

HIARCS Chess Explorer Pro

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Welcome to HIARCS Chess Explorer Pro



[HIARCS Chess Explorer Pro](#) is a new highly advanced chess database, analysis and playing program for [PC Windows](#) and [Apple Mac](#) computers. It offers a very powerful user interface with the strongest ever HIARCS chess engine and world class chess database features. This unique combination offers easy to use features managing chess databases, preparation, analysis, play and training for players of all abilities from beginner to Grandmasters and beyond.

There are a great many unique features in HIARCS Chess Explorer Pro and we have written this manual so you can get the most out of our software. This manual is a live document and as such will be updated on a regular basis.

This documentation is for the HIARCS Chess Explorer Pro product. Current version 1.0.0.0

Credits and acknowledgements

Other software and resources used by HCE

- [Qt 5.15.2](#) or [Qt 6.2.1](#) - open-source crossplatform applications framework
- [uncbv](#) - CBV archive extractor
- [FontAwesome](#) - free web icon set
- Chess Pirat - figurine font by Klaus Wolf
- [Board textures](#) based on CC0Textures
- Alpha, Leipzig, Merida & USCF chess piece images by Eric de Mund and Bruno Rizzuti (based on fonts by Eric Bentzen and Armando Marroquin)
- Modern & Russian chess piece images by Bryan Whitby
- Hiarcs chess piece images by Steven Uniacke
- Fun chess piece images based on design by Ole Christensen
- Annotated games from CHESS magazine used with kind permission of www.chess.co.uk

Translations:

French: Yves Catoire, A. Zanchetta and Jonathan Naud

German: Christian Goralski, Kai Freitag, Astrid Erver and Jeremy Bernstein

Italian: Bruno Rizzuti

Polish: Michał Rudolf

Portuguese: C. R. Zamana

Spanish: Amador Cuesta

Testing and feedback by Eric Hallsworth, Jeremy Ward, Harvey Williamson and a very large number of beta testers, not named for privacy reasons.

Thank you to all those people who helped make HIARCS Chess Explorer a better product.

We also thank Eugene Nalimov and Andrew Kadatch for their kind permission to use their access code (copyright (c) Eugene Nalimov) and decompression code (copyright (c) Andrew Kadatch) for Nalimov tablebases in HIARCS chess engines. We would also like to thank Ronald de Man for his Syzygy tablebases.

Included items

HIARCS Chess Explorer Pro includes the following main components:

- HIARCS Chess Explorer Graphical User Interface (GUI) - this is the presentation you see and interact with.
- HIARCS chess engine(s) - this is the electronic chess brain which analyses and plays chess.
- HIARCS Chess Explorer supports engines which comply with the Universal Chess Interface specification.
- The HIARCS chess engines included in the package are UCI compatible:
 - Deep HIARCS 15.0 (available with the Deep and Premium HIARCS Chess Explorer Pro products)
 - HIARCS 15.0
- Opening books - these are collections of positions, moves and statistics which help show you the chess openings, play chess openings and classify and name openings played. These electronic books are used by HIARCS Chess Explorer to present the information within them. They cannot be read by other software.
- Chess databases - these are collections of players, games and commented games which you can load, view, modify, play through etc, etc. The following databases are included:
 - MasterBase - this is a database of games between the world's strongest chess players, generally of last 15 years.
 - AnnotatedBase - this is a database of games annotated by strong chess players including International Masters and Grandmasters.
 - FischerSpasky - this database contains all the games played between these great rival players.
 - KasparovKarpov - this database contains all the games played between these great rival players.
 - Tactics - this database contains tactical puzzles.

Please note you can add other UCI chess engines including third party UCI chess engines into HIARCS Chess Explorer Pro. You can also use HIARCS chess engines in

other chess GUIs which support UCI engines. We strongly recommend activation of our engines in HIARCS Chess Explorer as we have found many other chess GUIs are not 100% compatible with the UCI specification for activating/registering engines.

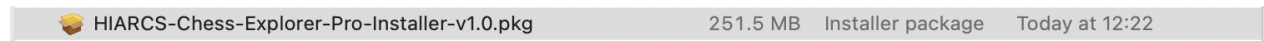
Premium HIARCS customers will receive the latest HIARCS experimental improvements, many of these will be aimed scaling on many core systems.

By default Deep HIARCS 15.0 uses half the physical cores of the system. We choose this default so that most customers are able to run Deep HIARCS 15 in multiple database tabs without affecting overall system performance. You can change the number of threads used in the Analysis Explorer toolbar. That allows you to set anything from 1 to a maximum of the number of logical cores on your machine. If you want to change the default threads used for Deep HIARCS 15.0 in all database tabs please go to the Preferences->Engines dialog and select Deep HIARCS 15.0 and set the threads to your choice.

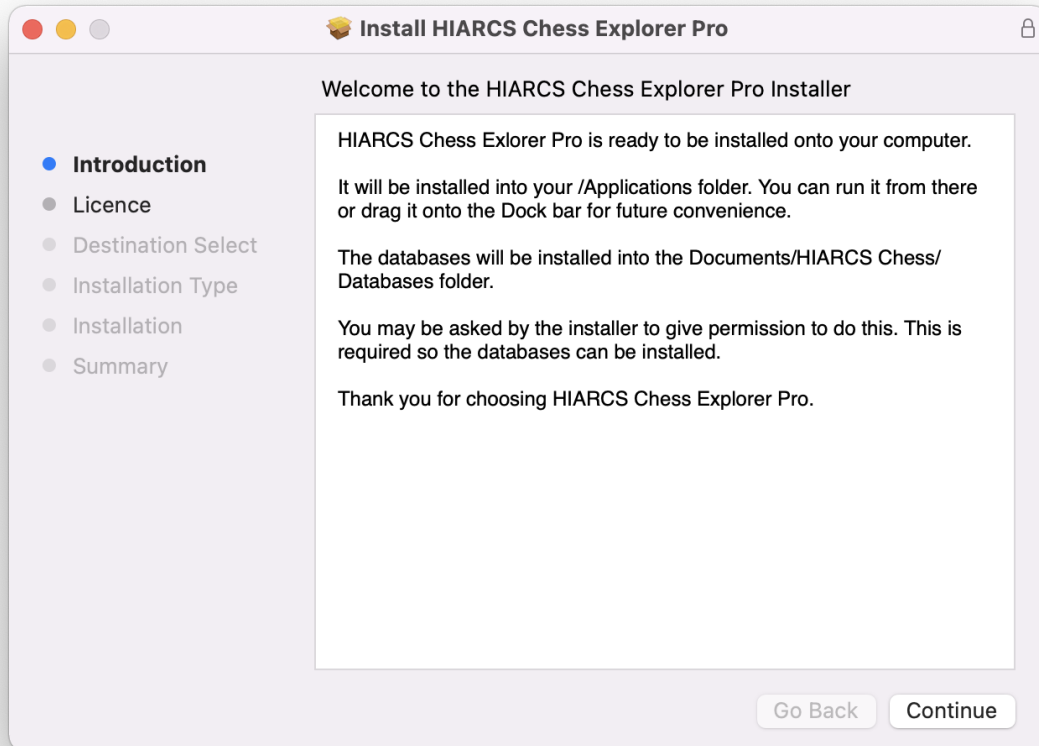
Please note HIARCS Chess Explorer Pro also has a load alert which is a red square which appears in the bottom right hand corner of the window, if you see that you can move the mouse pointer over the red square to get info on the system usage of the engines running.

Installation on Mac OS

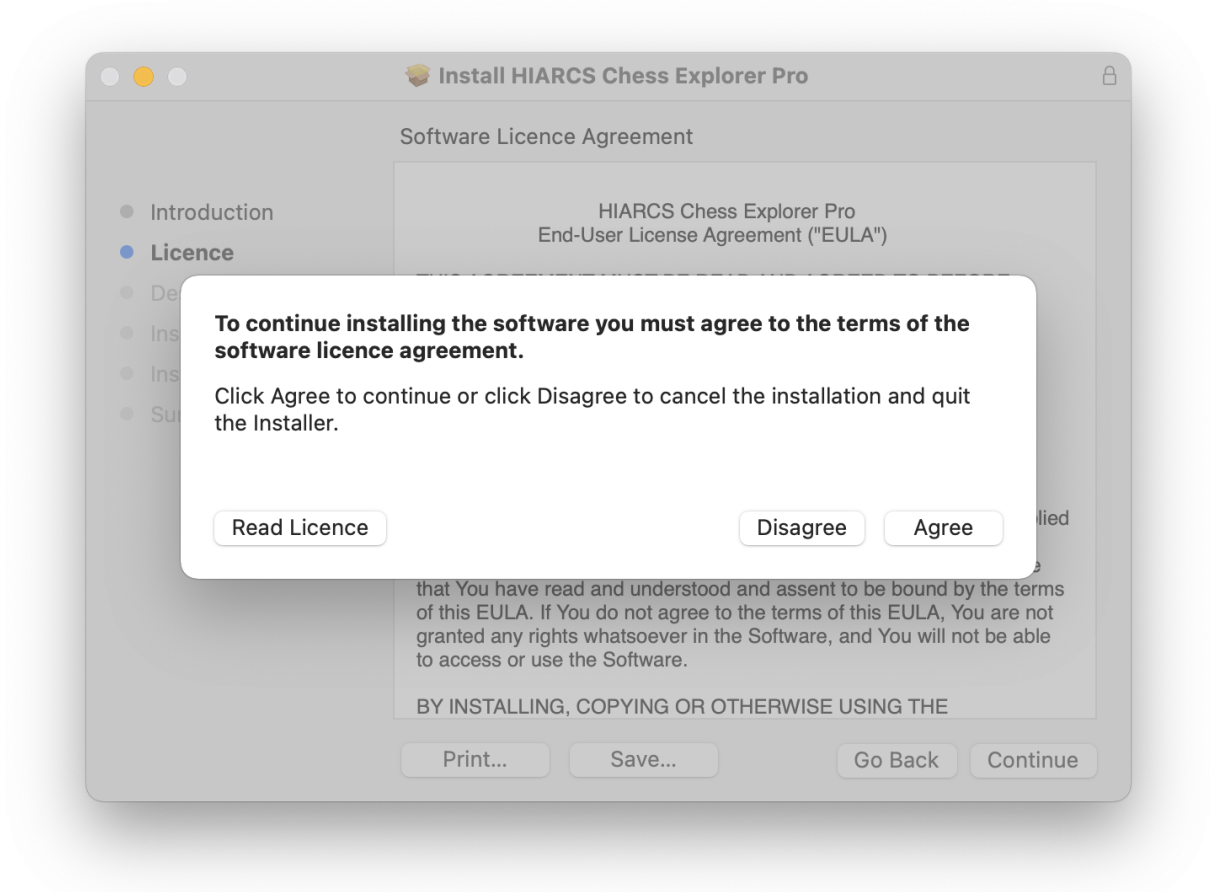
When you purchase HIARCS Chess Explorer Pro you will be sent an email with a download link where you can download the HIARCS Chess Explorer Pro installer. Download the installer and run it to install the software.



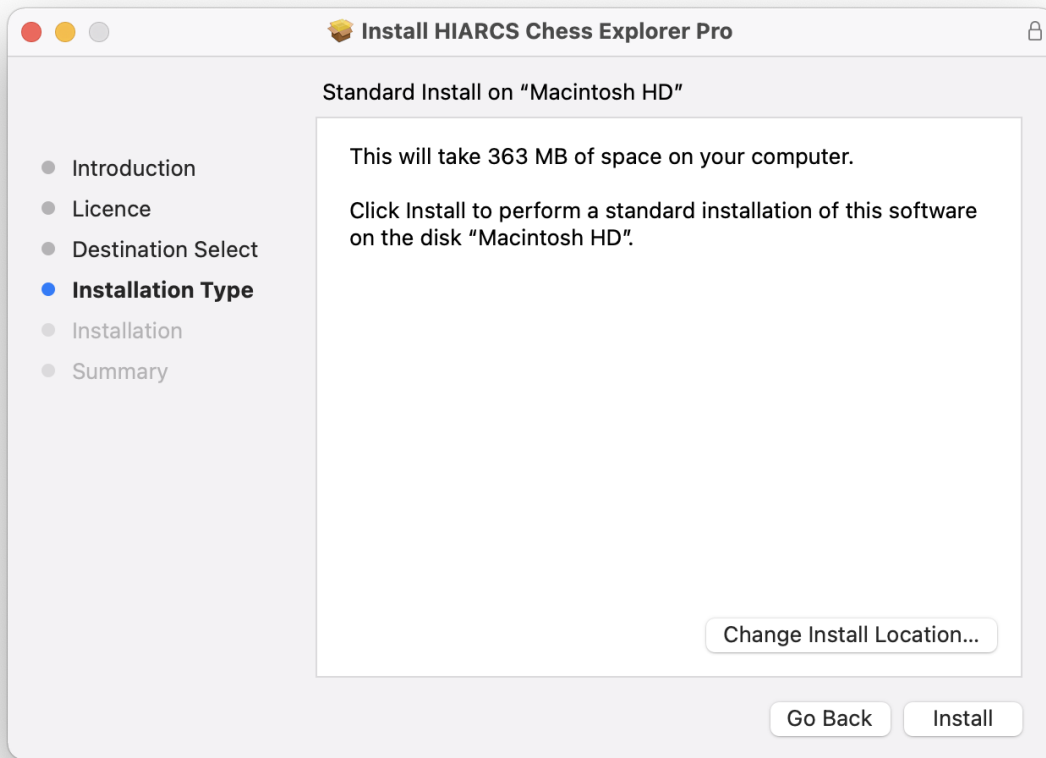
After downloading, run the installer by double clicking it...



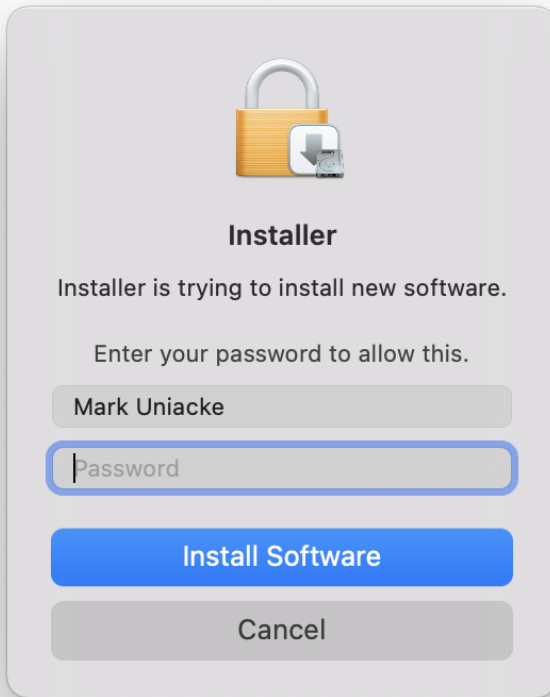
Click continue



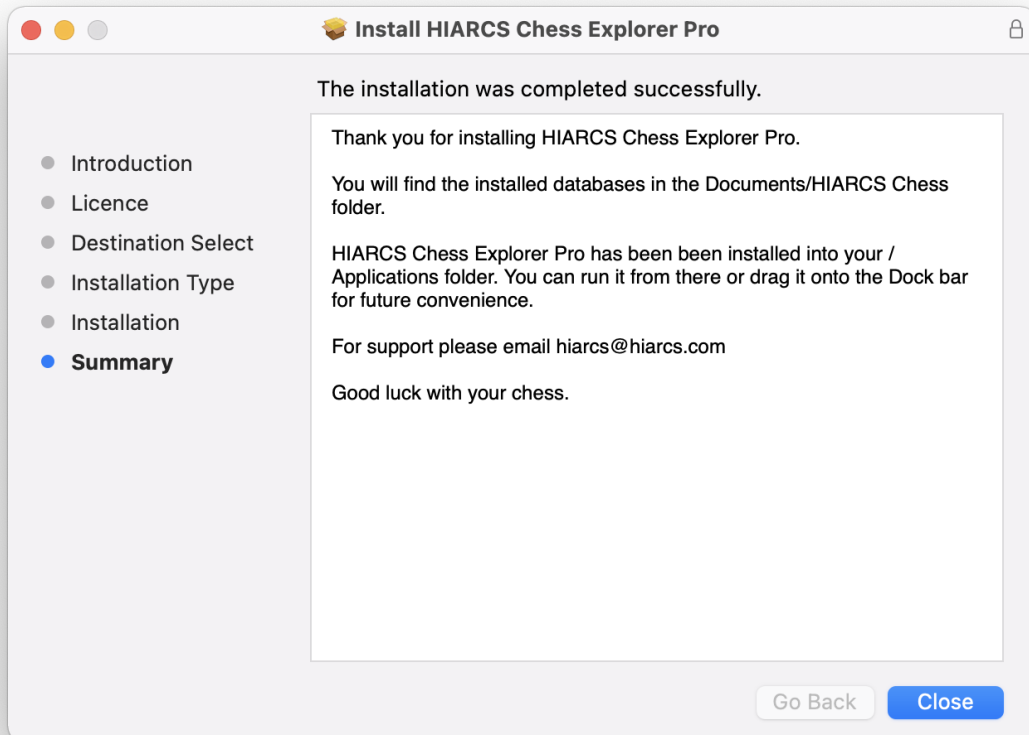
Please read the End-User License Agreement, agreement is required to continue to install and use the software



We strongly recommend you install the software in the default location of /Applications. Click Install to proceed



Enter your password to allow the installation to proceed.



Installation is now complete and you will find HIARCS Chess Explorer Pro installed in your /Applications folder. We recommend you also drag it to your Dock bar for easy access in future.

The Databases and other files are installed in the Documents/HIARCS Chess folder.

Installation folders

When HIARCS Chess Explorer Pro is installed it creates a number of folders for the Application itself, chess engines and data files including databases. This section explains where the files are installed.

Application Folder

The application and engines are installed in /Applications in the HIARCS Chess Explorer Pro.app

Data Folders

The HIARCS Chess Explorer Pro installs data files in your Documents folder under Documents/HIARCS Chess

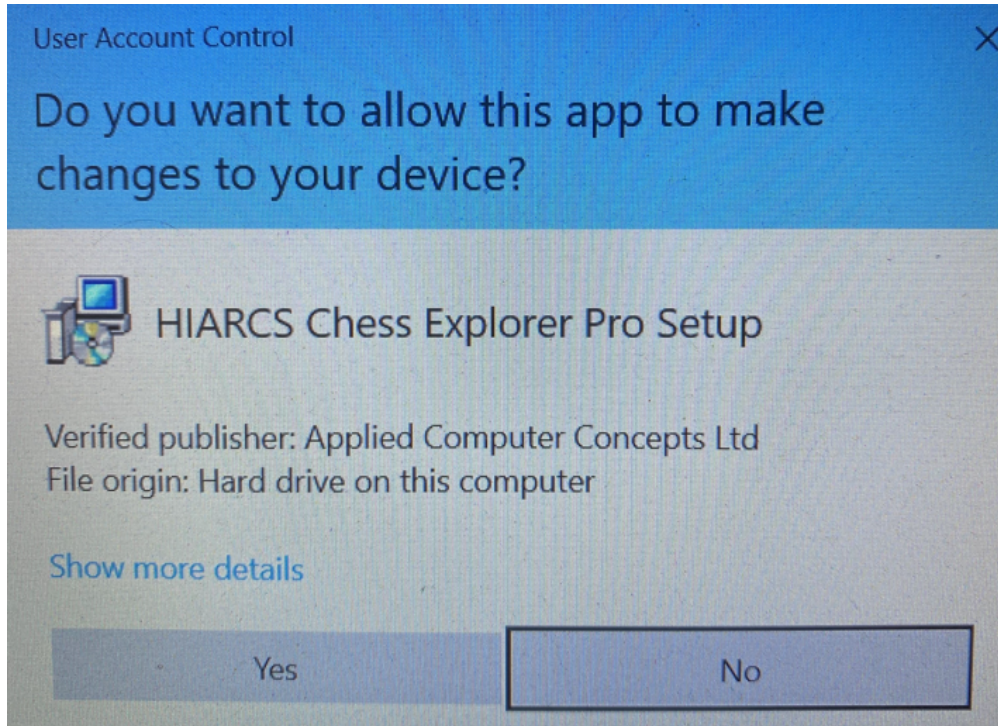
The following sub folders are installed:

- Books - this folder contains the books HIARCS uses, book subscribers can add books issued as part of the Book Subscription to this folder and HIARCS 14 engines will automatically use the latest book
- Databases - this folder contains the packaged databases which are included with HIARCS Chess Explorer
- EngineData - this folder contains the engine data folders
- Engines - HIARCS engines are installed here
- Logs - log files can be stored here

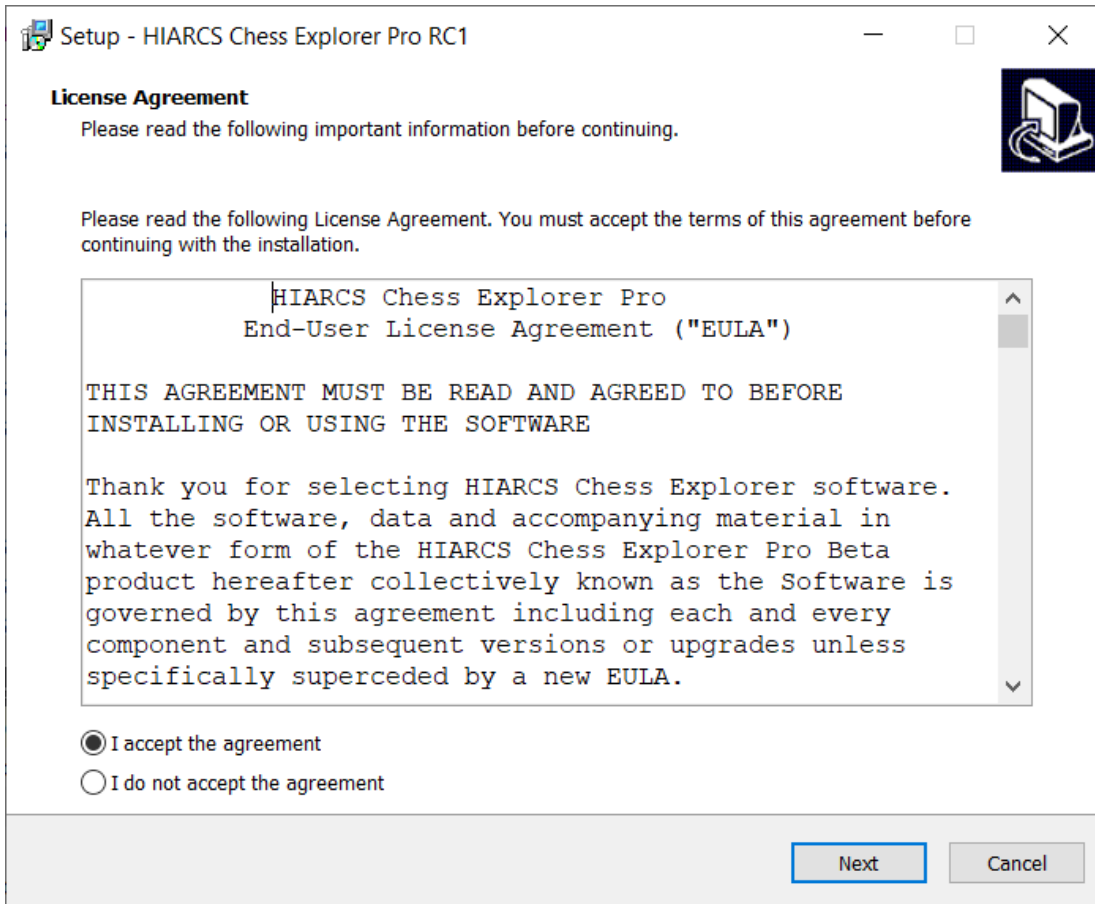
Installation on PC Windows

When you purchase HIARCS Chess Explorer Pro you will be sent an email with a download link where you can download the HIARCS Chess Explorer Pro installer. Download the installer and run it to install the software.

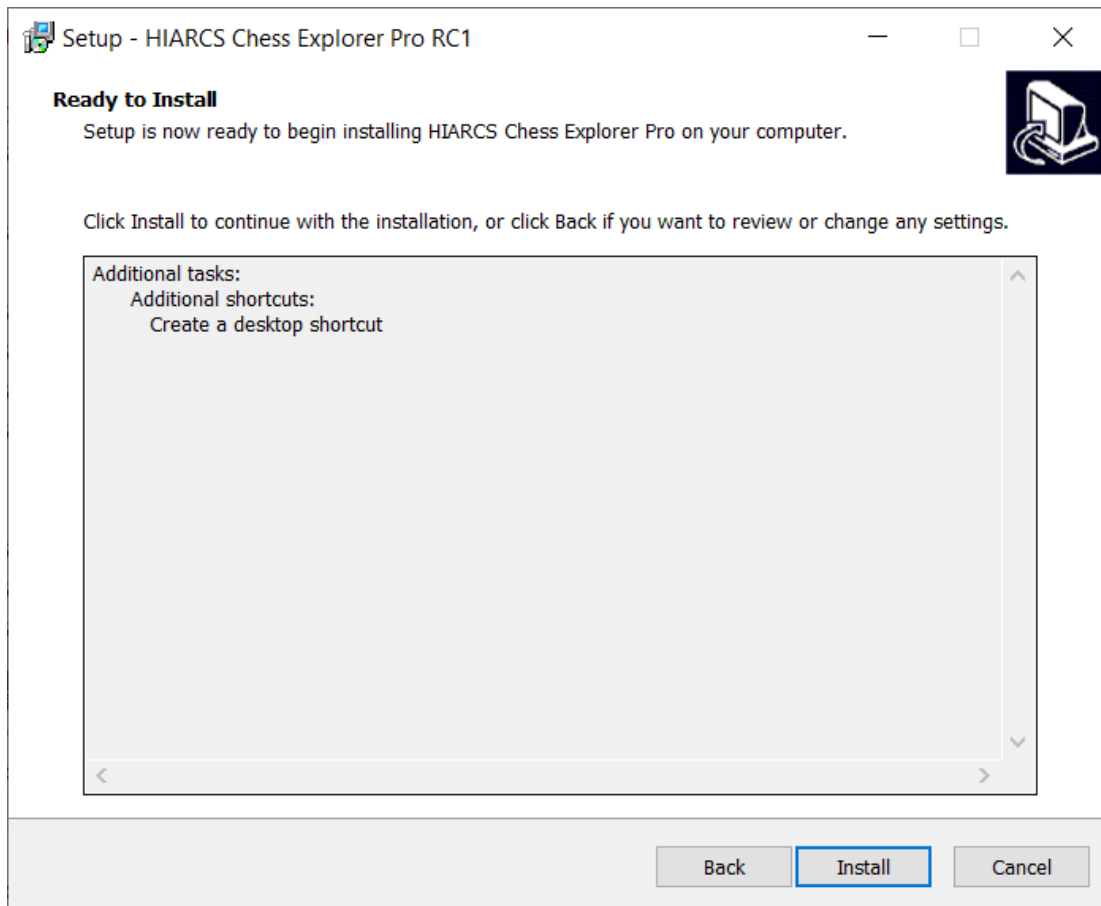
To install you will need to allow the installer to make changes by clicking yes to this dialog...



Before you can install HIARCS Chess Explorer Pro you will need to accept the terms of the End User License Agreement



In the next dialog you will have the choice to create a desktop icon which will appear on your desktop and make launching HIARCS Chess Explorer Pro easier. You will then be given a dialog which simply asks you to click the Install button to install HIARCS Chess Explorer Pro. Click this button and installation will begin, you will see the installation progress.



Installation folders

When HIARCS Chess Explorer Pro is installed it creates a number of folders for the Application itself, chess engines and data files including databases. This section explains where the files are installed.

Application Folder

The application and engines are installed in the \Program Files (x86)\HIARCS Chess\HIARCS Chess Explorer Pro folder.

Data Folders

The HIARCS Chess Explorer Pro installs data files in your Documents folder under Documents/HIARCS Chess

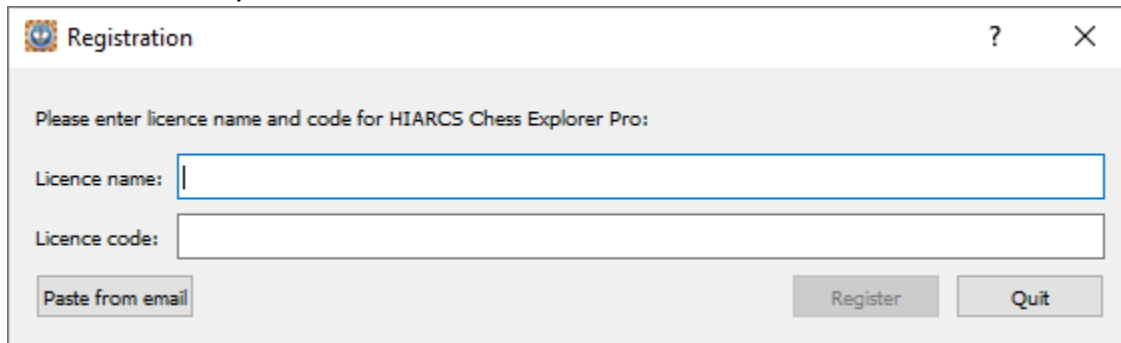
The following sub folders are installed:

- Books - this folder contains the books HIARCS uses, book subscribers can add books issued as part of the Book Subscription to this folder and HIARCS 14 engines will automatically use the latest book
- Databases - this folder contains the packaged databases which are included with HIARCS Chess Explorer
- EngineData - this folder contains the engine data folders
- Engines - HIARCS engines are installed here

- Logs - log files can be stored here

Activation

When HIARCS Chess Explorer first runs you will be asked to enter your license key. Your personal license key was emailed to you immediately after you purchased HIARCS Chess Explorer. Enter the license name and code into the Registration dialog to activate the product:



The image shows a 'Registration' dialog box with a title bar containing a question mark and a close button. The main area contains the text 'Please enter licence name and code for HIARCS Chess Explorer Pro:'. Below this are two text input fields: 'Licence name:' and 'Licence code:'. At the bottom left is a button labeled 'Paste from email', and at the bottom right are two buttons labeled 'Register' and 'Quit'.

You can copy (Ctrl+C on Windows, Cmd+C on Mac) and paste (Ctrl+V) the license name and code into each field. Once you have entered the license name and code, click the Register button to activate HIARCS Chess Explorer Pro.

Alternatively you can copy the license key from the email and click Paste from email and HCE Pro will parse the email and enter the details.

Activation of HIARCS Chess Explorer Pro requires access to our servers so please ensure your internet connection is working.

After a short delay you will then get confirmation that HIARCS Chess Explorer Pro has been successfully registered and activated. You will not need to activate on the same machine again unless you deactivate the license from the About dialog because you might want to give your computer away or sell it.

Overview

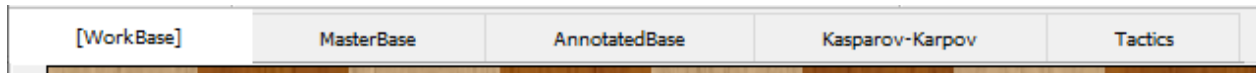


The HCE Pro windows consists of a number of explorer views from the top down:

- Window title: Current database name - HIARCS Chess Explorer Pro
- Menus at the top of the window
- Toolbar icons which give shortcuts for accessing common functions
- Tabs - one per database
- Game board showing the current position of the game being examined
- Game notation is shown to the top right of the board. It has the game header showing who played the game and the game move notation, this can contain symbols and comments
- A Tree Explorer view of the current database showing the moves played from the current position by all games in the database and their statistics
- Book explorer showing the Local book with the recommended moves and statistics from the current position. You can select various books.
- The Analysis Explorer view shows the engine analysis of the current position
- Evaluation Explorer view shows the game evaluations throughout the current game and can be used for navigation
- Finally at the bottom of the window is the Game Explorer view which lists the games in the current database based on the current filter.

Concepts

Database tabs



Each database in HIARCS Chess Explorer Pro is opened within a tab.

This means you can have multiple databases open simultaneously without having to manage lots of windows.

You can move tabs around by simply selecting a tab and dragging and dropping the tab into a new placement, for example you can drag the MasterBase database tab and place it between the Kasparov-Karpov and Tactics database tabs.

To work on a database simply click on the tab and the database and its display panes will be accessible.

As you will find out HIARCS Chess Explorer makes it simple to have multiple databases open at the same time and this ease and flexibility allows a different approach to analysing and working with databases compared to single game/database programs.

You can close a database at any time by clicking X next to the name of the database tab or by selecting the [File->Close menu item](#) which will close the database in the current selected active tab.

We recommend you use the new HCE file format as once a database is in our new format all its operations are near instant.

Please note when opening very large PGN databases it can take some time to load all the games and build the required views of the data. However once the database is loaded even complex position searches are performed almost instantly. Equally when you exit a database tab containing a very large PGN database it takes time to save if changes have been made to that database. For this reason when large PGN databases are opened you will be offered the option to convert the database into HCE format.

Database and filters

In HIARCS Chess Explorer Pro there are up to 4 groups of games which some operations can be applied to:

- Database - all the games in the database
- Filter - only the games in the current search filter
- Selection - this is a selection of games ticked in the [Game Explorer](#) game list.
- Current game

Some functions operate on all four groups, while other's handle only the current game or some combination of game and filter.

When you first open a database the current filter is set to the entire database. When

you search for games the resulting set of games becomes the new filter. In numeric terms the size of the filter is shown in the title bar of the Game Explorer view.



This shows you that the Game Explorer is showing 58 out of 347,333 games. The current filter contains those 58 games.

There many ways to search for games that set the games filter you can read more about these in the [Finding games section](#).

Although the filter is normally set as a result of a search you can add to the existing filter using the [Header search](#).

Elo ratings

Chess players are given a chess rating to gauge how strong they are at chess. The standard rating system used in chess is called Elo ratings named after Arpad Elo. A related system is used in tennis, football and many other sports.

Elo ratings are based on the results of games and ratings of opponents played. The Elo rating system ranges from 1000 Elo (a complete novice) to 2800 Elo and beyond for the strongest players of all time.

Were a player A to score two points for every one point of player B, then player A would be expected from this performance to have an Elo rating about 120 Elo points more than player B. As you can see there is a great difference in chess strength as you go up the ratings.

The ratings can be split into the following broad classes:

Class of Player	Rating Range
World Champion	2800+ Elo
World Championship contender	2700-2800 Elo
Super Grandmaster	2600-2700 Elo
Grandmaster	2500-2600 Elo
International Master	2400-2500 Elo
Master	2200-2400 Elo
Expert	2000-2200 Elo
Class A - Strong club player	1800-2000 Elo

Class B - Club team player	1600-1800 Elo
Class C - Club player	1400-1600 Elo
Class D - Hobby player	1200-1400 Elo
Class E - Beginner/Novice	1000-1200 Elo
Class F - Complete beginner	750-1000 Elo

HIARCS Chess Explorer Pro allows you to set any of these strengths in the play game dialog.

What's new

Version 1.0 3rd January 2022

Initial release of HIARCS Chess Explorer Pro

Key features include:

- **Advanced Database Support**
 - HCE database format offers huge databases only limited by memory - 1GB per 8 million games
 - Fast searching for players, openings, events, material, pawn structure and positions.
 - Comprehensive game database support (PGN, HCE, reads Chessbase CBH, CBV and EPD)
 - Extensive game notation with variations, comments, symbols, diagrams and named openings
 - Export and publish your work, games and preparation to PGN, PDF, EPUB e-book and HTML
 - Reference databases, manage databases, duplicate search and clean up, watch live games
- **HIARCS 15 chess engine** - more than 200 Elo stronger
 - Full range of realistic set Elo levels with human like playing style, have your strength matched
 - Very strong analysis & play, more than 200 Elo stronger than HIARCS 14 WSCS engine
 - Supports up to 32+ threads/cores, and any UCI Chess User Interface (Chessbase/Fritz)
- **Player Explorer**
 - View reports on players, their games, performances and favourite openings and statistics
 - Build tree of games and openings of players instantly into a player report with a single click
 - Automated repertoire summaries for databases and players. Merge misspelled players
- **Game, Opening and Tree Explorers**
 - Revolutionary multi-source chess trees with moves, statistics from games and advice
 - Build an opening repertoire tree instantly from database games to learn and prepare openings
 - Access huge online opening books, view multiple books & Chessbase CTG books simultaneously
- **Analysis and Evaluation Explorers**
 - Analyse positions and games with multiple engines simultaneously with load management
 - Multiple lines of analysis with stats, move selection and integrate analysis with game notation
 - Check games for blunders, inaccuracies and improvements with post game

analysis

- **Custom Playing modes**
 - Play against the computer with human-like play and full range of handicap Elo levels
 - Choose rating, time controls, start positions and even chess openings for practice
 - Train with the guess the move feature, learn and improve your tactical and positional play
 - Coach points out mistakes, shows move quality and hints. Rates your play in Elo points
 - Engine matches - set up and watch them play or have them play out test or analysis positions
- **Packaged Databases**
 - Top quality database with 300,000+ Master games, IM/GM annotated games, tactical exercises
 - Online access to up over to 1,000 GB of endgame tablebases and opening book databases
 - Local book with latest GM Theory and access to much larger online books

Getting Started

Once installed you can run HIARCS Chess Explorer Pro from:

- On PC Windows from the Start menu and also from the desktop shortcut. We recommend you pin HIARCS Chess Explorer to the task bar for quick access.
- On Mac OS from the /Applications folder. We recommend you copy HIARCS Chess Explorer Pro to the Dock bar for quick access to the app in the future.

System requirements

HIARCS Chess Explorer Pro for PC: Windows 7, 8, 10 or 11 64 bit (all editions)

HIARCS Chess Explorer Pro for Mac: macOS 10.14 Mojave or later, including Catalina, BigSur and Monterey

Please note a license to use HIARCS Chess Explorer Pro on one platform does not give access on the other platforms. For example a PC Windows license does not provide use on Mac OS. However, we offer very good discounted rates for those who want to purchase the other platform product. Please email hiarcs@hiarcs.com for details.


Setting a language

HIARCS Chess Explorer will use the default language of your operating system. If you want to use a different language you can choose the language in the [Preferences->Advanced tab](#). There you can set the language to English (UK), English (US), French, German, Italian, Polish, Portuguese and Spanish.

Finding games

There are many ways in HIARCS Chess Explorer Pro to find games in an open

database:

- Select the Search header  toolbar icon or [Database->Search header menu item](#) to access the [Search header dialog](#) to search the database for games matching game header criteria, e.g. players, event, rating, dates etc, etc.
- Open the [Game Explorer view](#) and use the [Quick search field](#) for fast searching.
- Open the [Tree Explorer](#) and use the [Tree ->Set filter option](#) to show all games matching the current position
- Open the [Player Explorer](#) and find games, wins, draw, losses or openings of a particular player
- Use the [Database->Find position menu item](#) to open the [Find position dialog](#) to find the games containing a position you are interested in.

When you first open a database the current filter is set to the whole database. When you search for games the result is normally a subset of the games and this subset is the current filter.

Every time you search for games it creates a new filter of games. Using the [Header search](#) it is possible to add to the current filter of games.

Getting help

This manual is the best first stop for help. In the future will be posting videos on the product which you will be able to access from our website www.hiarcs.com

User Interface

Main window

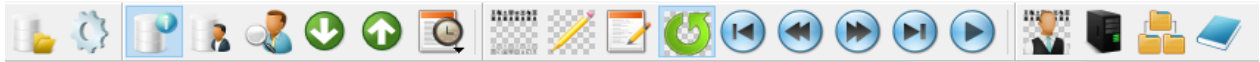


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- Evaluation Explorer view shows the game evaluations throughout the current game and can be used for navigation
- Finally at the bottom of the window is the Game Explorer view which lists the games in the current database based on the current filter.

Short cut toolbar icons

In a normal database tab you will see the following shortcut icons in the toolbar:



In play game mode the tool bar has the following shortcut icons in the toolbar:



The toolbar icons are made up of the following icon sets, click the set to find out more about them.

- [Database icons](#)
- [Game icons](#)
- [View Icons](#)
- [Play icons](#)

Database icons



Show the [Preferences dialog](#)

These database shortcut icons give you quick access to common operations on a database:



[Open a database](#) in a new tab



Show [Game Explorer](#) for current database



Show [Player Explorer](#) for current database



[Search database](#) for games



Load previous game in database



Load next game in database



Load a recent game previously loaded in this database:

- Nakamura, H - Aronian, L ½-½
- Grischuk, A - Rublevsky, S ½-½
- Rublevsky, S - Grischuk, A 0-1
- Romanov, E - Urkedal, F 1-0
- Smeets, J - Carlsen, M 0-1
- Bernasek, J: Vokac, M ½-½
- Zawadzki, S: Moldovan, D ½-½

- Clear history

When you have a remote or live PGN file loaded you will also see the following icon:



Reload the remote live PGN file and merge with existing games.

Game icons



These game shortcut icons give you quick access to common operations on the game:



Create a new game ready for game entry



[Set up position](#) to modify the existing position or set up a new position



[Edit game header](#), this gives you the ability to set or modify the header information for the game



Rotate the board 180 degrees effectively changing the colour of the player playing up the board



Go to the start of the game



Takeback last move played in the game



Make the next move in the game



Go to the end of the game

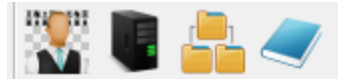


Replay moves in the game from the current position onwards



Pause/stop the replay of the game. This is only seen during a game replay.

View icons



These shortcut icons give you quick access to common operations affecting the presentation or mode of presentation:



Play a game against the computer



Show the Analysis Explorer view



Show the Tree Explorer view



Show the Book Explorer view

Play icons



These play game shortcut toolbar icons give you quick access to common operations while playing a game against the computer:



Pause the game in progress. Stop the clocks (if present) so you can take a break. Click again to resume.



Force the computer to move immediately when the engine is thinking.



Take back your last move including the computer response.



Replay your last move. If you had previously performed a takeback, this icon will replay both your move and the computer response. If no takeback was performed this icon will replay the computer's last move played.



Change sides with the computer. You will be asked to confirm this, as you can imagine you should not do this in a rated game if you want an accurate chess rating.



Set up position enabling you to modify the current position and even set up a new one.



Toggle the coach on or off. The coach is on when this icon is highlighted. The coach provides move advice and warnings when you make mistakes or miss good moves.



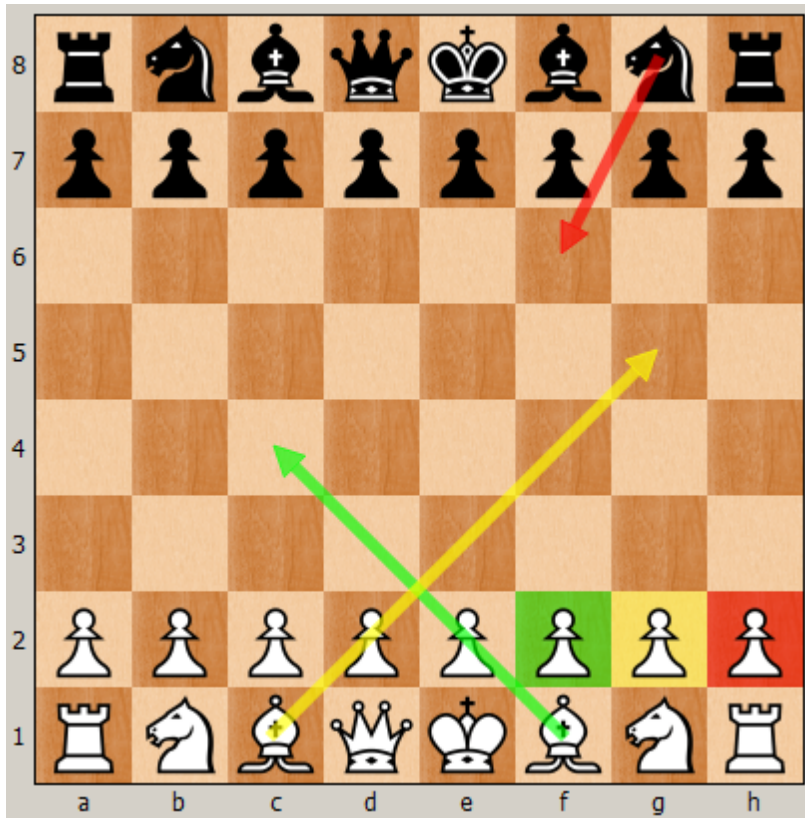
Ask the computer for a hint move. This will be graphical demonstrated on the board.

Entering and annotating games

Within any database tab you can enter, copy or paste games. To start a new game choose the [Game->New menu item](#) and the [Game Notation](#) will be cleared ready for entry of a new game.

You can enter and adjust moves, variations and add/edit comments, move symbols, evaluation symbols or other symbols at any time using the [move context menu](#).

You can highlight squares and draw arrows on the board to illustrate points and explain ideas.



The following table explains how you can achieve the effects shown in the board above. Please note making the same gesture on a square removes the highlight.
 PC/Mac keys: Ctrl=Control key (PC & Mac), Alt= Alt key (PC), Cmd=Command key (Mac), Option=Option key (Mac)

Effect required	Key stroke	Example
Highlight square in green	Press Alt (PC) / Ctrl (Mac) key while clicking on square OR right mouse click on square	Press Alt/Ctrl key and click on the f2 square to highlight it in green
Draw arrow from source to destination square in green	Press Alt (PC) / Ctrl (Mac) key while clicking down on source square, release the mouse on the destination square OR hold right mouse click with drag/release	Press Alt/Ctrl key and click on the f1 square and release on the c4 square to draw a green arrow from f1 to c4.
Highlight square in yellow	Press Ctrl with the Alt (PC) / Cmd (Mac) key while clicking on square OR Press Ctrl (PC) / Cmd	Press Ctrl with Alt/Cmd keys and click on the g2 square to highlight it in yellow

	(Mac) and click right mouse on square	
Draw arrow from source to destination square in yellow	Press Ctrl with Alt (PC) / Cmd (Mac) keys while clicking down on a source square, release the mouse on the destination square OR Press Ctrl (PC) / Cmd (Mac) and hold right mouse click with drag/release	Press Ctrl with Alt/Cmd keys and click on the f1 square and release on the c4 square to draw a green arrow from f1 to c4.
Highlight square in red	Press Shift with Alt (PC) / Option (Mac) key while clicking on square OR Press Shift and right mouse click on square	Press Shift with Alt/Option keys and click on the h2 square to highlight it in red
Draw arrow from source to destination square in red	Press Shift with Alt (PC) / Option (Mac) key while clicking down on a source square, release the mouse on the destination square OR Press Shift and hold right mouse click with drag/release	Press Shift with Alt/Option keys and click on the g8 square and release on the f6 square to draw a red arrow from g8 to f6.

Menus

 Tactics - HIARCS Chess Explorer Pro

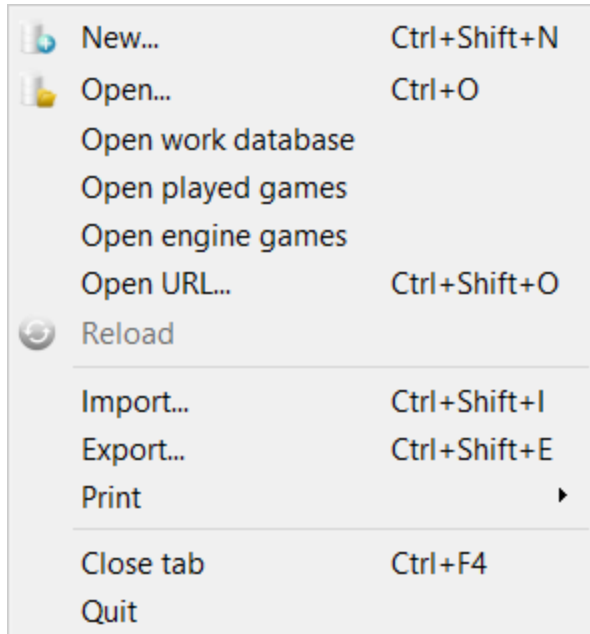
File Edit View Game Play Database Help

HIARCS Chess Explorer Pro uses menus to access much of its functionality. Many of the menus have shortcut key strokes that can be used to access the function from the keyboard. There are also many [shortcut icons](#) which give quick one click access to commonly used functionality. You will see the shortcuts given on the menu items.

In this section we look at the menus available and describe the purpose of each menu item.

File menu

The File menu allows you to manipulate files. Please note the shortcut keystroke for common operations are also defined on the menu, you can use the keyboard shortcut to invoke the associated function directly from the keyboard. You can also see shortcut icons for some menu items on the menu as a guide that there is a shortcut toolbar icon for the option.



New...

Create a new HCE or PGN database, you will be shown a [New database dialog](#) to set the new database name. The new database will then be created and opened in a new database tab.

Open...

Open an existing or new database, you will be shown a [Databases dialog](#) which shows all the previous databases you have used and allows you to open other databases. Choose the database to open and it will be opened in a new database tab.

Open work database

Open the WorkBase database in a database tab. Normally the WorkBase is open by default, it has special properties which means it autosaves all your work and is a useful tool for general chess work.

Open played games

Open the PlayedGames database in a database tab. The PlayedGames database contains the games you play against the computer, these are auto-saved.

Open engine games

Open the EngineGames database in a database tab. The EngineGames database contains the games played in engine matches, these are auto-saved.

Open URL...

Open a URL of an online database. You will be shown an [Open URL dialog](#) which enable you to enter the http address of a PGN to download and keep live with updates.

Reload

The menu item allows you to reload a live PGN database PGN. This is only active if you have a live PGN open.

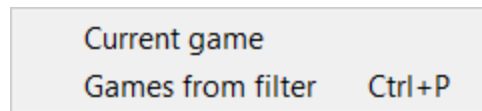
Import..

This menu item allows you to import a database into the current database tab. It opens an [Import database dialog](#) to allow you to do this. Please note when you import games they will be added to your existing current database which is open. This operation cannot be easily undone so please use caution when importing games into your important databases.

Export...

This menu item allows you to export a game, filter of games or entire database into various formats for sharing. It opens an [Export database dialog](#) to allow you to do this. The games and comments are exported accordingly. Please note the game are exported in the sort order of the Game Explorer game list, for example if you sort the database by Date, then Export the database HCE-Pro will export the games in Date order.

Print >



This menu item allows you to print a game or filter/database of games. Be careful when printing a collection o games as it can require a lot of paper to print.

Close tab

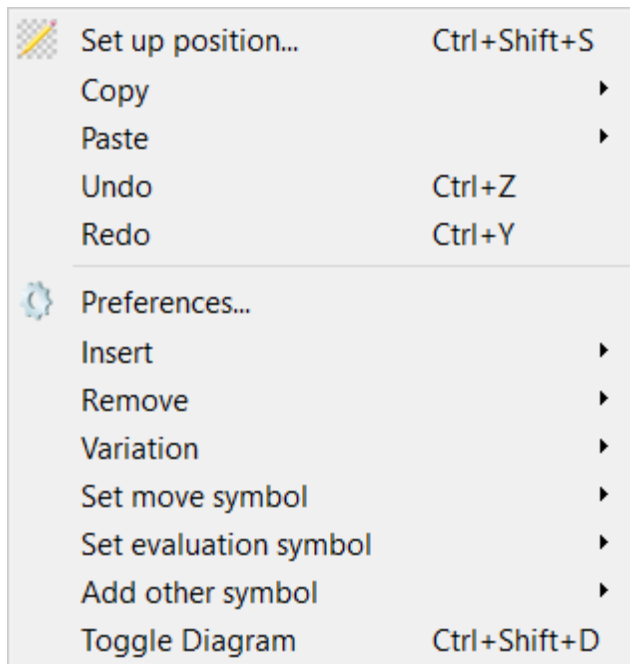
This menu item allows you to close the current tab.

Quit

This menu item allows you to Quit HIARCS Chess Explorer Pro. Please note on Mac OS the Quit menu item is on the HIARCS Chess Explorer Pro menu.

Edit menu

The Edit menu enables you to edit variation aspects of the current game notation and database tab.



Set up position...

This menu item enables you to set up a new position. It opens the [Setup position dialog](#) where you can edit the current position or set up a different position of your choice.

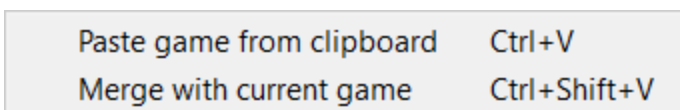
Copy >



The Copy menu item allow you to choose to copy to the clipboard:

- Copy the current position shown on the board (copied in FEN format)
- Copy the previous moves in the current game from the current position (in PGN format)
- Copy a board image of the current position
- Copy the current game shown on the board (in PGN format)

Paste >



The Paste menu item allows you to choose how to paste a game from the clipboard:

- Paste game from clipboard onto current notation
- Merge game from the clipboard with the current game

Undo

This option allows you to undo the last operation you performed in this tab on the current game. This is very useful to reverse mistakes made in Game Notation. There is no limit to the number of undo operations you can perform since the game was loaded.

Redo

This option allows you to redo the last operation which was undone by the Undo command above. There is no limit on the number of Redo commands performed.

Preferences

The menu item opens the [Preferences dialog](#) where you can configure the HIARCS Chess Explorer Pro settings.

Insert >

This allows you to insert various items into the game notation:

Comment...	Ctrl+M
Preceding comment...	Ctrl+Shift+M
Best move	Space
Null move	Ctrl+0

This submenu item allows you to insert into the game notation in a number of ways using the nested menu items:

- Comment... - this allows you to insert a text comment at the current move in the game notation. It will bring up an [Edit comment dialog](#). You can also add diagram in the [Edit comment dialog](#).
- Preceding comment.... - this allows you to insert a text comment before the current move of the game. It will bring up an [Edit comment dialog](#).
- Best move - this option will insert the best move as suggested by the current analysing engine (if one is running) and change the position to after that move was played and the engine will begin analysing this new position. Depending on the context of the move to the game notation the following action is performed:
 - If the move is at the end of the current variation, the move is added to the game notation.
 - If the move is new and different to that played in the game notation, a new variation will be started in the game notation with the move inserted.
 - If the move is the next move in the game notation no new move is inserted but the position changes to that after the move was played.
 - Please note if you want to insert the whole line currently being analysed by the current engine simply click on the score/depth text value and

the whole line will be added as a variation with the evaluation and depth. In this case the engine will continue to analyse the current position.

- Null move - this menu item makes a null move in the current position. A null move is basically making no move therefore giving up the right to move, the opposite side will then be next to play. A null move is illegal in chess play but is very useful in analysis, for example you may play a null move in a variation to illustrate what would happen if the side to play does nothing, thereby showing possible threats of the opponent. Please note a null move can also be played on the chess board simply by moving the king of the side to play onto the opponents king. Null move now has a keyboard short cut of Ctrl+0.

Please note there are many other context specific items like move, evaluation and other symbols which can be inserted by right clicking your mouse on a particular move in the Game notation.

Remove >

This allows you to remove various items from the game notation:

Current symbol	-
Current variation	Ctrl+Backspace
Current highlight	Ctrl+Shift+Y
<hr/>	
Last move	Backspace
All previous moves	Ctrl+Alt+[
All next moves	Ctrl+Alt+]
<hr/>	
All variations	
All comments	
All symbols	
All except moves	Ctrl+Shift+0

This submenu item allows you to remove from the game notation many different aspects using the submenu items:

Current symbol - this option removes the current symbol in game notation at move cursor position

Current variation - this option allows you to remove the current variation shown in the game notation. It has no effect on the main line of the game, it only affects variations.

Remove current variation - this will delete the current variation, for example::

```
1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♗f6 5.♗c3 a6 6.♚e3 e6
6...e5 7.♗b3 ♚e6 8.f3 ♚e7 9.♗d2 O-O
7.f3 b5 8.g4 h6 *
```

choosing remove variation on the 6...e5 variation will remove it:

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
7.f3 b5 8.g4 h6 *

Current highlight - this option removes the current highlight at the move cursor position

Last move - remove the last move at the current move cursor position

All previous moves - remove all previous moves from current move cursor position

this will remove all the previous moves, for example:

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
6...e5 7.♟b3 ♞e6 8.f3 ♞e7 9.♞d2 O-O
7.f3 b5 8.g4 h6 *

choosing remove variation on the move 2...d6 will remove the previous moves:

3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
6...e5 7.♟b3 ♞e6 8.f3 ♞e7 9.♞d2 O-O
7.f3 b5 8.g4 h6 *

All next moves - remove all the next moves from the current move cursor position

this will remove the following moves/variations:

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
6...e5 7.♟b3 ♞e6 8.f3 ♞e7 9.♞d2 O-O
7.f3 b5 8.g4 h6 *

choosing remove next on the move 7.f3 will remove the move following it:

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
6...e5 7.♟b3 ♞e6 8.f3 ♞e7 9.♞d2 O-O
7.f3 *

All variations - this option will remove all variations from the game notation

All comments - this option will remove all the comments from the game notation

All symbols - this option will remove all move and evaluation symbols from the game notation

Everything except main line - this option will remove all comments, variations and symbols from the game leaving just the main line of the game

Variations >

Allows you to manipulate variations in the game notation:

Promote	Ctrl+/'
Promote to main line	Ctrl+Alt+/'
Move up	Alt+Shift+Up
Move down	Alt+Shift+Down
Reorder...	Alt+Down

Promote the current variation

Promote - this is used to **promote** a variation up one level closer to becoming the main line of the game. When promoting a variation you are in effect demoting any variation it replaces. Please see this example:

```
1.e4 c5 2.♠f3 d6 3.d4 cxd4 4.♠xd4 ♠f6 5.♠c3 a6 6.♚e3 e6
6...e5 7.♠b3 ♚e6 8.f3 ♚e7 9.♣d2 O-O
7.f3 b5 8.g4 h6 *
```

A main-line and variation:

Promoting the 6...e5 variation has this effect, 6...e5 line is **promoted**, 6...e6 line is demoted:

```
1.e4 c5 2.♠f3 d6 3.d4 cxd4 4.♠xd4 ♠f6 5.♠c3 a6 6.♚e3 e5
6...e6 7.f3 b5 8.g4 h6
7.♠b3 ♚e6 8.f3 ♚e7 9.♣d2 O-O *
```

Promote to main line - this is used to make a variation become the primary variation, that is the top variation. When you choose Make primary variation on a variation like 6...Ng4 in the example below:

```
1.e4 c5 2.♠f3 d6 3.d4 cxd4 4.♠xd4 ♠f6 5.♠c3 a6 6.♚e3 e6
6...e5 7.♠b3 ♚e6 8.f3 ♚e7 9.♣d2 O-O
6...♠g4 7.♚g5 h6 8.♚h4 g5 9.♚g3 ♚g7
7.f3 b5 8.g4 h6 *
```

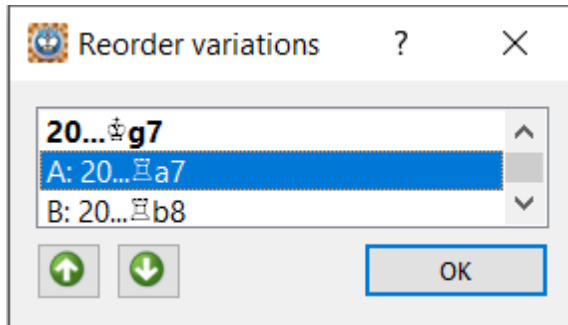
It produces makes the 6...Ng4 variation the top variation as follows:

```
1.e4 c5 2.♠f3 d6 3.d4 cxd4 4.♠xd4 ♠f6 5.♠c3 a6 6.♚e3 e6
6...♠g4 7.♚g5 h6 8.♚h4 g5 9.♚g3 ♚g7
6...e5 7.♠b3 ♚e6 8.f3 ♚e7 9.♣d2 O-O
7.f3 b5 8.g4 h6 *
```

Move up - this enable you to move a variation up one level in the notation

Move down - this enable you to move a variation down one level in the notation

Reorder... - this enables you to reorder the variations in the Reorder variations dialog:



Set move symbol >

Set the move symbol at the current move cursor position

- ! Good move
- ? Poor move
- !! Very good move
- ?? Very poor move
- !?! Speculative move
- ?! Questionable move
- Only move

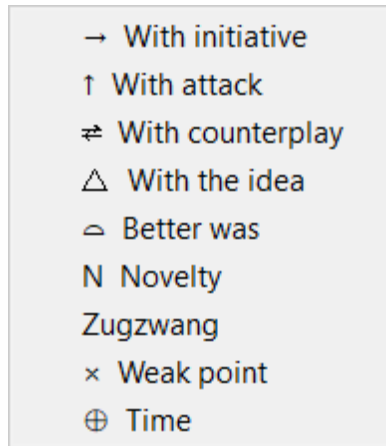
Set evaluation symbol >

Set the evaluation symbol at the current move cursor position

- = Equal position
- ∞ Unclear position
- + = White has a slight advantage
- = + Black has a slight advantage
- ± White has a moderate advantage
- ∓ Black has a moderate advantage
- + - White has a decisive advantage
- + Black has a decisive advantage
- ∞ = With compensation

Add other symbol >

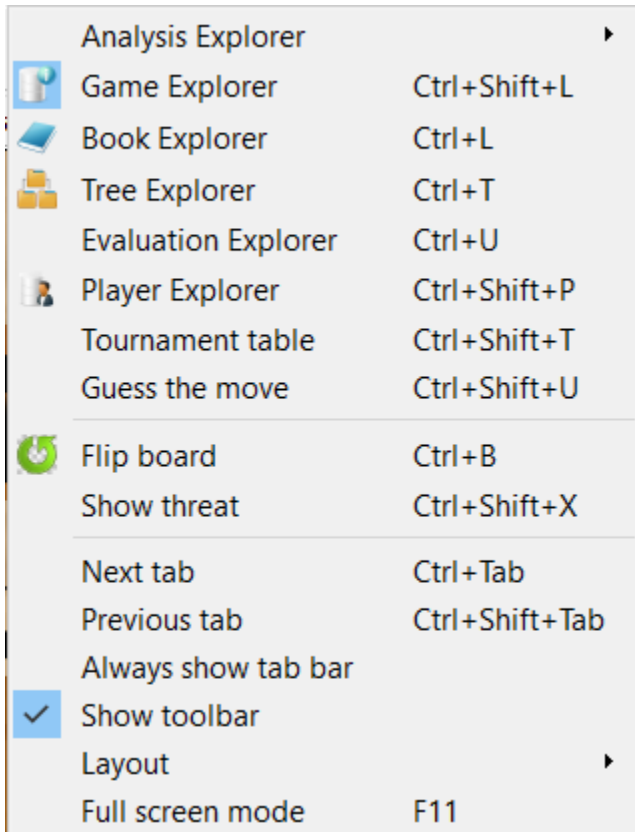
Add other symbols at the current move cursor position



Toggle Diagram

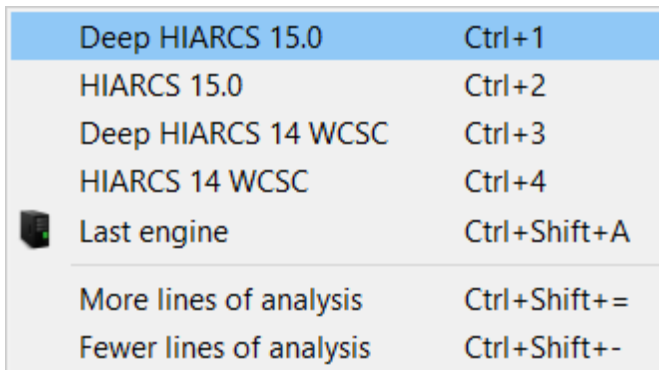
Add or remove (toggle) a diagram at the current move cursor position in the game notation.

View menu



Analysis Explorer >

The Analysis Explorer menu item allow you to directly select an engine to analyse with:



You can also add or remove lines of analysis of the currently analysing chess engine. When the engine is selected an [Analysis Explorer view](#) opens where the engine analysis can be displayed.

Game Explorer

The Game Explorer menu item allows you to open or close the [Game Explorer view](#).

Book Explorer

The Book Explorer menu item allows you to open or close the [Book Explorer view](#).

Tree Explorer

The Tree Explorer menu item allows you to open or close the [Tree Explorer view](#).

Evaluation Explorer

The Evaluation Explorer menu item allows you to open or close the [Evaluation Explorer chart view](#).

Player Explorer

The Player Explorer menu item allows you to open the [Player Explorer dialog](#).

Tournament table

The Tournament table menu item opens a [Tournament table dialog](#) for the current game.

Guess the move

The Guess the move menu item switches on the [Guess the move feature](#) for the current game.

Flip board

The Flip board menu item will rotate the game board 180 degrees so you can view the game board from the other colours perspective.

Show threat

The Show threat menu item instructs HCE-Pro to show you the current threat in the position visually on the board. It shows the threat for the side **not** to move.

Next tab

The Next tab menu item will give focus to the next tab in HCE-Pro.

Previous tab

The Previous tab menu item will give focus to the previous tab in HCE-Pro.

Always show tab bar

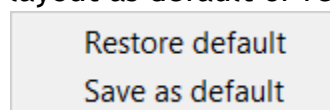
This menu items shows tab title for one tab.

Show toolbar

The Show toolbar menu item toggle the display of the [toolbar icons](#).

Layout >

The Layout menu item allows you to select between saving the current window layout as default or restoring the previously saved default.



Full screen mode

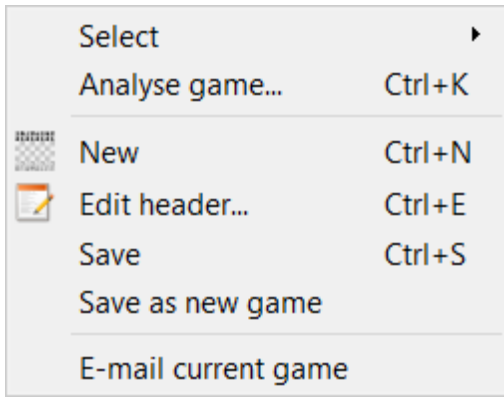
The Full screen mode makes the HIARCS Chess Explorer window enter Full screen mode.

Mac OS: Please note to exit Full screen mode on macOS move the mouse to the top

left corner and click the green window button

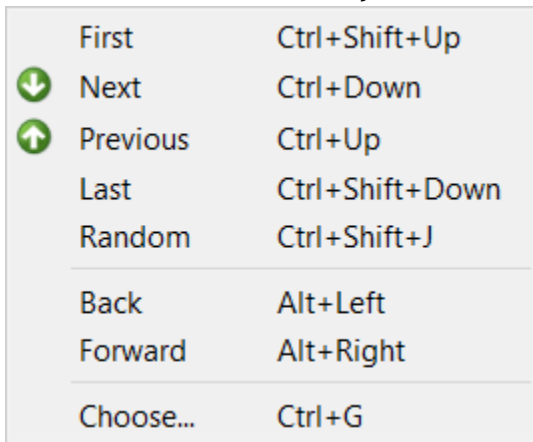
Windows: Press the F11 key to exit and enter the Full screen mode.

Game menu

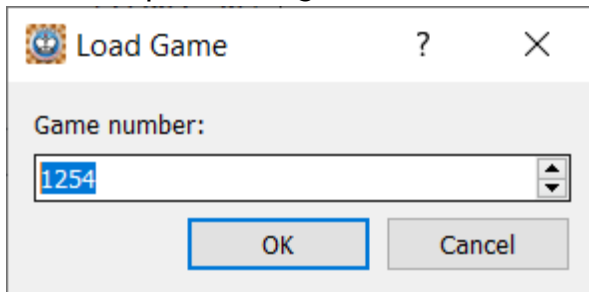


Select >

This menu item enables you to select a particular Game:



- Load the first game in the current database
- Load the next game in the current database
- Load the previous game in the current database
- Load the last game in the current database
- Load a random game in the current database
- Load (Back) the previous game in the current database you have viewed before
- Load (Forward) the next game in the current database you have viewed before
- Choose a particular game number to load



Analyse Game...

The Analyse Game menu item opens the [Analyse games dialog](#) so you can analyse the current game or all the games in the current filter or database.

New

This menu item starts a new game in this database tab. If the existing game in the game notation has been changed and not saved you will be asked if you wish to save it before starting the new game. Please note this is starting a new game to enter (not to play, you can play games via the [Play menu](#))

Edit header...

This menu item opens the [Edit header dialog](#) so you can view or edit the header information for the game.

Save

This menu item saves the current game in the current database replacing the existing game if it was already in the database.

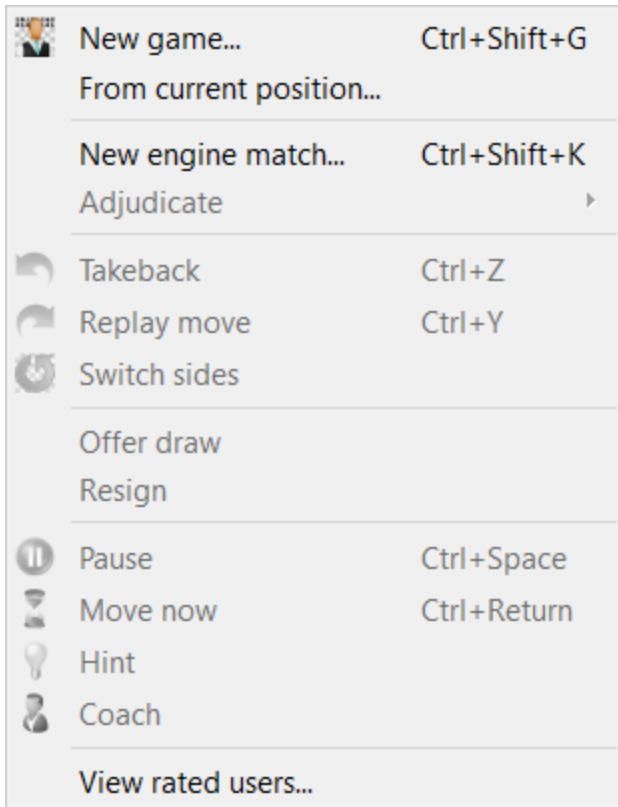
Save as new game

This menu item saves the current game in the current database making a **new game** entry for it in the database. Please note this option should be used with caution since creating another instance of the same game in the same database will reduce the value of the database statistics used in the [Tree Explorer](#). It is also not good practice to have multiple copies of the same game in a database, if you want the duplicate game for a special purpose, consider whether you should copy the game into a different database for that purpose.

E-mail current game

This menu item opens your default E-mail program with the current game so you can email it to someone else.

[Play menu](#)



New game...

This menu item allows you to start a new game to play against the computer, it opens the [Play game dialog](#) so you can set the conditions for the game.

From current position...

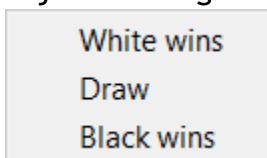
This menu item allows you to play a new game against the computer from the current position.

New engine match...

This new menu item allows you to start a new engine match where chess engines will play each other. This opens the [Engine match dialog](#). This feature was added in v1.7.

Adjudicate >

This menu item is only active in engine matches and allows you to manually adjudicate a game in the engine match as:



Takeback

This menu item allows you to takeback a move during the game. It takes back both the computers response and your last move.

Replay move

This menu item allows you to replay the next move in the game. Clearly this can only

happen after a takeback so there is a next move. It replays both your next move and the computers response.

Switch sides

This menu item allows you to change sides with the computer. Please note for rated games if you want an accurate chess rating we suggest you do not use this option.

Offer draw

This menu item allows you to offer a draw to the computer. The computer will consider your draw offer and either agree to the draw or refuse it and choose to play on.

Resign

This menu item allows you to resign the game. Your opponent will be awarded the win.

Pause

This menu item allows you to pause the current game, the clocks will be paused. You can resume the game by selecting this menu item in paused game condition and the clocks will restart. Very useful if you need a break during the game.

Move now

This menu item forces the computer to stop thinking and make its move. It only has an effect if the computer is thinking.

Hint

This menu item requests a hint move from the computer. The hint move will be animated on the board so you can see what move the computer is suggesting.

Coach

This menu item allows you to toggle the coach on or off. When on the coach will warn you if it thinks your move might be a serious mistake and the coach can even alert you to the possibility that you may have missed a very strong move.

View rated users...

This menu item will open the [Rated users dialog](#) where you can view the current chess ratings of **players** who have played games in HIARCS Chess **Explorer**.

Database menu

Quick search	Ctrl+F
 Search header	Ctrl+Shift+H
Find position	Ctrl+Shift+F
Reset filter	Ctrl+R
Reverse filter	Ctrl+Shift+R
Show statistics	Ctrl+I
Toggle current game	Ctrl+D
Select all games	Ctrl+A
Clear selection	
Mark for deletion/Restore selected games	Ctrl+Alt+Backspace
Manage...	Ctrl+.

Quick search

This menu item will open a [Quick search field](#) in the [Game Explorer view](#) so you can enter a quick search string.

Search header

This menu item will open a [Header search dialog](#) so you can search the current database for games based on header settings.

Find position

This menu item will open the [Find position dialog](#) so you can search for games containing a position, material or pawn structure.

Reset filter

This menu item will reset the filter to cover the entire database

Reverse filter

This menu item will reverse the filter so the filter become every game from the database which is **not** in the current filter

Show statistics

This menu item will open the Filter statistics dialog so you can check them and perhaps use the White/Black filtering.

Toggle current game

This menu item will toggle the tick selection of the current game, if it is ticked in the game list it becomes unticked, if it was unticked it becomes ticked.

Select all games

This menu item will select all the games in the [Game Explorer](#) game list (all will be ticked). Please note if all are already tick selected this will unselect all the games.

Clear selection

This menu item will clear the tick selection of the current game.

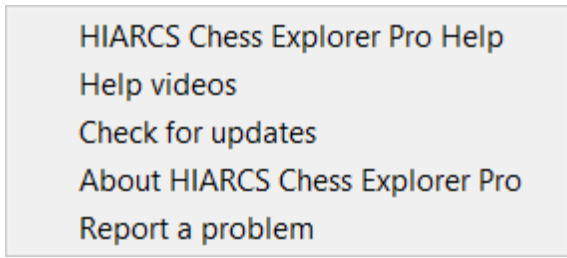
Mark for deletion/Restore selected games

This menu item will mark for deletion all the selected games, if the selected games are already marked for deletion this will restore those games.

Manage...

This menu item will open the [Manage database dialog](#) where you can manage the current database.

Help menu



HIARCS Chess Explorer Pro Help

This menu item launches your default browser to open our online html manual for HIARCS Chess Explorer Pro.

Help videos

This menu item launches your default browser to open our online videos for HIARCS Chess Explorer Pro.

Check for updates

This menu item launches your default browser to check if there are updates to the current HIARCS Chess Explorer Pro you have. You can also check the current version installed from the About HIARCS Chess Explorer Pro dialog.

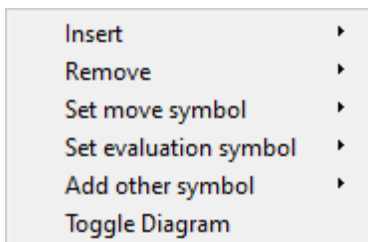
About HIARCS Chess Explorer Pro

This menu opens the About HIARCS Chess Explorer Pro dialog where you can check the version you have and update to a higher spec HCE-Pro version.

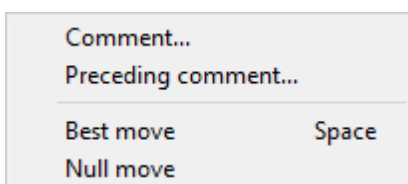
Move context menu

Move context menu

You can right click on any **move** in the Game Notation to bring up the **move context** menu as below:



Insert >

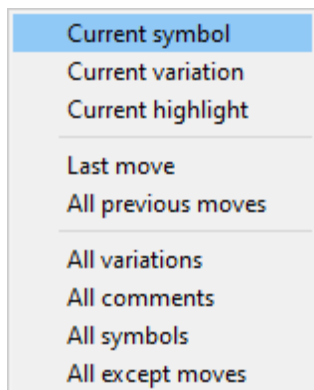


This submenu item allows you to insert into the game notation in a number of

ways using the nested menu items:

- Comment... - this allows you to insert a text comment at the current move in the game notation. It will bring up an [Edit comment dialog](#). You can also add diagram in the [Edit comment dialog](#).
- Preceding comment.... - this allows you to insert a text comment before the current move of the game. It will bring up an [Edit comment dialog](#).
- Best move - this option will insert the best move as suggested by the current analysing engine (if one is running) and change the position to after that move was played and the engine will begin analysing this new position. Depending on the context of the move to the game notation the following action is performed:
 - If the move is at the end of the current variation, the move is added to the game notation.
 - If the move is new and different to that played in the game notation, a new variation will be started in the game notation with the move inserted.
 - If the move is the next move in the game notation no new move is inserted but the position changes to that after the move was played.
 - Please note if you want to insert the whole line currently being analysed by the current engine simply click on the score/depth text value and the whole line will be added as a variation with the evaluation and depth. In this case the engine will continue to analyse the current position.
- Null move - this menu item makes a null move in the current position. A null move is basically making no move therefore giving up the right to move, the opposite side will then be next to play. A null move is illegal in chess play but is very useful in analysis, for example you may play a null move in a variation to illustrate what would happen if the side to play does nothing, thereby showing possible threats of the opponent. Please note a null move can also be played on the chess board simply by moving the king of the side to play onto the opponents king. Null move now has a keyboard short cut of Ctrl+0.

Remove >



This submenu item allows you to remove from the game notation many different

aspects using the submenu items:

Current symbol - this option removes the current symbol in game notation at move cursor position

Current variation - this option allows you to remove the current variation shown in the game notation. It has no effect on the main line of the game, it only affects variations.

Remove current variation - this will delete the current variation, for example::

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
 6...e5 7.♟b3 ♞e6 8.f3 ♞e7 9.♞d2 O-O
 7.f3 b5 8.g4 h6 *

choosing remove variation on the 6...e5 variation will remove it:

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
 7.f3 b5 8.g4 h6 *

Current highlight - this option removes the current highlight at the move cursor position

Last move - remove the last move at the current move cursor position

All previous moves - remove all previous moves from current move cursor position

this will remove all the previous moves, for example:

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
 6...e5 7.♟b3 ♞e6 8.f3 ♞e7 9.♞d2 O-O
 7.f3 b5 8.g4 h6 *

choosing remove variation on the move 2...d6 will remove the previous moves:

3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
 6...e5 7.♟b3 ♞e6 8.f3 ♞e7 9.♞d2 O-O
 7.f3 b5 8.g4 h6 *

All next moves - remove all the next moves from the current move cursor position

this will remove the following moves/variations:

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
 6...e5 7.♟b3 ♞e6 8.f3 ♞e7 9.♞d2 O-O
 7.f3 b5 8.g4 h6 *

choosing remove next on the move 7.f3 will remove the move following it:

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♞e3 e6
 6...e5 7.♟b3 ♞e6 8.f3 ♞e7 9.♞d2 O-O
 7.f3 *

All variations - this option will remove all variations from the game notation

All comments - this option will remove all the comments from the game notation

All symbols - this option will remove all move and evaluation symbols from the game notation

Everything except main line - this option will remove all comments, variations and symbols from the game leaving just the main line of the game

Variations >

Allows you to manipulate variations in the game notation:

Promote	Ctrl+/'
Promote to main line	Ctrl+Alt+/'
Move up	Alt+Shift+Up
Move down	Alt+Shift+Down
Reorder...	Alt+Down

Promote the current variation

Promote - this is used to **promote** a variation up one level closer to becoming the main line of the game. When promoting a variation you are in effect demoting any variation it replaces. Please see this example:

```
1.e4 c5 2.♠f3 d6 3.d4 cxd4 4.♠xd4 ♠f6 5.♠c3 a6 6.♚e3 e6
  6...e5 7.♠b3 ♚e6 8.f3 ♚e7 9.♣d2 O-O
7.f3 b5 8.g4 h6 *
```

A main-line and variation:

Promoting the 6...e5 variation has this effect, 6...e5 line is **promoted**, 6...e6 line is demoted:

```
1.e4 c5 2.♠f3 d6 3.d4 cxd4 4.♠xd4 ♠f6 5.♠c3 a6 6.♚e3 e5
  6...e6 7.f3 b5 8.g4 h6
7.♠b3 ♚e6 8.f3 ♚e7 9.♣d2 O-O *
```

Promote to main line - this is used to make a variation become the primary variation, that is the top variation. When you choose Make primary variation on a variation like 6...Ng4 in the example below:

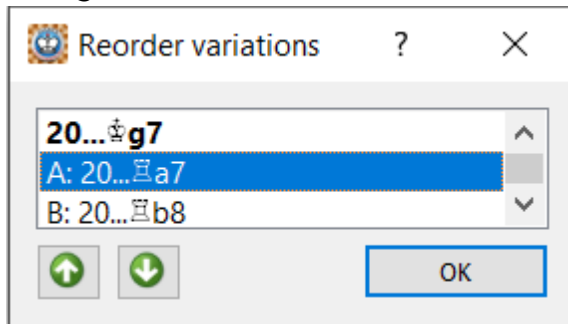
```
1.e4 c5 2.♠f3 d6 3.d4 cxd4 4.♠xd4 ♠f6 5.♠c3 a6 6.♚e3 e6
  6...e5 7.♠b3 ♚e6 8.f3 ♚e7 9.♣d2 O-O
  6...♠g4 7.♚g5 h6 8.♚h4 g5 9.♚g3 ♚g7
7.f3 b5 8.g4 h6 *
```

It produces makes the 6...Ng4 variation the top variation as follows:

```
1.e4 c5 2.♠f3 d6 3.d4 cxd4 4.♠xd4 ♠f6 5.♠c3 a6 6.♚e3 e6
  6...♠g4 7.♚g5 h6 8.♚h4 g5 9.♚g3 ♚g7
  6...e5 7.♠b3 ♚e6 8.f3 ♚e7 9.♣d2 O-O
7.f3 b5 8.g4 h6 *
```

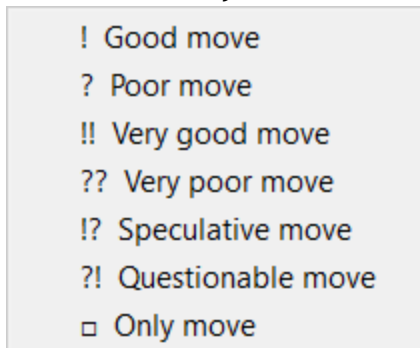
Move up - this enable you to move a variation up one level in the notation

Move down - this enable you to move a variation down one level in the notation
Reorder... - this enables you to reorder the variations in the Reorder variations dialog:



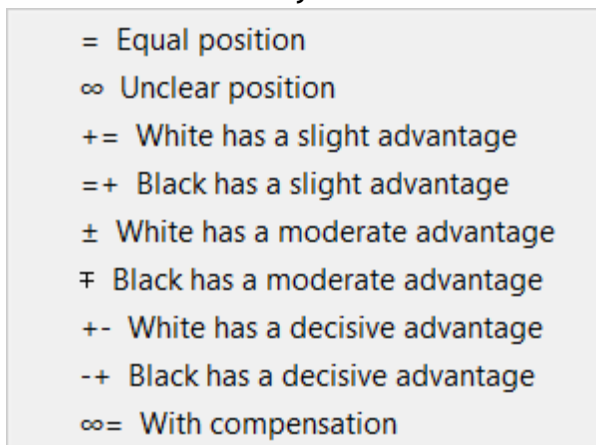
Set move symbol >

Set the move symbol at the current move cursor position



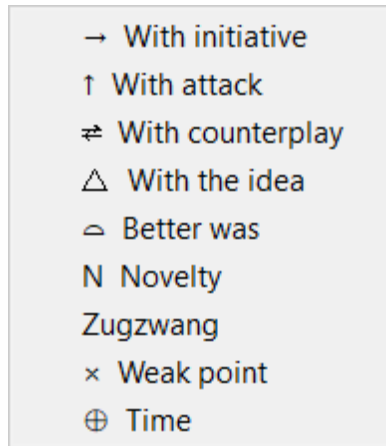
Set evaluation symbol >

Set the evaluation symbol at the current move cursor position



Add other symbol >

Add other symbols at the current move cursor position

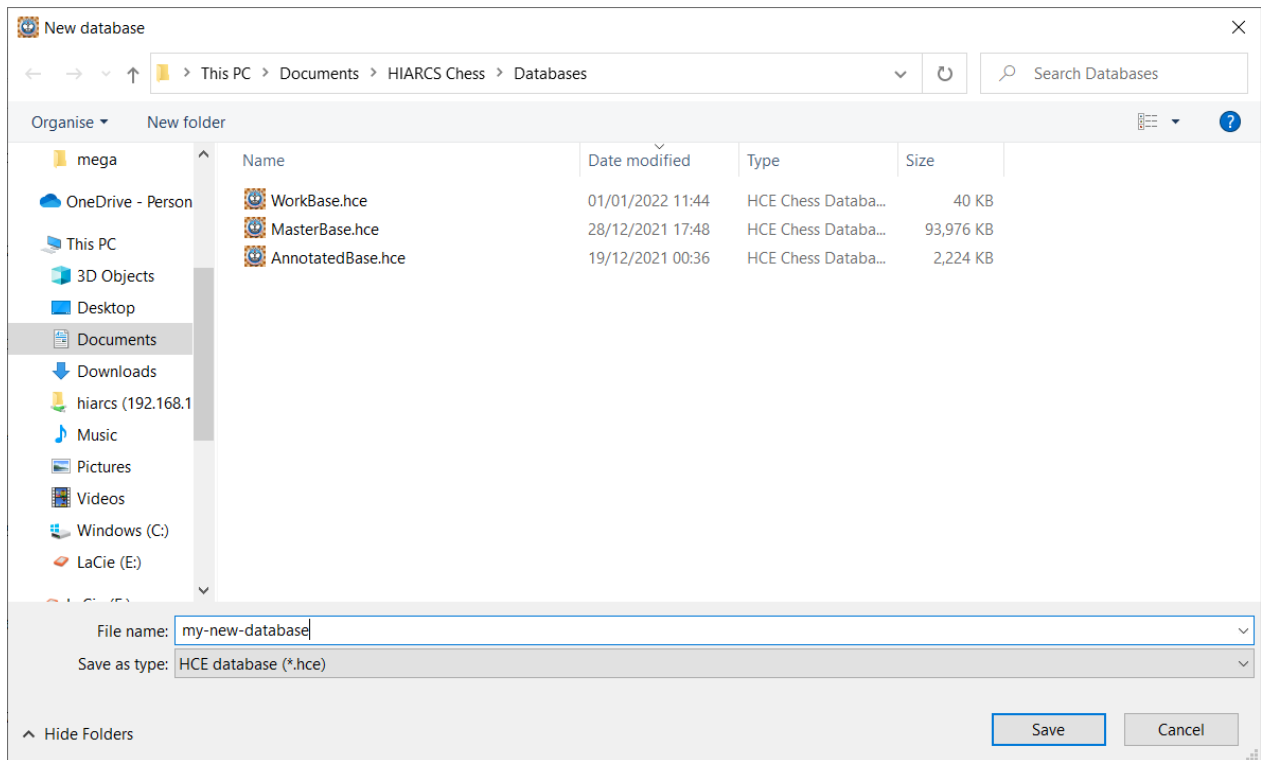


Toggle Diagram

Add or remove (toggle) a diagram at the current move cursor position in the game notation.

Dialogs

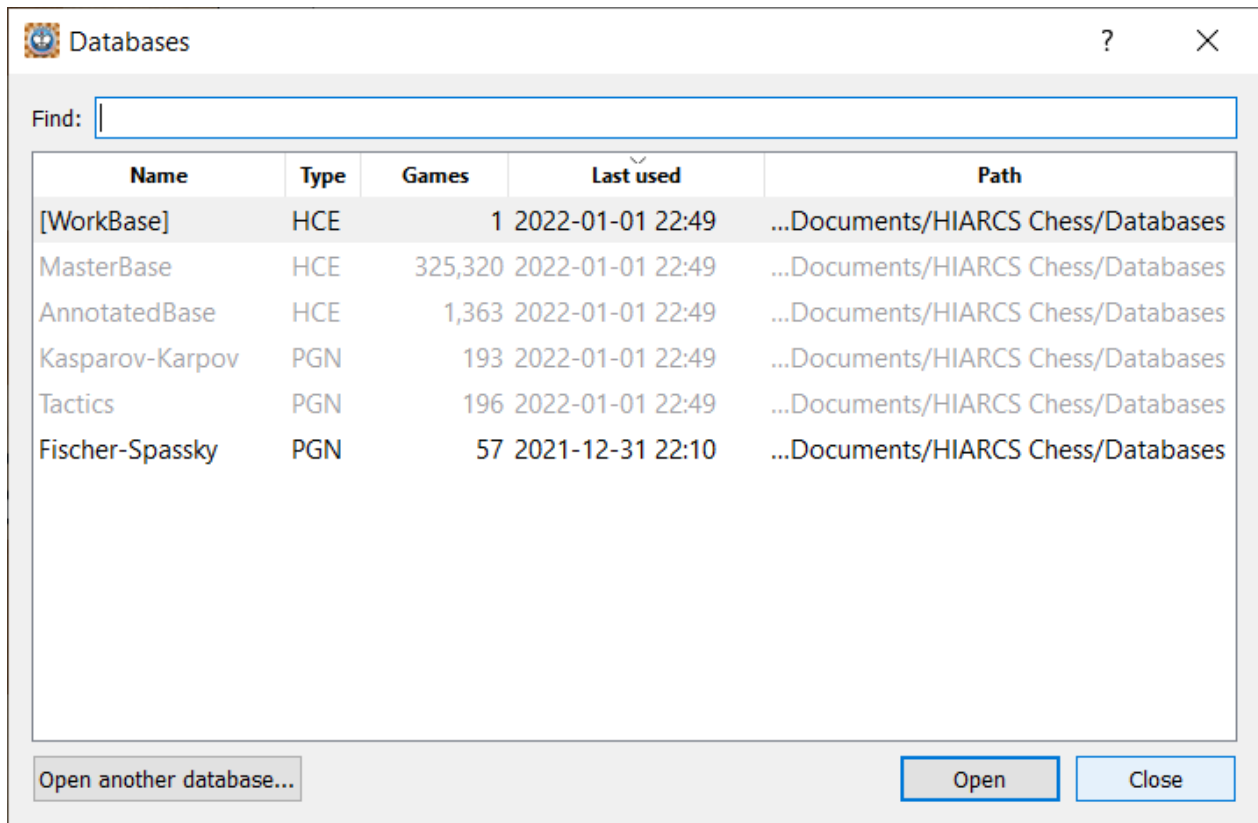
New database dialog



In the New database dialog you can choose between a HCE and PGN database format and choose the location and name of your new database. After clicking Save the database will be created and shown in a new database tab of HIARCS Chess Explorer Pro.

Here you can see there is a Databases folder already created in your Documents/Hiarcs Chess/Databases folder.

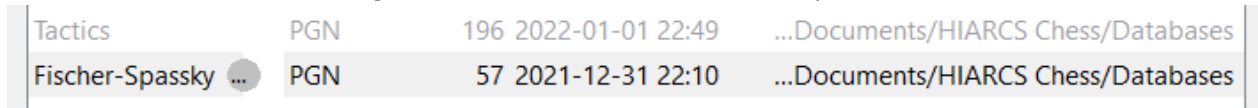
Databases dialog



The Databases dialog shows the databases you have previously opened. You can use the column headers to sort the databases displayed into different orders. Databases which are already open in a database tab of HIARCS Chess Explorer Pro are shown greyed. To open a database from the list simply double click the database or click a database and click the Open button. Databases are opened into a new database tab of HCE Pro.

If the database you want to open is not displayed in the dialog you can click the Open another database... button which will open a system dialog so you can choose the database from your computer file system. HCE Pro can open HCE, PGN, CBH, CBV, EPD database formats.

To the right of each database name you can choose some special operations on it. Move the mouse to the right of the database name and you will see ... in a circle,



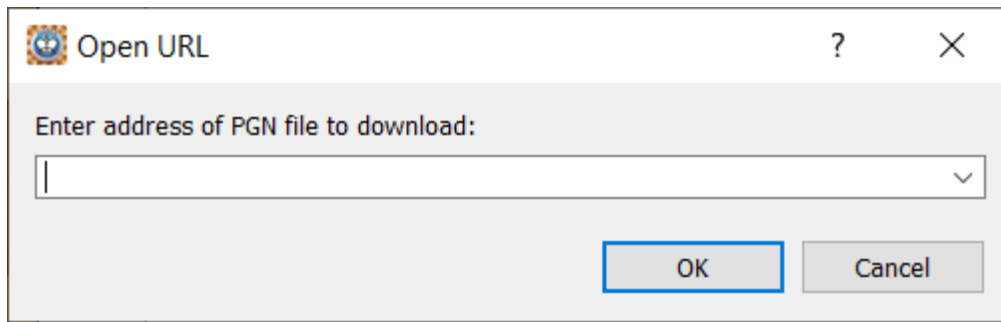
click the ... and you will get a menu of operations

Convert to native format	
Open database folder	Alt+Return
Copy database...	Ctrl+C
Rename database...	Ctrl+R
Forget database	Ctrl+Backspace

This enables you to:

- Convert a PGN database to native format
- Open the folder containing the database in a Explorer or Finder window
- Copy database opens a system dialog and enable you to copy the complete database to another database file name in the same format.
- Rename the database
- Forget the database - that is remove it from the list of Databases

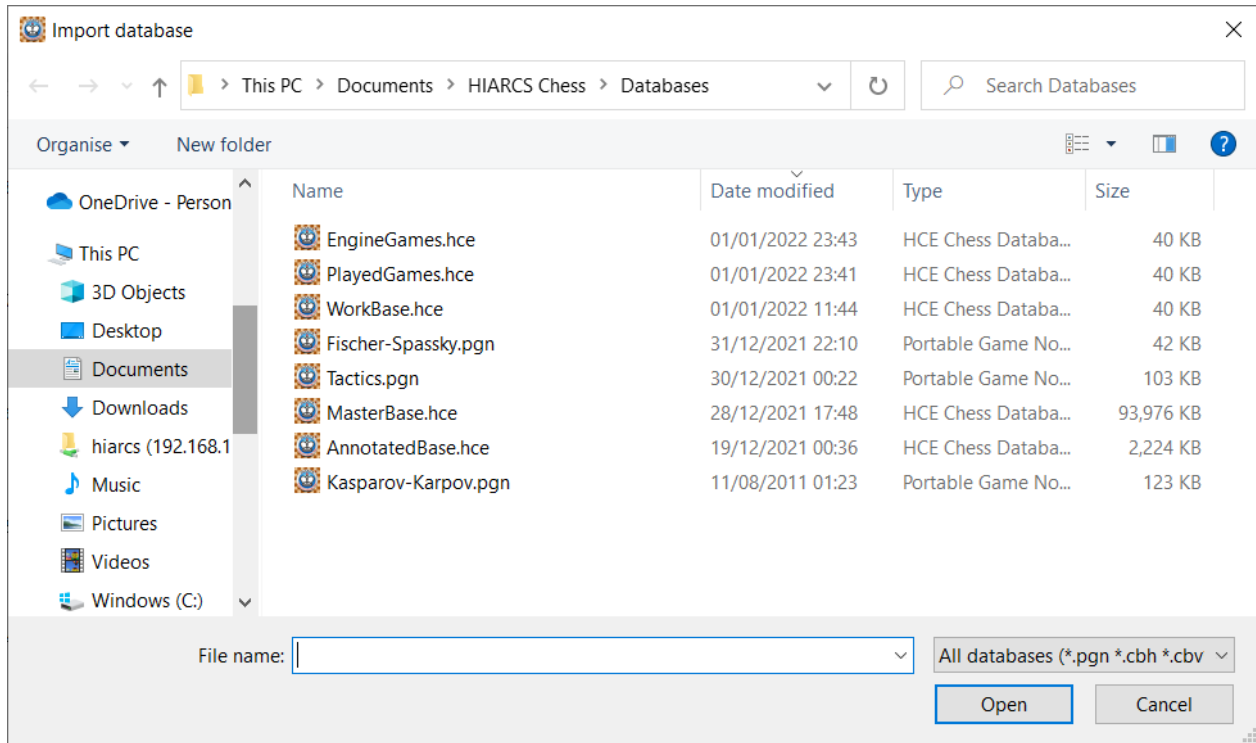
Open URL dialog



Enter the http or https address of the PGN database you want to download. The PGN will be opened in a live game database tab.

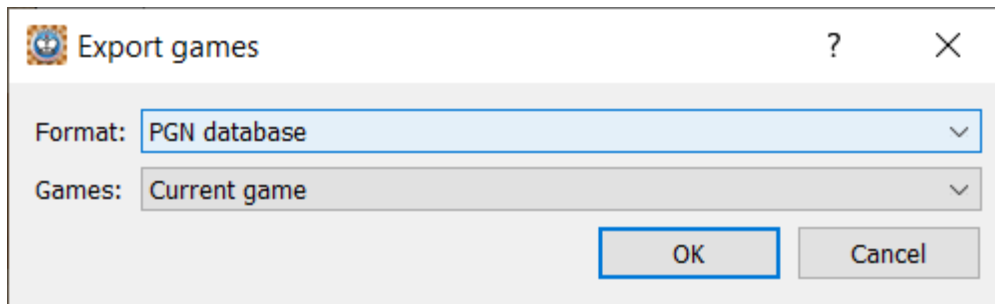
These PGNs are often live PGNs, that is they are actively being changed with new moves or games being played. HIARCS Chess Explorer Pro will update live PGNs regularly.

Import database dialog



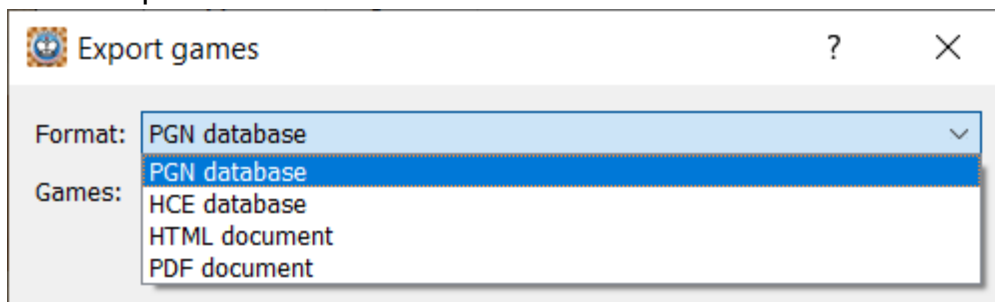
This dialog allows you to import a database of various formats into the current database tab. Please note when you import games they will be added to your existing current database which is open. This operation cannot be easily undone so please use caution when importing games into your important databases.

Export database dialog



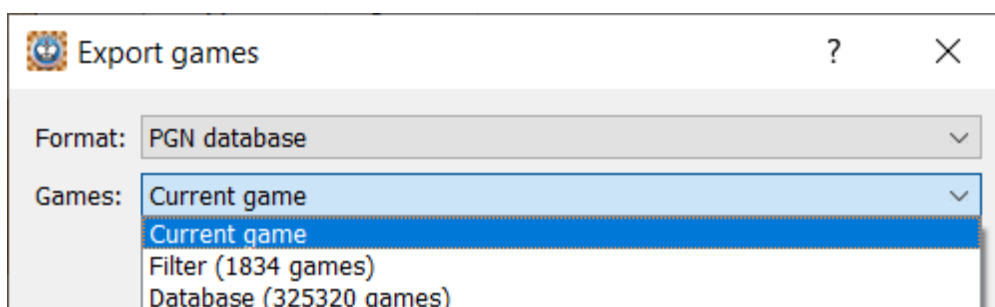
This dialog allows you to export the current game, filter or database to another database or other format.

For example:



You can choose the format you want to export to:

- PGN database - best for sharing small databases with other people as PGN is a standard chess game format
- HCE database - best for other HCE Pro users and for large databases as HCE is the fastest format
- HTML document - if you want to publish your games or preparation
- PDF document - if you want to share your games and preparation




You can choose to export to:

- the current game in the notation to a new database
- all the games from the current filter (if set) to a new database
- the entire current database to a new database

Setup position dialog



Accessed by clicking the set up position  shortcut icon. The dialog is also accessed from the [Edit->Set up position menu item](#). The Setup Position dialog allows you to edit an existing position or set up a new position altogether.

The dialog shows the following information:

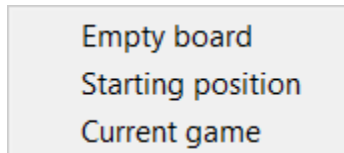
- The current board position of the edit
- The current side to move in the position
- The move number of the position
- The current FEN of the position at the bottom of the dialog
- On the right hand side there is a palette of chess pieces to select from

Changing the position

You can change the position in a number of ways:

- You can drag any piece to another square to move it
- You can drag any piece off the board to remove it
- You can select any piece/colour from the palette:
 - then click on one or more squares to add the piece on that square
 - if you click on a square which already contains that piece/colour it will be removed from the square leaving it empty

Operation selections



Use the Select position selector to

- Select **Empty board** will clear the board of pieces leaving an empty board
- Select **Starting position** to reset the position to the opening chess position
- Select **Current game** to reset the position to the position in the current game shown in the current database tab

Use shortcut keys to:

- Ctrl+V (Cmd+V on macOS) to Paste FEN position from the clipboard onto the board
- Ctrl+V (Cmd+V on macOS) to Copy FEN from the current board position shown onto the clipboard
- Cancel will cancel the position set up and return to the game window
- OK will accept the position set up and return to the game window with the new position


Advanced tab

In the advanced tab you can adjust:

- the Castling rights of the current position shown in the Board tab - please note in any position HIARCS Chess Explorer will initially set the most likely castling rights for the position.
- set the number of plies (half moves) since the last capture or pawn move.

Preferences dialog



Accessed by clicking the preferences  shortcut icon. The dialog is also accessed from the [Edit->Preferences menu item](#).

This dialog can be used to configure the preferences for HIARCS Chess Explorer Pro. The preferences fit into Five broad categories each covered by a tab view:

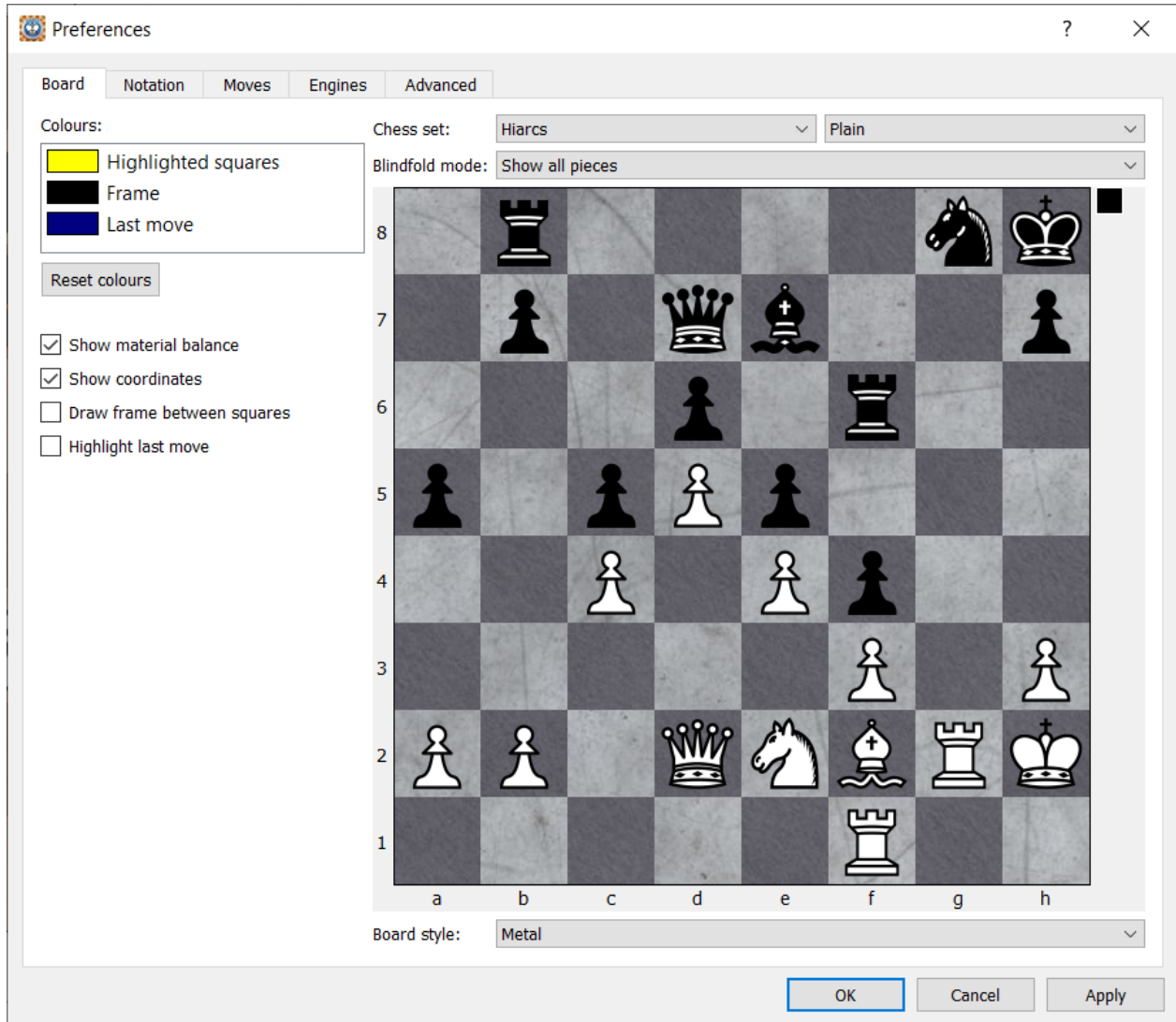
- [Board configuration tab](#) allows configuration of the chess board and chess set presentation, and move highlights
- [Notation configuration tab](#) allows configuration of the game notation fonts and colours
- [Moves configuration tab](#) allows configuration of making moves, replay and evaluation
- [Engines configuration tab](#) allows configuration of the chess engines used and common data they use
- [Advanced configuration tab](#) allows configuration of the advanced settings and language settings

When the preferences are configured the settings remain set each time you run the

program until you next change them.

Clicking the Apply button will apply the current settings but keeps the dialog open. Clicking the Cancel button will cancel any changes since the last apply and exit the dialog. Finally click the OK button to apply the current settings and exit the dialog back to the main display.

Preferences Board tab



The Board tab of the [Preferences dialog](#) enables you to configure the board, chess set and highlighting aspects of HIARCS Chess Explorer Pro.

You can set the chess set you like from the Alpha, Fun, HiarcS, Leipzig, Merida, Modern, Russian and USCF chess sets. Each chess set can be presented as Plain, with an Outline or with an Outline and Shadow.

The actual chess board can be set to multiple different textures including wood, marble, stone, slate and solid colours. You can see below some of the piece and texture combinations:

TBD

Any changes you make to the Chess set or Board style will be reflected in the sample chess board in the Board tab. This enables you to see what the combination of boards and chess sets look like before you decide on your preference.

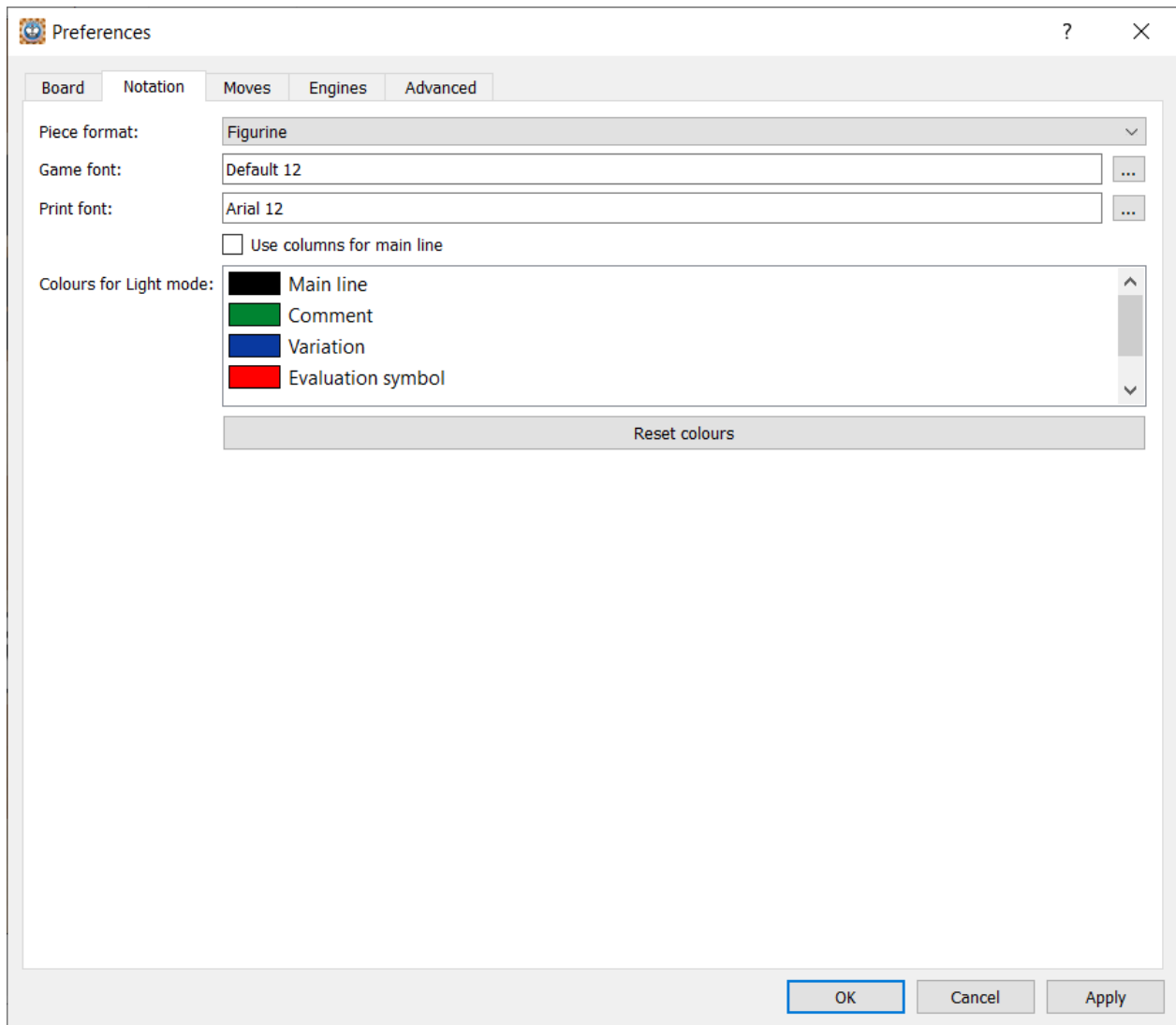
You can also change the highlight colours for the highlighted squares by clicking on the highlighted squares you will get a colour palette to set your preferred colour. Similarly you can also configure the colour of the Frame, Engine move, Book move, Good move and Bad move highlights.

You can also adjust the presentation of coordinates around the board using Show coordinates. This setting will also show coordinates in printed diagrams.

A frame around each square on the board can also be set on if you prefer it. Finally the last engine move can be highlighted although we have left this off by default as the move animation given by HIARCS Chess Explorer highlights the last move of an engine well in play mode.

Clicking the Apply button will apply the current settings but keeps the dialog open. Clicking the Cancel button will cancel any changes since the last apply and exit the dialog. Finally click the OK button to apply the current settings and exit the dialog back to the main display.

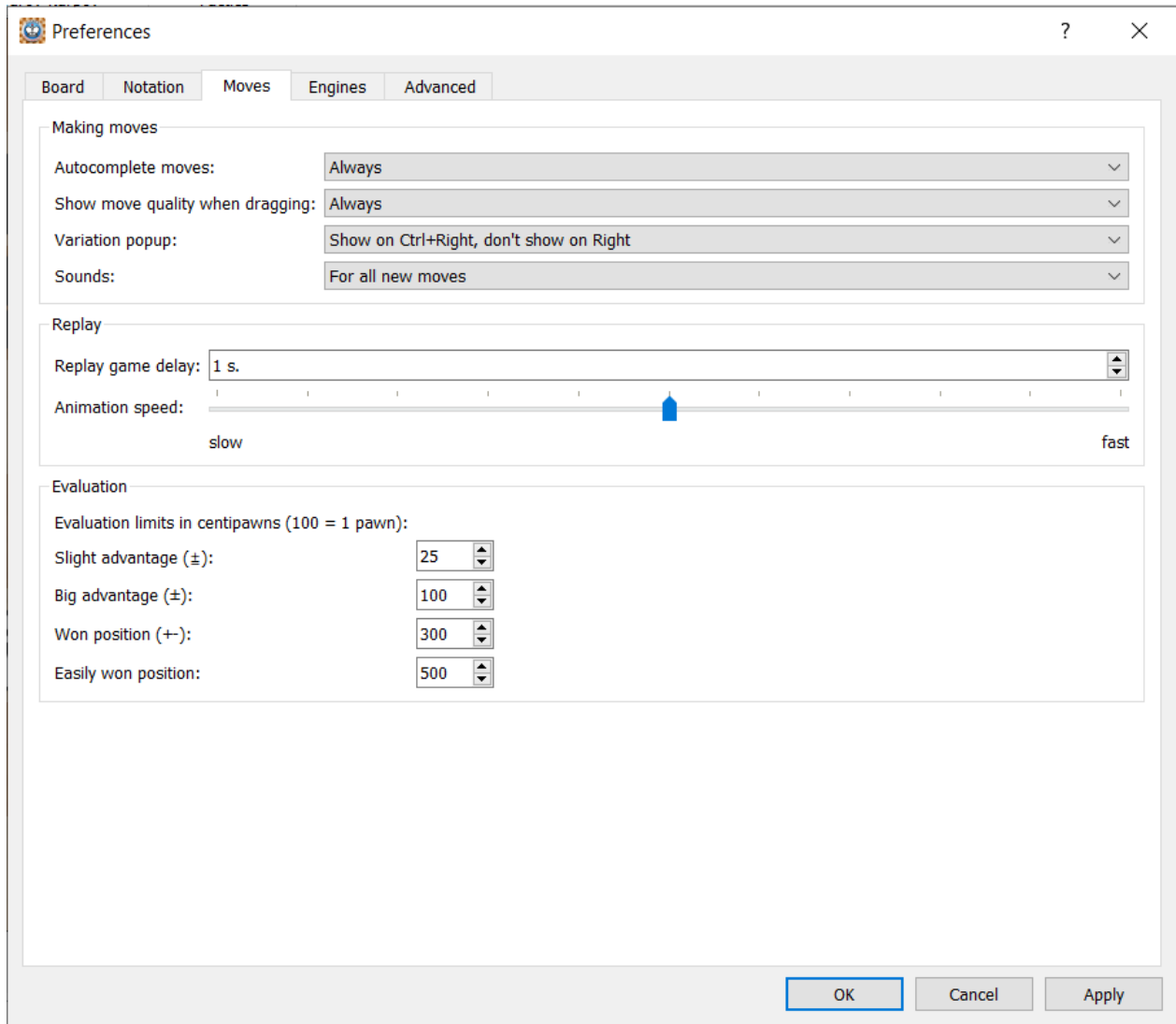
Preferences Notation tab



This dialog tab allows you to set the fonts for the game notation and the colours used.

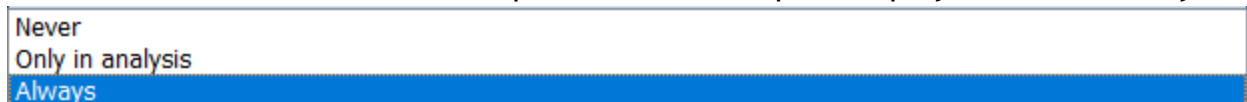
You can also change the format to a column format for the main line rather like a score sheet.

Preferences Moves tab

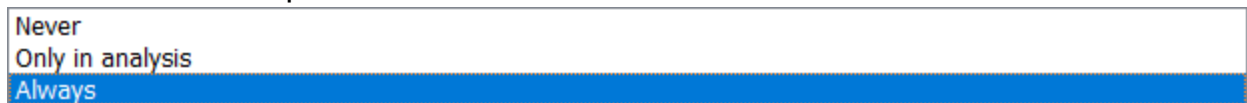


This dialog enables you to configure how Moves are handled

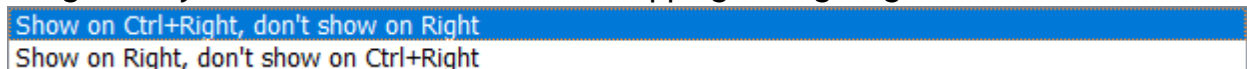
Autocomplete moves enable you to choose whether HCE Pro helps you by auto completing move when clicking and releasing the mouse on a piece or square on the chess board the best move of that piece or to that square is played automatically:



Show move quality when dragging allows you to see the move quality of when you click and hold on a piece:



Variation popup enable you to choose if and how you want to see variation when using the keyboard arrow shortcuts when stepping through a game:



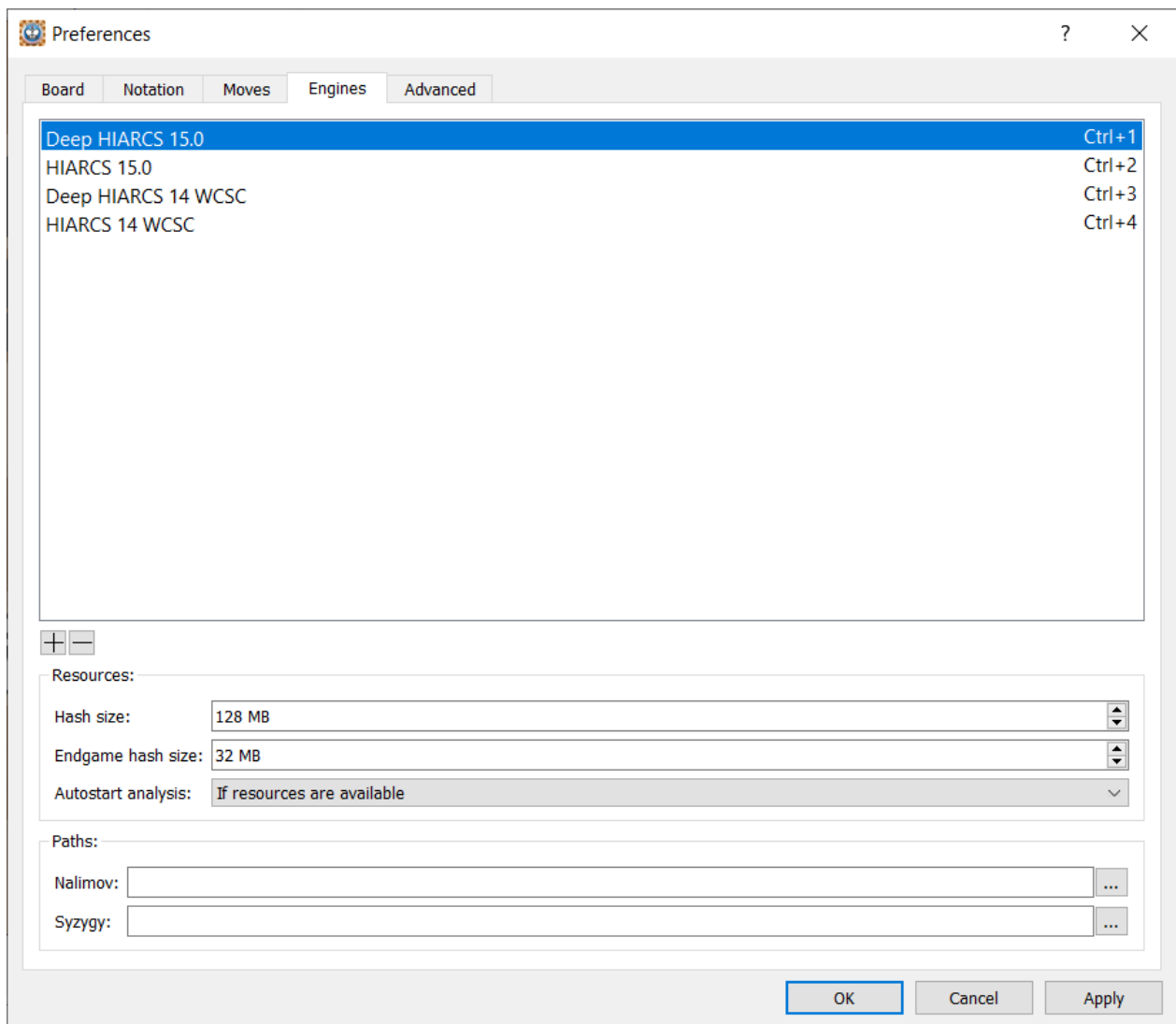
Sounds:

No sound
For computer moves
For all new moves
For all moves

Replay allows the configuration of the replay and animations.

The Evaluation settings enable you to decide on the thresholds you want in the game analysis. We recommend you do not change these unless you are sure about the value you want to use.

Preferences Engines tab

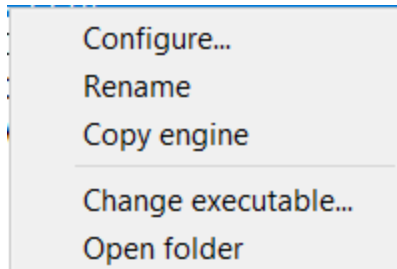


The Engines tab of the [Preferences dialog](#) handles adding, configuring and removal of chess engines.

As part of the HIARCS Chess Explorer Pro package you will have the HIARCS 15.0

engine, Deep and Premium customers have the Deep HIARCS 15.0 engine available automatically installed and added. If you are an existing HIARCS Chess Explorer customer you will also have the HIARCS 14 engines installed if you are licensed. You can also add any other UCI compatible engine.

You can perform a number of operations on engines by right click the engine you get this pop up menu:



These allow you to:

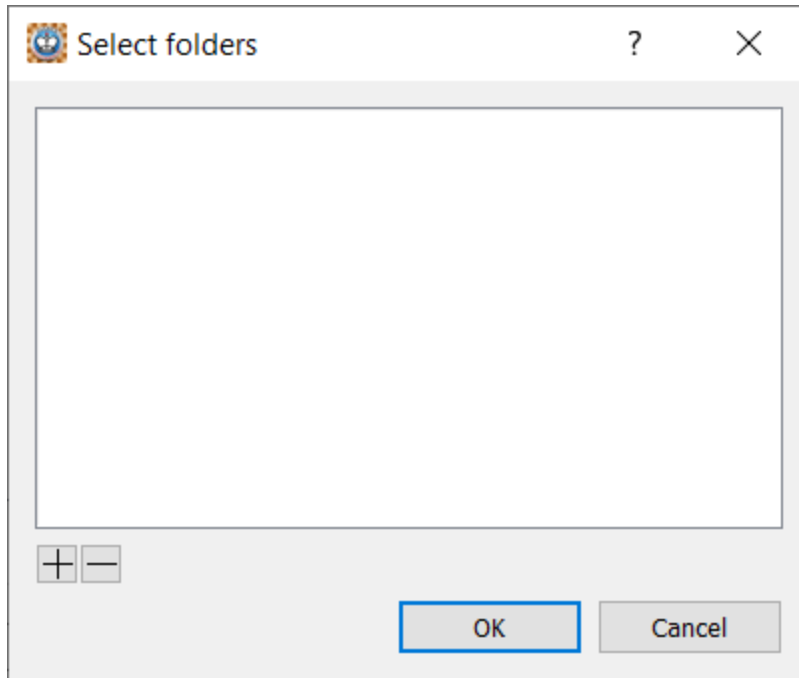
- Configure the engine settings - each engine has different settings
- Rename the engine - you can add some text to indicate particular settings
- Copy the engine - you can make multiple copies of the same engine with different settings
- Change the executable assigned to the engine name
- Open the folder containing the engine executable

At the bottom of the dialog are the common settings applied to each engine for:

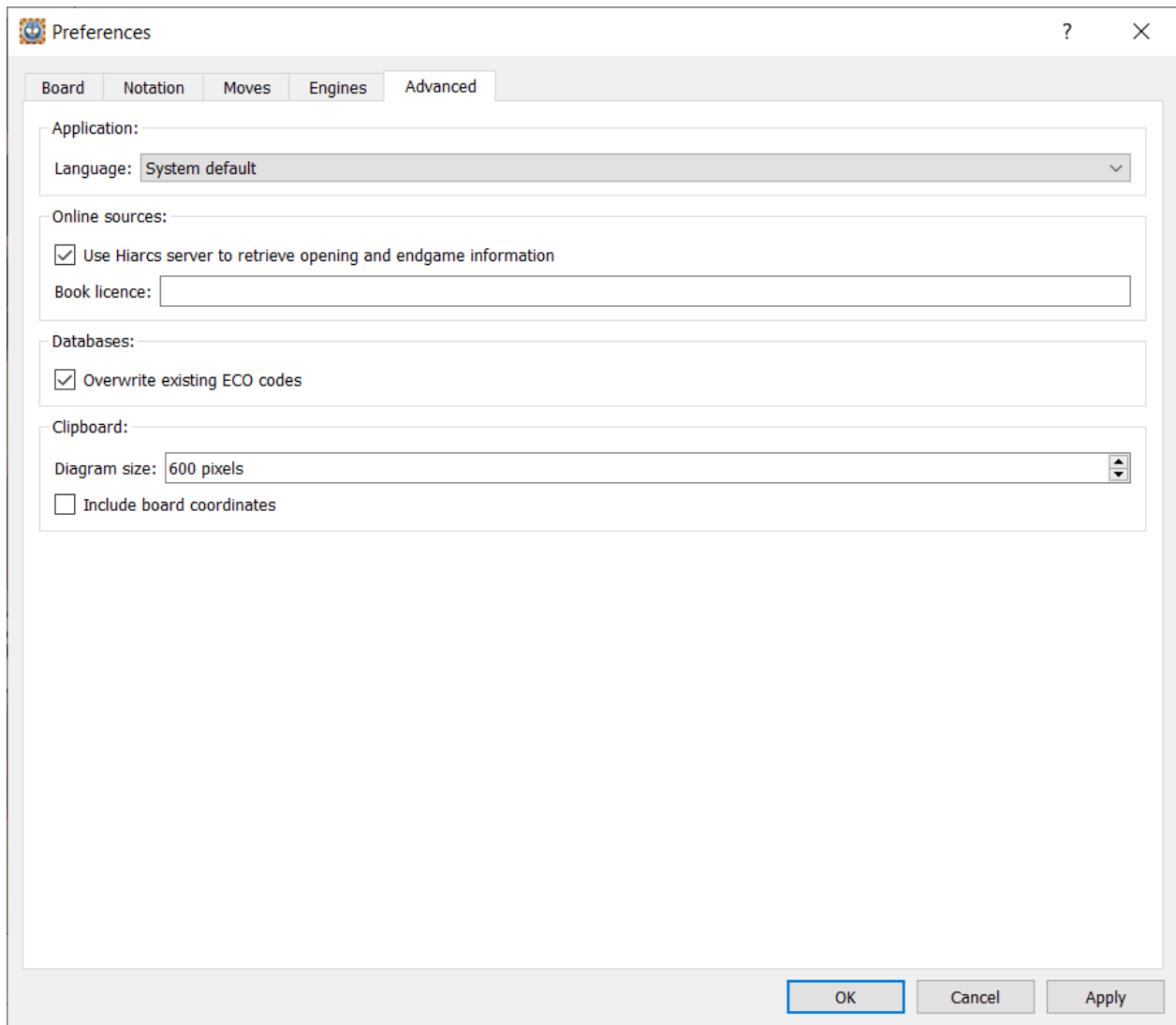
- Hash table size - this is a search table chess engines use to cache positions. The value is set in Megabytes (MB), for general use 256Mb is a good size to use. In general do not use more than 50% of the physical RAM on your machine. The up/down arrows allow the adjustment of the Hash table size in values which are powers of 2 or half steps thereof (e.g. 64Mb, 96Mb, 128Mb, 192Mb, 256Mb). Alternatively, you can click on the value to enter an exact Hash table size.
- Endgame hash size - this is the size of an endgame cache of Nalimov tablebase positions. If you have all 3, 4, 5 & 6 piece tablebases then use 512MB or more. For 5 piece tablebases you can use less, e.g.128MB. For just 4 piece tablebases 32MB is enough. The up/down arrows allow the adjustment of the Nalimov cache size in values which are powers of 2 or half steps thereof (e.g. 32Mb, 48Mb, 64Mb, 96Mb,128Mb). Alternatively, you can click on the value to enter an exact Nalimov cache size.
- Autostart analysis gives you the option to decide how chess engines will behaviour when you choose the View->Analysis Explorer.. view:

Never
Always
If resources are available

For Nalimov and Syzygy tablebase paths you can be set by clicking on the ... buttons when you will be given a Select folders dialog:



Preferences Advanced tab



The Advanced tab of the [Preferences dialog](#) handles miscellaneous configuration settings in the following areas:

Application Language allows you to set the language you want. By default this is set to your OS default.

Databases

If the Overwrite existing ECO codes checkbox is set the following actions apply:

- when a database is loaded into HIARCS Chess Explorer Pro the openings are automatically classified for their ECO opening code overwriting any ECO code already set.
- any games added will have the ECO code classified by HIARCS Chess Explorer Pro and the ECO field will be read-only.

When Overwrite existing ECO codes checkbox is unset the following actions apply:

- when a database is loaded into HIARCS Chess Explorer the ECO only classified if it

- is not present, any existing ECO value in the database is never modified
- when you save a game HIARCS Chess Explorer will populate the ECO field if it is empty. You can always edit the ECO field.

If you prefer to keep the original ECO code assignment already in databases please uncheck this option.

Online sources

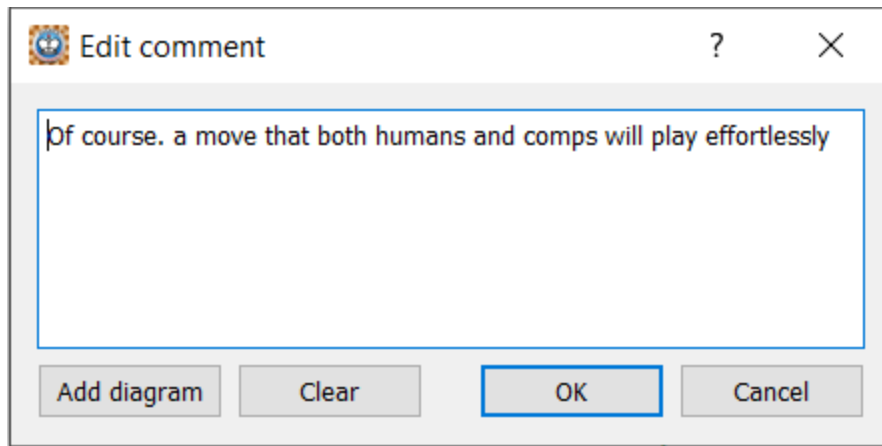
Use Hiarcs server to retrieve opening and endgame information - by default HIARCS Chess Explorer will contact the HIARCS Chess Server (HCS) to retrieve information about openings and endgames which are displayed by Book Explorer and Analysis Explorer as appropriate. If you want stop access to the HIARCS Chess Server this option can be unchecked but you will lose out on much chess information and will not be able to receive bonus chess information and tools in the future.

The Book license field allows HIARCS Opening Book subscribers to access additional content in the Book Explorer. A valid book license will enable access to powerful new opening books on the HIARCS Chess Server. For security reasons actual licenses are never displayed and are always encrypted. Book subscriptions are a separate purchase that can give access to the largest and strongest chess opening books, please see www.hiarcs.com for details.

Clipboard Diagram size and coordinates can also be set here.

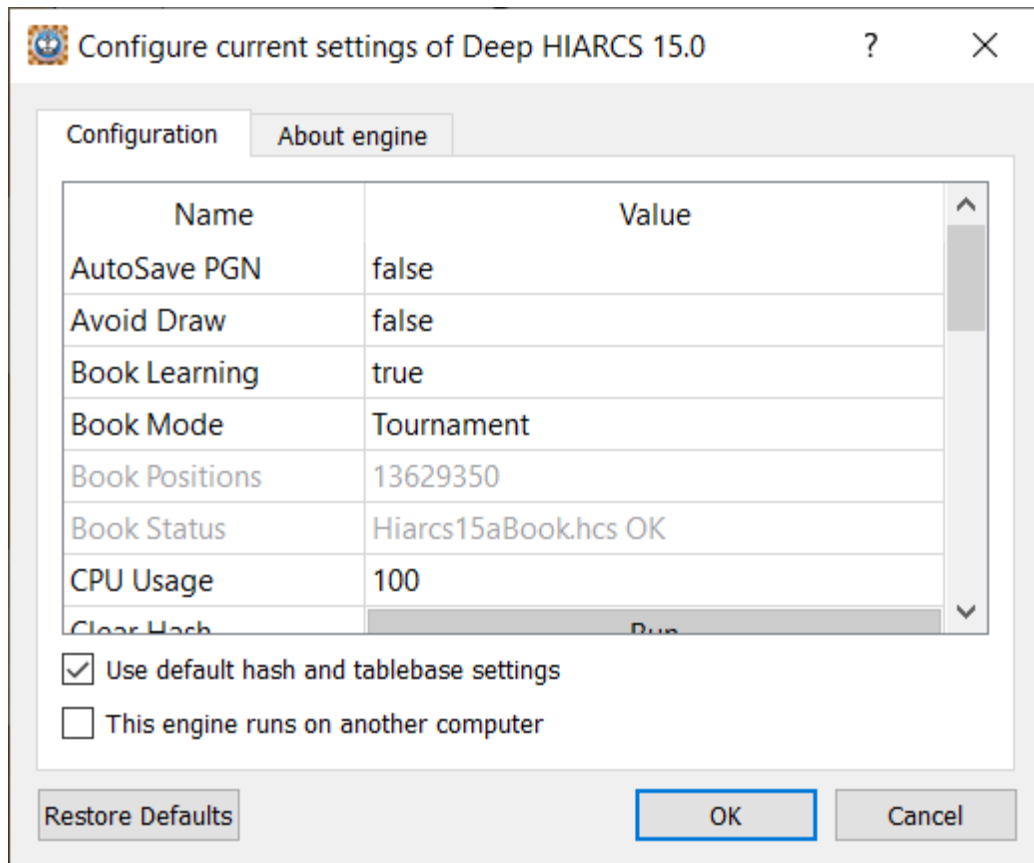
Clicking the Apply button will apply the current settings but keeps the dialog open. Clicking the Cancel button will cancel any changes since the last apply and exit the dialog. Finally click the OK button to apply the current settings and exit the dialog back to the main display.

Edit comment dialog



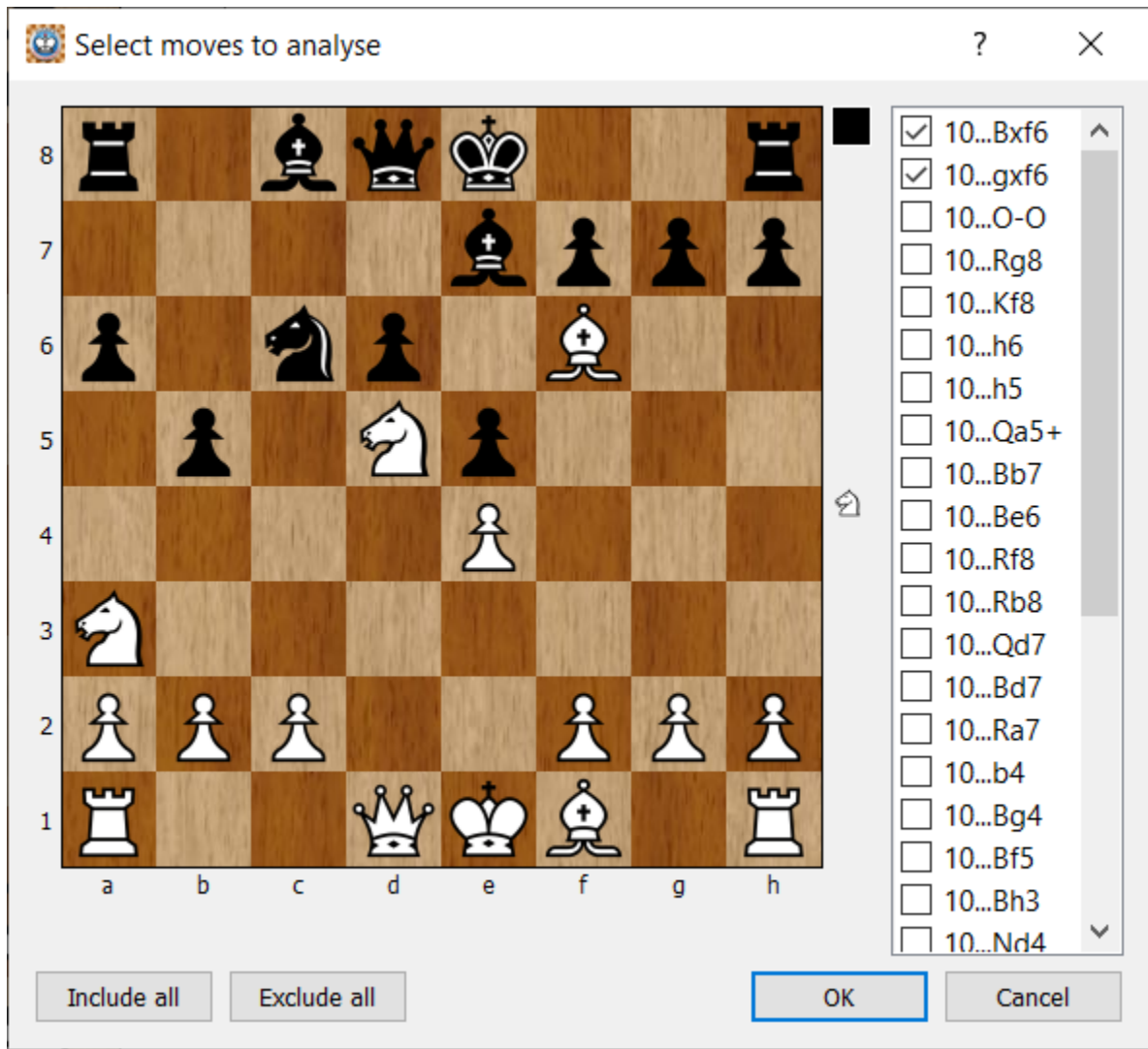
This dialog allows you to add comments and diagrams.

Configure engine settings dialog



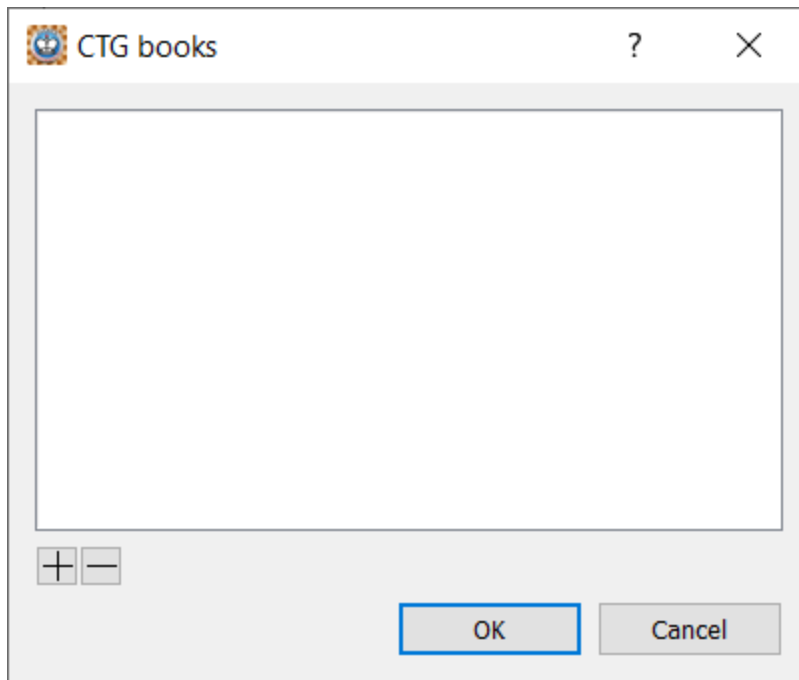
The Configure current settings dialog enables you to view and change the settings of an engine. Each different engine normally has different settings.

Select moves to analyse dialog



The Select moves to analyse dialog enables you to select the moves an engine will analyse, this allows you to limit the move selection choice of the engine to moves you are interested in.

CTG books dialog



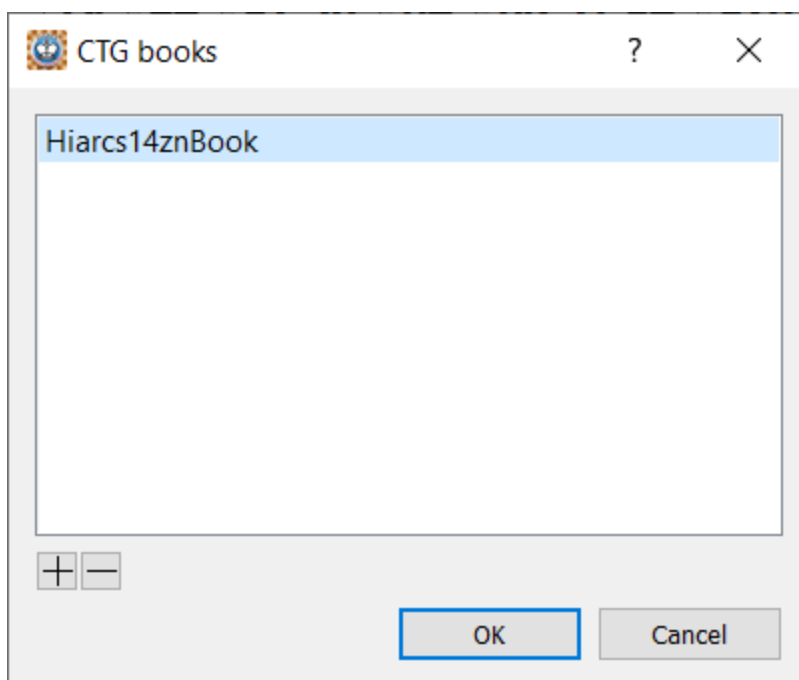
The CTG books dialog enables you to add CTG books to be used in HIARCS Chess Explorer Pro.

The + button is for adding CTG books, the - button is for removing the current highlighted book.

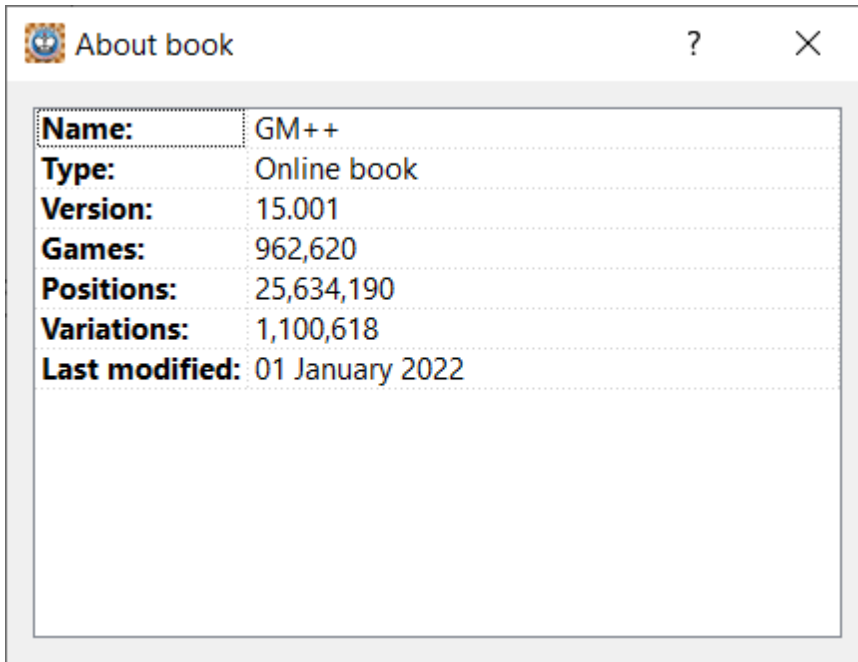
Click the + to add a CTG book...

In the system dialog locate the CTG book on your hard disk and click OK.

The CTG book added will be shown in the CTG books dialog and can now be selected in the [Book Explorer view](#).



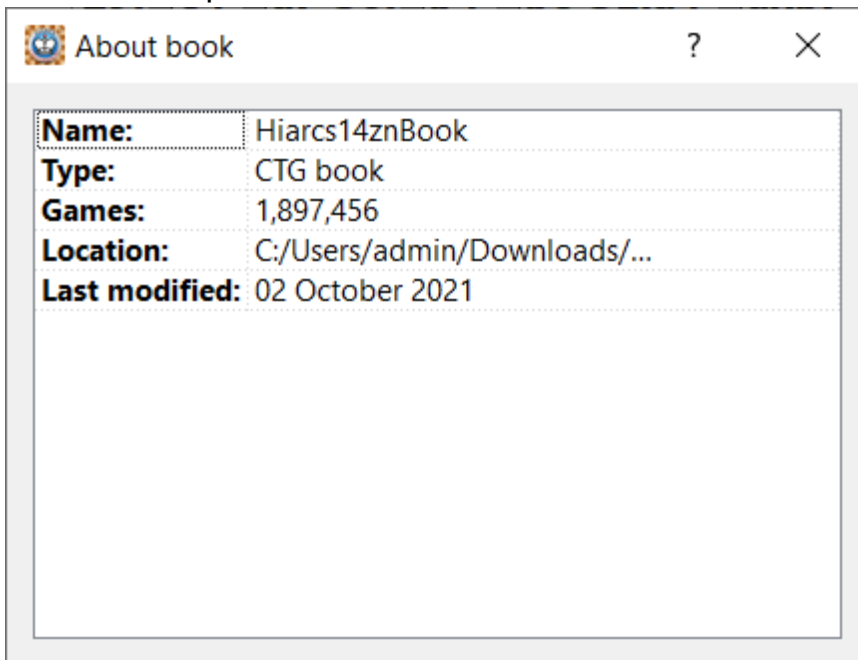
Book information dialog



The Book information dialog gives you statistics about the currently open book in the [Book Explorer view](#).

Above the book information is about an online book in the book subscription.

Another example of book information of a CTG book:



Browse tree games dialog

S Erenburg 2582 - B Lalic 2489 1-0
Hastings 81st Open 2006, Hastings, England (7), 2006.01.03
 B33: Sicilian, Pelikan, Chelyabinsk variation

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♗xd4 ♗f6
 5.♗c3 e5 6.♗db5 d6 7.♖g5 a6 8.♗a3 b5
 9.♗d5 ♖e7 10.♗xf6 ♗xf6 11.c3 ♖g5
 12.♗c2 O-O 13.h4 ♗h6 14.♗ce3 ♗xe3
 15.♗xe3 ♖e6 16.♖e2 ♗e7 17.♗f3 ♗b6
 18.a3 ♗fd8 19.O-O ♗ac8 20.♗d3 ♖b3
 21.♗fe1 ♗c5 22.h5 h6 23.♗d1 ♗c4 24.♗c2
 ♖e6 25.♗g4 ♗xg4 26.♗xg4 d5 27.exd5
 ♗xd5 28.♗e2 f6 29.♗ad1 ♗cd8 30.♗e3
 ♗d6 31.♗c2 ♗f8 32.♗xd6 ♗xd6 33.♗d1
 ♗xd1+ 34.♗xd1 f5 35.♗d7 e4 36.g3 f4
 37.gxf4 ♗xh5 38.f5 ♗g5+ 39.♗f1 ♗h5
 40.♗g1 ♗g5+ 41.♗f1 ♗h5 42.♗e6 ♗h1+
 43.♗e2 ♗b1 44.f6 ♗xb2+ 45.♗f1 gxf6
 46.♗xf6+ ♗e8 47.♗xa6 ♗xc3 48.♗xh5+

Current position in MasterBase database: all/1,068 games

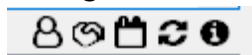
Nr	White	Elo	Black	Elo	Event	Site	Round	Date	Result	ECO	Length	Flags
25	Erenburg, S	2582	Lalic, B	2489	Hastings 81st O...	Hastings, Engla...	7	2006.01.03	1-0	B33	70	
140	Kasimdzhanov, R	2670	Ivanchuk, V	2748	Keres Rapid Me...	Tallinn, Estonia	2	2006.01.07	½-½	B33	50	
469	Smeets, J	2531	Carlsen, M	2625	Corus Grp-B	Wijk aan Zee, N...	2	2006.01.15	0-1	B33	43	
763	Karjakin, S	2658	Topalov, V	2782	Corus Grp-A	Wijk aan Zee, N...	9	2006.01.24	0-1	B33	50	
764	Anand, V	2788	Van Wely, L	2648	Corus Grp-A	Wijk aan Zee, N...	9	2006.01.24	1-0	B33	42	
702	Short, N	2672	Arakhamia, Gr...	2426	Gibraltar Maste...	Gibraltar, Engla...	1	2006.01.24	1-0	B22	21	

Buttons: Load, Insert into current game

The Browse tree games dialog allows you to browse the games from the Tree Explorer view.

You can select any game from the Tree game list, play through them or Load them into the database view or more usefully Insert into the current game notation using the Inset into current game button. This will be useful if you are annotating a game and want to cite similar or important other games.

In addition to these capabilities you have a number of options you can apply to the Tree game list from the icon set above the game list:




Filter by rating - you can have the list of games reduced to the top games played with this position:

- All games
- Both players 2800+
- White player 2800+
- Black player 2800+

Filter by result - you can have the list of games reduced based on the result of games:



 Filter by data - you can have the list of games reduced by how recent they are:



 Reset filter - to show all games in Tree Explorer filter set

 Show filter statistics - shows the [Filter statistics dialog](#) for the Tree filter of games.

Filter statistics dialog

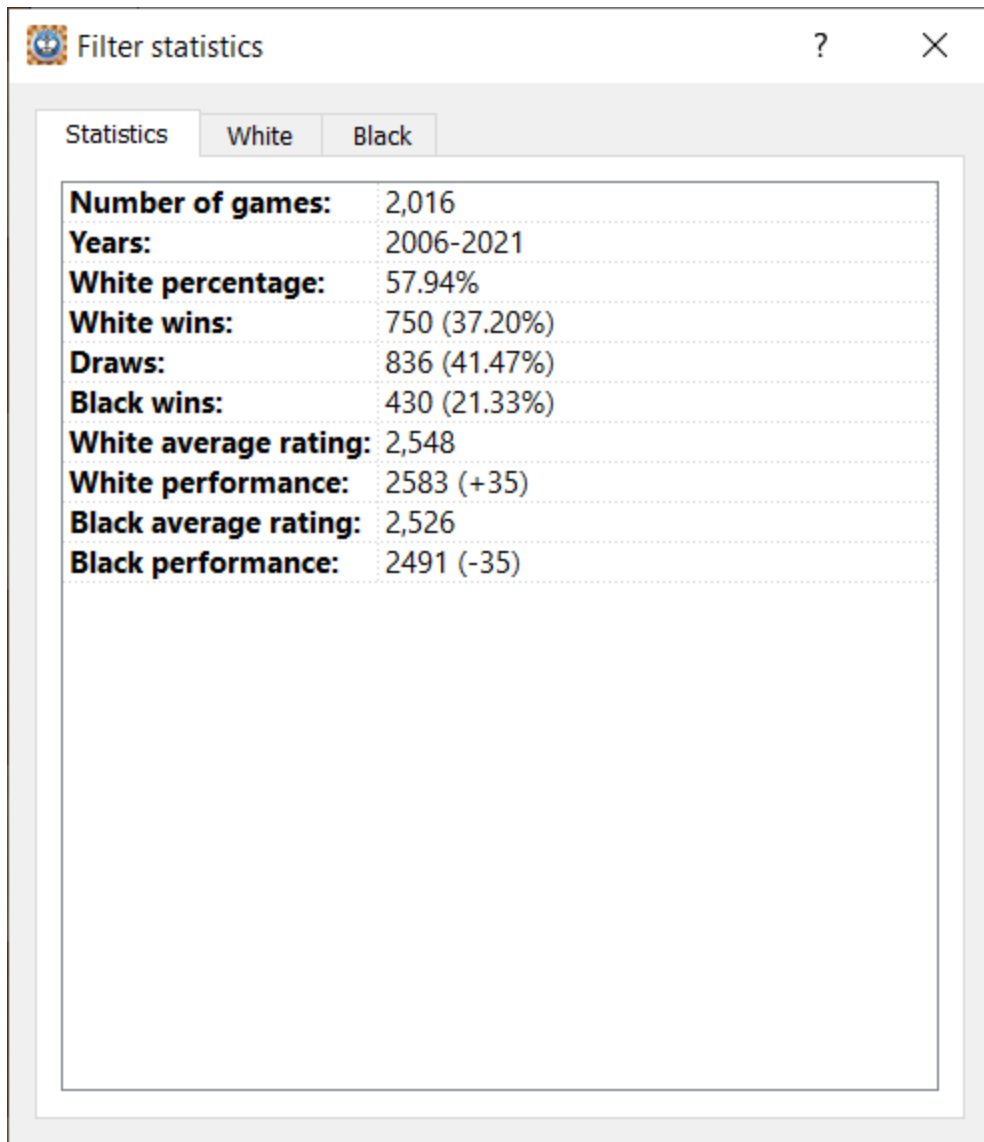
Statistics	White	Black
Number of games:	1,068	
Years:	2006-2021	
White percentage:	55.06%	
White wins:	305 (28.56%)	
Draws:	566 (53.00%)	
Black wins:	197 (18.45%)	
White average rating:	2,557	
White performance:	2599 (+42)	
Black average rating:	2,563	
Black performance:	2521 (-42)	

The Filter statistics allow you to view the statistics for the games shown in the Game Explorer game list or the Tree Explorer game list. These may reflect the entire database or the Filter if that is set.

As well as the overview of the quality and quantity of the database in the Filter it gives useful short cuts to data on White and Black.

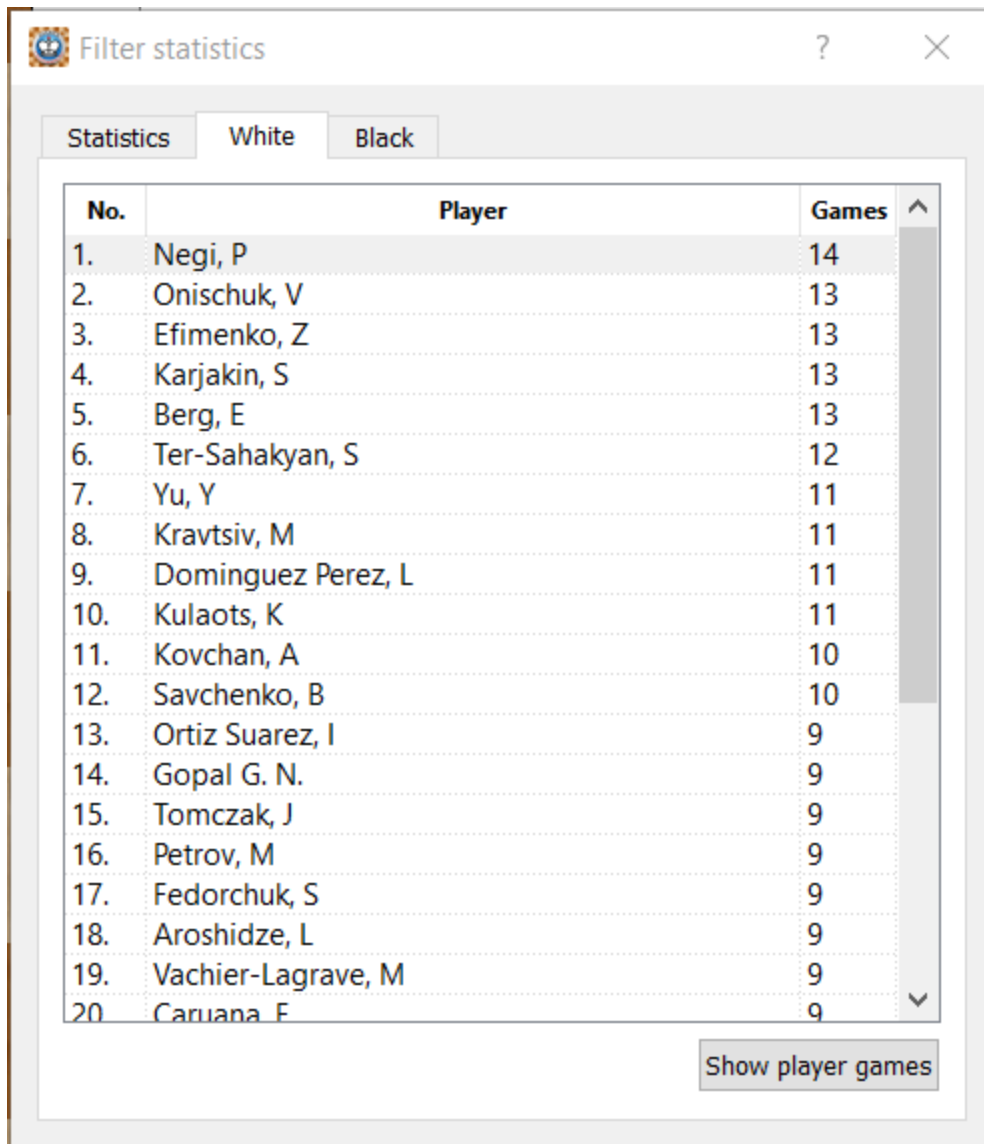
For example in the MasterBase we want to search for ideas in the Sicilian Dragon, so a Quick search of B70-79 (the ECO range to catch Sicilian Dragon games). The filter is now set to 2016 / 347,333 games.

Now click the Show filter statistics in the Game Explorer and we get:



Statistics	White	Black
Number of games:	2,016	
Years:	2006-2021	
White percentage:	57.94%	
White wins:	750 (37.20%)	
Draws:	836 (41.47%)	
Black wins:	430 (21.33%)	
White average rating:	2,548	
White performance:	2583 (+35)	
Black average rating:	2,526	
Black performance:	2491 (-35)	

This shows White has a 57.94% advantage in the Dragon lines, now click the White tab:



No.	Player	Games
1.	Negi, P	14
2.	Onischuk, V	13
3.	Efimenko, Z	13
4.	Karjakin, S	13
5.	Berg, E	13
6.	Ter-Sahakyan, S	12
7.	Yu, Y	11
8.	Kravtsiv, M	11
9.	Dominguez Perez, L	11
10.	Kulaots, K	11
11.	Kovchan, A	10
12.	Savchenko, B	10
13.	Ortiz Suarez, I	9
14.	Gopal G. N.	9
15.	Tomczak, J	9
16.	Petrov, M	9
17.	Fedorchuk, S	9
18.	Aroshidze, L	9
19.	Vachier-Lagrave, M	9
20.	Caruana, F	9

Show player games

We can now see the players who have played the White side in most games. Now click the Black tab:

No.	Player	Games
1.	Jones, G	58
2.	Jianu, V	27
3.	Carlsen, M	24
4.	Lu, S	23
5.	Mamedov, R	23
6.	Cvitan, O	23
7.	Carlsson, P	22
8.	Golubev, M	21
9.	Nakamura, H	20
10.	Azarov, S	18
11.	Polzin, R	18
12.	Kargin, A	16
13.	Cmilyte, V	16
14.	Perez Mitjans, O	15
15.	Edouard, R	15
16.	Guseinov, G	15

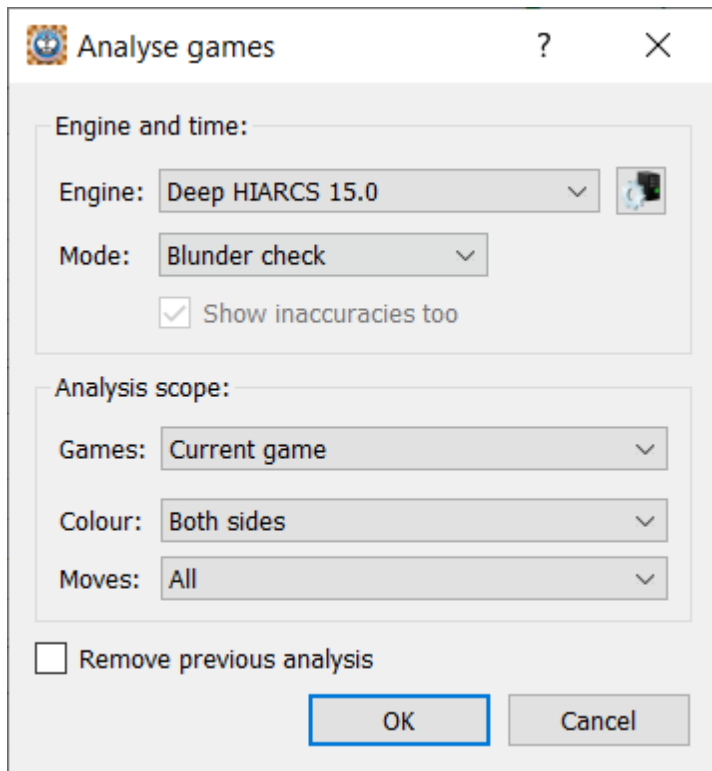
Show player games

We can now see one GM in particular has played many more Dragon games than the other players. Since this is clearly a speciality of this player it would be interesting to view his games. Now double click Jones, G (or click the player and click Show player games). The filter is now set to those 58 games.

We can go further open the Tree Explorer and click the toggle between database and filter and we can then see a Tree of games played by this Dragon specialist and the moves and stats of their played repertoire.

Tree: G Jones as Black						
Move	Games	Results	Rating	Performance	Year	
9.O-O-O	20 42%	<div style="width: 42%;"></div>	2602	-5	2021	
9.♙c4	8 37%	<div style="width: 37%;"></div>	2613	-83	2021	
9.g4	6 41%	<div style="width: 41%;"></div>	2594	-15	2018	

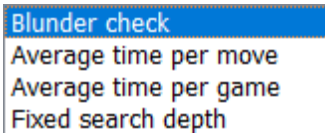
Analyse games dialog



The Analyse games dialog enables you to analyse one or more games using settings for the analysis.

Engine and time:

- Engine: You can select the engine to analyse with and configure its settings
- Mode: Select the mode of analysis:



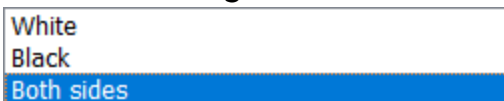
- Blunder check is a quick check for blunders in the game(s)
- Average time per move to use for the analysis
- Average time per game to use for the analysis
- Fixed search depth to use for each move of the analysis

Analysis scope:

- Games: You can select the current game for analysis or bulk analyse all the games in the filter (or database if not filter is set). Please note analysing a bulk number of games may be time consuming.



- Colour: You can choose to analyse White, Black or both sides. In general analysing both sides of a game does reveal more detail of that happen in the game.



- Moves: Either analyse all the moves in the game(s) or a move range

Finally you can have any previous analysis removed.

Header search dialog

Accessed by clicking the Header search  shortcut icon. The dialog is also accessed from the [Database->Search header menu item](#). This dialog allows you to search the current database for games matching the search criteria, the search results are known as the [search filter](#).

You can specify any of the fields in the dialog to search for, or leave them blank to indicate match all for that field. You can use the Ignore colours checkbox to indicate that the White and Black fields can also apply to Black and White thereby matching both colours.

As you type a name in the White, Black, Event or Site field HIARCS Chess Explorer Pro will aid your selection by giving you possible values based on what you type, this is a great help in remembering difficult names or events etc.

Incomplete fields are treated as the first part of a wildcard, for example type "Ka" in the White field will find all players with a name beginning with "Ka" like Karpov,

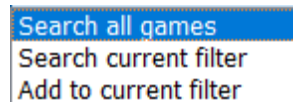
Kasparov etc. Here is an example from the TopGames database when typing "An" in the White field, you will see only the possible names match "An" are offered making it much easier to name players correctly.

You can choose dates down to precise days and ranges.

You can also search for openings based on the ECO code.

The results and length of games are also searchable as are the information contained in the games like variations, comments and even who annotated the game.

The **Search mode**: allows you to:



- Search all the games in the database, this is the default mode of operation
- Search the current filter
- Add the search of the database to the current filter

[Edit header dialog](#)

Edit header
?
×

Standard tags

Extra tags

Players

White:	Nakamura, H	Elo:	2787	↻
Black:	Aronian, L	Elo:	2792	

Tournament

Event:	Candidates Tournament 2016			
Site:	Moscow, Russia	Event date:	????.??.??	

Game Information

Round:	14	ECO:	D38	Date:	2016.03.28	
Result:	<input type="radio"/> 1-0 <input checked="" type="radio"/> 1/2-1/2 <input type="radio"/> 0-1 <input type="radio"/> *					

Reset
Use previous header

OK
Cancel

The Edit header dialog allows you to edit the game header for the current game.

Edit common tags dialog

Edit common tags

Standard tags Extra tags

Tournament

Event:

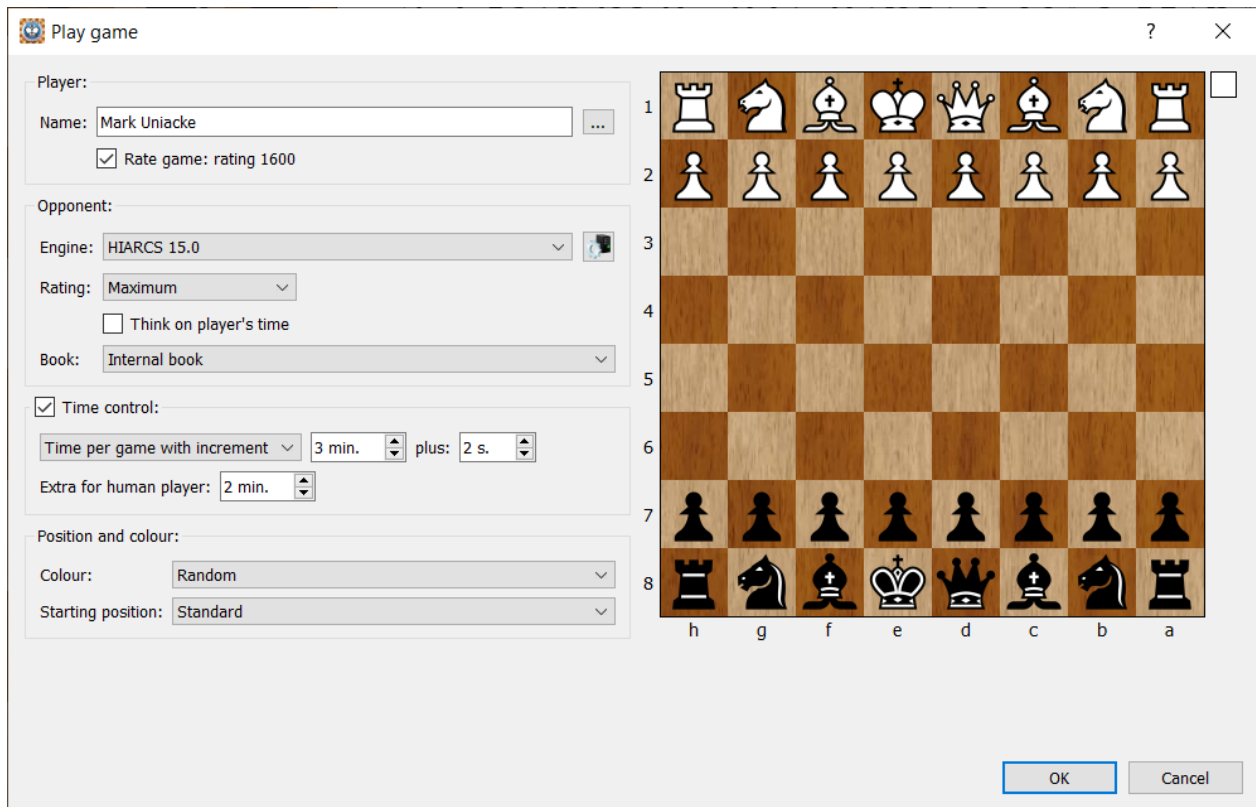
Site: Event date:

Game Information


Round: ECO: Date:

The Edit common tags dialog allow you to set the common tags among a set of games and change the values for all those games .

Play game dialog



The Play game dialog allows you to set up a game to play against the computer.

Accessed by clicking the Play game  shortcut icon. The dialog is also accessed from the [Play->New game... menu item](#). This dialog enables you to configure the type of game you wish to play against the computer.

There are many sections to the Play game dialog as follows:

Player:

This section allows you to enter the name of the player who will play the game (it defaults to your name).

You can access Rated users statistics by clicking on the ... button next to your name, this will display the [Rated user dialog](#).

You can choose if you want the game to be a rated game. The player's current rating is also displayed, here it is 1600 Elo.

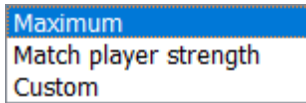
Opponent:

This section allows you to select your opponent. Any engine loaded into HIARCS Chess Explorer can be selected, however not all engines support set Elo ratings like HIARCS chess engines. Also no other chess engine supports the play realism of the HIARCS chess engines.

Engine: Select the engine and you can pre configure it using the engine settings icon

to open a configure engine settings dialog.

Rating: You can select the rating of your opponent:



- Maximum setting allows the engine to play its strongest chess
- Match player strength allows you to play an adaptive opponent which matches your estimate chess strength
- Custom allows you to set a specific Elo rating for the engine to play at. The up and down arrow selector will increase or decrease the value in 25 Elo steps. You can of course click on the value and set an exact value from the keyboard.

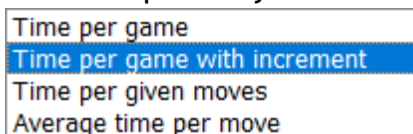
Book: You can select the book the engine will play from but please note only the HIARCS Internal book can adapt to your Elo strength in the book moves it plays:



If you want your opponent to also think about its next move while it is your turn to move you can turn this on or off using the Think on player's time checkbox.

Time control:

You can optionally choose a time control to play at. Here are the options:



- No time control selected - the opponent will move instantly, nice for casual play.
- Time per game - you can set the time which each side has to complete all their moves
- Time per game with increment - the same as Time per game except in addition you can set an increment in time each player gets for each move they make
- Time per given moves - this allows you to set the number of moves each side must complete in a given amount of time
- Average time per move - this is a simple setting to get an average time per move you want

In addition to these time control settings you can also set extra time on the human players clock at the start of the game.

Position and colour:

Colour: Choose to play White, Black or let HCE-Pro decide with a random choice:

White
Black
Random

Starting Position: This option allows you to set the starting position for the game, for example you can set the standard starting position or a position from a well known opening which is very useful for practice and learning.

Standard
Current
Opening
Chess960

Standard: The normal chess starting position

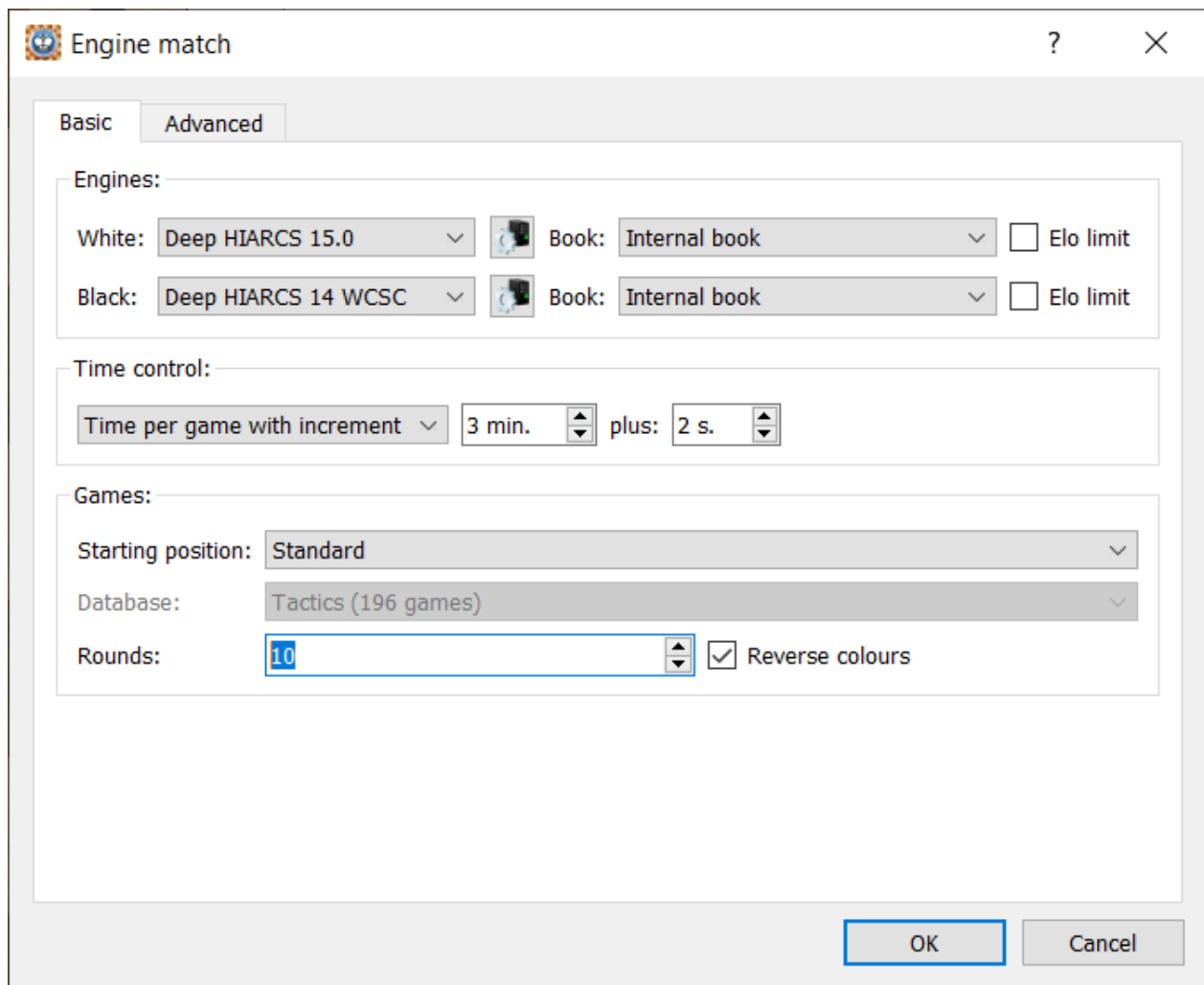
Current: The current position in the tab you start Play->New game... from (useful for practising play from a particular position)

Opening: You can select from a wide range of openings:

Benko's Opening (A00)	▲
Nimzowitsch-Larsen Attack (A01)	
Bird's Opening (A02-A03)	
Reti Opening (A04-A09)	
English: 1.c4 (A10)	
English: 1.c4 c6 (A11-A12)	
English: 1.c4 e6 (A13-A14)	
English: 1.c4 Nf6 (A15-A19)	
English: 1.c4 e5 (A20-A29)	
English: 1.c4 c5 (A30-A39)	▼

Chess960: You can play a Chess960 game using either a Random or any of the 960 starting positions.

Engine match dialog



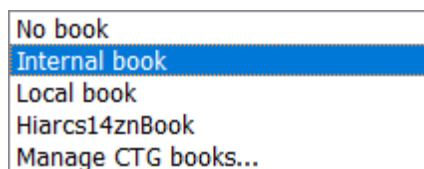
The Engine match dialog allows you to set up a match between two engines.

Engine match Basic tab

Engines:

You can set the engines to play White and Black and configure their settings.

You can select the book each engine will use:



You can set an Elo limit for each engine if you want but of course that will weaken the play.

Time Control:

Select the time control to use:

Time per game
Time per game with increment
Time per given moves
Average time per move

Games:

Starting position: You select the starting position for the games:

Standard
Current
Subsequent from database
Random from database

- Standard is the standard opening position
- Current is the current position shown in the tab you launch New engine match from
- Subsequent from chosen database will take the end position from a test database and play using these in sequence
- Random from database will take a random position from the chosen database for each game

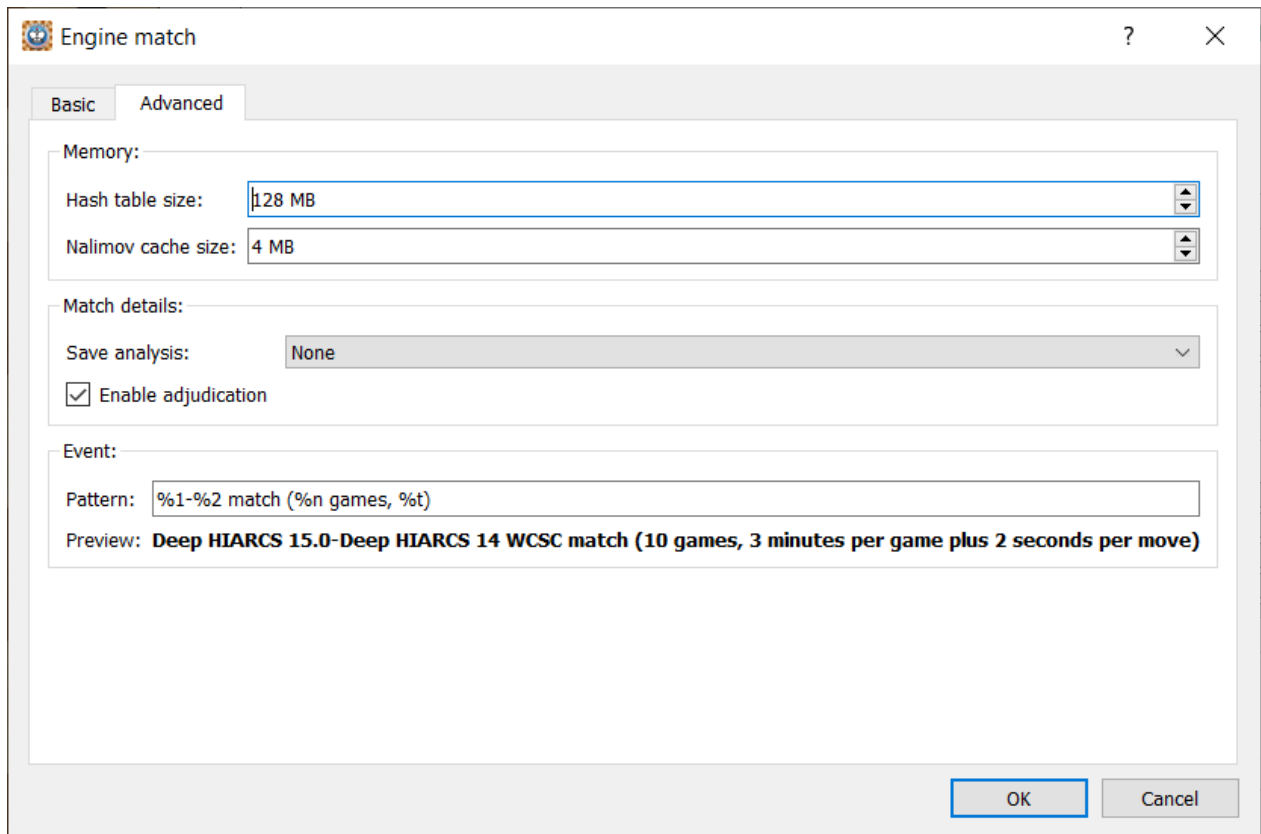
Database:

Choose database to use as starting positions for the match (only applicable to last two options above).

Rounds:

Set the number of rounds to play in the match and if you want to reverse colours after each game.

Engine match Advanced tab



Memory:

Choose the hash table for each engine to use and the Nalimov cache size

Match details:

Choose the type of information to save with each move:



Enable adjudication for HCE-Pro to decide when each game result is determined - this saves time in drawn games and when it is clear one side is going to win.

Event:

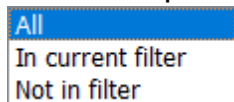
Set the title of the match

Find position dialog



The Find position dialog enables you to find games containing a chess position or material, pawn structure or both material and a pawn structure.

Set the scope of the search using the **Search games:** selector:



- Search all games in the database
- Search games in the current filter
- Search games **not** in the current filter

Choose to ignore colours or only find with a colour match to the set up pieces.

Find games with a position

Set the position you want to find. The default position will be the one you last used. You can also get the position from the Current game, choose the starting position or empty board and set up a position to search for.

- Current game
- Starting position
- Empty board

Find games with a material

Please note the material must be present for one full move (2 ply) for the position to match.

You can set the material on the board and choose what colour squared bishops you want:

Find position

Shift+click to mark a piece optional.

Find: Material Bishops: Any color

Search games: All

Ignore colours

Select position OK Cancel

This will find games with BvN with R4P v R3P. Pawns can be on any files.

Find games with material and pawn structure

Please note the material or pawn structure must be present for one full move (2 ply) for the position to match.

You can set the material on the board and choose what colour squared bishop and

pawn structure you want:

 Find position
? ×

8				♖		♔		
7					♟	♟	♟	
6					♞			
5								
4								
3					♗			
2	♙				♙	♙	♙	
1				♖		♔		
	a	b	c	d	e	f	g	h

♟

♗

♞

♟

♙

♔	♔
♖	♖
♗	♗
♞	♞
♟	♟
♙	♙

Shift+click to mark a piece optional or a pawn position fuzzy.

Find: Pawn structure and material Bishops: Any color

Search games: All Ignore colours

Select position OK Cancel

This will find games with BvN with R4P v R3P. Pawns must be on these squares.

Find games with pawn structure

You can set the pawn structure you want to find on the board:



This will find all games with the pawns on these squares.

You can click the pawns to make them fuzzy meaning they just have to match a placements on the same file:

Find position ? X



The chessboard shows a position with the following pieces: White pawns on a2, b2, d4, e5, f2, g2, h2; Black pawns on a7, b7, c5, d5, e6, f7, g7, h7; White king on e8; Black king on e8. The white pawn on e5 and the black pawn on c5 are highlighted with a yellow circle, indicating they are the search results for 'Pawn structure'.

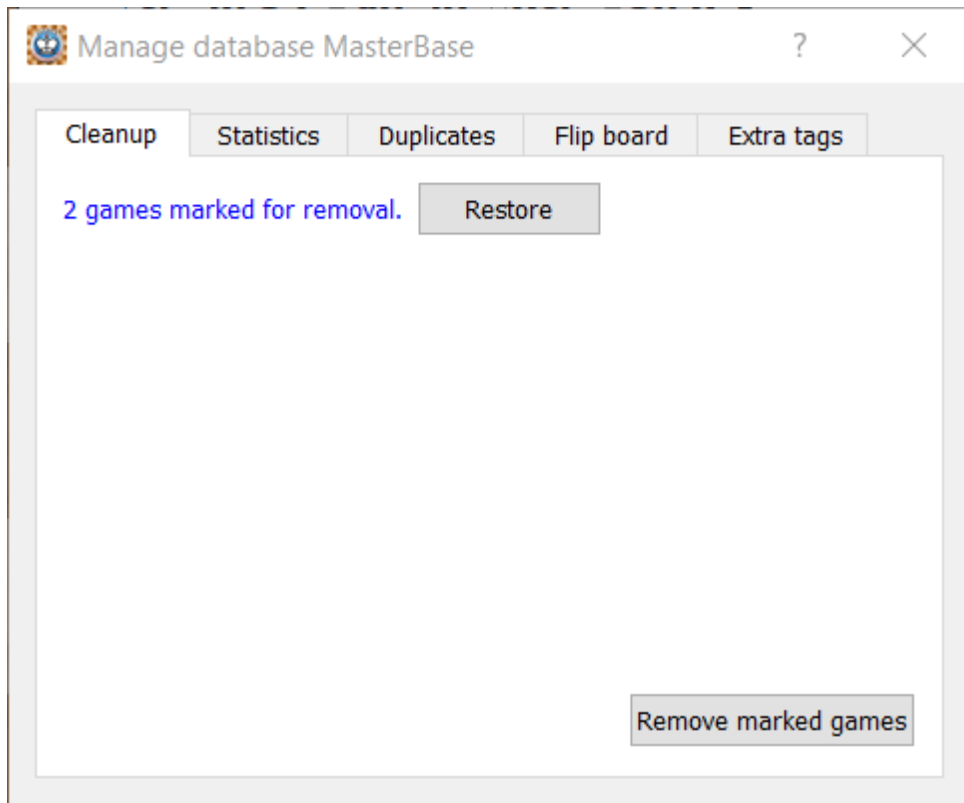
Shift+click to mark a pawn position fuzzy.

Find:

Search games:

Ignore colours

Manage database dialog

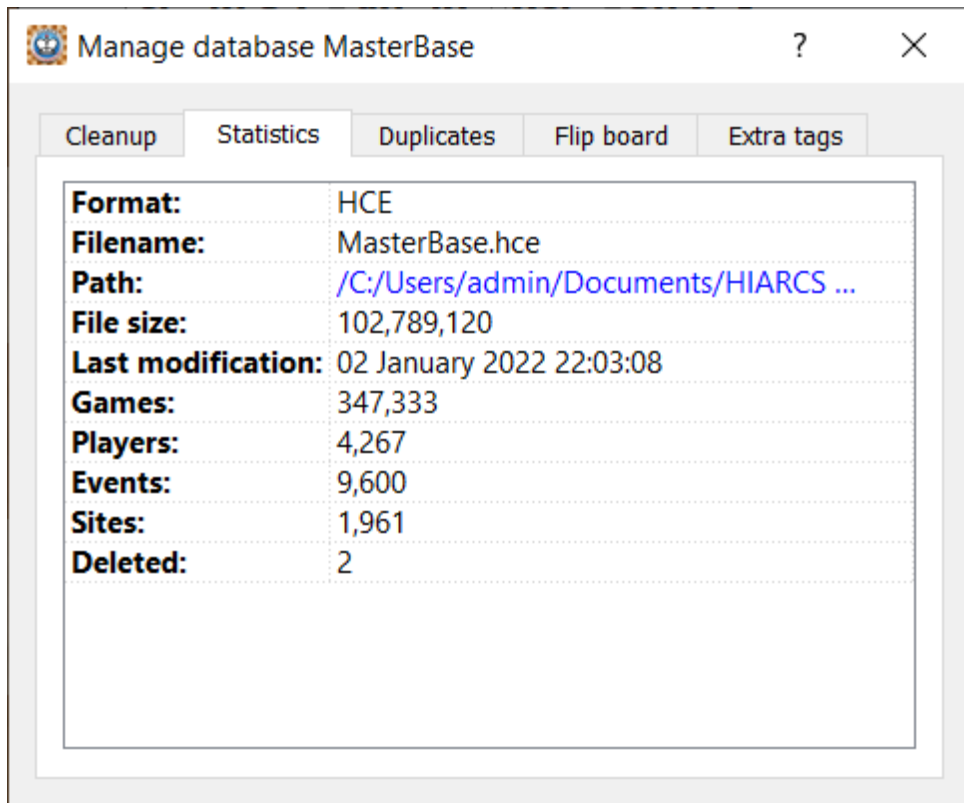


The Manage database dialog enabled you to manage your databases. Each database has a manage database dialog.

Clean up tab

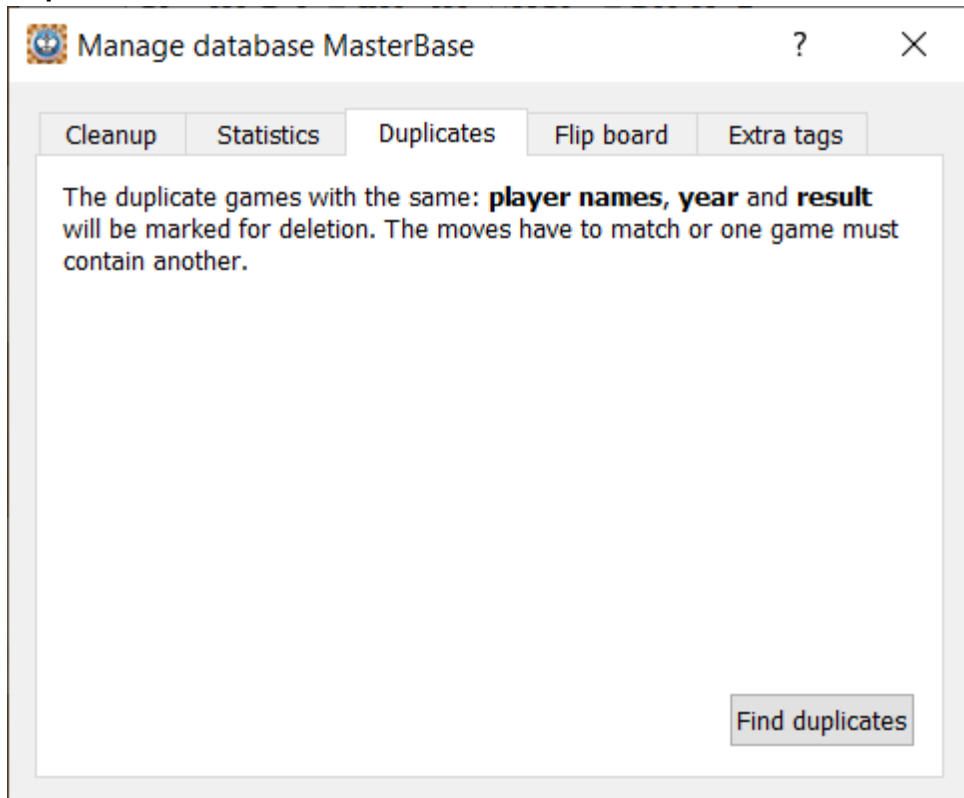
Above you can see the Cleanup tab, this is where you can permanently remove games marked for deletion using the Remove marked games button. Alternatively you can Restore any games marked for deletion using the Restore button.

Statistics tab



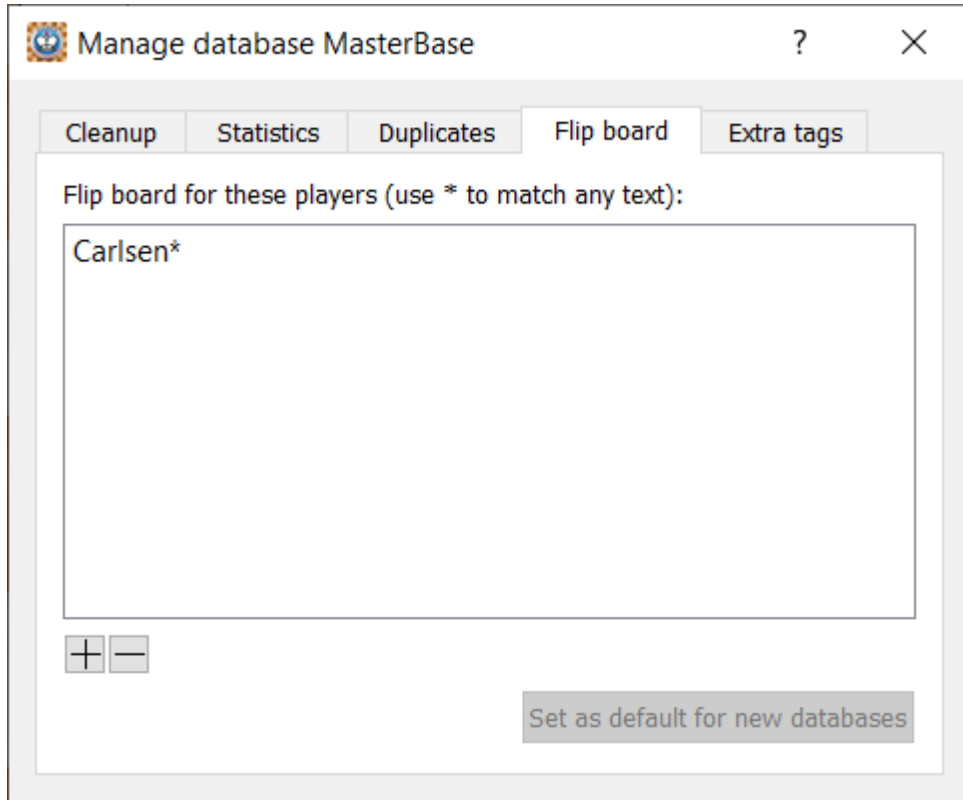
You can see important stats about your database and open Windows Explorer (or Finder on Mac OS) by clicking the path: field

Duplicates tab



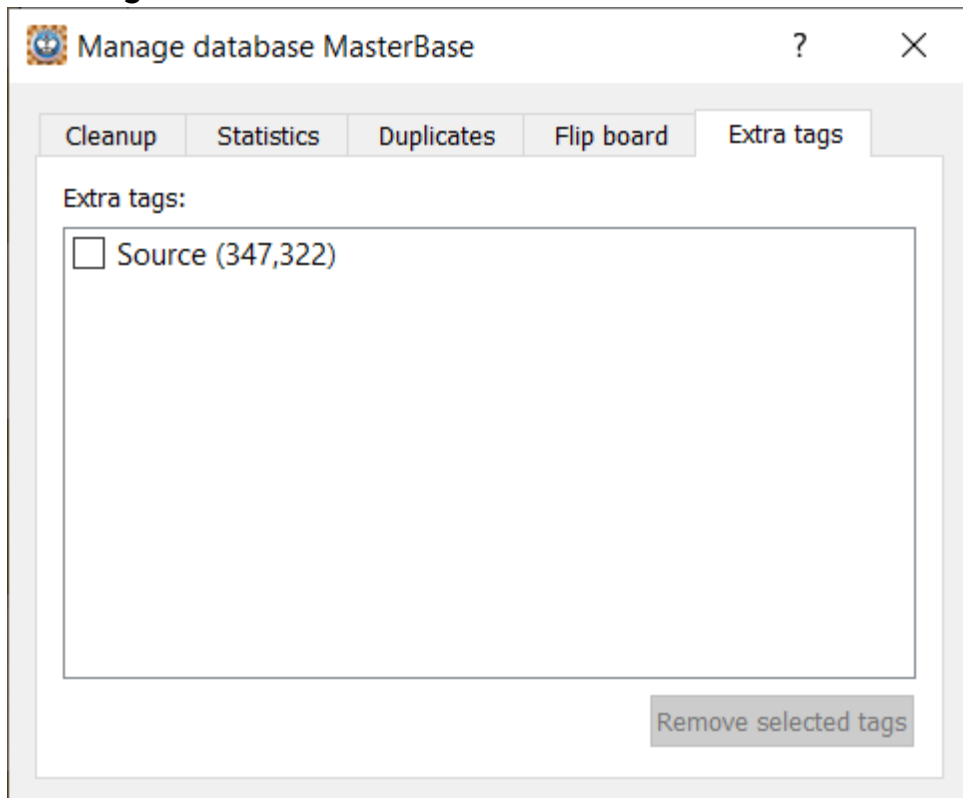
This tab enables you for find duplicate games in the database and review them in the [Duplicate game comparison view](#).

Flip board tab



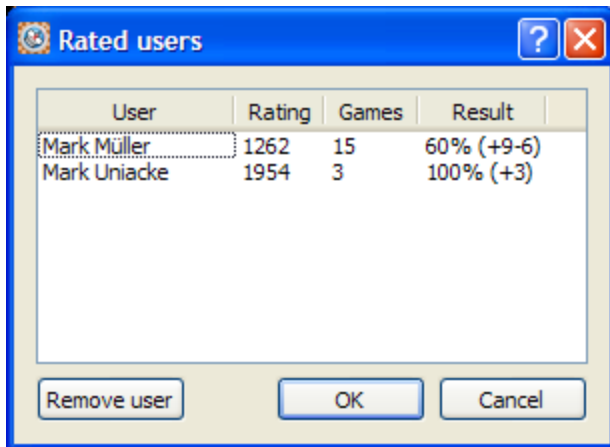
Here you can choose players where you always want the board to be flipped so you can see the game from the player's perspective. For example with Carlsen set here any game loaded played by Magnus Carlsen will be shown from his perspective, if Carlsen is Black the board will be shown with black at the bottom moving up.

Extra tags tab



Extra tags in a database can be selected and removed using the Extra tags: option with the Remove selected tags button.

Rated users dialog

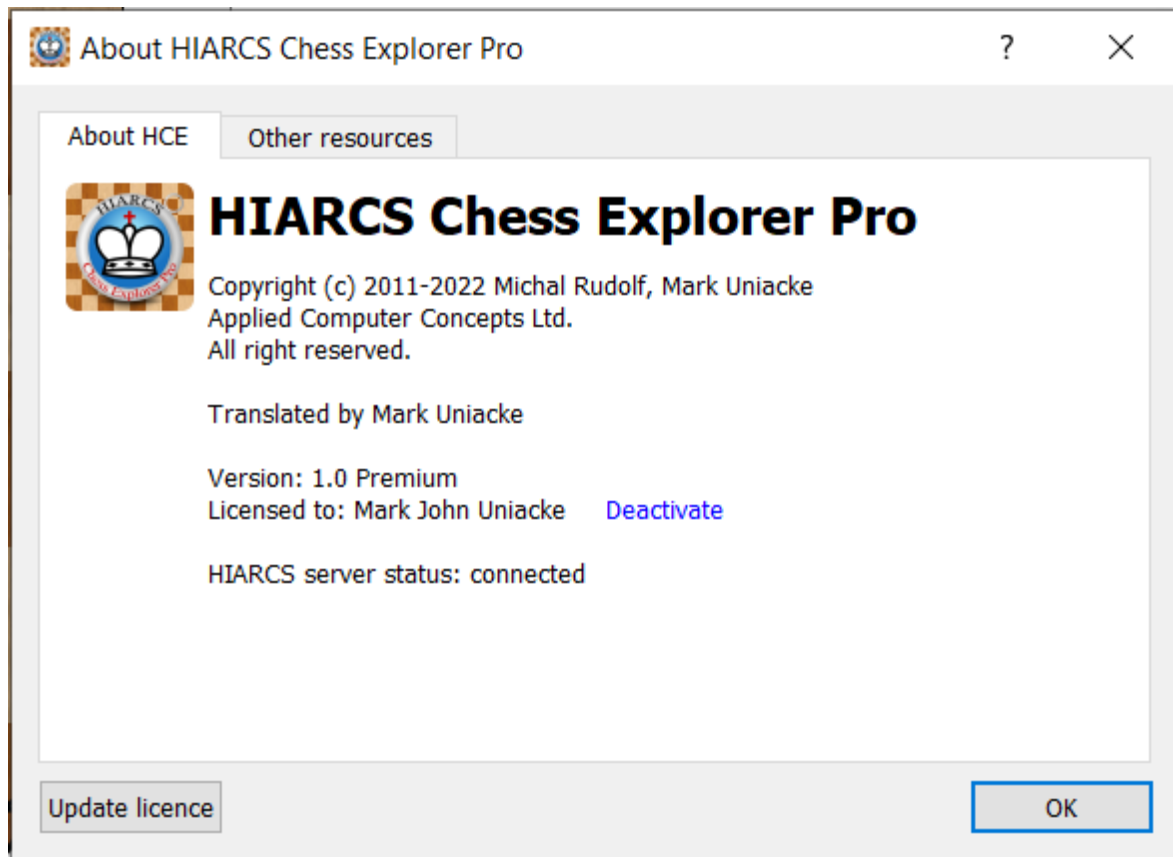


This Rated users dialog is accessed from the [Play->View rated users... menu item](#).

It shows the current users who have ratings, the number of games played and the results so far achieved.

Please see our [Elo Ratings](#) section for an explanation of ratings.

About HIARCS Chess Explorer Pro



The About HIARCS Chess Explorer dialog shows the current version you have installed.

You can deactivate your license from this dialog if you want to sell or give your machine away. In fact if you are no longer going to use HCE-PRO on your machine we strongly recommend you deactivate the license so you can use it on another machine without issue.

You can also update your license to more advanced versions of HIARCS Chess Explorer Pro. There are three versions available:

1. non Deep standard version which has the single core HIARCS 15.0 engine and other limitations
2. Deep version which has the Deep HIARCS 15.0 chess engine and other benefits
3. Premium version which has Deep HIARCS 15.0 and experimental HIARCS chess engines for a year and other benefits like huge online books and endgame data.

The Other resources tab shows you the credits and acknowledgements.

Explorer Views

Game Notation

Game Notation

R. Ponomarev 2734 - **V. Kramnik** 2790 **1-0**
Sparkassen GM, Dortmund GER (2), 2010.07.16
 E11: Bogo-Indian Defence (...Be7 retreat) (annotated by Malcolm Pein)

1.d4 ♠f6 2.c4 e6 3.g3 ♠b4+ 4.♠d2 ♠e7 5.♠g2 d5 6.♠f3
 The Catalan - and the world's leading expert on this opening is sitting on the black side of the board. But this is not unprecedented. The check on b4 has not been a waste of time for Black because the white bishop will need to move from d2.

6...0-0 7.0-0 c6 8.♣c2 b6 9.♠d1
 9.♠f4 is played more often.

9...♠a6
 9...♠b7 is perhaps safer, but also not as combative.

10.♠e5 ♣c8=
 10...♠fd7 11.cxd5 cxd5 12.e4 ♠xe5 13.exd5
 13.dxe5 is powerfully answered by 13...d4!
 13...♠d3
 13...♠e2 seems to be an improvement: 14.dxe5 ♠xd1 15.♣xd1 exd5 16.♠c3 ♠c6 17.♠xd5 ♠xe5 18.♠xe7+ ♣xe7 19.♠xa8 ♠xa8 is equal
 14.d6 ♣xd6 15.♠xa8 ♠c8 16.♠c3 ♠c6 17.♣a4!
 17.♠xc6 ♣xc6 18.♠xd3 ♣e4 was good for Black in Llanes-Sargissian, Spain 2006
 17...♠db4 18.♠xc6 ♣xc6 19.♣xc6 ♠xc6 20.♠d2 looks good for White

11.♠c3 ♠bd7 12.♠ac1N
 Ponomarev tries something new. 12.♠f4 ♠h5 13.♠e3 ♠hf6 14.♠ac1 ♠xe5 15.dxe5 ♠g4 16.♠f4 ♠xc4 17.h3 ♠h6 18.e4 was played in Sambuev-Smirnov, Krasnoyarsk 2003 and is finely balanced.

12...♠xe5 13.dxe5 ♠d7

The Game Notation pane displays the game header information, moves, comments, variations and symbols for the current game.

Game Header Information

At the top of the game notation we have:

- White and Black player names and Elo ratings (if available) and the game result. Please note the players names in blue are hyper-linked so you can simply click the player to open the [Player Explorer](#) to view the games, performances and favourite openings of the player in the Information tab.
- The event and site where the game was played and the round and date on which the game was played
- The ECO code and opening name

Game Notation

Below the game header information the actual game is displayed. The game notation can have the following information:

- The main line of the game (e.g. the moves played in the game) is shown in bold text
- Move variations (these can be nested) are shown in blue
- Comments are shown in green as are diagram designations (see move 13.dxe5)
- Move, evaluation and other symbols are shown in red (see respectively 14. Bh3!?, 10. Qc8=, 12.Rac1N etc)
- The current move is highlighted (see 13.dxe5) and the position after the highlighted move is displayed on the Game Board.

Navigating the game notation

There are many way to navigate the game in the game notation:

- Use the mouse left click to go directly to any move or variation, the position will then be shown on the Game Board.
- You can navigate to the beginning of the game, previous move, next move or end of game by using the move navigation icons:



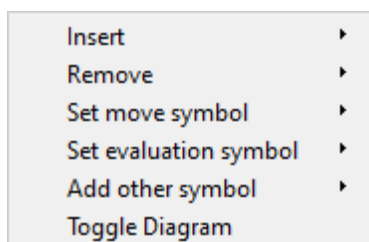
- The play navigation icon above gives the ability to start replaying the game moves from the current position. The pause icon pauses the replay.
- The keyboard can be used to navigate the game, if you use the left or right arrow keys they will move backwards or forwards through the current line of play. The arrow key navigation will not present annoying variation dialogs or enter sub-variations.
- To be offered the move variation choices at each move use the Cmd+right arrow. If there is choice of moves at any point in the game notation you will be given a Select move dialog so you can choose the continuation.
- The Cmd+left arrow will jump back to the previous higher variation which is just before the point this variation branch was entered.
- The down arrow jumps forward 5 moves on the current line, while up arrow will jump back 5 moves on the current line.

Undo/Redo

You can perform unlimited undo and redo operations performed in the Game Notation on the current game since it was loaded.

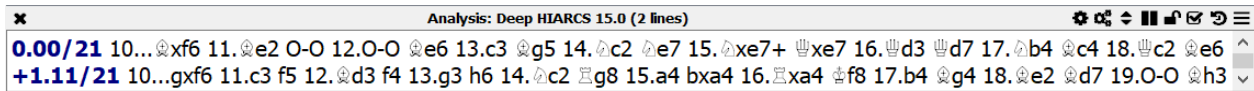
Move context menu

You can right click on any move to bring up the move context menu



which enables you to insert, remove comments, moves and set diagrams, move symbols, evaluation and other symbols. Please note you edit comments by clicking on them.

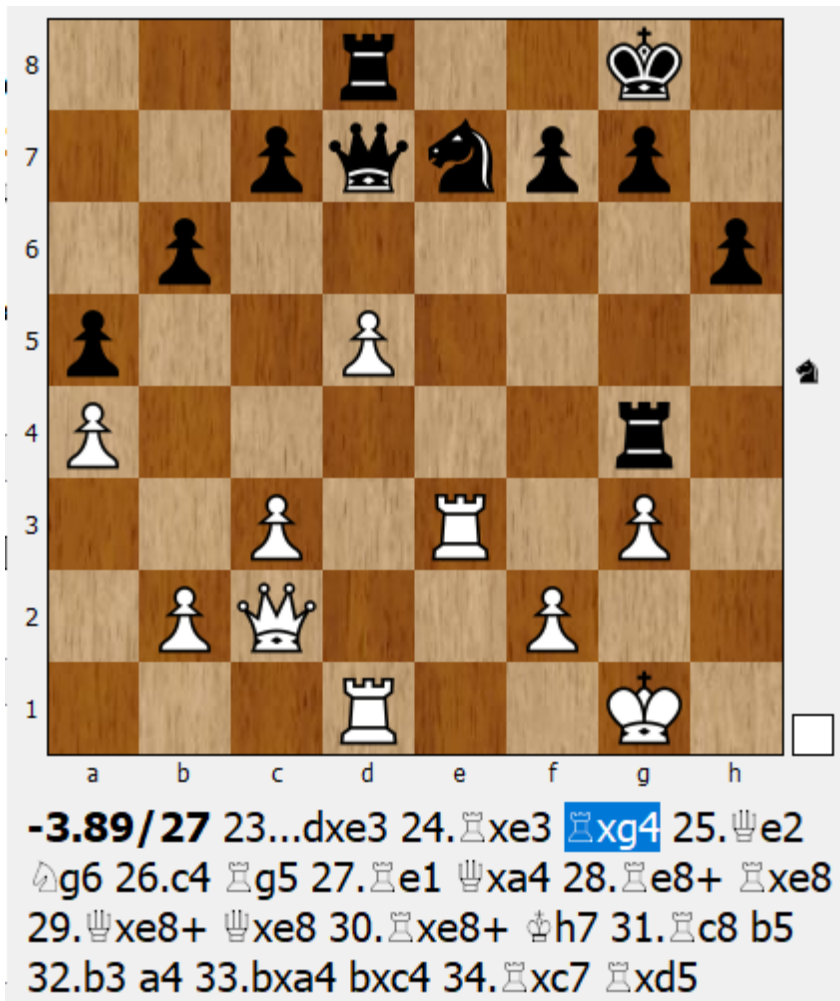
Analysis Explorer



The Analysis Explorer view displays the output of the chosen chess engine. Here we see the best 2 lines of analysis for the current position being displayed. Please note the height of the view is automatically changed to accommodate the display of the number of lines.

The output consists of the evaluation (+1.00 = 1 pawn positional advantage) and the current depth of analysis followed by the best line of play expected by the engine. You can click the eval/depth and the analysis for that line will be added to the Game Notation. If you click on a move in one of the lines shown the eval and line up to that move will be added to the game notation.

If you pass the mouse over a move of one of the lines displayed a pop up board will appear with the position at that point in the line, you can then use the arrow keys to follow the line:



Configuration options

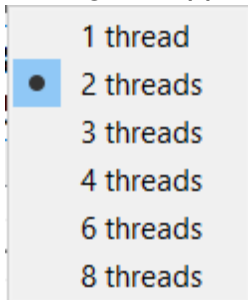
There are many configuration settings available in the Analysis Explorer view, you

will notice some icons in the top right corner of the view:

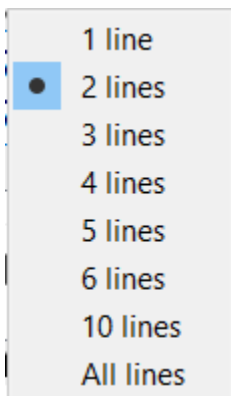


From left to right these are:

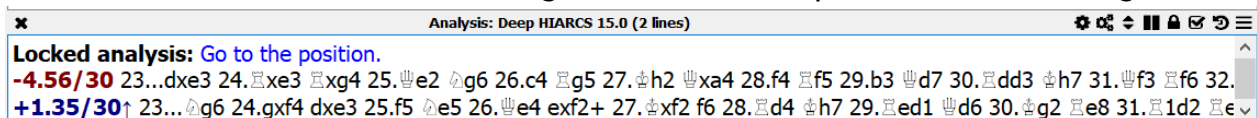
- [Configure current settings](#) of the current engine
- You can check and modify the number of threads used by the engine (assuming the engine support multiple threads):



- You can modify the number of lines of analysis the engine is producing:



- You can pause or resume the analysis, this is only possible with HIARCS 15 chess engines. It may be useful to pause the engine if you wanted to use your CPU resources elsewhere for a while but later want to resume the analysis.
- You can use the padlock to lock the analysis to a position, this means the engine analysis will remain on the locked position while you can move around the game notation and even use another engine in a different position in the same game.



After looking at a game if you want to return to the board position where the analysis is locked, click on [Go to the position](#)

- You can select which moves the engine analyses using the [Select moves to analyse dialog](#).
- You can select the type of output produced by the Analysis Explorer here:

- Standard view
- Important changes
- Complete history
- Only evaluation

Finally you can switch to another engine from the available chess engines:

- Deep HIARCS 15.0
- HIARCS 15.0
- Deep HIARCS 14 WCSC
- HIARCS 14 WCSC

Game Explorer

Database AnnotatedBase: all/1,363 games													
Nr	White	Elo	Black	Elo	Event	Site	Round	Date	Result	ECO	Length	Flags	
<input type="checkbox"/>	621	Short, Nigel		Kasparov, Garry		Your Next Move Blitz	Leuven	2	2011.10.09	1/2-1/2	B06	51	CV
<input type="checkbox"/>	622	Kasparov, Garry		Short, Nigel		Your Next Move Blitz	Leuven	3	2011.10.09	1/2-1/2	D37	58	CV
<input type="checkbox"/>	623	Short, Nigel		Kasparov, Garry		Your Next Move Blitz	Leuven	4	2011.10.09	0-1	C52	59	CV
<input type="checkbox"/>	624	Kasparov, Garry		Short, Nigel		Your Next Move Blitz	Leuven	5	2011.10.09	1-0	A30	61	CV

The Game Explorer enables you to explore and manipulate the games within a database. You can see the database name and how many games the current view shows out of the total database size.

It displays the games in the current filter of the database in the list below. Each game can be selected to view or selected to perform an operation on:

Database MasterBase: all/347,333 games													
Nr	White	Elo	Black	Elo	Event	Site	Round	Date	Result	ECO	Length	Flags	
<input type="checkbox"/>	325320	Nepomniachtchi, Ian	2782	Carlsen, Magnus	2855	World Championship 2021	Dubai, United Arab Emirates	11	2021.12.10	0-1	C54	49	
<input checked="" type="checkbox"/>	325319	Carlsen, Magnus	2855	Nepomniachtchi, Ian	2782	World Championship 2021	Dubai, United Arab Emirates	10	2021.12.08	1/2-1/2	C42	41	
<input type="checkbox"/>	325318	Nepomniachtchi, Ian	2782	Carlsen, Magnus	2855	World Championship 2021	Dubai, United Arab Emirates	9	2021.12.07	0-1	A13	39	
<input checked="" type="checkbox"/>	325317	Carlsen, Magnus	2855	Nepomniachtchi, Ian	2782	World Championship 2021	Dubai, United Arab Emirates	8	2021.12.05	1-0	C43	46	

- Select all games
- Clear selection
- Set filter to selection
- Remove selected games from the filter

- Mark current game for deletion
- Mark 2 games for deletion

- Copy 2 games to clipboard
- Edit common tags for selected games

You can tick games to put them in a selection and then you can then:

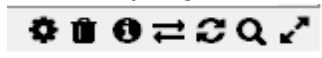
- **Select all games** in the game list - you can then perform operations on all the games, for example copy
- **Clear the selection** - removes all ticked games
- **Set filter to selection** will set the current filter to the ticked games
- **Remove selected game from the filter** - this will remove all ticked games from the current filter
- **Mark current game for deletion** - the current game is marked for deletion, the game are greyed with a line through them but they are not deleted until you

choose Clean up database in the [Manage database dialog](#)

- **Mark 2 games for deletion** - all the ticked games (in this case 2) will be marked for deletion. The games are greyed with a line through them but they not deleted until you delete from the [Manage database dialog](#)
- **Copy 2 games to clipboard** - all ticked games are copied to the clipboard, you may want to paste them into a different database for example
- **Edit common tags for selected games** - all the common non player tags are listed in the [Edit common tags](#) dialog and you can edit them for all the games in the ticked selection.


Game Explorer options


In the top right hand corner of the Game Explorer you will see some icons:



In left-right order these are:

 Manage database - opens the [Manage database dialog](#) for the current database


 Delete/Restore selected games - delete or restore the ticked selection

 Show filter statistics - for the current game list (filter) in the [Filter statistics dialog](#)

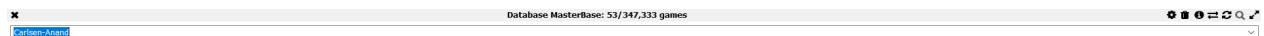
 Reverse filter - reverse the current filter

 Reset filter - this reset the current filter to all database games

 Quick search - this opens the quick search field

 Maximise/restore the Game Explorer game list size, when the game list is just at the bottom of the window this icon will expand it to fill the whole window, in the expanded state clicking this icon will restore the game list to its normal size.

Quick search



The **Quick** search field in the [Game Explorer view](#) allows you to create single and range searches from the keyboard and combine searches to perform powerful filtering of games. The **Quick** search filter is applied to all the games in the database.

The **quick** search field stores you recent searches so you can select them from the selector.

Single searches

- Kasparov find all games by Kasparov
- Kasparov- find all white games by Kasparov
- -Kasparov find all black games by Kasparov
- 2012.06 find all games from June 2012
- 2011 find all games from 2011
- 1-0 find all games won by white (note: use 1/2 or 1/2-1/2 for draw)
- B17 find all games with ECO B17
- Site:London find all games played in London (general form is Tag:Value)
- >2400 find all games with average Elo above 2400
- comment: - find annotated games
- comment:endgame - find games with word 'endgame' in the comments
- comment:"better endgame" - find games with phrase "better endgame"
- variations: find games with variations
- material:R3PvR2P
- material:KR3PvR2P

Range searches

- B10-B17 find all Caro-Kann games
- 2001-2011 find all games from 2001-2011

Combining searches:

- Kasparov- 0-1 find all games lost by Kasparov with white
- Kasparov D80-D99 find all Kasparov games when Grünfeld was played
- Kasparov Karpov find all Karpov-Kasparov games
- Kasparov- -Karpov find all Karpov-Kasparov games where Kasparov was white
- Kasparov-Karpov find all Karpov-Kasparov games where Kasparov was white
- Kasparov Site:London find all games played by Kasparov in London
- Kasparov Karpov !1/2 find all games decisive games between Kasparov and Karpov
- Zvj- Dre find all games with White starting "Zvj" and Black starting "Dre", matches Zvjaginsev v Dreev
-
- OR <search> - adds to current filter
- AND <search> - narrows current filter

Book Explorer

Move	Games	Results	Rating	Performance	Year	Play%
3.♟f3!	296 55%		2534	+40	2020	44.4%
3.♞c3	102 57%		2528	+62	2021	22.2%
3.d5	53 53%		2526	+47	2019	22.2%

The Book Explorer view enables you to view opening books. Opening books contain the most popular moves played in millions of positions along with the statistics for those moves and the play recommendations.

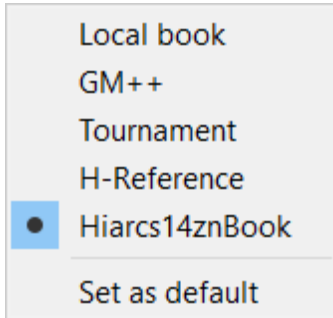
In the top right corner of the Book Explorer view you can access a number of configurations:



Manage CTG books - this brings up the [CTG books dialog](#) where you can add CTG books so they can be access in the Book Explorer view.

Book information - this allow you to see information about the book being displayed in the [About book dialog](#)

Select book - this allows you to select a book from the available books which are listed in the book list:



Tree Explorer

Move	Games	Results	Rating	Performance	Year
3.♟f3	153 50%	<div style="width: 50%;"></div>	2495	+29	2021
3.♟c3	86 50%	<div style="width: 50%;"></div>	2490	+48	2021
3.d5	55 45%	<div style="width: 45%;"></div>	2490	+8	2021

The Tree Explorer view allows you to view the current or reference database or filter as a tree of moves and statistics rather like an opening book.

The tree view will update to show the moves and stats for the current position in the chosen database or filter.

Tree Explorer configuration

Using the icons in the top right corner you can configure the Tree Explorer to a number of different views and even use different databases.



These icons are explained below:

Toggle between filter and database tree - when this icon is shown the Tree is displaying the moves and stats on the database. When this icon is displayed the Tree is displaying the moves and stats from the filter. Once the Tree Explorer is set to the filter it will also show the context of the filter in the title:

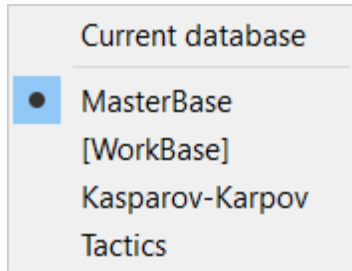
Move	Games	Results	Rating	Performance	Year
5.d4	11 63%	<div style="width: 63%;"></div>	2773	+116	2018
5.♞e1	11 45%	<div style="width: 45%;"></div>	2768	-21	2019

Browse games - this opens the [Browser tree games dialog](#) where you can browse the games in the Tree, this is useful to find the game relevant to your analysis and

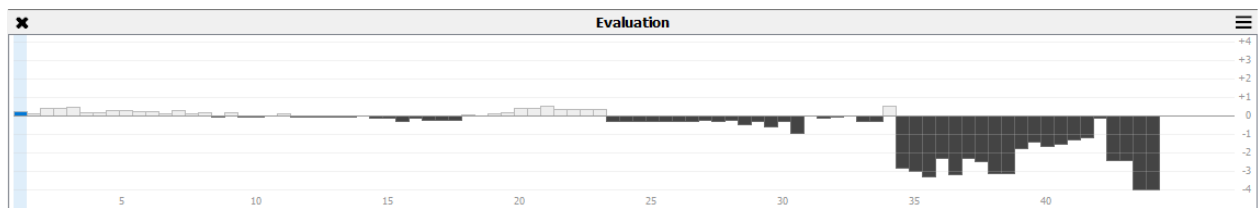
even add other games to your current game notation.

T Set filter - this option sets the current filter to the games played where the current position occurred.

≡ Set database to display - this option allows you to set the database on which the Tree is based. By default this is the current database but if you are working in on some preparation you will want to choose a reference database, for example here we have chosen the MasterBase database so the Tree shows the moves and stats from games from top master players.

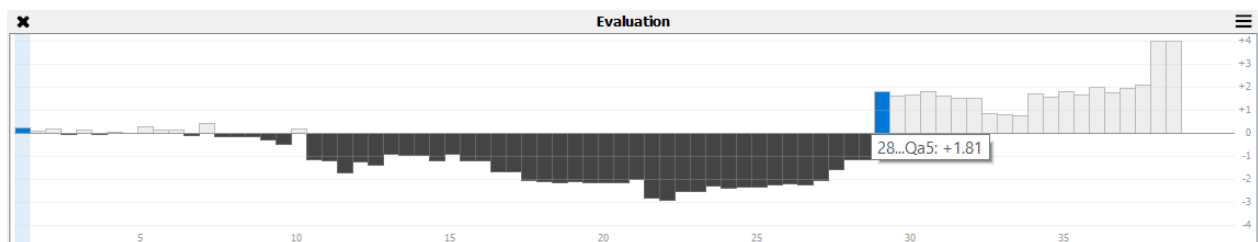


Evaluation Explorer

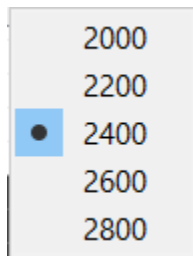


The Evaluation Explorer allows you to see the changing evaluations throughout a game at the click of the mouse. With this chart you can see who had an advantage as the game progressed.

Each bar represents a move in the game and included information about that move, for example if you place the mouse pointer over a bar of interest, a tooltip will appear showing the move and evaluation of that move.



≡ In the top right corner of the view you have a selector which allows you to change the level of game analysis for the Evaluation view in Elo points. By default this is set to 2400 Elo for fast production of the Evaluation chart, however you may prefer to wait a few seconds and have much stronger analysis:



Player Explorer

The Player Explorer dialog enables you to view a lot statistics about a database, it's openings and the players and what they play. In fact you can get repertoire reports on any chess player in the database.

Database tab

The screenshot shows the 'Player Explorer' window with the 'Database' tab selected. It displays two tables: 'Statistics' and 'Openings'.

Statistics:

Description	Games	Result
All games	325,320	55%

Openings:

Description	Games	Result
Sicilian Defence, Open	48,952	54%
Queen's Gambit	47,212	55%
English 1.c4	28,593	55%
King's Indian Defence	16,885	56%
1.d4 sidelines	16,075	53%
Indian defences, 3.Nf3	14,939	55%
Ruy Lopez, main	14,022	56%
Caro-Kann Defence	13,959	54%
Nimzo-Indian Defence	12,656	53%
Reti Opening	11,240	53%
Catalan Opening	8,063	55%
Ruy Lopez, sidelines and Berlin	7,452	54%
Grünfeld Defence, Classical	7,278	53%
Italian Game and Two Knights	7,010	53%
Modern and Pirc Defence	6,843	54%
French Defence, Tarrasch variation	6,388	57%
French Defence, 3.Nc3	6,259	57%
1.d4 d5 sidelines	6,258	53%
Benoni and Benko/Volga Gambit	5,432	56%
Dutch Defence	3,853	56%
Petroff Defence	3,827	57%
Sicilian Defence, Smith-Morra and Alapin	3,654	50%
Grünfeld Defence, Fianchetto variation	2,899	53%
French Defence, sidelines	2,688	53%
Three and Four Knights	2,595	52%
Sicilian Defence, Closed	2,453	55%
Scotch Game	2,417	54%
Scandinavian Defence	2,164	58%
Philidor Defence	2,163	58%
King's Pawn sidelines	1,407	54%
Alekhine Defence	1,394	56%
Ruy Lopez, Exchange variation	1,290	53%
Nimzowitsch-Larsen Attack	1,156	53%
French Defence, Advance variation	1,127	55%
King's Pawn sidelines	1,067	58%
Sicilian Defence sidelines	1,054	53%
Irregular	1,023	54%
Bird's Opening	420	48%
Grünfeld Defence	329	55%

First we are looking at the Database tab on the left, click that to view all the openings and results played in the database with different opening systems.

Above you can see for many opening the statistics for those openings in the database. This is where some power options exist:

- If you click any opening name, for example Queen's Gambit, the Player Explorer will populate the [Game Explorer game list](#) with only Queen's Gambit games.
- If you click any of the win/draw/loss graphic for a particular opening, the Player Explorer will populate the game list with those games, for example you could look

at Black wins in the Caro-Kann Defence by clicking on the black win bar of the Caro-Kann Defence line.

- If you click any of the Games numbers, the filter of the Game Explorer will be set to those games.

Please also note you can they set the Tree Explorer to the new filter of openings which will give you for example a Tree of Benoni and Benko Gambit moves and stats, extremely useful for those interested in chess theory from played games in certain openings.

Players tab

Player Explorer

Find:

Players

- Alonso Rosell, A
- Alonso, S
- Alshameary Puente, I
- Alsina Leal, D
- Alterman, B
- Altini, N
- Altounian, L
- Alvarado Diaz, A
- Alvarez Marquez, J
- Alvarez Pedraza, A
- Amanov, M
- Amanov, Z
- Ameir, M
- Amin, B
- Amonatov, F
- Anand, V**
- Anastasian, A
- Andersen, M
- Andersson, T
- Andersson, U
- Andonov, B
- Andreev, E
- Andreikin, D
- Andres Gonzalez, A
- Andrianov, N
- Andriasian, Z
- Anic, D
- Anikaev, Y
- Anikonov, D
- Anisimov, P
- Anka, E
- Ankit, R
- Annaberdiev, M
- Annageldyev, O
- Annakov, B
- Anoshkin, A
- Ansell, S
- Antal, G
- Antal, T
- Antic, D
- Antipov, M
- Antoli Rov...

Database

Anand, V

Statistics:

Description	Games	Result
All games	1,165	55%
White	582	62%
Black	583	47%

White openings:

Description	Games	Result
Sicilian Defence, Open	141	64%
Ruy Lopez, main	91	65%
Ruy Lopez, sidelines and Berlin	80	58%
Queen's Gambit	52	59%
Italian Game and Two Knights	47	58%
Petroff Defence	31	59%
Caro-Kann Defence	20	62%
French Defence, 3.Nc3	14	60%
English 1.c4	13	61%
Indian defences, 3.Nf3	12	66%
Grünfeld Defence, Classical	9	66%
French Defence, Tarrasch variation	8	68%
King's Indian Defence	8	62%
Nimzo-Indian Defence	8	68%

Black openings:

Description	Games	Result
Queen's Gambit Declined	110	50%
Indian Defences	84	44%
Ruy Lopez, Berlin Defence	45	51%
Ruy Lopez, 3...a6	40	45%
English 1.c4 e5	37	55%
Caro-Kann Defence	29	36%
Italian Game	28	53%
Nimzo-Indian Defence	28	53%
Sicilian Defence, Najdorf	28	30%
Slav Defence	27	46%
Reti Opening	20	55%
English 1.c4 c5	16	37%
Grünfeld Defence	12	50%
Queen's Gambit Accepted	12	62%

Games Rating

If you choose the Players tab on the top left, you will get a list of all the players in the database, this list is searchable with hints and auto select completion.

If you choose a player, for example Vishy Anand from the list you will get Player Report on Vishy Anand which shows his performance with both White and Black and the most popular chess openings he plays with the White and Black pieces. This is shown in the Games tab.

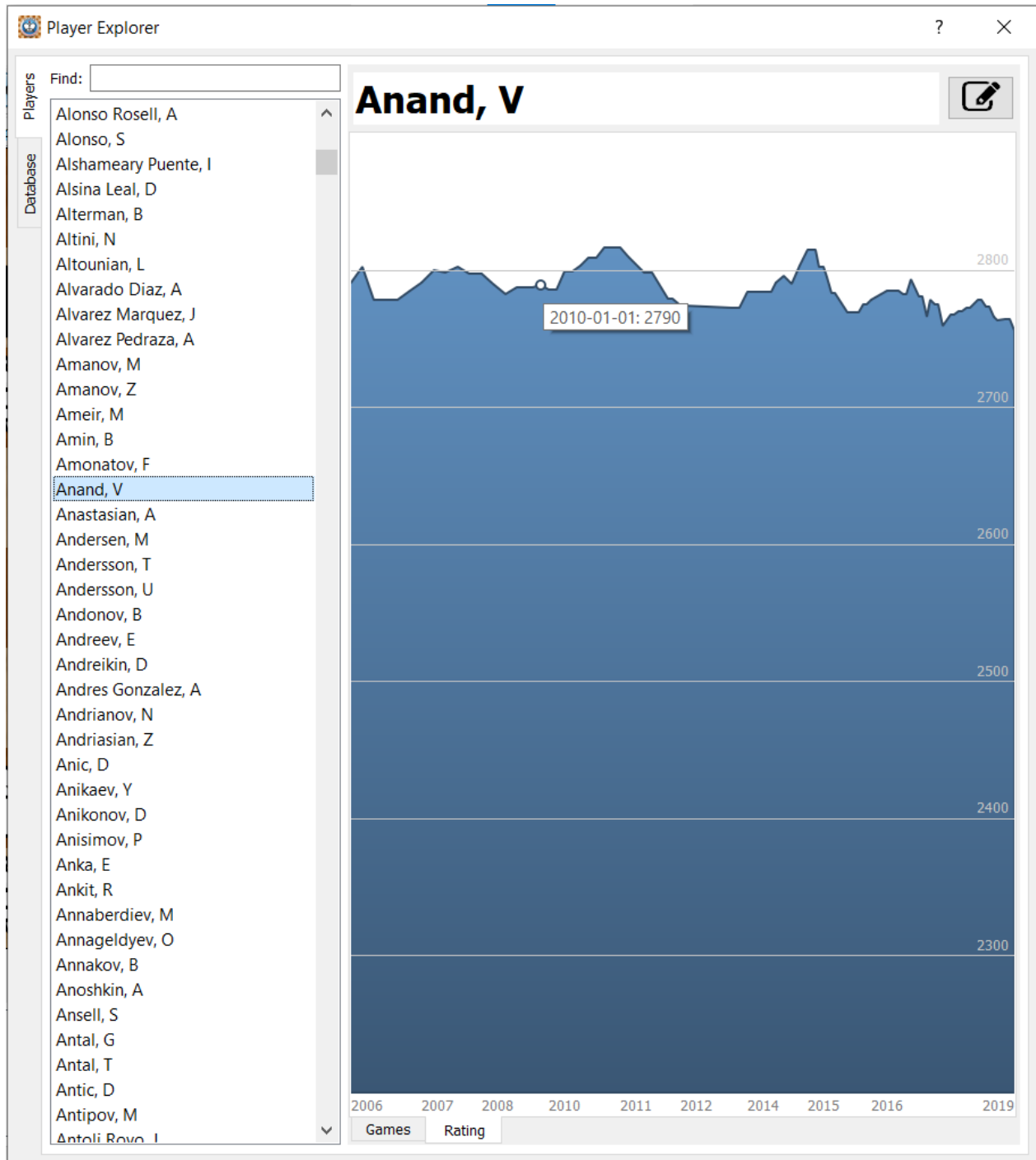
Furthermore you can click on any opening, statistics or result from the win/draw/loss graphic to get the [Game Explorer game list](#) and filter populated with just those games.

This is a very powerful resource for preparation, you can choose a player you wish to prepare for and have a Player Report generated of the performances in many openings and you can view those games from many perspectives in one single mouse click.

For example, here you can click the Black openings Ruy Lopez Berlin Defence and get all the games Vishy Anand has played with the black pieces in the Berlin Defence listed in the Game Explorer. Then simply open the Tree Explorer view and set the [Tree Explorer](#) to the filter and you will have a Tree of Vishy Anand's Berlin Defence play.

Player Rating Graph

You can also see a rating graphic for a selected player by selecting the Rating tab at the bottom of the dialog when a Player is selected.



Tournament table

Candidates Tournament 2016
Moscow, Russia, 2016.03.11-2016.03.28
double round-robin, 14 rounds

1.	Karjakin, S	2769	8.5	57.00
2.	Caruana, F	2787	7.5	51.50
3.	Anand, V	2784	7.5	50.50
4.	Giri, A	2798	7.0	49.00
5.	Svidler, P	2751	7.0	48.75
6.	Aronian, L	2792	7.0	47.50
7.	Nakamura, H	2787	7.0	45.75
8.	Topalov, V	2780	4.5	33.00

Tiebreak:

You can get a tournament table on any set of games played in the same tournament by choosing the Tournament table menu item from the [View menu](#).

The tournament table gives you the tournament result in points and under different tie break options. Furthermore you can have the current Game Explorer filter set to the games from the tournament.

Guess the move

Ada Chursina 1583 - Daniil Kolodkin 2072 0-1
 Chigorin Memorial 2014, St Petersburg RUS (4.151), 2014.10.21

Black to play and win.
 26... ♖xa8 27. ♙xa8 ♗a3! 28. ♙g2 ♗a1+ 29. ♗f2
 29... What would you play here?
 0-1

Guess the move (move 4/4)

This game is finished. You got 3/4 correct (75%)

You can choose Guess the move from the [View menu](#).

Use the Guess the move feature in our Tactics database to practice your tactics, you will be challenged by many games where you have to find the correct tactical play and your answers are scored.

There are some extra options in the Guess the move feature:



Skip a move, you can do this if you do not want to guess the current move

Change the colour you want to play

Restart the current game challenge

Duplicate game view

TopGames - HIARCS Chess Explorer Pro

File Edit View Game Play Database Help

[WorkBase] MasterBase AnnotatedBase Kasperov-Karpov Tactics TopGames

Vladimir Kramnik 2715 - Garry Kasparov 2805 0-1
INTEL GP 5 / 5, Paris (4.3), 1995.11.12
 E92: King's Indian, Petrosian System, Stein variation, main line

1. f3 f6 2.c4 g6 3. c3 g7 4.e4 d6 5.d4 O-O 6. e2 e5 7.d5 a5 8. g5 h6 9. h4 a6 10.O-O e8 11. d2 h7 12.a3 h5 13.f3 d7 14.b3 f5 15. b1 c5 16. b5 xb5 17.cxb5 h6 18.exf5 gxf5 19.b6 cxb6 20. c4 g6 21. e7 f7 22. xd6 g7 23. f2 e4 24. xc5 bxc5 25.fxe4 fxe4 26.d6 f6 27. f1 d7 28. d1 b5 29. d5 bxc4 0-1

Duplicates: game 205 is the original of game 208

Mark this game as duplicate Keep both games

Vladimir Kramnik 2715 - Garry Kasparov 2805 0-1
INTEL GP 5 / 5, Paris (4.3), 1995.11.12
 E92: King's Indian, Petrosian System, Stein variation, main line

1. f3 f6 2.c4 g6 3. c3 g7 4.e4 d6 5.d4 O-O 6. e2 e5 7.d5 a5 8. g5 h6 9. h4 a6 10.O-O e8 11. d2 h7 12.a3 h5 13.f3 d7 14.b3 f5 15. b1 c5 16. b5 xb5 17.cxb5 h6 18.exf5 gxf5 19.b6 cxb6 20. c4 g6 21. e7 f7 22. xd6 g7 23. f2 e4 24. xc5 bxc5 25.fxe4 fxe4 26.d6 f6 27. f1 d7 28. d1 b5 29. d5 bxc4 30. xh5 e6 31.bxc4 e3 0-1

Database TopGames: 138/35,431 games

Nr	White	Black	Event	Site	Round	Date	Result	ECO	Length	Flags
200	Kramnik-Vladimir	2715 Kasparov-Garry	2805 INTEL-GP 5/5/5	Paris	44	1995-11-12	0-1	E92	29	
4312	Branchak-Vasily	2330 Karpov-Alexandry	2375 H	Las Palmas ESP	6	1996-10-16	1/2-1/2	E18	14	
2446	Chernin-Alexander	2640 Georgiev-Kiril	2670 Rapidplay	Villarrobledo-ESP	7	1997-08-24	1/2-1/2	E15	52	
2448	Granda-Zuniga-Julio-E	2625 Milov-Vadim	2635 Rapidplay	Villarrobledo-ESP	9	1997-08-24	0-1	A30	70	