Version 2.2 - apologies that this tutorial is now out of date. However, I have tried to remove the worst anachronisms, and you should still get something from it that is useful - and most of the functionality is pretty intuitive. I'm afraid that writing things like tutorials get sacrificed to improving the functionality of the program - but I will try and redo it for version 3.0!

This tutorial is a short introduction to the basics of ClubMate You will learn how to enter a new game, add analysis, and use the Search function. If you have problems at any stage, pressing F1 will bring up the on-line help file, in which you should be able to find more information. Ideally this tutorial should be much longer, and introduce you to such things as entering new keys, and so on. Just give me some more time!! For the moment, I hope the on-line help will be adequate when you get on to more advanced ways of using the program.

The game selected is a short and entertaining example of how not to tackle the Fajarowicz gambit.

Entering a new game

Step 1. Go to the Game Menu and select New.

Step 2. Select where you want to type by using the mouse or the Tab key. In the appropriate places enter the following:

Game ID: Whatever you like. You can enter up to 11 characters. I usually just shorten the names of the players - and would enter something like ANT-NIEM, but GAME1 would do just as well. (This ID is mainly used by the program, although you can opt to refer to games by what you type here).

Tournament:	Finnish corr.
Date:	1973
White:	Antainen
Black:	Nieminen
Opening:	Budapest - Fajarowicz Gambit. (You may not have room for all of that).
Result:	Select 0-1.

Now click on OK, and a board will appear on the screen, with an appropriate heading.

Step 3. Entering the moves. Simply click on the appropriate piece with the mouse, and move it to the correct square. The notation will appear in the box to the right of the board - you don't need to type anything.

The moves are:

1.   d4   Nf6

Notice that as you enter each move, the little square on the rectangle which divides the Main line notation from analysis lines (to the right of the board) changes colour to show you who is to move.

2.   c4   e5
3.   dxe5   Ne4
4.   Qc2   Bb4+
5.   Nd2   d5
6.   exd6   Bf5
7.   dxc7   Qxc7
8.   Qa4+   Nc6
9.   Ng1f3   0-0-0
10.   a3   Bxd2+
11.   Bxd2   Nxd2
12.   Nxd2   Rxd2!

As that last move might deserve an exclamation mark, we'll stop to put one in. Go to the Position menu - Add Assessment, and select the ! mark from the list of possibilities. You will notice that you can also use these to assess a position (+-, == etc). You can add an assessment for the move, or the position, but not both at the same time.
You will see the ! appear after the move in the Notation box.

13.   Kxd2   Qe5!   Try adding an exclamation mark here too.
14.   Qb3

At this point, you may wonder whether White would have done better to try Qb5, or Ke1. We will now add a little analysis to the main line.

Adding Analysis

Step 1. Click on the 'Else' toolbar button. This means, "if White hadn't played his last move he might have tried .... instead". (You could add exactly the same analysis by using the 'If' button BEFORE entering White's 23rd move. This means in effect, "now IF White tries ....." and so on. Personally, I always use the Else button, except at the end of a game, which we will come to shortly).

Step 2. The dialogue you now see shown the main line move that you have already played at the top right. The position shown is the one which existed BEFORE White's 23rd (after all, you are going to enter alternatives to that move). You are going to enter the FIRST MOVE of a couple of alternate lines (not the full analysis yet).
Play the move Qb5 for White. The move appears in the Lines box.

Step 3. Click on the 'NEXT' button. The move Qb5 is taken back, although it stays as a line and you can now enter Ke1 (for White) as a second possible line.

Step 4. Click on OK.

Now when you return to the main game board, you will see that the alternative lines have appeared in the box below the main notation. We will enter more moves for one of them.

Step 5. DOUBLE-CLICK on the line 14 Qb5 just below the grey rectangle which says 'Main Line', and shows you who is to move with its little coloured square. (Incidentally, you can move this slider up and down to see more of the main line moves, or more of the analysis lines).

A new board now opens, just like the main line board, except that it is surrounded with blue (if you have colour), unlike the main line which is always red. The first move of the analysis (14 Qb5) has already been played.

Step 6. Now enter the moves
14.   ...   Rd8+
15.   Ke1   Nd4 after which it is clear that Black is winning. We might also note that White could have played 15 Kc1. If you wished to do so, you could enter this line as you did above - creating another analysis board leading from this one, but it is probably easier here just to add a comment to the move.

Adding a comment

Step 1. Click on the move to which you want to add the comment in the notation box - in this case White's 15 Ke1. You will see the position changes to the one immediately after that move.

Step 2. Click in the comments area (below the board). Now type in the comment - something like "if 15 Kc1 Qf4+ and 16 ... Qf2 wins easily". The comment is automatically saved and will appear whenever the game reaches this move.

Now close the analysis board (with the blue surround) by double-clicking in its top left-hand corner. The moves will automatically be stored with the game.

As an exercise, add some moves to the 14 Ke1 line. You'll have to do the analysis. If you decide that this is too complicated to add here (my personal copy just says 'See other games'), you may prefer to delete this analysis as follows:

Deleting Analysis

Step 1. Click once on the analysis line you want to delete (in the analysis notation box). The line will change colour to show you have selected it.

Step 2. Select 'Delete Analysis' from the Position menu. The line you selected will disappear.

Now continue with the main line. You could have entered the complete main line first, and then gone back and entered the analysis at the appropriate places - whichever you find easier.

Add

14	...	Rd8+	
15	Kc1	Na5	
16	Qf3	Be4	
17.	Qe3		Add the comment "Qh3+ would have kept going a little longer"
17.	...	Qd6	

That's the end of the game. You can add 0-1 as a comment if you like, since mate can only be prevented by Qd3. Alternatively you can register the end of the game using the menu Game-End of Game option. Once you have selected the right result, you can click on the 'If' button and add some end of game analysis if you like. (This is a special use of the 'If' button for adding analysis after the end of games, when there are no more main line moves. You can use the 'If' button elsewhere, but you cannot use the 'Else' button in this way - for more information, see the on-line Help).

Saving the Game

Select Game-Save as.. from the menu. Enter "NEWGAME" for the file name for now, and that's it. If you had wanted to add this game to another file which already held some games, you would use 'Save Into'.

Replaying the game.

Close the game you have just entered by double-clicking in its top left hand corner. Now we will open a game file, and select a game.

Step 1   Select the menu GAME-Open-Games file. Select the file you want to open - all the games files end in '.GMS'. A window will open with a list of all the games in the file.
To play any one of these games, either double-click on it, or click on it and select the 'Play' option from the List menu. (You can also select multiple games for replaying if you want, but notice that if you do, only one will actually open on screen. The others will be listed for you in the Game menu. The idea is that few people will really want their screen cluttered with multiple games, but that a quick way of opening a number is useful). The board appears in the opening position.

Step 2   Use the arrows at the bottom of the board to step through the game (or to move backwards). Click on the notation if you want to jump to some position, or use the scroll bar. A third way is to click on the 'Autoplay' toolbar button, and sit back. If you want to look at some analysis (if there is any), double-click on the line as you did when entering analysis, and play the board in the same way.

Search
The heart of any database is its ability to fetch just the information you want, and nothing else. ClubMate reckons that any game you have on any file is part of its database, and will find it for you if you want.

Let's suppose that you want to find out what you should have played in a certain well-known line of the Sicilian (it's usually just after you've been smashed that you want to look up this sort of thing. The idea is that it won't happen again - it does, of course, at any rate if you're me).

Step 1
Go the the File menu and select Search.

Step 2
Set up the position of the board after 1e4 c5; 2Nc3 Nc6; 3f4 g6; 4Nf3 Bg7; 5Bc4. (You can also do this by playing a game through until you reach the required position, and then going to the search dialog. You can also store positions in a position file, link it to a games file, and fetch any position

out of it (bit too complicated for a first steps tutorial - have a look at the on-line help if you want to know more).

Step 3
Select the Position tab. Other options now become available, but choose "exact" for now.

Step 4
Select the files tab. For now, use 'Selected files', and choose SMT08.GMS (supplied). You could also use All Files, but it will of course take longer.

Step 5
Click on the 'Search' button. You will be asked to name a file in which to put the results. This will be a cross-reference file, and ends with .XRF. AS soon as the file has been written to disk, you will be asked if you want to see analysis. Say yes.

Step 6
You will now see a new dialogue in which the results of the search have been analysed by 1) continuation, and 2) result. By selecting one of the continuations, you can filter out all games except these in the upper box. By selecting one of the games in the upper box, you can play it thropugh immediately on the small board provided.

Step 7
Exit the Search dialog, go to the File menu, and select Open. In the dialog choose files of type .XRF. Open the file you just made at step 5.

Step 8
A window is displayed listing all the games that were found in the search.
If you want to put all these games into a new games file use the 'Extract' option in the List menu (the original file is of course unaltered). You may also play the games through from the cross-reference file, by opening them with a double-click (as in the Game Selector), or a single click followed by selecting 'Play' from the List menu. There are other uses for this window - you might like to experiment with the options in the List menu.

Note that if you had been playing a game through, and reached an interesting position (the sort that you never know what to do in), you could have done all the above simply by selecting the Quick Search option from the Search menu. This searches for exact position matches only - and puts the results on screen immediately in a window whose contents are drawn from a temporary file. When you go to close this window, you will be asked if you want to save the temporary file to a permanent one. This way of searching is very fast and convenient, but lacks the flexibility of the full search option.

The Game Selector

You get this dialog from Game-Selector or Search - Open XRef File. For merely opening a game it's quicker to use File - Open, but this dialog gives you have many powerful ways of manipulating files and their games . Open a file (using one of the Open buttons. The buttons in the centre of the dialog will become active when you select a game or group of games. (e.g. Extract becomes available when you select a game, but Copy only becomes available when you have files open on both sides of the dialog.)

You can use these buttons to make new files, copy selected games into other files, delete games from files, and so on. You might like to play around with this for a bit. (You have still got the original files haven't you?). And don't Lock a file until you've read the on-line help about file locking!

Other things you can do here:
Get information and moves of a game before playing it through.
Get statistics on a file of games.
Export games (registered version only)
Open ChessBase or PGN files

Filtering the display
At the top of the dialog is a filter, in a box called 'keys'. At the moment this is probably inactive. To activate it, click the Load button on the right. Now you will be able to see a list of opening keys in the combo box. Select one of these. Now click on 'Use Filter'. Any list of games that was displayed before will now be re-displayed showing only those games which start with the moves in the filter you have selected (transpositions are automatically dealt with). There may, of course, be none at all, depending on what you chose.

The filter itself can be filtered, by using the buttons in the row underneath the top window. If you choose (say) 'e4' here, the filter window itself will only show those lines starting with e4. This helps to find what you are looking for a lot quicker.
You can also change the display of keys (filters) from moves to descriptions (e.g. Sicilian - Najdorf - Sozin), by selecting one of the Names/Moves boxes, or, if you are using ECO keys, use the small information icon to see what the moves (or the names) actually are without changing the full display.

Duplicating games

There will be times when the first few moves of a game (or sometimes more than a few) are very well known. It can be a nuisance to have to enter moves right from Move 1, especially in some modern lines where theory may go to move 20 or beyond. If you want to make a library of games using (say) the Ruy Lopez, believe me, you will come to welcome this facility!.

Step 1 Select the game you want to duplicate, and then the 'Duplicate' button

Step 2 Complete the game details. You will probably only want to duplicate the main line (not all the analysis), so select the appropriate box. Click on OK and edit the game from the point at which it differs from the last game you entered.

Note that you cannot affect the original game by making a duplicate.