Round 7

Rook 5.0 — Mephisto ESB

Depth of search in ply

June 1982 I

I want to thank Mike Valvo, and Ken Thompson who helped put the analyses together, for this fascinating second look at a major computer chess championship.

We are indeed fortunate to be able to publish, on the following pages, the annotated games, comments from the computer printouts are in italics, and the following abbreviations are used:

\[ d = \text{Depth of search in ply} \]
\[ t = \text{Min:Sec computer time} \]
\[ v = \text{Value in pawns. Positive is for White. Negative is for Black.} \]
\[ pv = \text{Predicted prime variation.} \]

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B. Mittman, Editor
ACM’s Twelfth North American Computer Chess Championship
Los Angeles, California
November 8-10, 1981

Belle — Ostrich
Round 1, Board 1
Center Counter B01/20

1 e4 d5 2 exd5 Qxd5 3 d4 Qxd5 4 c4
Qc6 5 Qb3 Qa4 6 Qc2 c5
White is out of "book."
7 g3
Black is out of "book."

7 ... e6 8 c5 Qd5 9 Qc5 0-0 10 Qd2
Qe7 11 Qc4 Qd7 12 Qh4

Position after 12 Qh4

12 ... Qf5
Black would like to play 12 ... Qe2, but after
13 Qxe2, the threat of 14 Qf5 and 15 Qh5+ are
too difficult to manage. In addition, the heavy
pieces will put tremendous pressure on the e-
pawn. None the less, this is Black's best
course, for example 12 ... Qxe2 13 Qxe2
Qxe2 14 O-O O-O 15 Ae1 Ae8 16 Ab1 with a
general advance on the queenside.
13 Qxf5 exf5 14 O-O Qe7 15 Qd3
O-O 16 Qg3
16 Qe2 g6 17 Ae1 is less committal and White
has lots of pressure.
16 ... Qxe3 17 fxe3 g5 18 Qc4+
Qh8 19 b4 b5 20 Qb3 a6 21 a4 Qb7
22 Qc3 Qd8 23 Qe6 Qe7 24 d5
White prepares the final breakthrough. e4 will
be coming soon.
24 ... bxa4 25 Ae1 cxd5 26 Qxd5
Aa7 27 Aa4 Qe8 28 Qc4 h5 29
Aa1 Ac6 30 b5 Qc8 31 Aa6
White is counting pawns.

31 ... Qc6 32 Ad1 Qe7 33 Ad5 1-0

Position after 33 Ad5

Here Black's computer broke down and could
not be resurrected in time. Black is totally
paralyzed. The pawn on c5 is immune.
Belle had predicted that Ostrich would play 33 ...
Qc8. While waiting for the actual move, Belle cal-
culated d=9 t=41:28 v=+.50 pv= 34 Qb7 Qe8
35 Qd4 Qe6 36 Cc4 Qf7 37 Qe4 Qe5 38 Ac4.

Philidor — Cray Blitz
Round 1, Board 2
Giuoco Piano C55/11

1 e4 e5 2 Ad3 Qc6 3 Ac4 Qc5 4
O-O

Position after 33 Ac4

Black is out of "book."
4 ... Qd4 5 d4
Black is back in "book" by transposition.
5 ... e4 6 c3
Black is out of "book" again.
6 ... dxc3
A known book position. 6 ... Qe4 is recom-
mended. 7 cxd5 8 dxc5 dxc4 9 Qxe4+ Qxe4
with equal chances. On 9 Qe2, Qd3! is better
for Black.
d=6 - t=0:43 v=-.791 pv= 6 ... dxc3 7 Qxc3
O-O 8 h3 d6 9 Qf4.
7 e5
7 Qxc3 yields White a slight advantage. For
example 7 ... d6 8 Qg5 Qe6 9 Qxd5.
7 ... cxb2
Very dangerous. 7 ... d5 seems adequate.
8 Qxb2 Qg4
8 ... d5 is still thematic.
Position after 11 ... d6

12 cxd6

A blunder. White cannot afford the time. More to the point is 12 exd6 cxd6 13 e5 dxe5 14 dxe2 c6

Thematic for Black is 15 ... c5 here or on several previous moves.

16 O-O c5 17 dxc5

A positional error. 17 a4 is correct.

17 ... dxe5 18 b5 d7 19 dxe7 dxe7 20 dxe7 f6 21 dxe7

Why? 21 a4!

21 ... Ne4

21 ... Ne4 is an interesting idea. 22 dxe4 Nxe4 23 Bb3 Nc6 24 Bd6 Nf6 25 Ne3, and Black is slightly better, but White should be able to hold the draw.

22 dxe5 Nxe5 23 Be2 f6 24 Bd5

Position after 32 Bd5

32 ... d4

Better is 32 ... Na3 33 Rc2 Nf4 34 Bd6 Bc3 35 Bd6+ Ne5 36 Nc6 Nxc6 37 Qxc6+ Qd5 38 Qxa7 Qe4 39 Qxe4 Qxe4 40 Qd8 with winning chances. 33 Qc2 Qa4 34 Nc3 Qc6 35 Qc5 Qd5 36 Qd5 Qxc3 wins a pawn.

33 Rc2 Ne7 34 Bc2 Bc5?

Looking for trouble.

35 f4 Nh5 36 g5?

36 Qf3 wins the exchange.

36 ... Nh4

Position after 36 ... Nh4

37 Bg2

Interesting is 37 h3 Nh3 38 Bd5 Qf5 39 Bg2
Mychess — Nuchess

Round 1, Board 4
Sicilian B62/4

1 e4 c5 2 d4 d6 3 dxe5 cxd4 4 e5 dxe5
5 c4 e7 6 d5 c6 7 e4 d5 8 dxe5
9... dxd5!

This loses a piece. With 16... cxd5, White threatens to capture twice on d5 and therefore retains the initiative.

16... cxb4

White is falling apart.

Unnecessary repeat. 44... a3c3 is fine because if 45 bxa3, bxa3 wins back the knight.

Here Black lost on time. This is normally impossible for a debugged program. However this tournament was played with computers in remote locations accessed via telephone communications. Usually communications trouble is not charged against the computer. This year the rules were not explicit on this point and Schach, playing for the first time, was unaware of normal practices. As a result, Black did not take full advantage of his available timeouts. Here he simply ran out of time trying to redial his computer. In this case with a won game.

Mychess — Nuchess

Round 1, Board 4
Sicilian B62/4

1 e4 c5 2 d4 d6 3 dxe5 cxd4 4 e5 dxe5
5 c4 e7 6 d5 c6 7 e4 d5 8 dxe5
9... dxd5!

The point of this maneuver is to force Black to recapture with a pawn after 9... cxd5.

Black is out of "book."

9... a6

9... d5 is a very active possibility that gives Black the initiative. After 10 exd5 exd5 11 d3, then 11... dxe6 or 11... a6 are adequate for Black. Note that 11... dxe6 would be a slight error because 12 dxe6 cxd6 13 cxc6 fxe6 14 bxa6 and White wins with a pawn.

10 dxe6 fxe6 11 c4 dxe6 12 c5

Not consistent with the position. White’s plans should be 12 a4, 13 h5, 14 f4, 15 f5. There is a long history of computers liking the text move. It was a pivotal move in one of the Chess 4.9 — Levy match games.

Black is out of "book."

12... bxc2 13 d4 d5?

On the surface, this moves seems OK, but as it turns out it causes Black tactical problems. The bishop should remain on c8. Better is 13... d4.

14 h5 a6 15 b3?

This move doesn’t meet the threat of 15... f5. Better would be 15 g4 or 15 d3.
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10 e5 dxe5 11 dxe5 dxe5
This loses a piece. 11 ... Qf6 is relatively best, but Black's future is not pleasant.
12 Qd4 b4
This whole trap was played from memory with no calculation.
White is out of "book."
13 a3
13 Qe4 Qd5 14 Qxd5 exd5 15 Bxd5 wins a clean piece.
\(d=5 \ t=1:00 \ v=+.52 \ pv=\ 13 \ a3 \ Qd5 14 \ Qxd5 \ exd5 15 \ Qxd5.\)

13 ... Qc6 14 Qxd6?
Not the most accurate. 14 Qe4 or 14 Qb5 wins a piece for nothing. The text allows Black to obtain two pawns for the piece.
\(d=5 \ t=1:37 \ v=+1.37 \ pv=\ 14 \ Qe4 \ Qd5 15 \ Qxd5.\)
14 ... Qd6 15 Qe4 Qh2t 16 Qxh2 Qd7.
Pointless. 18 Qg4 wins quickly. White threatens 19 Bxh6. For example, 18 ... Bxh8 19 Qg6 Qf6 20 Qh6. If 18 ... f5, then 19 Qg5 g6 20 Bxh6 wins two more pawns.
18 ... Bxh8
Position after 18 ... Bxh8

19 Qd6?
19 Qg1 still wins for White. Threats abound. For example, the immediate threat is 20 Qgxf7! as before. On 19 ... f5, then 20 Qxh5 g5 21 Qxh6 wins. If now 21 ... Qg4 22 Bxh6 Bxh7 23 Qxe6 Qxe6 24 Qxh7. Or 22 ... Qxh6 23 Qxe6 wins again. On 21 ... Qg5 22 Bxh6 Qxh6 23 Qxe5 with the threat of simply moving 24 Qb3.
Note that 23 ... Qh6 loses to 24 Qh6 Qh6 25 Qxg6+ Qxg6 26 Qe6t winning the exchange.
\(d=4 \ t=0:36 \ v=+1.83 \ pv=\ 19 \ Qd6 \ Bxh8 20 \ Qg3 \ Qf6.\)
19 ... Qe8
19 ... Qc6 is better.
20 Qxe8 Bxh1t 21 Bxh1 Qxe8 22 Qf3 Qc7

Position after 18 ... Bxh8

23 Qh4
23 Qg5 wins the pawn on e6.
23 ... h6 24 Qh2 Qh2+ 25 Qg2
\(\text{A80/6} 26 \ Bxh2t Qxh2 27 \ Qg3 Qg5?\)
The pawns should be kept back as long as possible. Computers tend to play endgames like the middlegame.
28 Bd4 h5 29 Qe3?
29 f4! points out the problems with Black's overextended pawns.
29 ... Qf8 30 Qe4 g4

Ugh!
31 Qf4 Qg7 32 Qg5 h6 33 Qxh5 b5
34 Qxb3 e5 35 Qxf1 Qf6 36 Qe4
\(Qf7 37 Qc3 Qf5 38 Qc2 Qe7 39 Qf5 Qg7 40 Qd4 Qc8 41 Qe4 Qe7 42 Qe1 Qe8 43 Qe6 Qf7 44 Qd7 \text{A80/6} \text{A80/6} 45 Qg8 Qf7 46 Qe4 Qe8 47 Qe6 Qf8 48 Qb7 1-0\)

Prodigy — L’Excentrique
Round 1, Board 6
Dutch Defence A80/6
1 d4 f5 2 Qg5 g6 3 e3 h6 4 Qh4 Qf6
The point of the g6 line is to play Qg7 before Qf6.
5 Qf3
5 Qxe6 is good.
5 ... g6 6 Qg3 e6 7 Qbd2 Qc4?

Position after 7 ... Qc4
8 \( \text{dxe5} \)
8 \( \text{dxe4} \) 9 \( \text{dxe5} \) d5 10 \( \text{wh5} \) \( \text{dxe5} \)! 11 h4
\( \text{dxe7} \) 12 h5 g5 13 O-O-O gives White a distinct positional edge. On 10 ...
\( \text{wh6} \) 11 \( \text{g6} \) wins material.

8 ... \( \text{h7} \) 9 \( \text{dxe4} \) fxe4 10 \( \text{dxe2} \) \( \text{f7} \)
10 ... d6 followed by 11 ... d5 seems to hold the pawn.

11 \( \text{dxe4} \)
11 \( \text{dxe2} \) first is very strong.
11 ... \( \text{c6} \) 12 \( \text{f3} \)
12 \( \text{g3} \)
12 ... d5?
12 ... \( \text{dxe5} \) 13 dxe5 \( \text{g7} \) wins a pawn.
13 \( \text{dxe3} \) \( \text{dxe7} \) 14 \( \text{dxe7} \)
14 \( \text{dxe5} \) \( \text{dxe7} \) 15 \( \text{a5} \) and White is in total control.

14 ... \( \text{h7} \) 15 \( \text{dxe5} \) 16 dxe5 \( \text{f2} \) 18 \( \text{f3} \) \( \text{dxe4} \) 19 \( \text{f2} \) \( \text{g7} \) 21 \( \text{h5} \) a5 22
O-O-O

Justifying 21 ... a5. Now White can be in considerable danger on the queen-side.

22 ... \( \text{b5} \) 23 \( \text{f4} \) \( \text{b4} \) 24 \( \text{dxe4} \) \( \text{gxf4} \) 25
\( \text{gxf4} \) 26 \( \text{gxf4} \) \( \text{g4} \) 27 \( \text{gxf6} \) \( \text{g6} \)

28 c3
28 \( \text{f4} \) transfers the knight to the scene of action, for if 28 ...
\( \text{dxe4}, 29 \text{h4} \) wins.
28 ... \( \text{b3} \) 29 a3 \( \text{c7} \) 30 \( \text{d4} \) \( \text{g8} \) 31
\( \text{b2} \) \( \text{c5} \) 32 \( \text{f3} \) \( \text{c6} \) 33 f5 \( \text{e5} \) 34
\( \text{c5} \) \( \text{c7} \) 35 d4 \( \text{gxf3} \) 36 \( \text{gxf3} \) \( \text{g6} \) 37 \( \text{g4} \) \( \text{d7} \)
38 f4 gets the pawns rolling.

38 ... \( \text{h5} \) 39 \( \text{c6} \) \( \text{d8} \) 40 h4
40 f4.
40 ... \( \text{b8} \) 41 \( \text{f5} \)
-41 f4 is still possible because if 41 ... \( \text{bxf4}, 42 \text{e2} \). The text is too dangerous because it immobilizes all of White's pieces.
41 ... \( \text{c6} \) 42 \( \text{e1} \) \( \text{c7} \) 43 \( \text{aee2} \)
\( \text{dxe8} \) 44 \( \text{g7} \) \( \text{e7} \) 45 \( \text{g2} \) \( \text{d4} \)

White's position is in ruins.

46 \( \text{ge2} \)
46 \( \text{cxd4} \) is better, but the position is hopeless.
46 ... \( \text{vag7} \) 47 \( \text{dxc3} \) \( \text{dxc3} \) 48 \( \text{h4} \)
\( \text{xh6} \) 49 \( \text{dxe4} \) \( \text{dxe2} \) 50 \( \text{dxb3} \) 0-1

Bebe — Cube 2.1
Round 1, Board 7
Sicilian B30/5

1 \( \text{e4} \) \( \text{c5} \) 2 \( \text{d3} \) \( \text{d6} \) 3 \( \text{c3} \) \( \text{c6} \) 4 \( \text{d5} \)
\( \text{d4} \) 5 \( \text{d6} \)
5 e5 is book.
5 ... \( \text{b5} \)
5 ... g6? 6 e5 \( \text{h5} \) and Black is alright. Not now 7 \( \text{d3} \) because 7 ...
\( \text{d7} \) wins a pawn.
6 e5 \( \text{g6} \)
Not 6 ... \( \text{d4} \) 7 \( \text{dxd4} \) \( \text{cxd4} \) 8 \( \text{dxd4} \) \( \text{dxc3} \) 9 \( \text{dxe4} \)
White has a definite positional edge.
7 O-O \( \text{g6} \) 8 \( \text{h1} \)
This move is apparently directed against 8 ...
\( \text{b5} \), for example 9 \( \text{dxd4} \) \( \text{dxd4} \) 10 \( \text{b4} \) \( \text{a6} \) 11 \( \text{b3} \) with the threat of 12 \( \text{f3} \).

8 ... \( \text{d7} \) 9 \( \text{e1} \) \( \text{b5} \) 10 \( \text{d4} \)

Position after 10 \( \text{d4} \)

10 ... \( \text{bxa4} \)
10 ... \( \text{cxd4} \) is not possible because of 11 \( \text{b4} \) \( \text{a6} \)
12 \( \text{xb5} \) \( \text{b7} \) 13 \( \text{d3} \) \( \text{dxc3} \) 14 \( \text{e4} \) \( \text{b8} \) 15 \( \text{f3} \)
\( \text{e5} \) 16 \( \text{d4} \) \( \text{d6} \) 17 \( \text{d4} \) wins. This is human analysis. The computer did not play 10 ...
\( \text{c4} \) because 11 \( \text{dxe5} \) \( \text{dxe4} \) 12 \( \text{dxe7} \) overlooking that the knight will be trapped. If the computer sees deeper into this situation, it will then fool itself with 10 ...
\( \text{c4} \) 11 \( \text{b4} \) \( \text{a6} \) 12 \( \text{xb5} \) \( \text{dxb5} \) 13 \( \text{a4} \)
\( \text{d6} \) 14 \( \text{d5} \) \( \text{d6} \) 15 \( \text{c4} \) \( \text{b6} \)
15 ... \( \text{dxe6} \) is stronger.
16 \( \text{e2} \)
16 ... \( \text{f6} \) is a better move.
17 \( \text{d3} \) \( \text{e7} \) 18 \( \text{h6} \) \( \text{h6} \) 19 \( \text{d3} \)
\( \text{f4} \)
If Black wants to castle, he will have to play 20 \( \text{e6} \) first.
20 \text{b3} \text{c7} 21 \text{e1} \text{c6??}

Again 21 ... \text{e6} is necessary.

\text{22 \text{e4}!!}

Winning a piece.

22 ... \text{\textit{exe4}} 23 \text{\textit{dxe4} \textit{gxh2+} 24 \textit{g8=\textit{h2}} \textit{e6} 25 \textit{b5 \textit{O-O}} 26 \textit{e5} 1–0

Chaturanga — Chess Challenger X
Round 1, Board 8
Ruy Lopez \text{C84/3}

1 \text{e4} \text{e5} 2 \text{\textit{d}3} \text{\textit{c}6} 3 \text{\textit{b}5} \text{a6} 4 \text{\textit{c}4}
\textit{\textit{a}6} 5 \text{O-O} \text{\textit{\textit{e}7}} 6 \textit{\textit{d}3} \text{b5} 7 \textit{\textit{b}3} \textit{d6}
8 \textit{\textit{b}b1}

In bridge, this move would be called a “pass.”

8 ... \text{\textit{\textit{g}4}}

\begin{center}
\textbf{Position after 8 ... \textit{\textit{g}4}}
\end{center}

9 \text{g3??}

Losing a piece for no reason. Almost any move is better. This move is so bad one must suspect a program bug.

9 ... \text{\textit{\textit{d}4}} 10 \text{\textit{d}5} \text{\textit{\textit{f}6} 11 \text{\textit{c}6+}}
\textit{\textit{f6}} 12 \textit{\textit{e1}} \textit{\textit{\textit{c}2}}

12 ... \text{\textit{\textit{c}8 mutes.}}

13 \text{\textit{a}a8} \textit{\textit{\textit{e}1}} 14 \textit{\textit{b}7} \textit{\textit{d}d7} 15 \textit{\textit{e}1}
\textit{\textit{h}3} 16 \textit{\textit{d}5} \textit{\textit{g}2#} 0–1

L’Excentrique — Belle
Round 2, Board 1
Ruy Lopez \text{C80/1}

1 \text{e4} \text{e5} 2 \text{\textit{d}3} \textit{\textit{c}6} 3 \textit{\textit{b}5} \textit{a6} 4 \text{\textit{c}4}
\textit{\textit{a}6} 5 \text{O-O} \textit{\textit{\textit{e}4}} 6 \textit{\textit{e}2} \textit{\textit{d}c5} 7
\textit{\textit{\textit{f}6} \textit{\textit{d}x}e5} 8 \textit{\textit{d}x}e4 9 \textit{\textit{d}xe5} \textit{\textit{d}d4} 10
\textit{\textit{\textit{e}d4} \textit{\textit{f}4} 11 \textit{h3} \textit{\textit{e}7}}

\textit{White is out of “book.”}

12 \text{c3}

12 \textit{\textit{\textit{d}d1}} or 12 \textit{\textit{\textit{d}d2}} is more meaningful.

\textit{Black is out of “book.”}

12 ... \text{\textit{\textit{b}6}} 13 \textit{\textit{\textit{d}1}}

13 \textit{\textit{d}d2} is indicated.

\alpha \quad 13 ... \text{\textit{\textit{e}6} 14 \textit{b4}?

Too committal. This could be the losing move.

14 \textit{\textit{d}d2} is still called for.

\begin{center}
\textbf{Position after 8 ... \textit{\textit{g}4}}
\end{center}

14 ... \text{\textit{a}5}

\begin{center}
\textbf{Position after 53 \textit{\textit{f}g7}}
\end{center}

Many strong masters in the audience thought that this move risked a queen and knight-pawn versus queen endgame. Theory today is not clear on the outcome of this endgame. The masters thought that 53 ... \textit{b5} was better because the resulting endgame would be queen and bishop-pawn versus queen which is a theoretical win. The humans were doubly wrong. First, Belle proves that 53 ... \textit{c4} wins without getting into a queen ending. Secondly, 53 ... \textit{b5} also wins without getting into a queen endgame. The idea is Black will make his second queen with the b-pawn. The white king, after capturing the pawn on \textit{h7}, must go to \textit{g6}, \textit{g7}, or \textit{g8}. The black queen on \textit{b1} either queens with check or forces a trade of queens.

\begin{center}
d & 13 \quad t & 4:40 \quad v & = & -3.43 \quad pv & = & 53 ... \textit{c4} 54 \textit{\textit{\textit{h}6}} \textit{\textit{g}2}
\end{center}

\begin{center}
\textbf{Position after 53 \textit{\textit{f}g7}}
\end{center}
55. Bd1 c3 56. Qh7 Qb3 57. Qg7 c1=Q 58. Qd2 c1Q
59. h7 g3 60. Qg6.

54. Qa2+

Offering no resistance. Best is 54. Qh7 c3 55. Qg7 Qb2 56. Rbl Qb3! The move that the senior masters overlooked.

54. ... Qd3 55. Aa8 d1Q 56. h6 c3

0–1

Cray Blitz — Duchess
Round 2, Board 2
Giulio Piano C54/12

1 e4 e5 2. Qf3 Qc6 3. Qc4 Qc5 4. c3 Qc6 5. d4 exd4 6. cxd4 Qb4t 7. Qd2 Qxd2t 8. Qbxd2 d5 9. exd5 Qxd5 10. Qb3 Qc7 11. 0–0 0–0 12. Qe4

Black is out of "book."

13. ... a5

White is out of "book."

14. Qe4 a4 15. Qa3 Qf5 16. h3 Qh6
17. Qf3 Qxf4 18. Qxe4 Qe6 19. Qe4

Position after 19. ... Qc7

20. g4

20. Qe5 is a thematic attempt by White, but the position holds dangers for both sides. For example 20. ... g5 21. Qe5 Qc8 22. Qc2 g6 and White must deal with the dual threats of 23. ... f6 and 23. ... h5 trapping the rook. Not 21. ... Qf3 because White gets an eventual d5 followed by d6 cutting the Black position in two. For example 22. Aa5 Qh5! 23. d5. On 23. Qe7, Qxe8 wins.

n=6 t=1:00 v=+.08 pv= 20. g4 Qh6 21. Qe6 Bb8 22. a3 Qd5.

20. ... Qh6

Not 20. ... Qe7 21. Qxe7 23. Qe4 24. Qc2 25. Qd4! steals a pawn because 22. ... Qa4 23. Qc2. The immediate 22. Qd4 does not work because of the improbable 22. ... Qf5 winning the exchange.

d=5 t=1:15 v=+.58 pv= 20. ... Qh6 21. Qe5 Qxe5 22. Qe5 Qxe5.

21. Qd6 Bb8 22. Qc4

22. Qc1 is very interesting.

22. ... Qa6

Position after 22. ... Qa6

23. Qd6

White's position is much more precarious than it appears. With 23. Qg5 Qd5 24. Qxd6 White has chances of survival because of the immediate threat 25. Qh7. If now 24. ... b6 25. Qc2 g6 26. Qd4 Qf4 27. Qe3 and White may hold.

23. ... Qxd6 24. Qxd6 b5

Virtually trapping the rook.

25. Qa3 Qa8 26. Qg5 Qd5 27. Qf4 Qf7 27. ... Qd8 forces 28. Qd7 then 28. ... Qe8 with a clear advantage to Black.

28. Qf5 Qd8 29. Qf7 Qe8 30. Qxe8 Qxe8 31. Qg6

31. Qd2 is mandatory.

d=8 t=1:00 v=+.08 pv= 31. Qg6 Qe2 32. Qf1 Qa2 33. Qg1!

31. ... Qe7

31. ... Qe2 wins a pawn due to the threats of 32. ... Qb3 and 32. ... Qxg5. The text move endangers the win because White's rook will be free.

d=7 t=1:46 v=+.12 pv= 31. ... Qe7 32. Qf2 Qd5 33. Qg5 Qe7 34. Qf5.

32. Qd8 Qb7 33. Qa7 Qb8 34. Qd6

Losing a pawn, however Black cannot prevent White's d5 freeing the rook.

35. Qa4! Qa4 36. b3 Qe7 37. Qa5 Qc7 38. bxa4 Qxe5 39. Qxa4

40. Qd3 bxa4

d=8 t=4:19 v=+.21 pv= 40. ... bxa4 41. Qa4 g6 42. Qa5 Qd7 43. Qxe6 h6 44. Qg6 45. Qc3.

41. Qa4

41. ... Qa4

Adjudicated as a win for White. Both teams agreed to adjudicate at midnight. (That is when White's computer turned into a pumpkin.) Because the round started late, there was not really enough time to completely resolve this game. White is better, but in computer chess, anything can happen. In the future, games
Computers do not appreciate the power of a fianchetto bishop. 6 g3 was White's last "book" move. 7 a3 is obviously his first calculated move. It is too common that computers make errors rearranging the pieces soon after leaving "book." The "book" should be more in tune with the computers style or likes.

7 g2 with a slight advantage to White.

7 ... f6?

7 ... O-O or 7 ... a6.

8 a3 d6 9 O-O h3?

9 ... h6 e5 immediately is better.

10 e1 h4 11 b5

Better is 11 c3 and wait to see where Black castles.

11 ... O-O

11 ... f3 b4 threatening 12 f3 and 12 ... e5. After 13 f3 d6, a6 forces 14 e5 with a comfortable game for Black.

12 axb6

White is trading his most important piece.

12 ... bxa6 13 a2?

Worse than making no move at all. The bishop gets in the way here, blocking the queen. Better is 13 a3 but Black is better in any case.

Position after 13 a2

13 ... h8

13 ... e5 now wins a pawn because 14 c3 e4 15 c4 d5 16 e5 c5!

14 b3 f5

If 14 ... e5 now, White can handle it with 15 c4 a6 16 b3!

15 c3 f4

White's position is in ruins.
12 $\text{d}3 \text{b}5 13 \text{c}2 \text{b}4

Now Black should try 13... f5. On 14 c4 bxc4 15 bxc4, $\text{d}6$ appears to hold. On 14 exf6 $\text{e}6$ 15 $\text{e}4 \text{e}5$! On 15 $\text{f}3$ $\text{h}6$ Black holds. If Black does not play f5 then White will play e4 condemning Black to slow strangulation.

14 $\text{b}2 \text{a}5 15 \text{c}4

15 $\text{e}4$ is very strong.

$d=5$ $t=1:54$ $v=+.461$ $p=15 \text{ c}4 \text{ f}6$ $16 \text{ f}3 \text{ h}5$

15 ... $\text{a}4$

Better is 15 ... bxc3 16 $\text{xc}3 \text{ a}6$ 17 $\text{f}3$ $\text{d}8$

16 $\text{f}3$

16 $\text{e}4$ is more direct.

16 ... $\text{a}6$ 17 $\text{e}4$ $\text{a}3$ 18 $\text{a}1 \text{ b}6$ 19 $\text{e}4$ $\text{f}6$

17 $\text{e}4$ $\text{a}6$

18 $\text{f}3$ $\text{d}8$

19 $\text{c}2$

20 $\text{a}1 \text{ b}6$

21 $\text{b}1$

Better is 21 ... $\text{a}6$ 17 $\text{e}4$ $\text{a}3$ 18 $\text{a}1 \text{ b}6$ 19 $\text{e}4$ $\text{f}6$

20 $\text{a}1$ followed by 21 $\text{c}1$.

20 ... $\text{c}4$

Black should try to hold onto the pawn on $\text{d}5$ as long as possible with moves like $\text{h}7$ and $\text{c}6$.

21 $\text{c}4$?

21 $\text{b}4$ is crushing. The pawns will steamroll through Black's position.

21 ... $\text{x}4$ 22 $\text{x}4$ $\text{a}5$ 23 $\text{h}2$ 24 $\text{h}3$ $\text{e}4$ 25 $\text{h}2$ 26 $\text{d}3$

If 26 d5 cxd5 27 cxd5 $\text{b}3$!

26 ... $\text{h}6$ 27 $\text{x}1$ $\text{b}7$ 28 $\text{x}1$

28 $\text{c}4$ is better. The idea is 29 $\text{c}2$ followed by 30 $\text{h}2$. If 28 ... $\text{b}3$ 29 $\text{a}3$ $\text{h}3$ 30 $\text{h}1$ $\text{c}4$ 31 $\text{h}1$ $\text{d}4$ 32 $\text{f}3$ $\text{h}8$ 33 $\text{e}3$ $\text{c}4$ 34 $\text{c}4$ $\text{b}8$ wins.

28 ... $\text{c}4$ 29 $\text{c}4$ $\text{c}4$ 30 $\text{a}1 \text{b}4$

31 $\text{x}4$ 31 $\text{x}4$ 32 $\text{x}4$

33 $\text{c}1$ $\text{c}2$ 34 $\text{c}2$

32 $\text{c}3$ $\text{g}4$ 33 $\text{h}3$ $\text{f}4$ 34 $\text{f}4$

33 $\text{f}3$ 34 $\text{g}1$ $\text{f}2$ 35 $\text{h}2$ $\text{f}4$

36 ... $\text{e}4$ 37 $\text{g}1$ $\text{f}3$ $\text{g}3$ draws. On 37 $\text{g}3$, $\text{g}3$ wins.

31 ... $\text{c}3$

Black can draw with 31 ... $\text{c}3$ 32 $\text{h}1$ $\text{c}2$

33 $\text{c}1$ $\text{d}4$ 34 $\text{c}1$ $\text{d}4$

32 $\text{c}3$ $\text{g}4$ 33 $\text{h}3$ $\text{f}4$ 34 $\text{f}4$

33 $\text{f}3$ 34 $\text{g}1$ $\text{f}2$ 35 $\text{h}2$ $\text{f}4$

36 ... $\text{e}4$ 37 $\text{g}1$ $\text{f}3$ $\text{f}3$ 38 $\text{c}5$ $\text{d}4$ 39 $\text{d}3$

40 $\text{e}6$ 40 $\text{b}3$

If 40 $\text{e}5$ 41 $\text{b}4$ $\text{f}2$ or 41 $\text{b}5$ $\text{c}4$.

40 ... $\text{f}6$ 41 $\text{e}3$ $\text{e}5$ 42 $\text{e}2$ $\text{e}3$

43 $\text{e}5$ $\text{e}6$

Position after 43 ... $\text{e}6$

44 $\text{b}7$

44 $\text{b}7$ is a free pawn because 44 ... $\text{d}4$ 45 $\text{c}6$ 46 $\text{a}4$ $\text{e}6$ 47 $\text{a}2$.

44 ... $\text{e}1$ 45 $\text{c}1$?

45 ... $\text{e}1$ holds. If White tries too hard with 46 $\text{b}4$, then Black has winning chances with 46 ... $\text{c}4$ 47 $\text{e}7$ $\text{d}8$. The text loses.

46 $\text{b}4$

If 46 ... $\text{d}4$ 47 $\text{e}7$.

47 $\text{c}6$ $\text{c}2$ 48 $\text{c}6$ $\text{c}5$ 49 $\text{c}5$ $\text{d}5$ 50 $\text{c}5$ $\text{e}7$ 51 $\text{c}5$ $\text{d}8$ 52 $\text{c}5$

52 $\text{e}4$ prevents the line in the next note.

$d=6$ $t=3:15$ $v=+1.306$ $p=44 \text{ b}6 45 \text{ c}7$

52 $\text{d}8$

Position after 52 $\text{d}8$

52 ... $\text{d}8$

Black has drawing chances. 52 ... $\text{e}5$ 53 $\text{c}3$ 54 $\text{a}3$ $\text{b}3$.

53 $\text{a}5$ $\text{a}8$ 54 $\text{a}1$ $\text{b}1$

If 54 ... $\text{b}5$, 55 $\text{b}5$ and Black cannot meet the double threat of 56 $\text{b}8$ and 56 $\text{c}6$ winning the rook.
A new idea!

58 ... $b6 59 $e7 $e8

A mistake. 59 $d1 holds the status quo. 60 $e8 $d8 61 $d1 $g8 62 $g3 $e1t 63 $e4 $d4t 64 $h5 $d1t followed by 65 ...

A mistaken idea. White is playing for the strong point $e5. If so, the light squared bishop is an extremely strong piece to hold onto for attacking purposes.

5 ... $cxd4 6 0-0 $c5

If White does not capture now, he will be forced to soon. For instance, 7 $cxe4 $e6 8 $c3 $d7. Black stands better.

7 ... $xc6 8 $e3 $e6 9 $e1 $e5?

Unnecessarily complicating the position. 9 ...

A romantic line rarely played today. 4 $c3 is White's best chance for an advantage.

4 ... $c6 5 $b5?

An ingenious move, however there is a flaw.

11 $e3 $d6 12 $xc5 $e5 13 $d3 and White has a very slight edge.

11 ... $b6! 12 d4

Not 12 $xe2, $b5.

12 ... $d4 13 $cxd4

Best is 13 $c4 $c5 14 $xc5 $e5 15 $d3 and White has counterplay against the weak c-pawn.

13 ... $xh8 14 $c3

White can barely move, he must allow the trade of queens to get any play at all. Interesting is 14 $e4 $xh1 15 $c6t $e8t 16 $d1.

14 ... O-O-O?

14 ... $d8 allows Black to castle kingside and also prevents 15 $e4.

15 $c2

White has at least equal chances due to the poor placement of the black king.
Awin — Philidor
Round 2, Board 6
Larsen A01/20

1 b3 e5 2 a4 c6 3 e3 c5 4 b5 d6 5 Qe2 Qg4
White is out of "book."

6 0-0 Qe7 7 h3 Qh5 8 f4 Qxe2 9 Qxe2 Qe4 10 d3 11 dxe4
11 Qd2 retains more of White's advantage. (12 ... dxe4
12 ... Qxe4 13 Qxe4 d5 14 Qf3) 12 Qe1?
12 Qd2 forces Black to give up the e4 square.
Any attempt to hold on with 12 ... d5 or 12 ...
15 Qf3 16 Qg5 f6 17 Qh4 Qe6 18 d3 e5 19 g4
20 xc3 f5 winning a pawn.

12 ... Qf6?
12 ... Qh4 is positionally crushing. 13 Bd1
e2! 14 h2 Qh4 15 Bxb3 Qg2f 16 Qh1 Qe8 with the threat of 17 ... Qe3. On 15 Qxf3
e2t 16 Qh1 (trading queens drops a pawn) 16 ...
e8h8 17 d3 Qf3 18 g5 Qg3 19 e4 Qc3 20 dxc3 f5 winning a pawn.
13 Qxh6 Qxh6 14 Qa3
14 Qxc6 Qxc6 15 Qd2 yields roughly equal
14 ... Qd3 15 Qf3 d5
15 ... Qd4 wins a pawn.
16 Qd3
Allowing 16 ... Qb4. 16 Qxc6 holds the pawn.
16 ... Qb4 17 g4
White can hardly move.

17 ... Qxa2 18 g5 Qe7 19 Qb5
e5 20 Qh5 Qf4 21 Be1 a6 22
c3 axb5 23 Qxb5 c6 24 Qxh5 Bxa5 25
e2 Qe8 26 Qc3 Qf3 27 Qd2
e4 28 Qd3 Qf6 29 e4 Qf4 30
g2 b4 31 h4 Be4 32 Qf3 f5 33
g6 f5 34 Qd2 Qd7 35 Rh2 e5 36
e4 Qe6 37 Qa2 Qf5 38 Qc6 39
Qc1 d4 40 Qg1 Be3 41 Qf2 Qh3

Position after 12 Qe1

Position after 8 Qxf3

Schach 2.5 — Chaturanga
Round 2, Board 7
Ruy Lopez A68/7

1 e4 e5 2 Qf3 Qe6 3 Qb5 a6 4 Qxe6
cxe6 5 Qc3 Qg4 6 d3 Qd6 7 h3
Qf3 8 Qf3

White has a slight advantage due to the pawn
structure. Black does not have the normal
bishop-pair compensation.

8 ... Qe7 9 Qe3 Qh4 10 Qg3
Preferable is 10 a3 immediately. White must eventually play d4 or f4 to realize his positional
advantage. The text forces Black to make a
move that he wants to make anyway.

10 ... Qg6 11 a3 Qd6 12 Qg5 f6 0-1
White lost on time because of computer and
communications trouble.

Cube 2.1 — Mychess
Round 2, Board 8
Petrov C42/6

1 e4 e5 2 Qf3 Qe6 3 Qxe5 d6 4 Qf3
Qxe4 5 Qc3 Qxc3 6 dxc3 Qe7 7 Qf4
O-O 8 Qf4 Qc6 9 O-O Qe6 10
Qxe6 fxe6 11 Qc1
This has to be wrong. 11 Qe3.

11 ... d5 12 Qe1 Qd7
Preferable is 12 ... Qd6 and if 13 Qd4 e5 14
Qxb5 Qe5.
13 Qxe2
13 c4 equalizes. For example 13 ... d4 14 Qd3
Qf5 15 c3 e5 16 b4.
13 ... Qe6 14 Qg5 Qg6
14 ... Qxf3! 15 Qxe7 Qf7 16 Qc5 e5.
15 Qxe7 Qe5 16 Qc5 17 Qe4
16 Qf6 18 Qf1 Qg4 19 Qe1 Qg6 20 a5
20 Qe1 holds the pawn by counter threat.
20 ... Qg2?
Mandatory is 20 ... a6 first.
21 a6
June 1982

White is out of gxd8
Black is 25...
34...
32...
1 e4 e5 2
25... fxe5...
40 f67
40... Qf4 wins. 40... Qxg4 41 hXg4 42 hXg4... d=9 t=5.29 v=+.438 p=+40 ...
41... Qf4 43 Qxg5 45 f4 43/7 44.5.4 wins the exchange. Worse is 41...
41... Qf4 42 Qxg6 42 hXg6 43 Qxg6 43 Qxg6 43 Qxg6 44 Qxg4 winning a piece.
24 Bxd8
Not 24 Bxg7+ Bxg7 25 Qxg7+ Qf8 26 Qxg8+ Qf7 because 26... Bb4+ is a draw.
22... Bxg7+ Bxg7 27 Qe5 Qxe5 28 fxe5.
24... Bxd8 25 Qxd8+ Qf8 26 Qc7
25 Qxe5 Qc4
If 27... Qxe5 28 fxe5 f5 29 Qe3.
28 Qxe5 Qxf5 29 Qxf5 25 Qd5 30 Qd5 Qd5
31 Qd5 Qf7 32 Qg7 33 Qe8
Black should have traded bishop for knight. Now White gets tactical chances on the kingside.
33... Qf6 34 g4 Qg7 35 Qg3 Qh6 36 Qe6 b4
After 36... Qxe6 37 Qxe6 Qf7 38 f5 Qxf5 39 Qf4, White has winning chances.
37 a6 b7 38 f5 Qh5 39 Qx5 will eventually win the exchange on f7. (Kopeć's suggestion.)
38... gxf5 39 gxf5 Qh1

Position after 39 ... Qh1

Belle - Nuchess
Round 3, Board 1
Petrov C43/6.

40 e67
40... Qf4 wins. 40... Qg2 41 Qg3 Qf1 42 Qf4. Qe2 43 hXg4 44 Qe5 44... Qf4 45 Qg7 46 Qh6 47 Qd7.
d=9 t=3.25 v=+.62 p=+40 6 Qd5 41 Qf4... 43 b3 Qxg6 44 Qxc6.
40... Qd5!
The only move. 40... Qf7 41 Qg4 Qxf4 42 Qxf4 43 Qxg6 43 Qf4 44 Qxg4 winning the exchange. Better is 41...
41... Qf4 42 Qxg6 43 Qxg6 43 Qxg6 44 Qxg4 45 Qxg4 46 Qxg6.

Position after 39 ... Qh1

White is out of "book."
15 Bxe1
Black is out of "book."
15... Qxe3 16 Qxe3 c6 17 Qc1 f6
16 Qd6 Qxe5 19 Qf3 e4 20 Qxe4
13 Qe3 Qxe3 14 Qf3 Qe2
12 Qe3 Qxe3 12 Qe3 Qe2
11 Qxg5 Qxe4
10 Qxg5 Qxe4
9 Qxg5 Qxe3
8 dxe5 Qxe4 4 Qd3
d=6 t=2.52 v=+.689 p=+23 5 Rg8 23... Bf7 24 Rg8
22 Bxd8 25 Qxe8 26 Qx8 27 Qxd8.
Several masters thought 45 ... $h$2 would win, but the computers had seen 46 $c$5 $b$2 47 $e$6. Then 47 ... $e$2t 48 $d$3 $e$4t 49 $f$7 and White wins.

Both computers overlook the win of a piece blocked pawns, typified by the French defense. Neither computer understands the dynamics of this kind of position. In fact, no computer seems to understand positions that feature the rupturing of his kingside just to win the $h$4 pawn.

Ludicrous.

Black allows the rupturing of his kingside just to win the $h$4 pawn.

Duchess — Chess Challenger X
Round 3, Board 2
Two Knights C55/1

1 $e$4 $e$5 2 $f$3 $c$6 3 $d$3 $e$4 4 $c$3

Black is out of "book."

4 ... $e$5 5 $e$3

Anticipating the Black threat 5 ... $e$4.

5 ... $d$6 6 $a$2 $b$6 7 $a$2 $e$7 8 $f$3 $a$h6 9 $d$4 10 $g$3

Neither computer understands the dynamics of this kind of position. In fact, no computer seems to understand positions that feature blocked pawns, typified by the French defense.

10 ... $b$6 11 $b$6 $h$6 12 $b$3 $g$4 13 $h$3 $x$e3 14 $g$x$e$3 $h$x$e$3 15 $b$4 $c$xb4 16 $e$2 $a$5 17 $h$1 $h$8 18 $g$1 $a$8 19 $h$4

Ludicrous.

19 ... $h$x$g$5 20 $a$8 $h$x$g$5 21 $g$4 $g$6!

Position after 45 $e$4

22 $h$x$g$5 $g$x$g$5 23 $e$4 $h$7

Position after 23 ... $h$7

24 $e$1t

Apparantly equalizing is 24 $f$4 $h$x$g$4 25 $f$x$e$5 $d$x$e$5 26 $f$4 or $f$5. On 24 ... $e$x$e$5 25 $g$x$e$5 $h$5 gives White the advantage.

24 ... $d$x$e$4 25 $e$x$e$4 $h$x$e$4 26 $g$x$e$4 $g$x$e$4 27 $f$x$e$4

Winning a pawn and losing the game.

27 ... $h$x$g$2 28 $g$1 $g$x$g$2 29 $h$x$g$2

29 $h$x$g$2 forces Black to swap down to an endgame. The text loses instantly.

29 ... $h$x$g$2

30 $g$x$g$2 $g$x$g$2 31 $g$x$g$2 $h$x$g$2 32 $h$x$g$2 $h$x$g$2 33 $g$x$g$2 $g$x$g$2 34 $g$x$g$2

0–1

Duchess — Chess Challenger X
Round 3, Board 2
Two Knights C55/1

1 $e$4 $e$5 2 $f$3 $c$6 3 $d$3 $e$4 4 $c$3

Position after 11 ... $h$6

12 $d$2?

Both computers overlook the win of a piece with 12 $h$x$g$6 $h$x$g$6 13 $b$4. This is an example of
poor static evaluation in the quiescence search. The position that both computers evaluated as good for Black is 13 ... \( \text{Qe}3 \) 14 \( \text{gxf3} \), not appreciating the fork at b4.

12 ... \( \text{Qe}6 \) 13 b4 \( \text{Qb}6 \) 14 a4 \( \text{Qe}6 \)
14 ... \( \text{d5} \) is good for Black. The text is meant to prevent 15 \( \text{Qb}3 \).

15 \( \text{Qe}3 \) \( \text{Qxe}3 \) 16 fxe3 \( \text{Qd}4 \) 17 \( \text{Qbd}2 \)
\( \text{Qe}7 \) 18 \( \text{Qh}4 \) \( \text{Qf}7 \) 19 axb5 axb5 20
\( \text{Qb}3 \) \( \text{Qxb}3 \) 21 \( \text{Qxb}3 \) c6 22 \( \text{Qf}3 \) h5

22 ... \( \text{Qxc}4 \) 23 \( \text{Qxc}4 \) \( \text{Qe}6! \) 24 exf5 \( \text{Qxb}3 \) 25 f6 g6 and Black is alright. White's attack doesn't seem to go anywhere.

23 \( \text{Qg}5 \) \( \text{Qf}5 \) 24 \( \text{Qf}5 \) with some edge for White.

24 ... \( \text{gxf}3 \) 25 \( \text{Qxf}3 \) d6 26 exd6 cxd6 27
\( \text{Qf}3 \) \( \text{Qd}6 \) 28 a4 \( \text{Qb}7 \) 29 \( \text{Qc}4 \) \( \text{Qc}5 \) 30 b4 \( \text{Qxe}4 \) 31 dxe4 \( \text{Qfe}8 \) 32 \( \text{Qxe}4 \) \( \text{Qc}5 \) 33 \( \text{Qd}4 \) 34 \( \text{Qf}6 \)

Position after 34 \( \text{Qf}6 \)

34 ... \( \text{Qd}8 \)

Better is 34 ... \( \text{Qg}7 \) 35 \( \text{Qa}1 \) \( \text{Qb}8 \) 36 \( \text{Qf}7+ \) \( \text{Qf}7 \) 37 \( \text{Qxf}7 \) \( \text{Qf}7 \) 38 \( \text{Qxf}7 \) with perpetual check. After the text, Black loses material.

35 \( \text{Qa}1 \) \( \text{Qc}7 \)

If 35 ... \( \text{Qa}7 \) then 36 \( \text{Qf}7 \). 35 ... \( \text{Qf}5 \) is relatively best even though 36 \( \text{Qxe}5 \) is winning.

36 \( \text{Qc}4 \) \( \text{Qf}5 \) 37 \( \text{Qf}5 \)

Completely denuding the black king. Black is helpless while the white pieces swarm in.

37 ... \text{gxf5} 38 \( \text{Qxf}5 \) \( \text{Qd}8 \) 39 \( \text{Qh}5 \)
\( \text{f6} \) 40 \( \text{g}6 \) \( \text{Qe}7 \) 41 \( \text{Qg}4 \) \( \text{Qxg}4 \) 42 \( \text{Qxg}4 \)
\( \text{Qxh}8 \) 45 \( \text{Qf}7 \) \( \text{Qg}8 \) 46 \( \text{Qf}7 \) 47 \( \text{Qf}7 \)
\( \text{Qg}8 \) 48 b5 f6 49 b6 \( \text{Qg}8 \) 50 b7
\( \text{Qxg}7 \) 51 \( \text{Qxg}2 \) 52 \( \text{Qf}2 \) e4 53
\( \text{Qd}6 \) 1-0

Philidor — L’Excentrique
Round 3, Board 4
Caro Kann B12/13

1 ... \text{e6} 2 \text{d4} 3 \text{d5} 4 \text{c5} 5 
\( \text{Qd}5 \) \( \text{Qxe}5 \) 6 \( \text{d3} \) h5?

Either 6 ... \( \text{Qd}3 \) or 6 ... \( \text{c5} \) are to be preferred.
Black overlooks 40 ... $e7 41 $e8 $b8 42 $a5 $a7!

41 $c6 $f6 42 $c7 $e6 43 $x6 $e6 44 $e3 $c7 45 $f1 $d7

Position after 45 ... $d7

After this, the game is a draw. The only winning chance is 46 $c5. If 46 ... $e7 47 $d2 $a8
48 $e2 $c7 49 $d3 $b8 50 $d4 $e6 51 $e6! But 46 ... $e7! and it appears that Black can hold.

46 ... $c7 47 $e2 $a8
Humans would abandon this position as a draw. But Black has a losing plan beginning with this move.

48 $d3 $b6 49 $d2 $c4 50 $c1
Averting Black's hari-kari.

50 ... $e7 51 $d2 $xd2??
The point and the only way to lose.

52 $xd2 $f7 53 $e3 $e7 54 $f2
55 $d7 56 $e3 $c7 57 $d2 $e7 58 $e3 $f7 59 $d3
$e7 60 $d2 $d7 1-0

By prior arrangement, the game was adjudicated at midnight. By best play, White wins. It is extremely doubtful that Philidor could find the winning sacrifice. This raises the question of adjudication by best play without regard to the level of the players.

The win is as follows: 61 $c4 $xc4 62 $d5 $d8 63 $e6 $f6 64 $c3 $f6 65 $f4 $e7 66 $e5 $c3 $d7
68 $f6 $c2 69 $d7 $e7 70 $e7 $c7 71 $e7 $d7 72 $e8 $d5 $c7 73 $b5. On 61 ...
$xc4 62 $b5 and Black's king dances at two weddings.

Cube 2.1 — Ostrich
Round 3, Board 5
Caro Kann B14/9

1 $e4 $d5 2 $exd5 $f6 3 $c6 4 $d4 $xc4
Transposing into the Caro Kann.

5 $c3 $e6 6 $f3 $b4 7 $a4 $c6 8 $g5 $f5 9 $d5 $a6 10 $e6
$e3 11 $b3 $e4 12 $e2 $g6 13 $c6 $g4 14 $h3 $f6 15 $g5 $g7
16 $a1 $d8 17 $b4 $h6 18 $e7 $c6 19 $b3 $b6 20 $e1 $h5 21 $a2
$e7 22 $g3 $f5 23 $g2 $e5 24 $b3
25 $a5 $e4 26 $d1 $c6 27 $c4

Prodigy — Schach 2.5
Round 3, Board 6
Irregular D00/5

1 $d4 $d5 2 $g5 $h6 3 $f4 $f6 4 $e3
5 $g3 $e4 6 $e4 $xg6 7 $fxg6 $dxe4 8 $c4 $e6 9 $c3 $e5 10 $f3
$xc4 11 $g4 $b6 12 $d2 $b4 13 $b5
13 1e5 is a more natural move; 13 ... f6 14 1b5+ 1d7 15 1xd7 1xd7 16 1xd7+ 1xd7 17 O-O.

13 ... 1d7 14 1xd7+ 1xd7 15 1e1 1b6 16 1c2 1c4 17 1c1 g4 18 1e5 1g7 19 1g4?

19 1c5! 1 xd6 20 1e2 seems to hold.

19 ... 1xd4 20 1xd4 1f3?

20 ... 1d7

21 1e4 1c5 21 1d8

22 1b3?

22 1c4 1c3 23 1c3 1b6! 24 1c2 1d1t.

23 ... 1c3

Winning a rook.

23 1d6+ 1e7 24 1b4 1xd2+ 25 1b2 1b4 26 1e3 1d2 27 a3 1a5 28 1c4 1g2 29 1b1 1b6 30 1f3

1a2 31 1e1 1a3t 32 1f2 1h5 33 1a2 1a4 34 1f1 1h6 35 1h3 1a5 36 1h4

1e2t 37 1f2 1f2 38 1g2 1a4 39

1f3 a3 0-1

Mychess — Awit
Round 3, Board 7
Sicilian B84/2

1 e4 c5 2 1d3 3 d6 3 d4 exd4 4 1c4

1f6 5 1e3 6 1e2 e6 7 O-O 1e7 8 1g5 1d7 9 1b3 1c6 10 1f3 0-O

11 a4 1b4 12 1d4 1b6 13 1c6

1c6t?

Loses a pawn.

14 1e5 d5 15 1e6 1d6 16 1e1 1c5

17 1d2 1d8 18 1f3 1d8 19 1e2

1d4 20 1d1 d4

Black would be better off making White prove that he can make progress. Now White's pieces become active.

21 1x6 1xe6 22 1xe4 1h4 23 b3

1e7 24 1d1 g6 25 1d2?

Loses a pawn.

25 ... 1xd2 26 1xd2

Not 26 1xd2 1b4!

26 ... 1xc2 27 1xb7?

Loses the exchange. Now the game is roughly even.

27 ... 1d4 28 1f3 1xe1 29 1xe1 a5

30 1f1 1b2 31 1e5?

31 1e5 and White can still hold the game.

Position after 31 1e5

31 ... 1b3?

31 ... d3!

32 1e4 1a3

32 ... d3!

33 1a5 1a2

33 ... d3! Black refuses to play the winning move.

34 1c5 1a1t 35 1a2 1a2t 36 1e1

1g7 37 1e7 1h6 38 1c6 1c6 39 1d3

1f6 40 a5 1b5 41 1f7 1a1t 42 1d2

1e5 Unwisely refusing the draw.

43 1b6+ 1g7 44 1d7

Allowing Black drawing chances. If 44 ... 1a2t 45 1d3 1a3t 46 1c4 1f3. Better would be 44 1e5.

44 ... 1g6 45 a5 1a5 46 1b5 1b5 47 1g7 51 1a5

1a5 52 1d6 1-d

Chaturanga — Bebe
Round 3, Board 8
Sicilian B50/1

1 e4 c5 2 1d3 d6 3 1d3

The Kopec opening.

3 ... 1f6 4 e5?

The idea is 4 c3 and 5 1c2.

4 ... 1xe5 5 1xe5 1d5 6 1c3 1a5

6 ... 1g4. The text allows White to trade of his bad piece.

7 1c3 1e6t

It is hard to figure out what these computers are trying to do.


Position after 14 ... $\text{g}x\text{b}2$

15 $\text{d}d5?$

Incomprehensible. 15 $\text{e}c1$ followed by 16 $\text{a}4$ with a winning attack. The text drops a knight with no compensation.

Position after 15 $\text{d}d5$

15 ... $\text{d}x\text{d}5$ 16 $\text{a}2$ $\text{d}7$ 17 $\text{g}4$

16 $\text{x}d3$ 18 $\text{x}d3$ $\text{b}x\text{d}3$ 19 $\text{d}x\text{e}2$ $\text{d}4$

20 $\text{f}4$ $\text{e}4$ 21 $\text{f}2$ $\text{d}4$

Allowing a repetition. Why not 21 ... $\text{d}5$ directly?

22 $\text{e}2$ $\text{e}4$ 23 $\text{f}2$ $\text{d}5$ 24 $\text{e}3$

22 ... $\text{c}5$ 23 $\text{f}1$ $\text{d}5$ 24 $\text{e}3$

23 $\text{d}x\text{d}1$ 25 $\text{e}x\text{d}1$ $\text{e}6$ 26 $\text{d}4$ $\text{e}6$ 27 $\text{f}4$ $\text{e}5$ 28 $\text{g}3$ $\text{e}6$ 29 $\text{h}1$ $\text{e}3$

30 $\text{d}x\text{e}4$ $\text{d}2$ 31 $\text{e}2$ $\text{g}3$ 32 $\text{f}3$ $\text{f}6$

Cray Blitz — Belle

Round 4, Board 1
Two Knights C58/11

1 $\text{e}4$ $\text{e}5$ 2 $\text{f}3$ $\text{c}6$ 3 $\text{c}4$ $\text{c}6$ 4 $\text{c}5$

Black is out of “book.”

Position after 12 $\text{g}e4$

Position after 18 $\text{O} - \text{O}$

Black is simply a pawn down. Any attempt to play positionally on the weak white pawns is dealt with by either $\text{d}4$ or $\text{f}4$.

18 ... $\text{f}6$?

Now Black cannot castle. Black would do better to play a pawn down with 18 ... $\text{c}8$ and 19 ...

19 $\text{f}4$

19 $\text{g}e3$ and White has consolidated. The text allows Black to castle.

d=6 ... $\text{f}1$ = 1.05 $\text{p}u$ = 18 ... $\text{f}6$ 19 $\text{c}x\text{c}5$ $\text{c}5$

20 $\text{e}6t$ $\text{e}7$ 21 $\text{d}x\text{d}1$ $\text{b}6$ 22 $\text{g}4$ $\text{g}6$.

19 $\text{f}4$?

19 $\text{g}e3$ and White has consolidated. The text allows Black to castle.

d=6 ... $\text{f}1$ = 1.05 $\text{p}u$ = 18 ... $\text{f}6$ 19 $\text{c}x\text{c}5$ $\text{c}x\text{c}5$

20 $\text{e}6t$ $\text{e}7$ 21 $\text{d}x\text{d}1$ $\text{b}6$ 22 $\text{g}4$ $\text{g}6$.

19 $\text{g}e3$ or 22 $\text{g}5$ $\text{c}5$ $\text{c}5$

23 $\text{h}1$ $\text{e}4$ and Black has winning chances.

22 ... $\text{e}4$ 23 $\text{e}6t$ $\text{h}8$ 24 $\text{f}e5$

25 $\text{h}6t$ 26 $\text{b}3$ $\text{c}1+$

White is already in trouble. Probably better to play 25 $\text{d}5$ $\text{d}4t$ 26 $\text{h}1$ $\text{b}2$ and White should survive.

25 ... $\text{e}5$ 26 $\text{b}3$ $\text{c}1+$

26 ... $\text{f}6$ 27 $\text{b}6$ 28 $\text{g}7$ 29 $\text{h}4t$ $\text{g}7$ 30 $\text{d}3t$ $\text{c}4$ 31 $\text{f}7t$ $\text{f}1$.

27 $\text{h}2$ $\text{h}6$
Position after 27 ... h6

28 \( \texttt{\textbf{\textit{Q}}b6} \)

White is totally lost. 28 \( \texttt{\textbf{\textit{Q}}b6} \)!! forces at least a draw. 28 ... \( \texttt{\textbf{\textit{Q}}xh6} \)!!

Position after 18 \( \texttt{\textbf{\textit{Q}}xe2} \)

18 ... \( \texttt{\textbf{\textit{d}}4} \)

This move dissipates Black's entire advantage. Among other things, it loses a pawn.

19 \( \texttt{\textbf{\textit{e}}x\textbf{d}}4 \) \( \texttt{\textbf{\textit{g}}5} \)

Position after 10 ... \( \texttt{\textbf{\textit{Q}}e4} \)

11 \( \texttt{\textbf{\textit{Q}}g5} \)

Loses a pawn.

11 ... \( \texttt{\textbf{\textit{h}}6} \) 12 \( \texttt{\textbf{\textit{Q}}f3} \) \( \texttt{\textbf{\textit{Q}}=h4} \)

12 ... \( \texttt{\textbf{\textit{Q}}xd2} \) was also possible.

13 \( \texttt{\textbf{\textit{Q}}xh4} \) \( \texttt{\textbf{\textit{Q}}xd2} \) 14 \( \texttt{\textbf{\textit{Q}}fd1} \) \( \texttt{\textbf{\textit{Q}}e4} \) 15 \( \texttt{\textbf{\textit{Q}}e4} \)

Not 15 \( \texttt{\textbf{\textit{Q}}e4} \) \( \texttt{\textbf{\textit{a}}b2} \) 16 \( \texttt{\textbf{\textit{a}}b1} \) \( \texttt{\textbf{\textit{d}}xe4} \) 17 \( \texttt{\textbf{\textit{Q}}b2} \) because 17 ... \( \texttt{\textbf{\textit{g}}5} \) wins a piece.

15 ... \( \texttt{\textbf{\textit{Q}}xb2} \) 16 \( \texttt{\textbf{\textit{Q}}e3} \) \( \texttt{\textbf{\textit{Q}}e2} \)

17 ... \( \texttt{\textbf{\textit{g}}5} \) here or on the prior move allows Black to activate his central pawn mass; 18 \( \texttt{\textbf{\textit{f}}3} \) \( \texttt{\textbf{\textit{g}}5} \) 19 \( \texttt{\textbf{\textit{Q}}e3} \) \( \texttt{\textbf{\textit{f}}6} \) 17 ... \( \texttt{\textbf{\textit{Q}}e2} \) was played because computers like bishops better than knights.

18 \( \texttt{\textbf{\textit{Q}}xe2} \)
Many masters thought that 61 c4 wins, but the computers knew better; 61 ... d2 62 h5 c2 63 h6 a3 b3 64 c5 a4 and Black will queen with check.

61 ... c5

Ostrich — Bebe
Round 4, Board 3
Sicilian B70/5

1 e4 c5 2 c3 d6 3 d4 cxd4 4 cxd4 Qxd6 5 c3 g6 6 e2 g7 7 O-O O-O 8 e3 d7
8 ... c6 is book and best.
9 a4?

Creates a hole at b4.

9 ... Qe6 10 b3 Qb4 11 f4 Qc7 12 a3 Qxe4 13 Qxe4 Qc2 14 b3
14 ... Qxb2 15 Qa4 Qc4 16 Qc2 17 Qd3 Qe3 18 Qb3 Qc6 with opportunities for both sides.

14 ... Qxb2 15 b1

Position after 15 b1

15 ... Qxd1
15 ... Qg7? 16 Qbc5! and White is better.
16 Qd1?

16 Qxd1 Qa3 17 Qd6!!; 16 ... Qg7 17 Qbc5. It is essential to have a rook on d1 to play Qc5 after Qg7.

16 ... Qg7 17 d3

If 17 Qd4, Qc6 holds the pawn.
17 ... Qb5?
17 ... Qd4 18 Qd2 Qc6 seems better.
18 Qc2

If 18 Qc1, Qd5 wins material.
18 ... Qc6 19 Qg5 Qxc3

If 19 ... e6, 20 Qe4 Qd5 21 Qd4 Qxd4 22 Qg7 Qg7 23 Qxd6 and White has pressure on the b7 pawn.

20 Qxf7 Qg7 21 Qd4 Qc8 22 Qc1 Qxc3 23 Qd3 Qe6 24 Qb3 e6 25 Qb4 Qd7
25 ... Qxb4 26 Qb5 Qc3 and Black has slightly better chances.
26 Qd2 Qc2 27 Bb1 Qa2 28 Qb1 Qa4 29 Qb2 Qb3 30 Qc1 Qa4 31 Qe2 Be7

Black avoids the draw by repetition, but seems unclear how to proceed.

Position after 31 ... Be7

32 Qc2?

Losing material.
32 ... Bb2 33 Qd4 Qc7 34 g4

This is how computers resign.
34 ... e5 35 fxe5 dxe5 36 Qb4 Qxb4 37 Qb5 Bxc2 38 Qxb4 Qf8 39 Qa3 Qxa3 40 Qxb7 Qc5 41 Qe1 Qxf2 42 Qxf2 Ba1 0-1

Chess Challenger X — Philidor
Round 4, Board 4
Sicilian B22/15

1 e4 c5 2 c3 d5 3 exd5 cxd5 4 d4 e6 5 Qf3 Qc6

Varying from their earlier game in Travemünde which went 5 ... Qc6 6 Qa3 cxd4 7 Qb5 Qbd7 8 Qf4 with a big edge for White.
6 Qe2 Qe4?

A terrible move.
7 e4 d8 e3 f5?
Losing a pawn.
9 dxe5 fxe5 10 d3
10 ... cxd4 11 cxd4 d5 12 0-0
e6 13 d7 e7 14 h2 e3 15
c3 e5
L'Excentrique — Chaos
Round 4, Board 5
Sicilian B45/13
1 e4 c5 2 d3 d6 3 d4 cxd4 4 cxd4
f6 5 0-0 e6 6 d5 f4 7 a3
c2 b5 a6 9 exd5 exd5 10
axb5 d5 14 f3 e7 15 h1 d7
h3 d8 17 f3 d3 18 a4
f5 a6 d6 e8 19 a3 fxe5 20
cxd5 b4 21 b3 d8 25 b6
a5 d2 c2 d7 28 f3 29
e2 e2 30 d6 e7 31 d5
e2 32 d4 d2 33 f5 f3 34
f5 d5 f3?
35 b1.
35 ... c6 36 f7 f6 37 g4 f4 38
h4 d3 39 g3 e5
39 ... d5 wins a pawn.
40 c4 e7 41 c5 a4 42 a6
a4 d6 44 b8 45 d7 46 f3
Position after 46 b4
46 ... g6?
The losing move. If Black moves back and
forth, White will have trouble making progress.
White's rook is effectively trapped.
47 b6 d6 48 g5 f4 b8 49 a3
c6 50 c2 d1 51 e1 f3 52 b5
axb5
52 ... d4 is the best chance, but Black is still
lost.
53 a6 bxa6 54 c6 a7 1-0
Schach 2.5 — Cube 2.1
Round 4, Board 6
Sicilian B29/9
1 e4 c5 2 d3 d6 3 e5 d5 4 c3
e7 5 f3 d6 6 exd6 f6 7 d4
d5 8 0-0 d4 9 h3 f3 10
f3 d7 11 c4 d4
7 c4 ~d8 8 ~d3 f5?
Position after 15 ... e5
16 a3?
16 ~d4 wins. If 16 ... h4 17 ~e5 ~e4 18
~d2 then 19 f1 wins a piece. On 16
... h4 17 ~f1 g6 18 ~e5; 17 ...
... ~d8 18
c5 17 ...
c5 18 ~e5 ~e5 19 ~f7.
16 ... ~d5 17 h4 ~e7 18 ~d2
c5 19 b5 b8 20 ~c2 ~f3 21
~g5 22 h1 ~b6 23 ~b6
a= b6
Black's position is in ruins.
24 b3 h8 25 ~g1 b5 26 ... ~f3
Position after 26 ... ~f3
27 h4?
Also bad is 27 ~d2 b8 ~d2 c3. Nearly
anything White does retains the win.
27 ... ~h4!!
Forcing at least a draw.
28 g3 f3 exf3 29 ~d6 ~g5f 30 h1
~h4 31 ~g1 ~g5f 32 h2 ~h4f
<. 33 ~g1 ~h4
Position after 15 ... e5
12 ... $e_4$?

12 $\text{h}_5$ wins a pawn.

12 ... $\text{h}_6 13 \text{dxe}3 \text{e}_6 14 \text{\textit{f}2} \text{f}5$

15 $\text{g}3 \text{\textit{e}7} 16 \text{\textit{d}2} \text{\textit{f}6} 17 \text{\textit{a}d}1$

O-O-O 18 $\text{\textit{a}a1} \text{\textit{d}d}8 19 \text{\textit{h}d}1 \text{g}6 20$

$\text{b}3 \text{\textit{f}6} 21 \text{\textit{a}b}1 \text{\textit{a}b}8 22 \text{\textit{d}c}3$

\textit{a}d\textit{f}1 23 $\text{\textit{a}x}d1 \text{\textit{c}c}3 24 \text{\textit{e}c}3 \text{\textit{a}d}8$

25 $\text{\textit{c}c}2 \text{h}5 26 \text{a}4 \text{h}4 27 \text{\textit{a}d}1 \text{e}5 28 \text{f}3$

$\text{\textit{f}e}6 29 \text{\textit{g}2} \text{f}4 30 \text{\textit{h}2} \text{f}e3 31$

$\text{\textit{f}e}3 \text{\textit{e}4} 32 \text{\textit{d}f}1 \text{\textit{d}1} 33 \text{\textit{c}c}4$?

$33 \text{\textit{d}2}$ was necessary.

$33 \text{\textit{f}f}1 34 \text{\textit{c}c}3 \text{\textit{a}a}1$

Zugzwang! Even by computer standards, the technique demonstrated in the rest of this game is horrible.

35 $\text{\textit{d}d}3 \text{\textit{a}a}2 36 \text{\textit{e}e}2 \text{f}4 37 \text{\textit{a}e}3$

$\text{\textit{a}d}1 38 \text{\textit{g}g}4 \text{\textit{c}c}h3 39 \text{f}4 \text{\textit{a}x}f4 40$

$\text{\textit{a}x}e5 \text{\textit{a}x}e5 41 \text{\textit{f}f}2 \text{\textit{c}c}4 42 \text{\textit{c}c}d1$

$\text{\textit{a}x}e3 43 \text{\textit{f}f}e3 \text{\textit{d}d}5 44 \text{\textit{a}d}3 \text{\textit{f}f}6$

45 $\text{\textit{g}g}4 \text{b}6 46 \text{a}5 \text{\textit{b}b}a5 47 \text{\textit{c}c}e5 \text{h}3$

48 $\text{\textit{g}g}5 \text{h}2 49 \text{\textit{f}f}3 \text{\textit{h}h}5 50 \text{\textit{a}a}5$

$\text{\textit{g}g}3 51 \text{\textit{a}a}b5 \text{h}1 52 \text{\textit{a}a}h3 \text{\textit{a}a}h1 53$

$\text{\textit{g}g}5 \text{\textit{f}f}2 54 \text{\textit{d}d}4 \text{g}5 55 \text{\textit{c}c}5 \text{\textit{f}f}7$

56 $\text{\textit{g}g}5 \text{a}5 57 \text{\textit{c}c}5 \text{\textit{c}c}f7 58 \text{\textit{c}c}5$

\textit{c}c5 59 \textit{c}c5 \text{\textit{a}a}b3 60 \text{\textit{a}a}5 \textit{a}4 61$

\textit{c}c4 \textit{c}c6 62 \textit{c}c4 \textit{c}c5 \textit{d}d5 \textit{d}d5 63 \text{\textit{g}g}3 \textit{c}c6$

64 $\text{\textit{g}g}4 \text{d}d5 65 \textit{c}c3 \text{\textit{d}d}4 66 \text{\textit{c}c}b2$

\textit{d}d3 67 \textit{d}d3 \textit{d}d5 68 \text{\textit{g}g}2 \text{\textit{b}b}4 69$

\textit{g}g1 \textit{g}g1 70 \text{\textit{a}a}1 \text{a}3 71 \text{\textit{g}g}1$

Position after 34 \textit{\textit{a}a}1

71 \textit{\textit{f}f}2??

71 ... $\text{\textit{d}d}1$ is mate.

72 $\text{\textit{c}c}1 \text{\textit{b}b}2 \text{h}1$

Awit — Prodigy
Round 4, Board 7
Larsen A06/2

1 $\text{b}3 \text{d}5 2 \text{\textit{a}a}2 \text{\textit{g}g}4 3 \text{\textit{f}f}3 \text{c}5 4 \text{\textit{c}c}3 \text{e}6$

5 $\text{\textit{f}f}3 \text{\textit{f}f}3 6 \text{\textit{a}a}3 \text{\textit{f}f}6 7 \text{\textit{c}c}3 \text{e}5 8$

$\text{\textit{a}a}5 \text{e}4 9 \text{\textit{a}a}5 \text{\textit{c}c}7 10 \text{\textit{g}g}3 \text{h}5 11$

$\text{\textit{g}g}5 16 \text{\textit{a}a}1 \text{\textit{g}g}6$

Black's heuristic: attack the enemy queen.

13 $\text{\textit{g}g}3$

Position after 13 $\text{\textit{g}g}3$

13 ... $\text{\textit{c}c}6$?

Black is fine after 13 ... $\text{\textit{c}c}7$. The text loses the game.

14 $\text{\textit{c}c}5 \text{\textit{f}f}5 15 \text{\textit{c}c}5 16$

$\text{\textit{g}g}5 \text{\textit{e}e}5 17 \text{\textit{a}a}5 \text{\textit{d}d}6 18 \text{\textit{b}b}5 \text{\textit{d}d}5$

$\text{\textit{c}c}7 19 \text{\textit{d}d}6 \text{\textit{e}e}6 20 \text{\textit{a}a}6 \text{\textit{f}f}7 21$

$\text{\textit{c}c}5 \text{\textit{d}d}6 22 \text{\textit{a}a}4 \text{\textit{d}d}4 23 \text{O-O $\text{\textit{c}c}3$ 24$

\text{\textit{d}d}3 \text{\textit{d}d}6 25 \text{\textit{a}a}1 \text{h}4 26 \text{\textit{d}d}5 \text{\textit{g}g}6$

27 $\text{\textit{a}a}5 \text{\textit{b}b}8 28 \text{\textit{c}c}e6 \text{\textit{c}c}7 29 \text{\textit{c}c}4$

\textit{d}d7 30 $\text{\textit{a}a}1 \text{\textit{d}d}6 31 \text{\textit{a}a}5 \text{\textit{f}f}7 32$

$\text{\textit{g}g}5 \text{\textit{a}a}6$
Position after 32 ... \( \text{g}6 \)

33 \( \text{d}4 \)

33 \( \text{h}1 \text{d}4 \) ends the game instantly.

33 ... \( \text{f}3 \)

The only move.

34 \( \text{g}4 \)

Dropping a piece. Better is 34 \( \text{f}1 \text{f}g2 \) 35 \( \text{h}5t \text{f}g6 \) 36 \( \text{f}5t \).

34 ... \( \text{hxg}3 \) 35 \( \text{f}1 \text{d}5 \) 36 \( \text{g}3 \)

Loses another little guy. It’s fortunate that White started with a two rook advantage.

14 \( \text{x}e5 \) \( \text{dxe}5 \) 15 \( \text{x}e7 \text{e}7 \) 16 \( \text{c}3 \)

Better is 16 \( \text{g}3 \text{c}4 \) 17 \( \text{x}e5t \text{e}6 \) 18 \( \text{g}7 \).

16 ... \( \text{f}6 \) and it is not clear that White is winning immediate material.

17 \( \text{e}3 \text{d}6t \)

Like jumping on a knife. 17 ... \( \text{f}6 \), but White is still winning.

18 \( \text{d}1 \text{c}7 \) 19 \( \text{xe}5t \text{f}6 \) 20 \( \text{d}6 \)

This wins, but 20 \( \text{d}6 \) is quicker.

20 ... \( \text{b}6 \) 21 \( \text{x}e5 \text{e}7 \) 22 \( \text{g}7 \)

22 \( \text{d}6t \) mates or wins the queen.

22 ... \( \text{b}8 \) 23 \( \text{c}5 \text{h}5 \) 24 \( \text{f}6t \)

25 \( \text{e}8 \) 26 \( \text{e}5 \text{c}4 \) 26 \( \text{d}6 \text{xf}1t \)

Stalling mate.

27 \( \text{f}1 \text{c}4t \) 28 \( \text{g}1 \text{d}5 \) 29 \( \text{e}xg5 \)

30 ... \( \text{f}6 \) 31 \( \text{d}6 \text{c}6 \) 32 \( \text{e}5t \)

Mychess — Chaturanga
Round 4, Board 8
Ruy Lopez C74/1

1 \( \text{e}4 \) \( \text{c}5 \) 2 \( \text{f}3 \text{f}3 \) 3 \( \text{g}6 \) \( \text{b}5 \) 4 \( \text{a}4 \)

5 \( \text{c}5 \) \( \text{d}6 \) 6 \( \text{d}5 \) \( \text{e}6 \) 7 \( \text{d}4 \) \( \text{d}3 \)

8 ... \( \text{g}7 \) or 9 ... \( \text{f}7 \) appears to win a pawn.

9 \( \text{d}5 \) 10 \( \text{d}5 \) 11 \( \text{c}3 \) \( \text{b}8 \) 12 \( \text{O-O} \) \( \text{d}5 \)

13 ... \( \text{a}5 \)?