

## Introduction

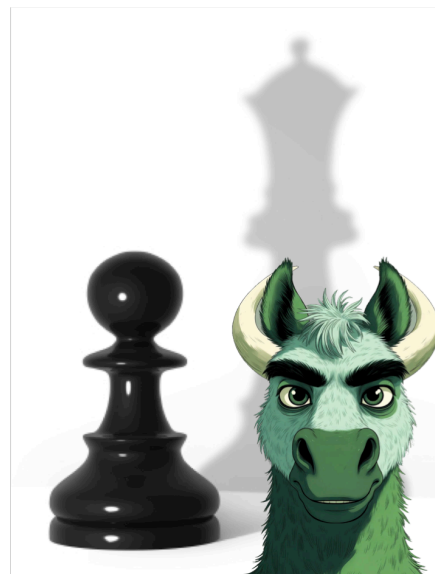
Welcome to *BEAST Chess Trainer*.

Chefs have cookbooks that tell them what to do next.

Wizards have spellbooks.

Chess players have repertoire books that tell them what move to make in different positions.

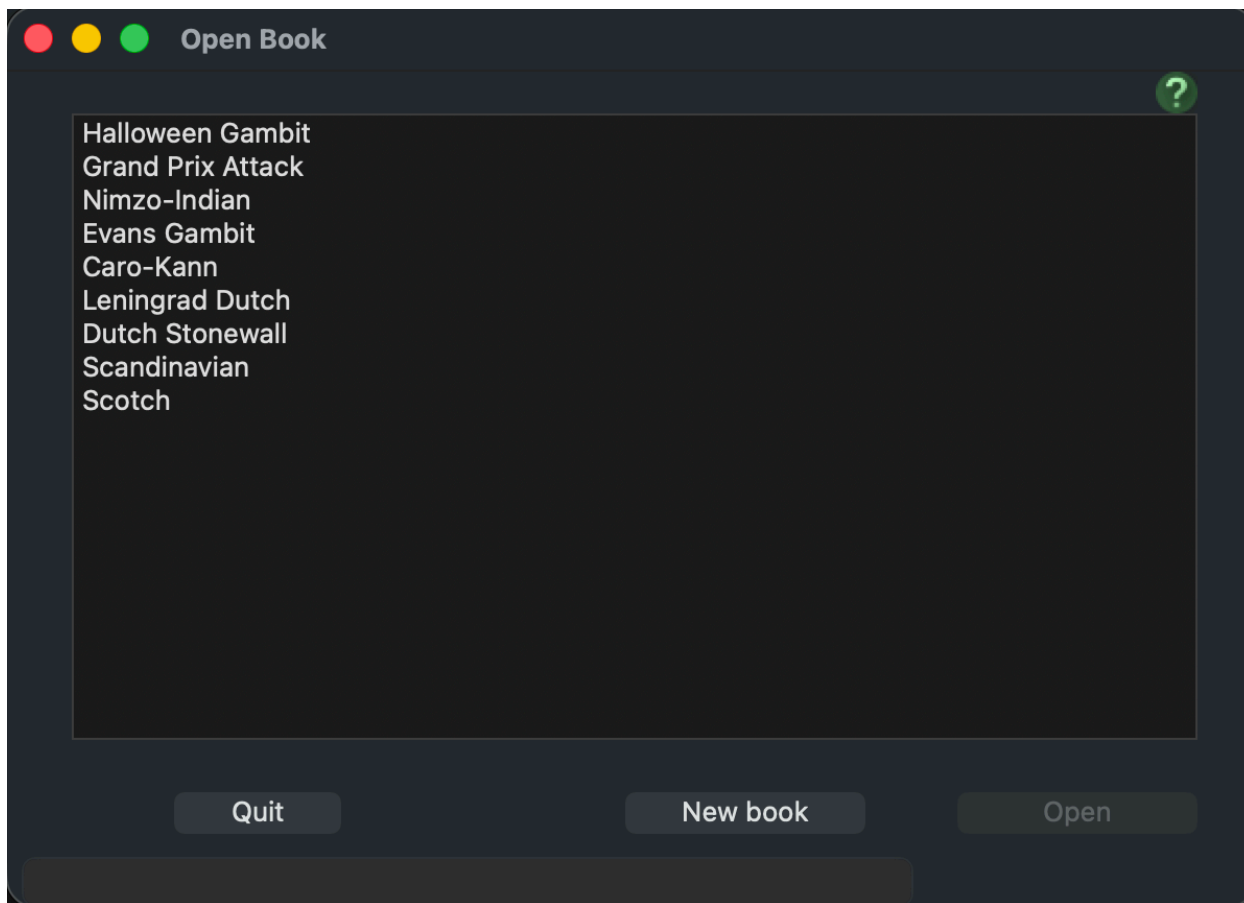
The *BEAST Chess Trainer* app builds your repertoire book with you, and then it trains you to help you learn and remember the moves to make in those positions.



## Minimum Requirements

- *BEAST Chess Trainer* runs on Mac OS 11 Big Sur and later.

## Getting Started



The app begins by asking which of your books you want to build or learn. You can either build your own books with your favorite moves or you can get a book from a coach.

To open a book, select the book from the list and press *Open* or double-click on the name of the book.

Press *New book* to start creating a new book.

If you want to use a book that you get from a coach, or if you want to share a book that you've made, all of those files are in this folder:

`/users/<your username>/Library/Containers/My Application/Data/Library/Application Support/BEAST Chess/`

## Creating a New Book

Book

High probability threshold 40%

Move inclusion threshold 20%

Target Rating 1000

# lines in training session 5

Training Color  White  Black

Removed Moves  Remove subsequent moves  Keep subsequent moves

Warn before removing subsequent moves?

Cancel Create

**Book** - The name of the book. You can't use the same name of a book you already have.

**Training color** - Are you learning the moves for White or for Black. **This value cannot be change after the book is created.**

**High probability threshold** - The training algorithm uses this value to determine which lines are more important for you to learn and will train you more frequently on lines with more high probability moves.

**Move inclusion threshold** - When the app displays the most candidates for a position, it will show the moves at or above this threshold.

**Target rating** - This is usually your online rating or the rating you want to attain. The candidates listed and the win-loss rates will be based on the target rating.

**# lines in training session** - The default is that after every five lines that you're tested on, you'll be prompted if you want to stop or continue for another five lines. Increase this number if you want to practice more lines in a session.

**Removed Moves** - if you decide that you found an improvement and want to learn a different move for a position, you can delete the old move from your book. But then what happens to the positions and moves that follow the move you deleted? This option either deletes or retains the subsequent moves.

**Warn before removing subsequent moves?** - If you decide to remove subsequent moves from your book, check Yes if you want to be warned every time before all of the following moves are deleted.

# Build Module - Building Your Book



**Chess Board** - This shows the current position. You can also make the next move directly on the board (especially if your move isn't in the Candidates' list).

**Flip Board** - Switches which color is at the bottom of the board.

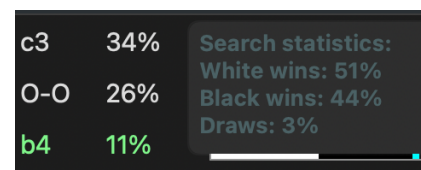
**Build / E / A / S / Train tabs** - Select the tab to switch modules.

**1000-1200 / 1200-1400 / etc** - The most common moves for players of selected ratings are in the Candidates' list

**Bullet / Blitz / Rapid / etc** - Only moves from games with the selected time controls are included in the Candidates' list

**Refresh** - If you change the ratings or time controls, use *Refresh* to regenerate the Candidates' list.

**Candidates' list** - The left half shows results for the selected ratings. The right half shows results for the target rating. Moves in this position above the threshold are displayed. The % shows how frequently the move was played by players of the selected ratings. The horizontal bar graph shows how frequently games were won, lost, or drawn by players of that rating. Move your mouse over a bar to see an overlay of the exact win/loss/draw percentages. A green move in the list means that this is the move you have added to the book



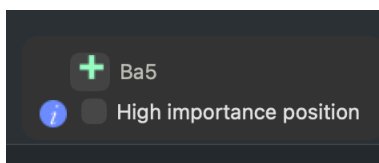
that you want to play in this position. Blue moves in the list indicate those are your opponents' moves that you've prepared for. If you do not see any candidates, check your internet connection.

**Back button** - Go back to the previous move

**Move list** - Shows all the moves that lead to this position. Select a move on the list to jump to that position.

**Bookmark** - Label this position to make it easier to return here or to train on a specific line. The move must be in the repertoire, and there must be a candidate for this position already in the repertoire book before we can give a position a bookmark.

**Bookmark icon** - Lets you choose a position from a list of bookmarks to see on the screen.



**Button pane** -

**Minus (remove move)** - Remove the previous move from your book. Remove your move if you decide that you want to make a different move in this position. Remove your opponent's move if you no longer want to be tested on what to do if your opponent makes that move. If you remove a move, depending on the setting for this book, all of the moves that follow it may be deleted.

**Plus (add move)** - Add the previous move to your book. You cannot add a move to the book if the previous move is not in your book.

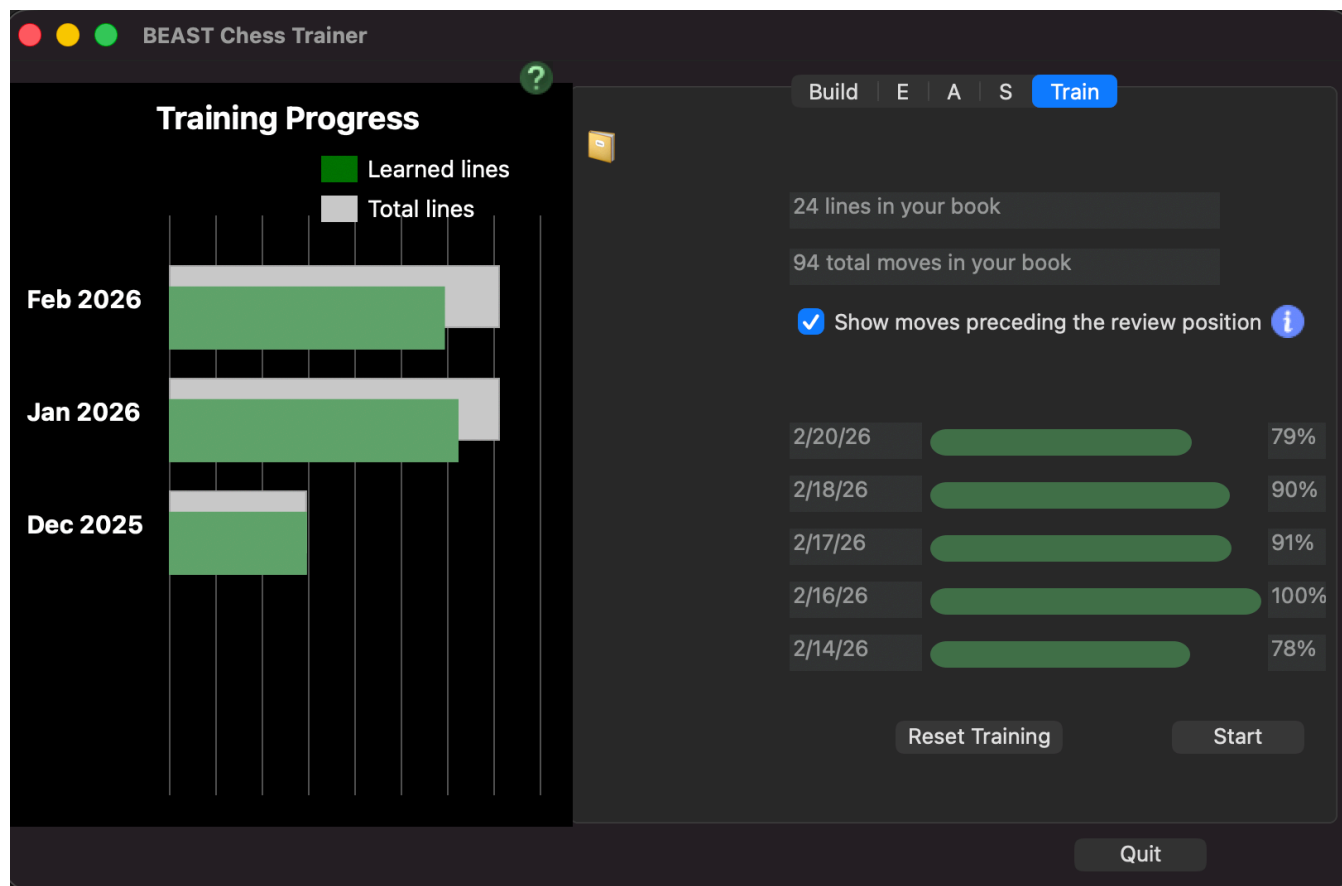
**High importance position** - Check this position if this is an important position to learn. It will cause you to be tested on this position more frequently.

**Gear** - Returns to the *Settings* window to change any of the settings **other than the training color**.

### Special Note

**Lichess logo** - You must be connected to Lichess for the candidate windows and statistics to be populated. Use the Lichess logo to authorize Lichess to use your own account to access the Lichess database.

# Train Module - Learning Your Book



**Training Progress** - Compares the total number of lines stored in the book and how many of them you have learned by month.

**Show moves preceding the review position** - Sometimes the training algorithm chooses to test you on a position in the middle of a line, especially if you've consistently shown that you know the preceding moves. You have the option to see each of the preceding moves like in a chess game. Or you can just have it test you by showing you the test position without any of the moves that lead to that position.

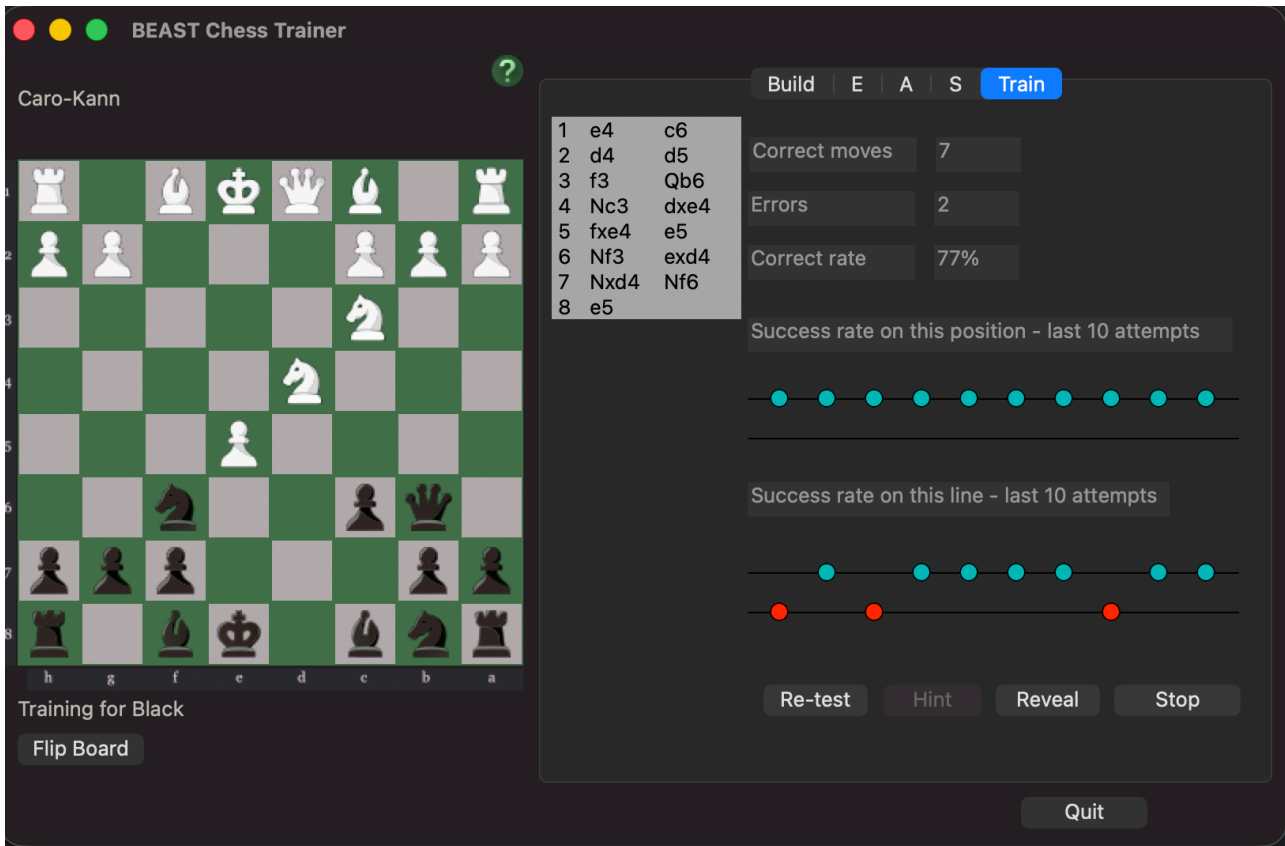
**Daily statistics** - Shows what % of moves that you were tested on for the past five training days were successful or not.

**Start** - Starts a new training session. By default, a training session is five lines. You can change your default in the Settings screen.

**Reset Training** - Resets the training statistics. There are two options.

- ☆ *Restart training* clears the history of all lines. It's like starting all the training over.
- ☆ *Clear all statistics* clears the history of all lines. It also erases all historical records of your success in the past. Use this command if you've made a book that you want to share and you want them to remove your history from the book.

**Bookmark icon** - Lets you select a set of lines to study. You will only be tested on lines that begin at this position.



**Correct moves** - How many correct moves have you made since you began this training session.

**Errors** - How many errors have you made since you began this training session.

**Correct rate** - Correct Moves / Total moves

**Reveal** - Shows the move that you saved in your book to make in this position.

**Hint** - Coming soon! Not available until version 0.60.

**Success rate on this position - last 10 attempts** - a graph that shows up to the last ten correct and incorrect moves this position. Blue dots that are on the top line represent correct moves. Red dots on the bottom line represent errors. In this position, three of the first four attempts were errors, but the last six attempts have all been correct.

**Success rate on this position - last 10 attempts** - A line represents all a series of moves. The chart shows that all three tests of this line since it has been extended have been successful.

**Re-test** - Restarts the line currently being tested from the start and prompts for every position. Use this if the algorithm automated too many of the moves for your comfort and you want it to force it to test you on each move.

## Attribution

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