

There are two tools for annotating entire games automatically. If you've only been using your engine to analyze a single position by turning on infinite analysis and letting it sit for a while you've really been missing out.

The best thing is that these tools can automatically go through an entire database of games. The first is the "**Blundercheck**" option under the Analysis menu.

This will run through the entire game move by move adding alternative variations to the score that are superior, in Fritz's opinion, to the game move. The best thing about this is that you can set it to look for small errors or only major blunders by adjusting the "**threshold**" setting. The Blundercheck doesn't teach, other than teaching you that you blunder a lot, but it's a fast way to find tactical mistakes.

If you've just finished a few dozen blitz games, you should set Fritz to look at them overnight before you go pass out. The sun is coming up, you're out of the caffeinated drink of your choice, and your mouse hand looks like an eagle claw. You're in no shape to do your own analysis!

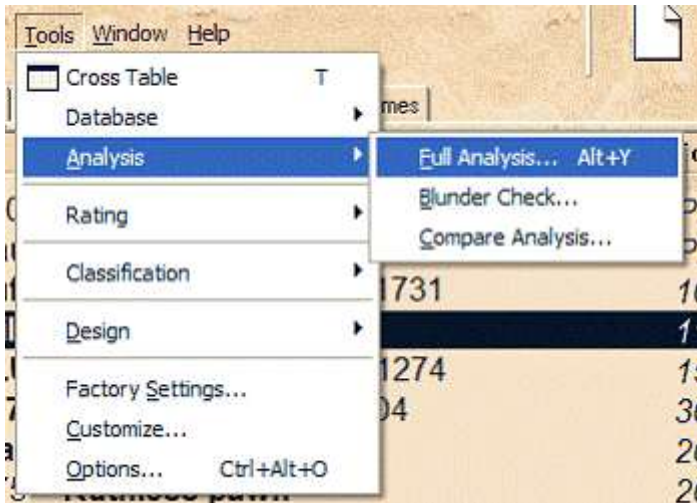
If you want friendlier analysis with more explanation you can chose **Full Analysis** option also under the Analysis menu. This will find blunders but it will also check the openings against a database and add text comments and special annotations to the game score. It will also add lines that aren't better but are interesting. E.g. "32.Bxh2 would be bad because..."

These text tips include things like "demolition of pawn structure," "White is still in the lead," "the last chance for counterplay," and "Black is playing like a retarded hamster." It will insert entire variations that it considers worthy alternatives and add evaluations in Informant symbols (+- means "White is winning," etc.) You can set it to add special graphical annotations to show attacks and other such things with colored arrows and squares.

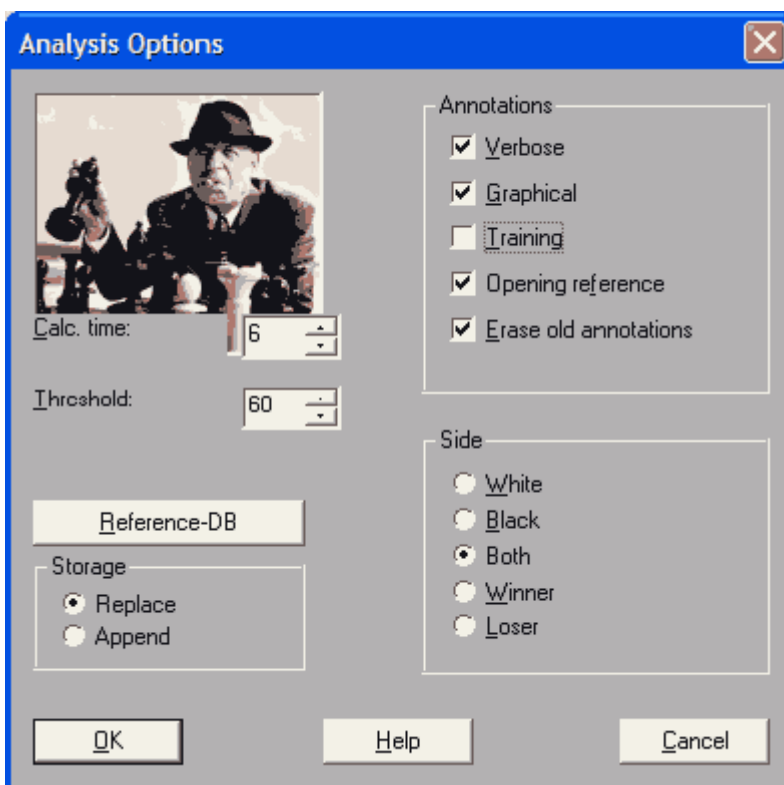
When you wake up in the morning and your hand has recovered you will have a nice file of freshly annotated games to review. It will add games that had similar openings as variations, very good for your repertoire. If you have a big database like the MegaBase this is even more effective. You can tell it to use any database you like as reference. This way you will see what others played in that opening and also what the first new move of the game was, at least compared to the games in the database you selected. (Fritz will mark it with an "N" for novelty.)

This first new move is quite often a mistake and it's great to be able to see what the normal moves are in that position. Let's go through a Full Analysis example step by step. Note that these game analyzers work backwards because Fritz has to first evaluate the move made before going on to analyze what it would play.

1. First open the database that contains the games you want to annotate. If you only want to analyze the game you already have open, skip that step.
2. Now select the game or games you want to have Fritz analyze. You can select multiple games by holding down the control key (Ctrl) and clicking them with your mouse. Ctrl+a will select all the games in the list.



3. After you have selected the games, go to the Tools menu,
4. Click Analysis and then Full Analysis. This opens the Analysis Options dialogue box.



The Help file for this box explains each of the options well so we won't do that here. For our example we selected two games from a database. We have selected everything except "Training." That would turn parts of the games into a quiz, where it doesn't show the moves and instead asks you to guess what the next move is.

That way you can create your own tactical training from a database of games. But that's the subject of another column and we want to analyze our own games today.

5. Check **Append** if you want new, annotated versions of the games to be added at the end of the database. If you chose **Replace** the new annotated games will overwrite the originals.

6. We've set the **calculation time** for just eight seconds per move. It's not going to give you Kasparov quality at that level but for our example it will be enough when looking at games between beginners.

7. We set the **threshold** at 60, meaning it will only annotate a move when its suggestion is evaluated as at least 0.6 pawns better or worse than the move in the game. If you set this higher, like 200, it will only be annotating blunders. Raising this number is another way to speed things up. But if you are going to let it run for a long time, leave it at the default of 30 so you have more analysis to work with when it's done.

8. Click **OK** and you can choose which engine you want to use and configure it. One tip here is not to have too high a value for the hashtable size if your selected calculation time is less than ten seconds.

Using hundreds of megabytes of hashtables will actually slow the engine down in that case and should be used only for long thinks. I've selected Junior 8 as my engine and clicked **OK**. The game window launches and maximizes, taking over the screen and it begins to annotated the first game. You can't perform any other tasks in Fritz while the analysis procedure is running. When it's done with the first one it will automatically launch the next game. A game of 30-40 moves can take longer than you think and you should not give in to the temptation to set the calculation time very low to speed things up.

The Full Analysis needs time to do a good job. The speed of your computer is also a factor here, of course. Since we selected multiple games Fritz has replaced them in the database with the new annotated versions.

Let's take a look at what we have.

buf (1493) - Alfie (1457) [B32]

10m + 7s, rated

14.05.2003[*Junior 8 (8s)*]

B32: Sicilian: Löwenthal and Kalashnikov Variations

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 d5 5.exd5 [5.Nxc6 bxc6 6.exd5 Qxd5 7.Nc3 Qxd1+ 8.Nxd1 e5 9.Ne3 f5 10.Nc4 e4 11.Bf4 Nf6 12.0-0-0 Bc5 13.Nd6+ Ke7 14.Bc4 Rd8 15.Nxc8+ Raxc8 16.Rhf1 Rxd1+ 17.Kxd1 Rd8+ 18.Ke2 h6 19.a4 g5 Short,N-Polgar,Z/Monte Carlo 1993/CBM 34 ext/½-½ (56)] **5...Qxd5 6.Be3 e5** [6...e6 7.Nc3 Bb4 8.Ndb5 Qe5 9.a3 Bxc3+ 10.Nxc3 Nf6 11.Bd3 0-0 12.Qf3 Qh5 13.Qxh5 Nxh5

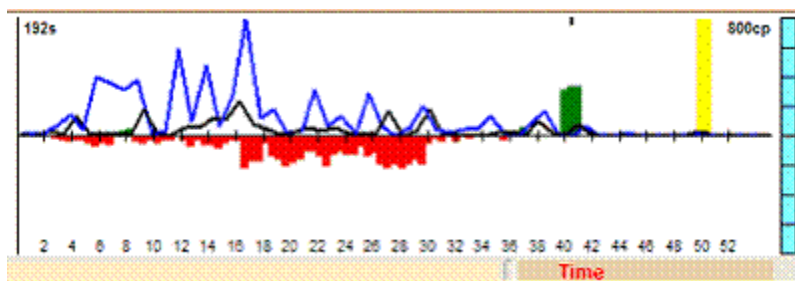
14.0-0-0 Nf6 15.Bg5 Ng4 16.Rhf1 f6 17.Bf4 Nge5 18.Bb5 a6 19.Ba4 Ng6 20.Be3 b5 21.Bb3 Sipos,I-Roberts,P/Budapest 2001/CBM 81 ext/1-0 (34)] **7.Nc3N** [7.Nb5 Qxd1+ 8.Kxd1 Kd8 9.Bc4 Bg4+ 10.Kc1 Bh5 11.f3 Nf6 12.g4 Bg6 13.h4 h5 14.g5 Nd7 15.Rd1 a6 16.Nd6 Bxd6 17.Rxd6 Kc7 18.Rd1 Nb6 19.Nd2 Rad8 20.c3 Nxc4 21.Nxc4 Rxd1+ Rogers,I-Armas,J/Wijk aan Zee 1996/CBM 55 ext/1-0 (42)] **7...Qd8 8.Nxc6 Qxd1+ 9.Rxd1 bxc6 10.Bc4 Bb4 11.0-0 Bxc3 12.bxc3 Nf6 13.Bc5 a5 14.Rfe1 Nd7 15.Bd6 f6 16.f4 Ba6 17.Bb3 Bb5??** but even a better move would not have saved the game [17...0-0-0-] **18.a4 Ba6 19.fxe5 Nxe5** [19...fxe5 no good, but what else? 20.Bxe5 Kd8+-] **20.Bxe5 fxe5 21.Rxe5+ Kf8 22.Rd7 h6 23.Rf7+ Kg8 24.Ree7 Rh7 25.Ra7** [25.Rxg7+! Kf8 26.Ref7+ Ke8 27.Rg8#] **25...Rxa7+- 26.Rxa7+** [26.Rf5+ and White has triumphed 26...Rf7 27.Bxf7+ Kf8 28.Bg6+ Ke7 29.Bxh7 Bc4 30.Rxa5 Kd6+-] **26...Kf8 27.Rxa6 g5 28.Rxa5 Rd7 29.Rf5+ Kg7** [29...Ke7 does not help much 30.Rf7+ Kd6 31.Rf6+ Ke5 32.Rxc6 Rd1+ 33.Kf2+-] **30.Rc5** [30.Rf7+! and White has prevailed 30...Rxf7 31.Bxf7+-] **30...Rd1+ 31.Kf2 Rd2+ 32.Ke1** [32.Kg3 nails it down 32...Rd1+-] **32...Rxx2 33.Rxc6 Rxh2 34.a5 Rh1+ 35.Kf2 Ra1 36.a6 h5 37.Rc7+ Kf6 38.a7** [38.Bc4 might be the shorter path 38...Ke5 39.Rd7 h4+-] **38...h4** [38...h4 39.Bd5 g4+- ; 38...Ke5 cannot change destiny 39.Rd7 Ra3 40.Bc4+-] **0-1**

Not exactly poetry but much nicer than just variations and evaluation numbers. Fritz is too polite to make comments like, “Black was down a full piece for the final dozen moves and should have resigned.”

Make it your project this week to put together a selection of your own games and let Fritz go over them. Remember to give it enough calculation time to do a good job. Don’t forget the Blundercheck tool if you just want to look at missed tactics.

A final quick tip is to set the Blundercheck threshold to zero so it gives an evaluation of every move. This creates an Evaluation Profile of the game, a very cool way of looking at the flow of the game from Fritz’s perspective.

When it’s done, open the Evaluation Profile pane under the Window menu and you’ll see something like this.



Red means Black was better, green means White was better. The further from the center line the bigger the advantage. The yellow spike means the manure has hit the oscillating ventilation device, i.e., checkmate announced!

We can see that Black had the advantage for most of the game, then it was even, then White was winning briefly and then it was a draw. Then Black blundered into forced mate (the yellow). You can click anywhere on the Profile to jump to that part of the game. The blue and black lines are the amount of time used per move, if available. (Fritz and Playchess.com automatically include this.)