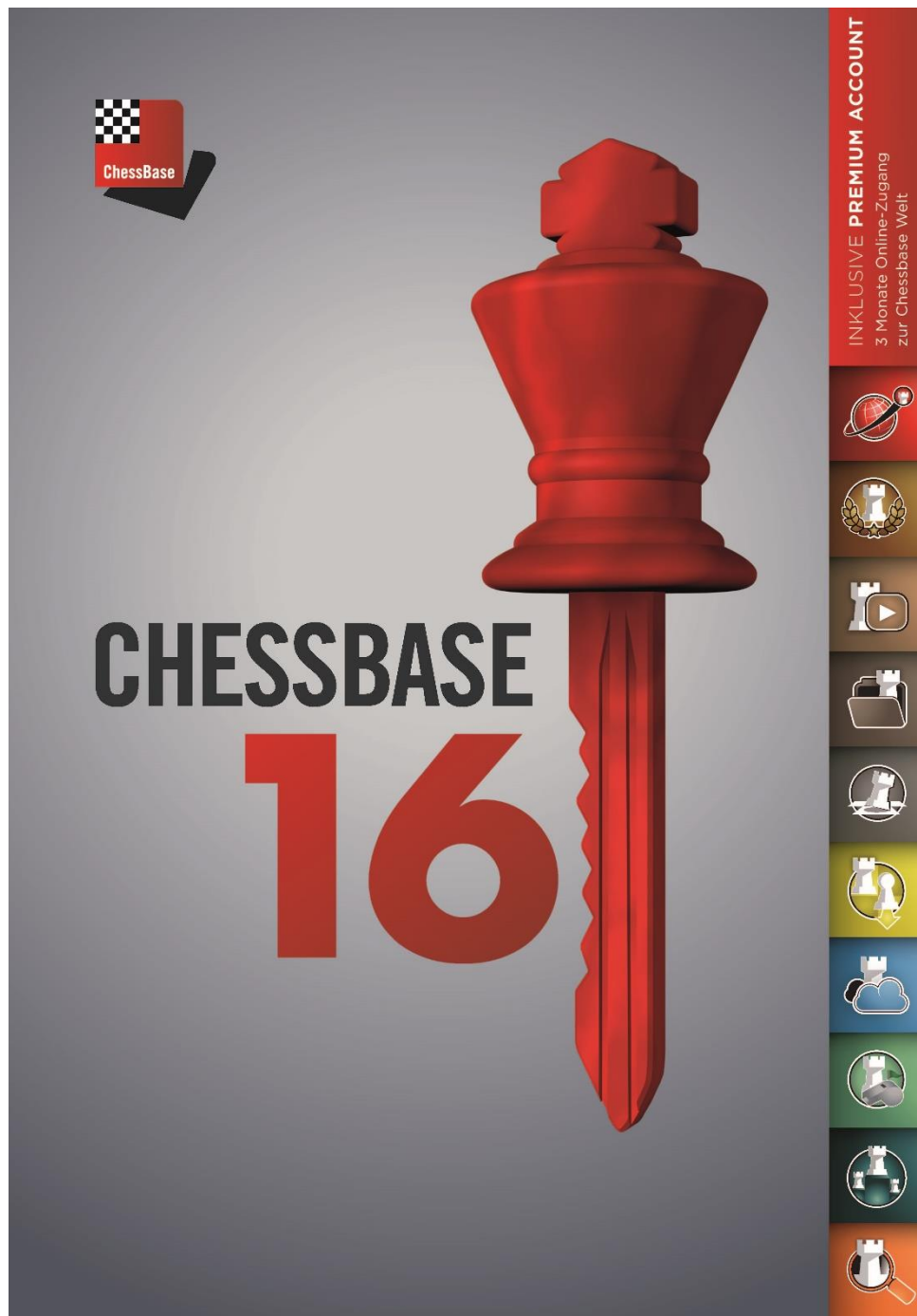


# ChessBase 16 Quick start guide



## Part 1 – Basics

The installation and activation of ChessBase is easy and does not require any previous knowledge. You do need a Windows 7 or a more recent Windows operating system. Note that Windows 10 is an ideal operating system for using the program.

Insert the DVD and run the exe-file your system (32-bit or 64-bit) requires. Follow the installation instructions. During the installation process you will be asked to enter the serial number.

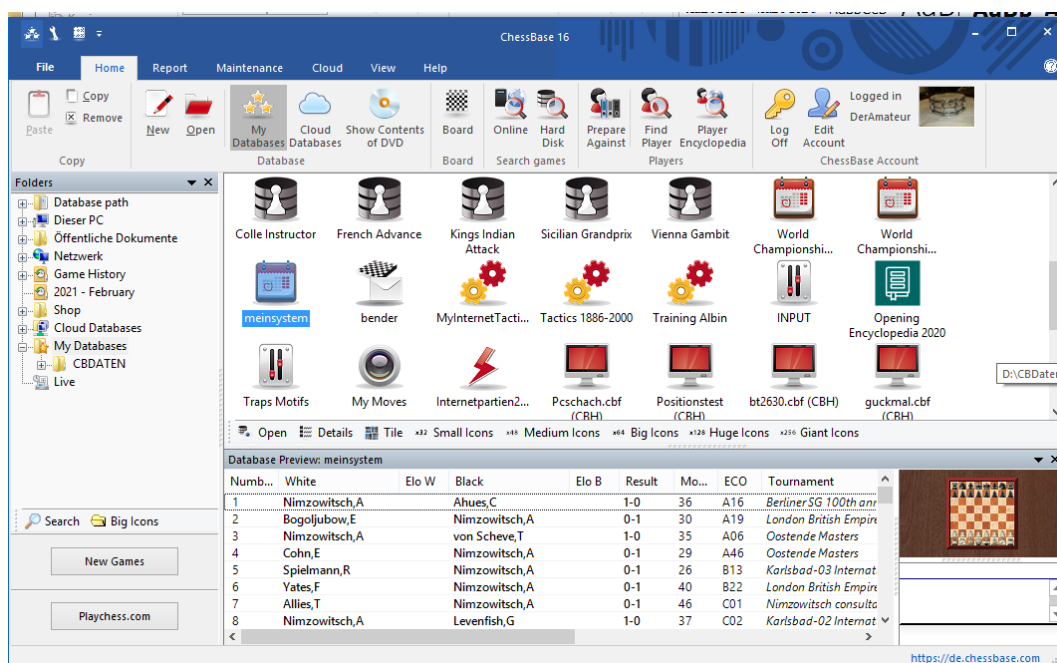
You will find this in the DVD box or in your online shop account if you purchased ChessBase as a download. Before the first start of the program you will be asked to activate it. This again requires the serial number.

You can use and activate your ChessBase program on three computers at the same time. After the activation you have access to the online database and you receive free updates of ChessBase.

Within this quick start guide we are only able to describe a small number of the functions of Chessbase.

## The database window - The ChessBase start screen

After starting the program you reach the database window, the starting screen for the program.



With the integrated "Explorer" you can manage the data on your computer, e.g. create or open databases. Immediately below that is the button that links to our *Games-Update-Service* - and to the chess server **Playchess.com**. On the right is the list of your databases, here shown by appropriate icons.

It is useful to log in with your *ChessBase account*. This allows you to access playchess.com, the update service, the database cloud, the engine cloud or your sparring partner, *Fritz-Online*, with one click.

The ChessBase serial number includes a three months Premium membership for the ChessBase account. A ChessBase Premium Account means **access to the entire ChessBase world** even from mobile devices or any other computer by means of its many modern WebApps.

## Databases

ChessBase is a database program. You need databases to use it efficiently, i.e. a collection of games which have been saved. You can create databases yourself or you can get them from other sources. The program allows databases of any size, no matter how big, and ChessBase is thus an ideal tool to maintain your games and your training materials.

### Online database

ChessBase gives you access to the online database. Only the combination ChessBase/Premium Account gives you access to the games in the online database.

### Reference database, Megabase 2021

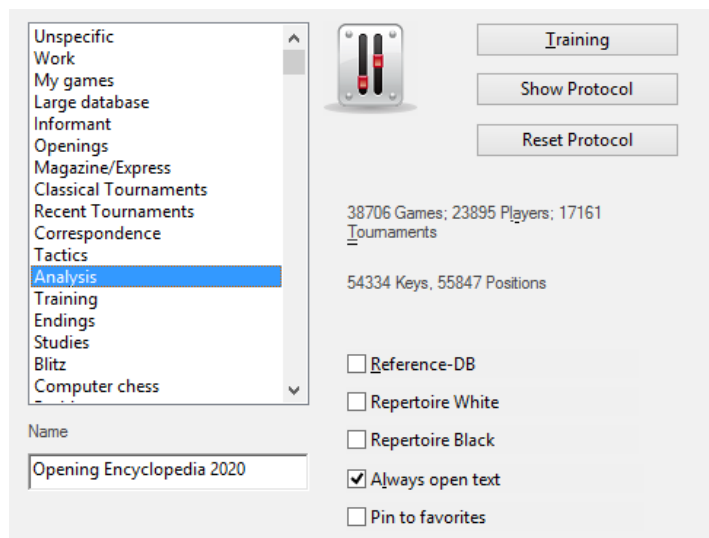
To use the extensive search functions of the program a reference database is necessary. A reference database must be stored locally on your computer. Our recommendation: the current Megabase 2021 with about 8.4 million games, of which about 72,000 are annotated, plus weekly updates of at least 5,000 games. This keeps your reference database always up-to-date.

### Creating your own databases

Creating your own databases is easy. Use the commands *File* → *New* → *Database* or the shortcut **Ctrl+X**.

The Windows file dialog appears and you can choose where you want to save the database. Tip: you should create a database to use as a desk. In this database you can save and analyse and annotate games which you can copy into other databases when you are finished with your work

You can assign properties and icons/images to databases to access them faster on the desktop. Right-click with the mouse on the database symbol and from the menu shown on the left select the appropriate icon for your database.



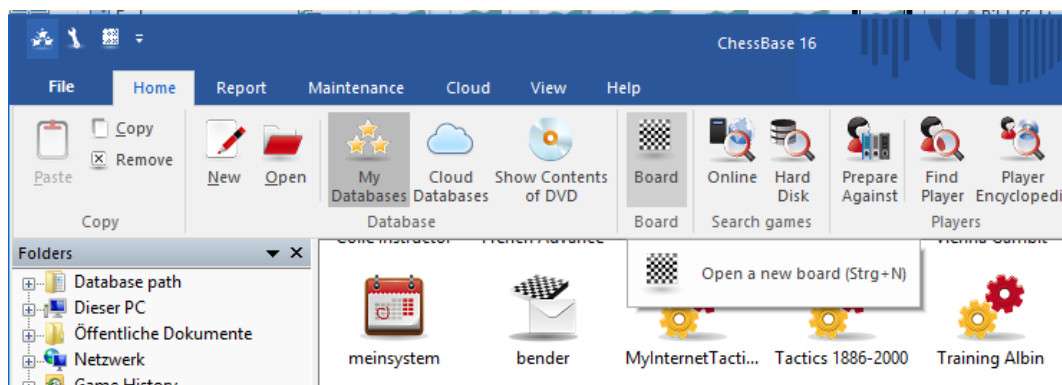
In the example given, the hammer symbol (= work database) was chosen for the database “desk”. Assigning the properties **Reference** and **Repertoire database** is important for the search functions

## Entering games and positions

The program lets you save games and positions in databases and in addition you can save the games notation including text or graphics commentary and variations!

### Entering a game

With a click on the board symbol or with the shortcut **Ctrl+N** you open the board, and now you can play through and enter a game.



**Tip:** click on the target square. The program usually proposes the right move and you save a lot of time.

If you notice that a wrong move was entered, just go back to the position in question and enter the right move while keeping the Ctrl-key pressed. Now choose from the options.

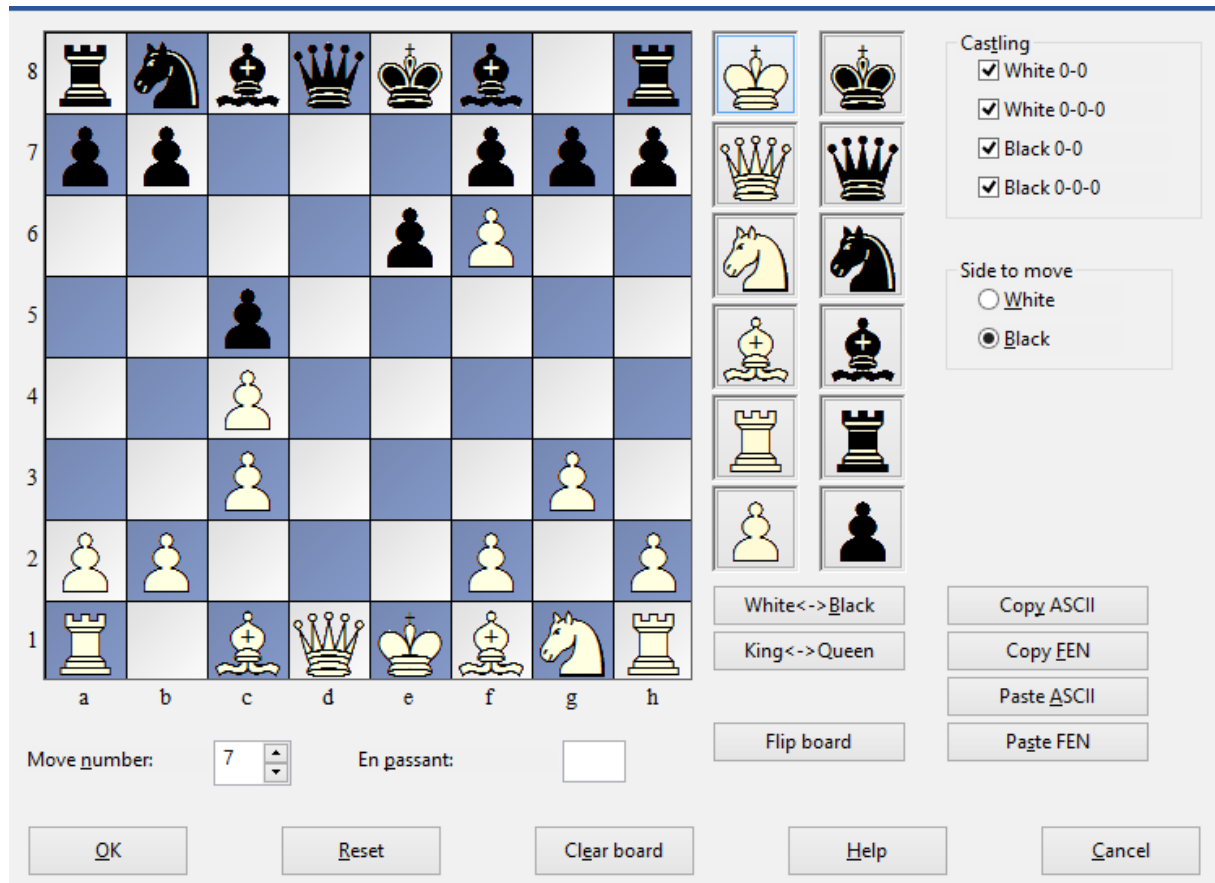
**Tip:** When correcting “Insert” is important to keep the moves that follow (if they are legal after the correction).

To save a game you can either use the command **File → Save → Save game** or use the shortcut **Ctrl+S**. Enter the game data – surnames, names, etc. – into the input mask.

To save the current version of the game again use **Ctrl+S** for "Save". To create a copy of the game use the command **File → Save Game As** and then look for the desired database.

## Entering a position

To enter a position just press **S** while the board is open and the appropriate menu will appear.



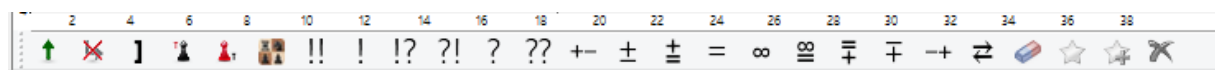
After positioning all pieces on the board with "Drag & Drop", mark whether it is still possible to castle, whose move it is, and the move number of the next move. To conclude, press **OK** and the position will appear in the board window.

## Entering variations and annotating games

Analysing and annotating games is easy. Just go to the "critical" position with the mouse and play a different move from the one given in the text. ChessBase opens a variation. A double-click on a move opens a text editor for you to enter comments.

ChessBase highlights current variations by showing them in colour.

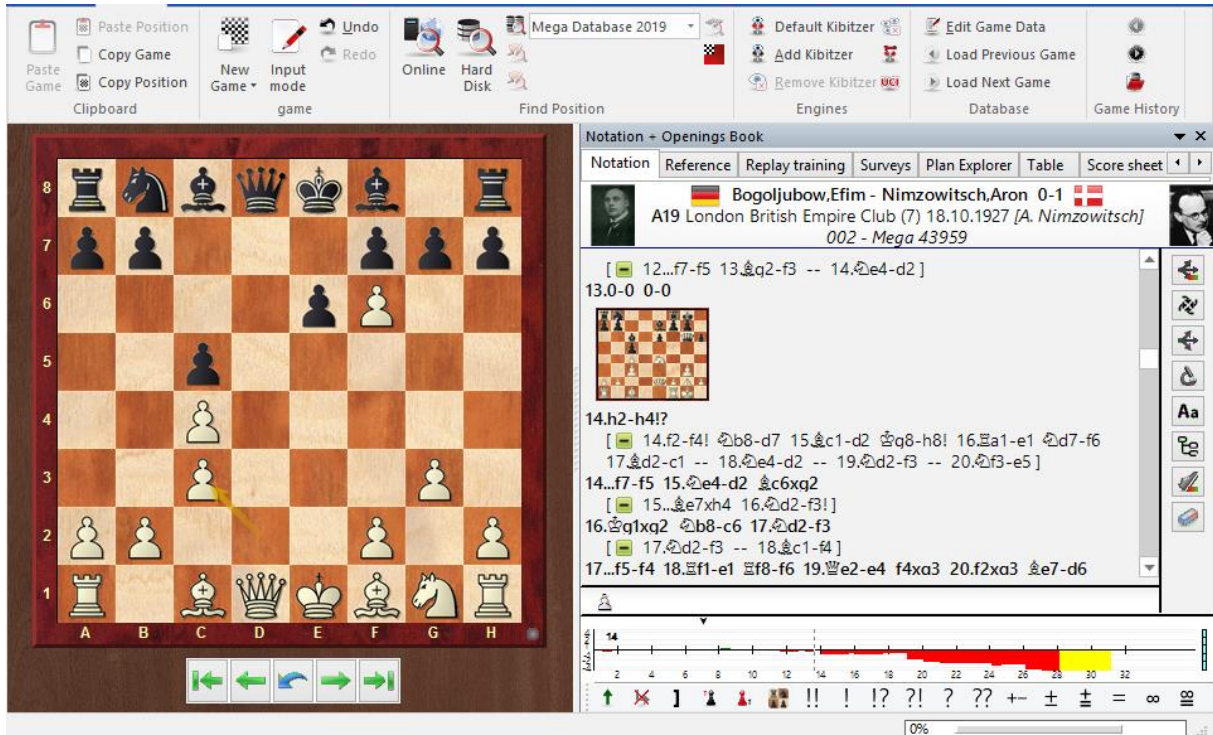
Please also note the toolbar below the board:



These tools allow you to promote or delete variations, delete remaining moves or enter text before or after the move, enter or delete diagrams, add or delete diagrams, evaluate the position or delete all commentary with the eraser symbol.

## The notation window

The structure of the notation, especially when it comes to opening surveys, can be very complex. In the case of very intensively annotated games it can be helpful to blend in or out specific information. In the notation window there are now directly next the notation buttons for the hiding of complete subsidiary branches.



**Tip:** Whenever you pass the mouse over the various buttons the function is displayed as text.

The opening surveys created by the program contain references (clickable links) to recent top games in the online database. Access to the online database is based simply on topicality. No matter what reference database is being used, access to the online database ensures that only recent games are taken into account.

A click on "Restore Game" in the search window of the *online database* takes you back to the opening survey.



## Important training functions

The following options showcase only a small selection of the training functions. The program offers a host of options for training which you will find described in detail in the manual.

### Loading a game

To work with or analyse a game or a position you have to load it. Just open the database and open the relevant game with a double-click. Game and notation appear on the screen. Now let us take a look at the following analysis functions.

### Instant Analysis/Schnellanalyse

Immediately after loading a game a strong engine starts to analyse the game and provides a first evaluation. The course of the game is shown with a bar chart.



By clicking on the bar chart you can immediately recognise the critical positions and go to them. This is ideal for spotting critical phases of the game.

### Assisted Analysis

"Assisted Analysis" makes use of coloured markings on the board to offer the user valuable tips about the tactical consequences of possible moves while he or she is still inputting moves or playing through a game.

The fundamental idea behind this feature is based on the fact that modern chess engines running on powerful hardware can find the best move within fractions of a second. Unlike in the classic engine analysis, where the evaluation of the move is displayed in the engine window, the user does get hints as to the quality of a specific continuation, but in the end has to work out the reason for the evaluation by himself. This procedure is significantly more stimulating for the development of one's own tactical ability and this circumstance makes this function so valuable for chess training.

Example from the game **Lasker – Bauer**, Amsterdam 1889



After Black's very passive play in the opening the white pieces are ready to attack. Lasker now begins the decisive onslaught. How could the attack be continued?

A click on the white bishop on d3 offers a colour coded display of the possible target squares for the chosen piece. The colours refer to the evaluations of the chess engine which is analysing in the background. Here the interpretation is simple. Most target squares for the Bd3 are highlighted in red, a colour which designates a very bad move. In this example quite specifically material is lost without compensation. Squares highlighted in green, on the other hand, promise success and point to a good move. So in this case Assisted Analysis is pleading in favour of the bishop sacrifice on h7, the continuation chosen by Lasker.

So, what colours does the function propose?

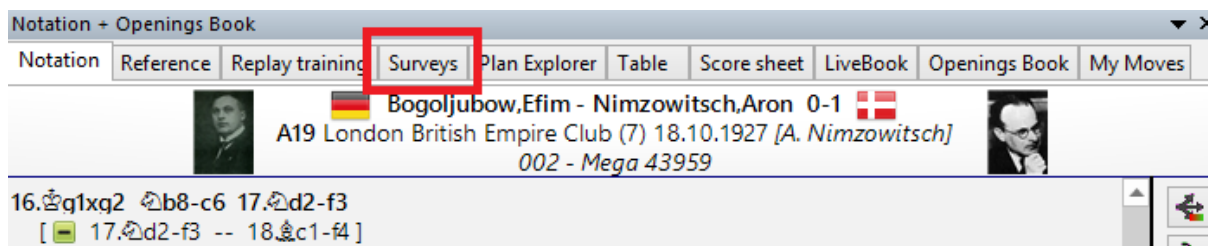
- Green – a very good move.
- Yellowish green – playable but not the best move.
- Yellow – this move is playable tactically speaking, but by far not the best move.
- Orange – tactically still just playable, but not a particularly good move.
- Red – a very bad move!

## Automatically generated opening surveys

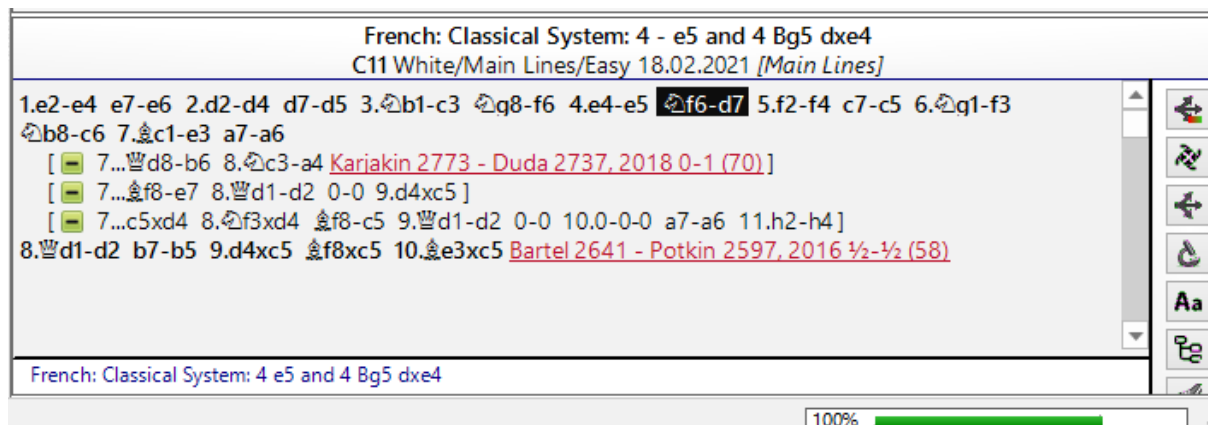
For any opening position **opening surveys**, i.e., *repertoire suggestions* can be created. That means a massive lightening of the load of opening preparation. The program offers the opportunity to generate for any opening position a structured variation tree and to save it permanently. With this view it is now significantly easier to study and to memorise an opening variation.

The function "Surveys" is available above the notation window.





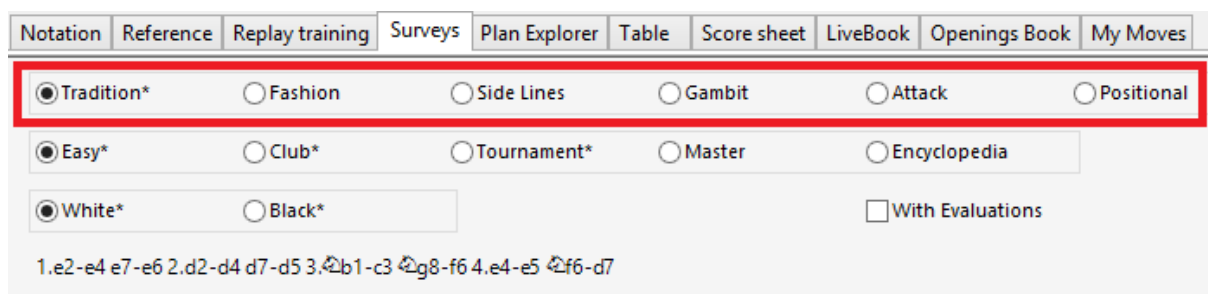
The **Surveys** tab has its own game notation, which works independently of the main game.



This gives you the possibility to leap there from a game (or from your own opening analysis) and to consider the variation tree generated by the program.

The surveys present repertoire suggestions from the point of view of a single colour. The program will choose an optimal move for that colour and from that point it considers all plausible replies.

An important aspect of choosing an opening variation is constituted by the personal preferences of the user. The program takes this aspect into account and offers the opportunity to determine the style of the repertoire suggestions according to criteria which you can define.



The depth of variations and the complexity of the variation tree which has been produced can be set by the user with the buttons *Easy* – *Club* – *Tournament* – *Master* – *Encyclopedia*.

## Replay Training

**Replay Training** helps you to turn the replay of a game into an interactive and fun training unit. Use the added database with 100 master games as a start to Replay Training.

You propose moves for one or both sides, and hints and points give feedback. You decide if and in which form the chess engine helps you and gives hints and advice.

You decide whether you want to analyse certain positions more deeply (blindfold as calculation training or on the board) and you decide whether your efforts are included into the notation and whether they are saved (for checking them later).

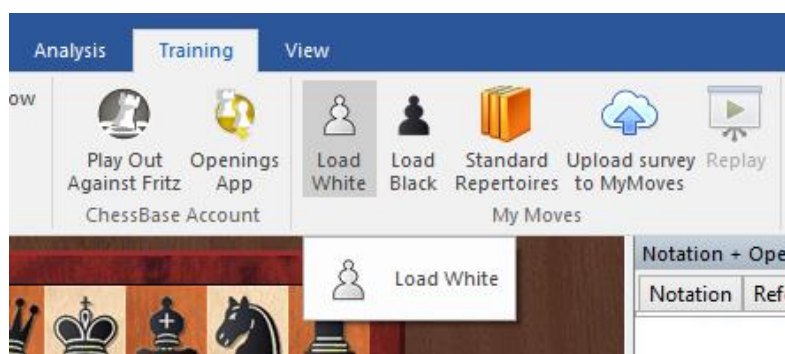
The repertoire training is based on the same principle and allows you to check your knowledge of your opening repertoire.

## Organising repertoires

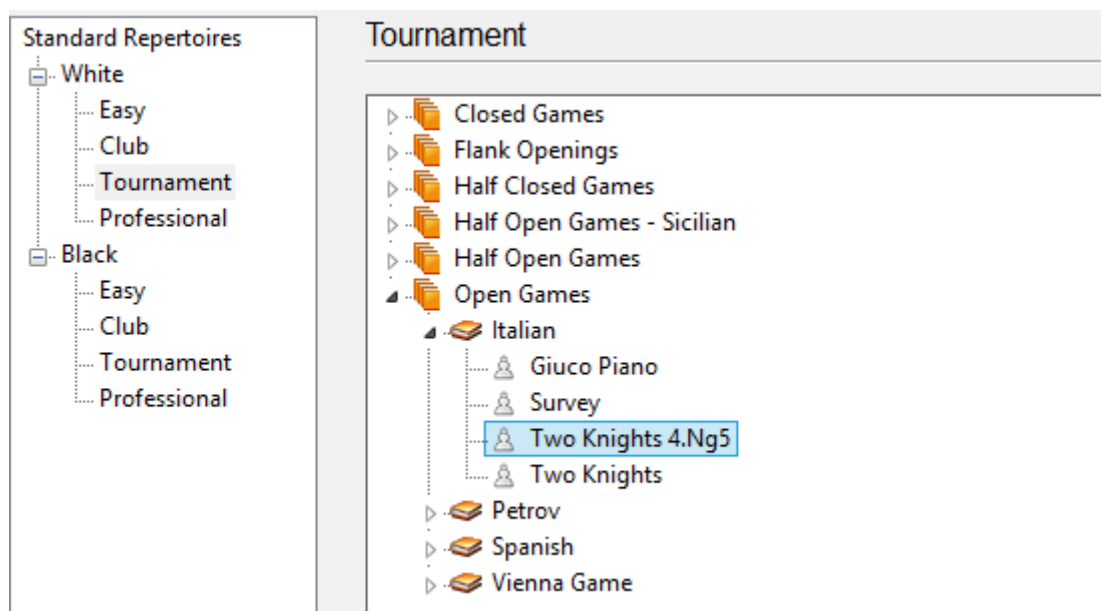
The program offers you the chance to save your opening repertoire online. This means that you have access to your personal opening repertoire from any computer with a link to the internet and a browser. White and Black repertoires are managed and saved on our servers separately.

At many places within the program you will find functions with which you can highlight moves as relevant for your repertoire (My Moves).

The “central point” for the management of the repertoire saved under “*My Moves*” can be found under the menu tab **Training** in the *board window*.



The functions “*Load White*” and “*Load Black*” load the repertoire which has been saved online into the board window. Included in the purchase of the program is access to pre-prepared up-to-date repertoires. This makes available to you a further convenient option for the extension of existing repertoires.

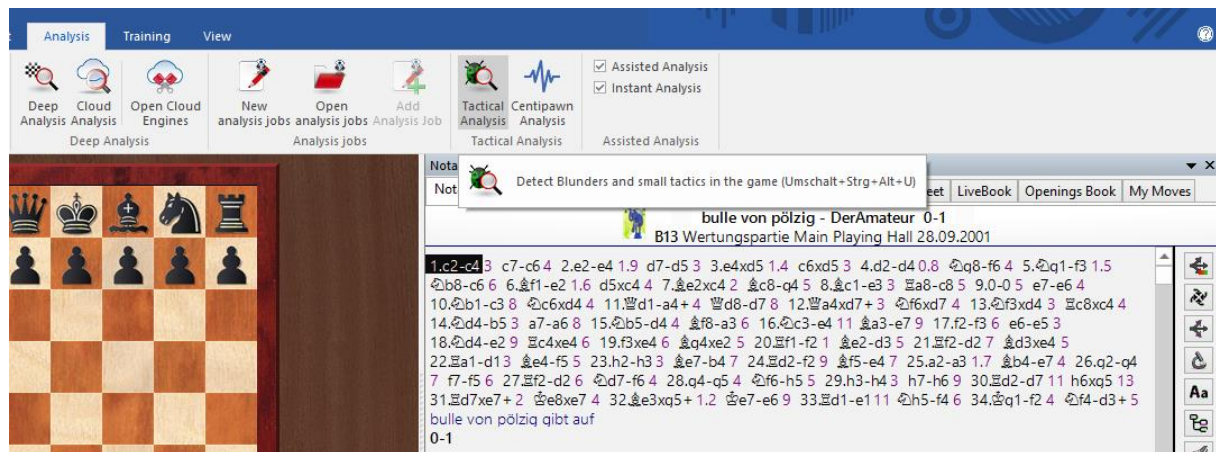


We offer ready-made opening repertoires for both White and Black, divided into four different levels going from “Easy” all the way to very complex variation trees..

These surveys are extremely well suited to the learning of new openings; for club players as a rule knowledge of the most important main variations is sufficient. Each of the repertoires on offer can be tailored or the view suited to your own needs.

## Tactical analysis of games

Tactical analysis makes possible the automatic checking of a game. In addition the program independently creates further opportunities for your training.



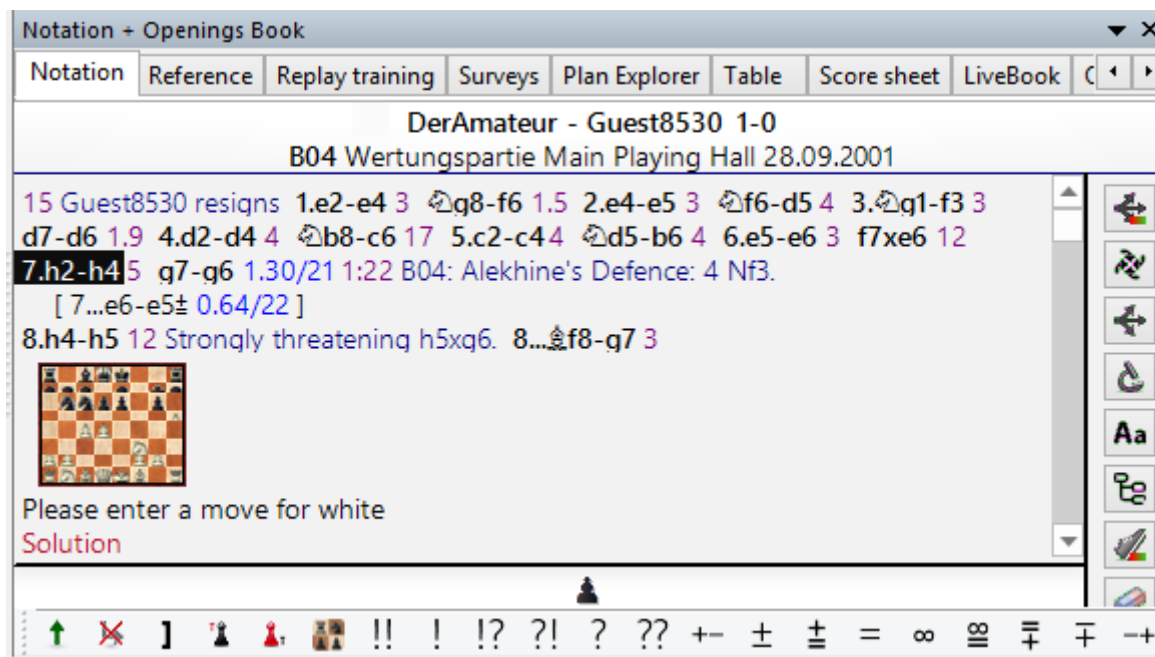
In the games list of a database highlight those games which you wish to have analysed. Then click on the right mouse button and in the window which opens select the option “*Tactical Analysis*”. Alternatively you can tie the analysis to the game at present loaded in the board window.

You will first be asked to enter a time. This is the value the program on average applies to each half-move. Additional options concern the way the program shows mistakes (Fine, Medium, Coarse) and how the results of the analyses should be saved and displayed.

The program enters comments and takes into account the following factors:

- Opening theory
- Tactical motifs such as strong moves, combinations, sacrifices and double attacks
- Mistakes, moves overlooked or other critical turning points within the game
- Weak moves which were not played (why can I not take the piece?), often moving on to the tactical refutation
- Threats and attacking motifs
- Defensive ideas, initiative, attack, manoeuvres, endgame classification and illogical game results

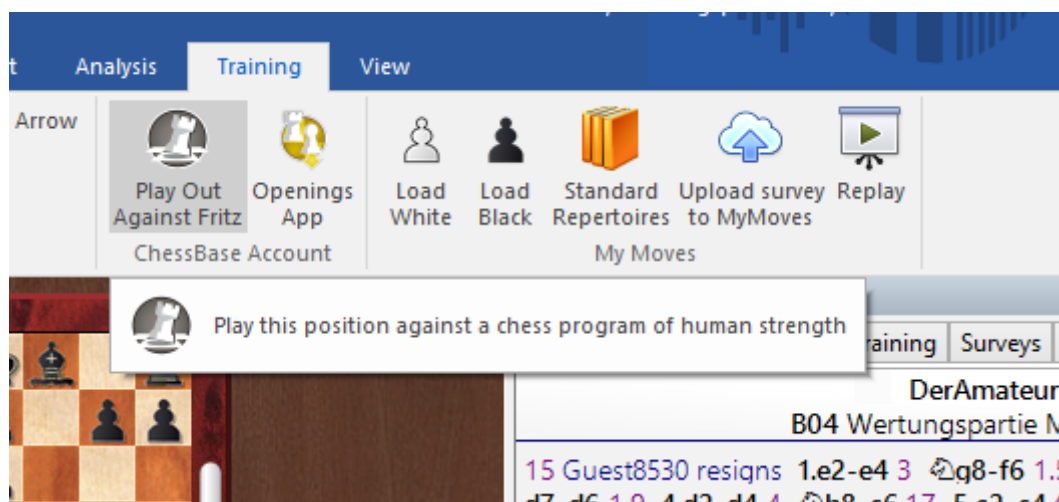
As an option, this analysis mode can insert into the notation training questions at critical moments in the game.



Make use of this training option in order to consider more intensively the critical moments in the game.

## Fritz as a sparring partner

ChessBase is a database program and as such offers many functions for analysis, but none for playing a game. If you want to test a specific position in practice against a chess program, you can continue from any displayed position against *Fritz Online*. Menu *Training – Play Out Against Fritz*.



You are linked to *Fritz-Online*, the position appears on the board (right).

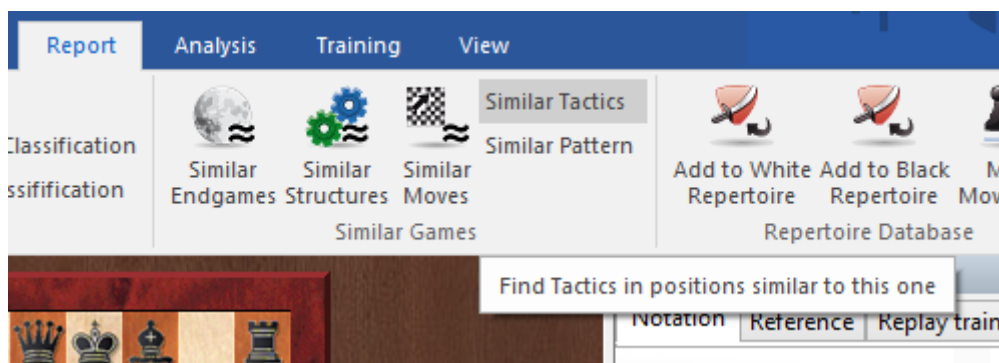


Before starting you have the opportunity to adjust the playing strength of the chess program.

## Typical tactical positions

For the successful handling of an opening it is important to have a solid feeling for the tactical motifs in the typical structures. You can make a targeted search for tactical motifs in selected opening systems.

*Board window - Report –Similar Tactics*



As a first step the program compiles a list of all those games which closely resemble the present pawn structure and which fit into a wide spectrum ECO area.



## Search functions

How does one find suitable games which are relevant for the current training situation? The program offers you many powerful search functions to rapidly filter appropriate games from the database.

### One-line search

A lot of search requests, particularly the search for certain games, can be quickly carried out with the one-line search. *Right click database symbol – Search.*

The screenshot shows the 'Players/Tournaments' search dialog. It has a 'Text' input field containing 'Kramnik Kasparov 1-0'. Below the input field are three buttons: 'Reset', 'Advanced', and 'Examples'. At the bottom, there is a checkbox labeled 'Always advanced dialog' which is currently unchecked.

In the example you are searching for the games Kramnik won against Kasparov by entering **Kramnik Kasparov 1-0** into the search mask – then pressing OK.

Under *Examples* you will find a series of pre-defined searches which you can modify.

### Advanced search mask

More complex searches can be carried out with the advanced search mask: *Right click Database symbol – Search – Advanced.*

The screenshot shows the 'Advanced search mask' dialog box. It has tabs for 'Game data', 'Annotations', 'Position', 'Medals', 'Material', 'Manoeuvres', and 'Attacks'. The 'Game data' tab is selected. It contains several input fields and checkboxes:

- White:** Kramnik
- Black:** Kasparov
- Tournament:** (empty)
- Annotator:** (empty)
- Year:** 2021.02 - 2021.02
- ECO:** A00 - E99/99
- Moves:** 0 - 22
- Wins only:** ☒
- Ignore colours:** ☒
- Elo:** 2500 - 3500
- None:** ☒ **One:** ☐ **Both:** ☐ **Avg:** ☐
- Difference:** ☐ 0
- Result:**
  - ☒ 1-0 ☐ 0-1 ☐ ½-½ ☐ 0-0
  - ☐ Mate ☐ Stalem. ☐ Check

The search mask allows you to determine the criteria according to which games are filtered and searched. It has different sections, so that a search can be made by game data, positions, material constellations, manoeuvres, etc. The various search criteria can be combined, e.g. the games of a player in which specific manoeuvres or constellations of material are to be found.

A comprehensive presentation of these criteria can be found in the manual and the program's online help.

## Preparation for an opponent

Our databases also contain many games from amateur events. Thus concrete preparation for a specific opponent is possible not only for professionals but also for players at lower levels.

One of the most efficient and quickest options is to create a dossier about your opponent with the help of the reference database. To do so you start the *Player index* of the database. *Double click on DB symbol – List view – Tab Players.*

Last name	First Name	Total	Title	m/w	Cou...	Native	Ph...	Bo
Lasker	Berthold	22		m	Germany			18
Lasker	Edward	310	IM	m	USA			18
Lasker	Emanuel	1126	WCH	m	Germany			18
Lasker	Justin	13		m	Canada			19
Lasker#77		16		m				
Lasker,Em/Ba..		1						
Lasker,Em/Be..		1						
Lasker,Em/Cu..		1						
Lasker,Em/Fit..		1						
Lasker,Em/Ha..		1						

Number	White	Elo W	Black	Elo B
10715	Heydebreck		Lasker,E	
10716	Lasker,E		Von Popiel,I	
11369	Reif,A		Lasker,E	
11375	Tietz,V		Lasker,E	
11381	Mavills,L		Lasker,E	
11387	Lasker,E		Lasker,E	

Count	Title	Place	Tournamen...	Type	Nation	Ca
30	Lasker Emanu..	USA	1902	Simul	USA	
29	Lasker Emanu..	New York	1892	Simul	USA	
27	Lasker Emanu..	London	20.05.1890	Tourn	USA	

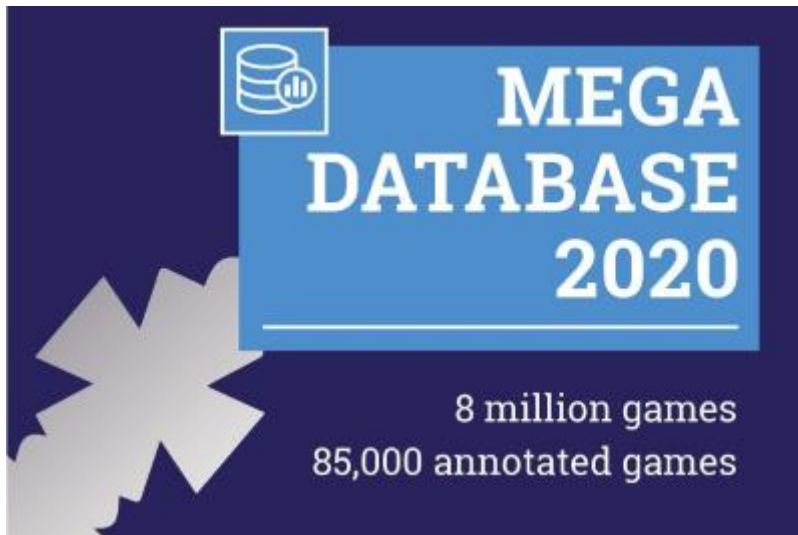
In the search bar at the bottom of the list enter the name of the player. The player you are looking for appears in the list. Highlight the name and with the right mouse button call up the function "Dossier". The program creates for this player a dossier and a survey of his or her opening repertoire which you can play through.

Instead of "Dossier" there is also the option "*Prepare against White*" or "*Prepare against Black*". This option lists and merges into a tree only the games your potential opponent played with White (or Black).

These functions offer you a transparent picture of the selected player's strengths and weaknesses.

## Reference database

The reference database is the standard database for all searches, classifications, opening reports, dossiers, etc. Normally your reference database should be your biggest database with the best annotations and the finest opening key (e.g. Big Database or Mega Database).



The reference database is defined in the database window as follows:

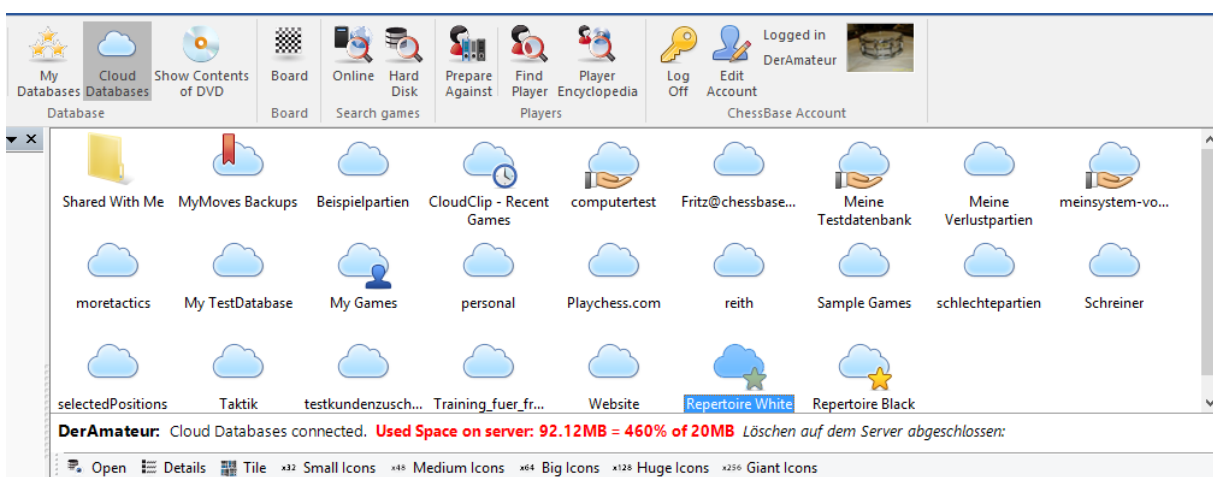
1. Right click on the database symbol.
2. Click on properties.
3. Activate as reference database.

The reference database is always present under "My databases". It is important to understand that for many search functions (player dossiers, opening reports, etc.) the program always searches through the *reference database*!

## Cloud databases

With ChessBase you have the opportunity to create, save and work with databases on a Cloud server. This enables you to access this chess material from anywhere, since it is accessible not only with ChessBase, but also with your *ChessBase Account* through any *web browser*.

Go on the menu to "Cloud Databases" and you are logged in to your personal ChessBase Cloud. Your Cloud databases are displayed on the screen.



## Access with your web browser

Access is also possible via a browser, thus ideal for when you are travelling with your smartphone or tablet. In the web browser under the app "**MyGames**" you have access to your Cloud databases. You can also work with these databases in the web browser, that

is, you can add, annotate and analyse games. An engine is available even if the device you use to access the database does not have one.

### **Access via web addresses**

You can share cloud databases with other users. You can give them the right to load the database which gives them access to and the right to copy the content of the database though they cannot change it. But a user with the authorisation to write to the file can revise the games, save this revision, and he can add and delete games.

Another option is to publish the cloud database on the web –the cloud database is given an individual URL that will not change.

This allows you to access the database without a ChessBase Account and to embed the database in a website.

## Opening theory

Many tournament players employ the greater share of their time in opening training. In no other area of chess is so much time spent on evaluation of new moves, restructuring and reorientation. Of course *ChessBase* takes this fact into account and there are many training options which are effective and which are closely linked to practice. Within this quick start guide we can showcase only some of these options and refer you to the extensive documentation for the program.

### Finding novelties

You have loaded a game and now choose *Report – Novelty annotation*. The program reacts immediately and inserts into the notation relevant games for comparison including the highlighting of the novelty. Within the notation you will find directly clickable links to comparable games.

The screenshot displays the ChessBase 16 interface. At the top, there are tabs for Notation, Reference, Replay training, Surveys, Plan Explorer, Table, Score sheet, and LiveBook. The main window shows a game report for Kobalia, Mikhail (2587) vs. Inarkiev, Ernesto (2654), 1/2-1/2, from the C84 3rd Dvoretzky Memorial 2021 in Moscow (7.3) on 11.02.2021. The notation is displayed in a large font, with the first move 1.e2-e4 highlighted. Below the notation, a small chessboard shows the current position. The report includes a comment: "now scores much better than the old 9...Bq4. C77: Ruy Lopez: 3...a6 4 Ba4 Nf6, unusual lines." and a list of moves: 10.♘b3-a2 ♙c8-e6 11.b2-b4 ♙e6xa2 12.♙a1xa2 ♙a5-c6 13.♙c1-g5 ♙d8-d7 14.♙g5xf6 ♙e7xf6 15.♙c3-d5 a6-a5 16.♙d5xf6+ ♙7xf6. A section titled "17.b4xa5!?N" is highlighted in blue, with a comment "New and interesting." and a predecessor game: "17.♙a2-b2 a5xb4 18.a3xb4 f6-f5 19.♙f3-h4 f5-f4 20.♙h4-f5 ♙q8-h8 21.d3-d4 ♙f8-g8 22.♙b2-b3 ♙q8-g5 23.d4xe5 ♙c6xe5 1-0 (40) Bacrot,E (2722)-Gretarsson,H (2565) chess.com INT 2018". The interface also features a timeline at the bottom showing the game's progress and a toolbar with various icons for navigation and analysis.

Such comments are particularly exciting when they are given in real time to games which have just been played.

When you are working with the program in *Windows 10*, it sends you immediate notifications to opening trends as games are being played live.



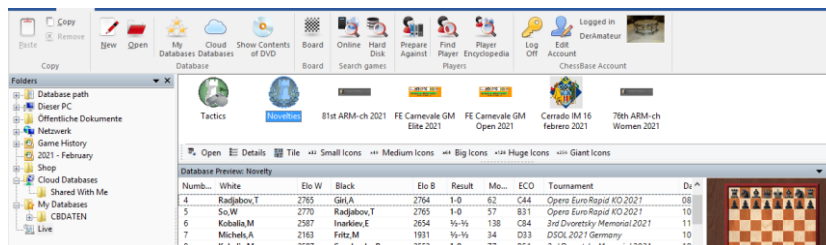


Thus ChessBase now sends notifications to opening trends as they are happening live. For these notifications to work, make sure that the option is switched on within the program options.

## Live display

In the directory view which is to the left of the ChessBase database window, there is a new entry **"Live"**.

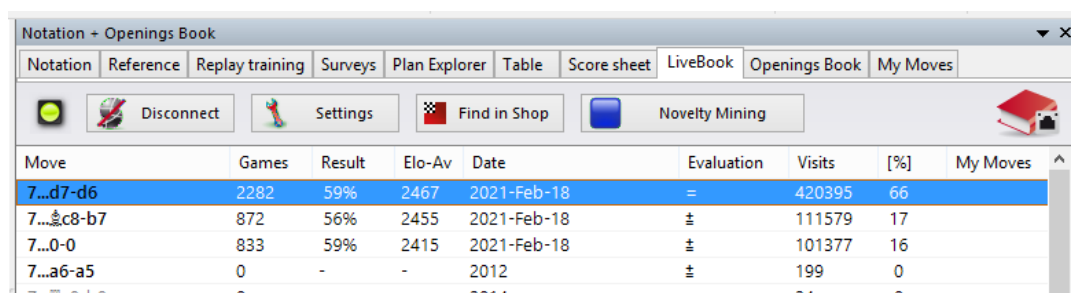
There you will find two special databases, "Tactics" and "Novelties":



**"Novelties"** contains all recent theoretical trends, which have been discovered in live games in recent days, often quickly after the end of the game.

## Novelty mining

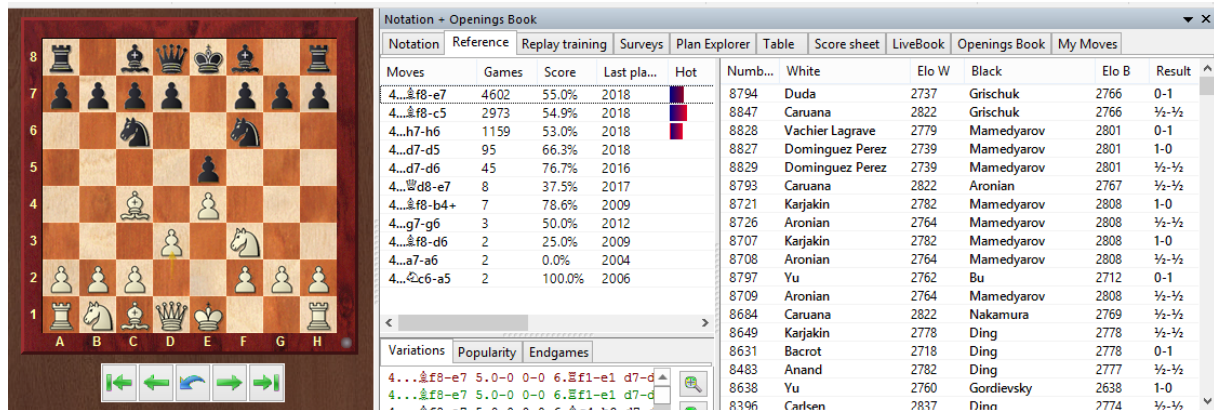
The program now offers the possibility of carrying out automatically a search for potential theoretical novelties. Load into the board window an opening position which is relevant for your repertoire or for preparation against an opponent. In the notation window click on the tab **"LiveBook"**. Here you will find the new entry **"Novelty mining"**.



You can specify precisely how the engine you have defined as standard will carry out the search for a playable (useable) novelty. Possible alternative continuations or candidate moves are copied into the notation and can be saved if you wish.

## Reference display

A click on the *Reference* tab in the board window starts the openings reference. Here the program carries out in the background a rapid search in the reference database for the current position on the board and displays alternative continuations.



The screenshot shows the ChessBase 16 interface. On the left is a chessboard with a position set. On the right is the 'Notation + Openings Book' window. The 'Reference' tab is selected, showing a list of moves and their statistics. Below the list are tabs for 'Variations', 'Popularity', and 'Endgames'. The 'Variations' tab is active, showing a list of variations with their statistics.

Moves	Games	Score	Last pla...	Hot
4...♙f8-e7	4602	55.0%	2018	
4...♙f8-c5	2973	54.9%	2018	
4...h7-h6	1159	53.0%	2018	
4...d7-d5	95	66.3%	2018	
4...d7-d6	45	76.7%	2016	
4...♙d8-e7	8	37.5%	2017	
4...♙d8-b4+	7	78.6%	2009	
4...g7-g6	3	50.0%	2012	
4...♙f8-d6	2	25.0%	2009	
4...a7-a6	2	0.0%	2004	
4...♙c6-a5	2	100.0%	2006	

Num...	White	Elo W	Black	Elo B	Result
8794	Duda	2737	Grischuk	2766	0-1
8847	Caruana	2822	Grischuk	2766	½-½
8828	Vachier Lagrave	2779	Mamedyarov	2801	0-1
8827	Dominguez Perez	2739	Mamedyarov	2801	1-0
8829	Dominguez Perez	2739	Mamedyarov	2801	½-½
8793	Caruana	2822	Aronian	2767	½-½
8721	Karjakin	2782	Mamedyarov	2808	1-0
8726	Aronian	2764	Mamedyarov	2808	½-½
8707	Karjakin	2782	Mamedyarov	2808	1-0
8708	Aronian	2764	Mamedyarov	2808	½-½
8797	Yu	2762	Bu	2712	0-1
8709	Aronian	2764	Mamedyarov	2808	½-½
8684	Caruana	2822	Nakamura	2769	½-½
8649	Karjakin	2778	Ding	2778	½-½
8631	Bacrot	2718	Ding	2778	0-1
8483	Anand	2782	Ding	2777	½-½
8638	Yu	2760	Gordievsky	2638	1-0
8396	Carlsen	2837	Dinn	2774	½-½

In addition you will find a list of the best players in whose games the continuation has occurred, the Elo average or which players have employed this variation particularly often in their games. **Opening references** can also be executed with *databases* or *game lists*.

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