

CHAMP MEETS CHAMP

The Editors

To overwhelming public acclaim, Kasparov played the current Computer-Chess Champion Deep Thought at the New York Academy of Arts on October 22, 1989. In at least one sense the two-game match was far from thrilling. It became evident at an early stage that the computer was hopelessly outplayed. The implication is that many computer programmers, who had optimistically represented the gap separating them from the human top as being on some five-years duration, were forced to reconsider. Any witness to the match or any reader prepared to follow through the games we publish below will probably agree that the gap is much wider than can conceivably be bridged in half a decade.

The media were out in strength, so were human Grandmasters, such as Byrne, Albur, Fedorowicz, Mednis, Dlugy and Henley. Still, while this was a walk over for Kasparov, expert opinion holds that even a few years from now the human World Champion will have a much tougher job of playing the then World Computer-Chess Champion.

Rather than prophesying an uncertain future, your Editors think it best to let the games speak for themselves.

Deep Thought-Kasparov

October 22, 1989
New York

1. e4 c5 2. c3 e6 3. d4 d5 4. exd5 exd5 5. Nf3 Bd6 6. Be3 c4 7. b3 cxb3 8. axb3 Ne7 9. Na3 Nbc6 10. Nb5 Bb8 11. Bd3 Bf5 12. c4 0-0 13. Ra4 Qd7 14. Nc3 Bc7 15. Bxf5 Qxf5 16. Nh4 Qd7 17. 0-0 Rad8 18. Re1 Rfe8 19. c5 Ba5 20. Qd3 a6 21. h3 Bxc3 22. Qxc3 Nf5 23. Nxf5 Qxf5 24. Ra2 Re6 25. Rae2 Rde8 26. Qd2 f6 27. Qc3 h5 28. b4 R8e7 29. Kh1 g5 30. Kg1 g4 31. h4 Re4 32. Qb2 Na7 33. Qd2 R4e6 34. Qc1 Nb5 35. Qd2 Na3 36. Qd1 Kf7 37. Qb3 Nc4 38. Kh2 Re4 39. g3 Qf3 40. b5 a5 41. c6 f5 42. cxb7 Rxb7 43. Kg1 f4 44. gxf4 g3 45. Qd1 Rbe7 46. b6 gxf2+ 47. Rxf2 Qxd1 48. Rxd1 Rxe3 49. Rg2 Nxb6 50. Rg5 a4 51. Rxh5 a3 52. Rd2 Re2 0-1

Kasparov-Deep Thought

October 22, 1989
New York

1. d4 d5 2. c4 dxc4 3. e4 Nc6 4. Nf3 Bg4 5. d5 Ne5 6. Nc3 c6 7. Bf4 Ng6 8. Be3 cxd5 9. exd5 Ne5 10. Qd4 Nxf3+ 11. gxf3 Bxf3 12. Bxc4 Qd6 13. Nb5 Qf6 14. Qc5 Qb6 15. Qa3 e6 16. Nc7+ Qxc7 17. Bb5+ Qc6 18. Bxc6+ bxc6 19. Bc5 Bxc5 20. Qxf3 Bb4+ 21. Ke2 cxd5 22. Qg4 Be7 23. Rhc1 Kf8 24. Rc7 Bd6 25. Rb7 Nf6 26. Qa4 a5 27. Rc1 h6 28. Rc6 Ne8 29. b4 Bxh2 30. bxa5 Kg8 31. Qb4 Bd6 32. Rxd6 Nxd6 33. Rb8+ Rxb8 34. Qxb8+ Kh7 35. Qxd6 Rc8 36. a4 Rc4 37. Qd7 1-0

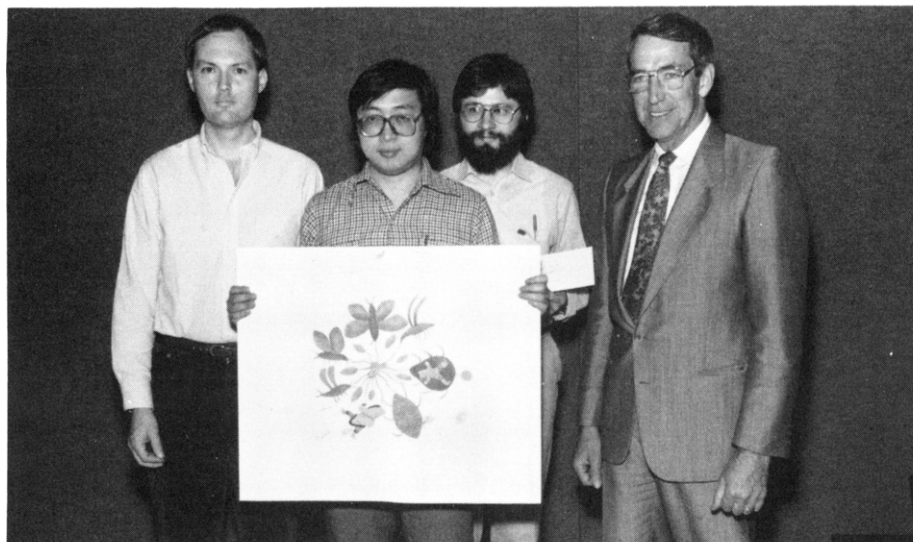


Photo by Tony Marsland.

ART CALLING TO ART.

Deep Thought posing after receiving a graphical work of ART for their computer work of art. (Left to right: Murray Campbell, Feng-hsiung Hsu, Peter Jansen and Bob Sutcliffe, Vice-President Corporate Services of AGT.) (Edmonton, Alberta, 1989)