Round 7

Rook 5.0 — Mephisto ESB 1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 exd5 Qxd5 5 Bf4 Qa5 6 Nge2 Nf6 7 Qd3 Nd5 8 Qg3 Nxf4 9 Qxf4 O-O 10 O-O-O Nc6 11 Qe4 Be7 12 Nf4 f5 13 Qe3 Nd8 14 Bb5 Qb6 15 Rhe1 Bg5 16 g3 Rf6 17 Rd3 a6 18 Ba4 a5 19 Bb5 c6 20 Bc4 Qb4 21 Bb3 Bxf4 22 Qxf4 Bd7 23 Qc7 Rf7 24 Qe5 b5 25 Rde3 Qe7 26 a4 b4 27 Nd1 Qg5 28 R1e2 Qf6 29 Bc4 Qxe5 30 Rxe5 f4 31 R2e4 f3 32 Kd2 Rf6 33 c3 Rh6 34 Re3 bxc3† 35 Nxc3 Rxh2 36 Rxf3 Rb8 37 b3 Ra8 38 Kd3 Rh1 39 Ref5 Rb8 40 Rxa5 c5 41 Rxc5 Rc1 42 Re5 Nf7 43 Re4 Nd6 44 Re5 Nf7 45 Re4 Nd6 46 Re5 Nf7 ½-½

Princhess B (Conchess) — Savant 1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Nxd4 Nf6 5 Nc3 Bb4 6 Nxc6 bxc6 7 Bd2 O-O 8 Bd3 Qe7 9 Qe2 Re8 10 f3 d5 11 O-O-O Bxc3 12 Bxc3 dxe4 13 Bxf6 Qxf6 14 Bxe4 Rb8 15 b3 Qa1† 16 Kd2 Qf6 17 Bxh7† Kf8 18 Be4 Qb2 19 Qd3 Bb7 20 Rb1 Qa3 21 Qc4 Ba6 22 Qxc6 Qa5† 23 Kc1 Bb7 24 Qa4 Qc5 25 Bxb7 Rxb7 26 Qg4 Qa3† 27 Rb2 Rb6 28 Qa4 Qxa4 29 bxa4 Ra6 30 Rb4 c5 31 Rg4 Rae6 32 Rd1 f5 33 Rc4 Re5 34 Kb2 Rb8† 35 Kc3 g5 36 Rd7 a6 37 Rc7 Re3† 38 Kd2 Rbe8 39 R4xc5 Re2† 40 Kd3 Rxg2 41 Rxf5† Kg8 42 Rc6 Rd8† 43 Kc3 Kg7 44 Rxa6 Rh8 45 Raa5 Kg6 46 Rfe5 Rhxh2 47 Kb4 Rh3 48 Rf5 g4 49 Rg5† Kf6 50 Rxg4 Rxc2 51 Rf4† Ke6 52 Re4† Kd6 53 Rd4† Ke7 54 Re4† Kd6 55 Kb3 Rhh2 56 a3 Rb2† 57 Kc4 Rhc2† 58 Kd3 Ra2 59 Rd4† Ke6 60 Re4† Kd6 61 Rd4† Ke6 62 Ra6† Kf7 63 Rf4† Ke7 64 Re4† Kd7 65 Rd4† Kc7 66 Ra7† Kc6 67 Rb4 Rd2† 68 Ke3 Re2† 69 Kd3 Red2† 70 Kc3 Rdc2† 71 Kd3 Rd2† ½-½

Cyrus — Philidor 1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 e5 6 Nxc6 bxc6 7 Bc4 d6 8 Be3 Be7 9 Qd3 O-O 10 O-O-O Ng4 11 Kb1 a5 12 h3 Nxe3 13 Qxe3 Rb8 14 Bb3 Be6 15 Bxe6 fxe6 16 b3 Rb7 17 Rhe1 Bh4 18 Re2 Bg5 19 Qd3 Rff7 20 f3 Bf4 21 Qc4 Qd7 22 Na4 Rb4 23 Qa6 Qc7 24 Nc3 Rb6 25 Qc4 d5 26 Qc5 d4 27 Na4 Rb4 28 c3 Rb5 29 Qa3 Qd8 30 cxd4 exd4 31 Rc2 Qd7 32 Rc4 Be3 33 Qb2 e5 34 Qc2 Rf6 35 Rc5 Qe6 36 Rxb5 cxb5 37 Nb2 Qb6 38 Nd3 Rc6 39 Qb2 Qc7 40 a3 Rc3 41 b4 a4 42 Nc5 Qf7 43 Qxc3 dxc3 44 Rd8† Qf8 45 Rxf8† Kxf8 46 Kc2 Ke7 47 Kxc3 Kd6 48 Nd3 g5 49 g4 Bd4† 50 Kc2 h6 51 Nc1 Bf2 52 Nd3 Be3 53 Nc1 Ba7 54 Na2 Kc6 55 Kd3 Bf2 56 Ke2 Bd4 57 Nc1 Bg1 58 Nd3 Kd6 59 Nf2 Kc6 60 Kf1 Bh2 61 Kg2 Bf4 62 Nd3 Kd6 63 Kf2 Bd2 64 Ke2 Bf4 65 Kf2 Ke6 66 Ke2 Kf6 67 Kf2 Bd2 68 Nc5 Bc1 69 Nd3 Bxa3 70 Kg2 Bb2 71 Kg3 a3 72 Nc5 a2 73 Nb3 a1Q 74 Nxa1 Bxa1 75 h4 Bc3 76 h5 Bb2 0-1

Champion Sensory Challenger — Chess Champion MK V 1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6 4 O-O Nxe4 5 d4 Nd6 6 Bxc6 dxc6 7 dxe5 Nf5 8 Qxd8† Kxd8 9 Rd1† Bd7 10 Ng5 Nh6 11 Be3 a5 12 Nc3 Ke8 13 Nge4 Be7 14 Bxh6 gxh6 15 Rd3 Rg8 16 Rad1 Bf5 17 Kf1 Rg4 18 f3 Rh4 19 Kg1 Rd8 20 Rxd8† Bxd8 21 g3 Rh3 22 Kg2 Bc8 23 g4 Bxg4 24 fxg4 Re3 25 Kf2 Rh3 26 Kg1 Rh4 27 Nf2 h5 28 gxh5 Rxh5 29 Nd3 f6 30 e6 Be7 31 Rd2 Rh4 32 Rf2 b5 33 Kg2 Bd6 34 h3 Ke7 35 Re2 b4 36 Na4 f5 37 Nac5 h5 38 Nd7 Re4 39 Rxe4 fxe4 40 N3c5 e3 41 Kf3 Bxc5 42 Nxc5 e2 43 Kxe2 Kd6 44 Kd3 h4 45 Kc4 Ke7 46 Kb3 Kd8 47 Ka4 Ke8 48 Kxa5 b3 49 cxb3 Kd8 50 Ka6 1-0

Analysis of ACM's Twelfth North American Computer Chess Championship

Annotated by Mike Valvo

We are indeed fortunate to be able to publish, on the following pages, a unique document: an in-depth analysis of the Twelfth North American Computer Chess Championship written by the Tournament Director, International Master Mike Valvo, using computer printouts from Awit, Belle, Cray Blitz, Duchess, and Nuchess. In the annotated games, comments from the computer printouts are in italics, and the following abbreviations are used:

> d = Depth of search in ply
> (Note: "d=6-" means that only the first move of the 6th ply was searched, not all moves.)
>
> t = Min:Sec computer time
>
> v = Value in pawns. Positive is for White. Negative is for Black.
>
> pv = Predicted prime variation.

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.

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 ♘f6 3 d4 ♘xd5 4 c4
♘b6 5 ♘f3 ♗g4 6 ♗e2 c6

White is out of "book."

7 ♘a3

Black is out of "book."

7 ... e6 8 c5 ♘d5 9 ♗g5 f6 10 ♗d2
♕e7 11 ♘c4 ♕d7 12 ♘h4

Position after 12 ♘h4

12 ... ♗f5

Black would like to play 12 ... ♗xe2, but after 13 ♕xe2, the threat of 14 ♘f5 and 15 ♕h5† 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 ... ♗xe2 13 ♕xe2 ♘a6 14 O-O O-O-O 15 ♖fe1 ♖e8 16 ♖ab1 with a general advance on the queenside.

13 ♘xf5 exf5 14 O-O ♗e7 15 ♗d3
O-O 16 ♘e3

16 ♕c2 g6 17 ♖fe1 is less committal and White has lots of pressure.

16 ... ♘xe3 17 fxe3 g6 18 ♗c4†
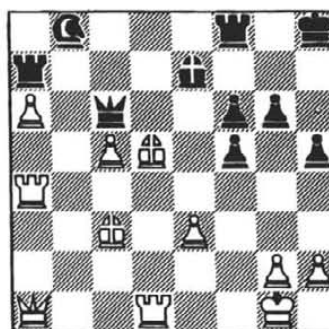♔h8 19 b4 b5 20 ♗b3 a6 21 a4 ♕b7
22 ♗c3 ♗d8 23 ♗e6 ♕e7 24 d5

White prepares the final breakthrough. e4 will be coming soon.

24 ... bxa4 25 ♖e1 cxd5 26 ♗xd5
♖a7 27 ♖xa4 ♕e8 28 ♗c4 h5 29
♕a1 ♕c6 30 b5 ♕c8 31 bxa6

White is counting pawns.

d=7 t=1:43 v=+1.37 pv= 31 bxa6 ♕c6 32 ♗d4 ♘d7 33 ♕a3 ♗e7 34 ♖a5.

31 ... ♕c6 32 ♖d1 ♗e7 33 ♗d5 1–0

Position after 33 ♗d5

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 ... ♕c8. While waiting for the actual move, Belle calculated d=9 t=41:28 v=+1.50 pv= 34 ♗b7 ♕e8 35 ♗d4 ♘c6 36 ♖c4 ♕f7 37 ♕a4 ♘e5 38 ♖b4.

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

1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♗c5 4
O-O

Black is out of "book."

4 ... ♘f6 5 d4

Black is back in "book" by transposition.

5 ... exd4 6 c3

Black is out of "book" again.

6 ... dxc3

A known book position. 6 ... ♘xe4 is recommended. 7 cxd4 d5 8 dxc5 dxc4 9 ♕xd8† ♔xd8 with equal chances. On 9 ♕e2, ♕d3! is better for Black.

d=6- t=0:43 v=−.791 pv= 6 ... dxc3 7 ♘xc3 O-O 8 h3 d6 9 ♗f4.

7 e5

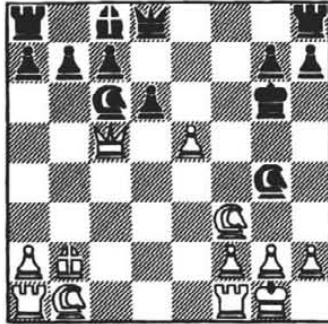7 ♘xc3 yields White a slight advantage. For example 7 ... d6 8 ♗g5 ♗e6 9 ♘d5.

7 ... cxb2

Very dangerous. 7 ... d5 seems adequate.

8 ♗xb2 ♘g4

8 ... d5 is still thematic.

9 ♗×f7† ♚×f7 10 ♕d5† ♚g6 11 ♕×c5 d6

Position after 11 ... d6

d=6- t=0:40 v=−.725 pv= 11 ... d6 12 exd6 cxd6 13 ♕d5 ♖e8 14 ♘c3.

12 ♕b5?

A blunder. White cannot afford the time. More to the point is 12 exd6 cxd6 13 ♕d5 ♖e8 14 ♖d1 h6 15 ♘c3 ♚h7 16 ♘e4. White can win back the pawn any time; he has more than enough compensation.

12 ... ♘cxe5 13 ♗xe5 ♘xe5 14 ♘xe5† dxe5 15 ♕xe5 c6

15 ... ♖e8 seems more direct, with the idea of castling by hand.

16 ♕e4†

16 ♖e1

16 ... ♗f5

Now Black is winning.

17 ♕e5 ♖e8 18 ♕g3† ♕g5 19 ♕d6† ♖e6 20 ♕a3

20 ... ♗h3 was threatened.

20 ... ♖d8

Black has everything that White sacrificed his pawn for ... plus the pawn.

21 f3 ♗d3

21 ... ♖e2 is mate. 22 g3 ♖dd2 23 ♘xd2 ♕xd2.

22 f4 ♕f6 23 f5† ♗×f5 24 ♕g3† ♕g5 25 ♕f2 ♕e3 26 h3 ♕×f2† 27 ♚×f2 ♗d3 28 ♖c1 ♖e2† 29 ♚g1 ♗e4 30 g4 ♖g2† 31 ♚f1 ♖h2 32 ♘c3 ♖f8† 33 ♚e1 ♗d3 34 ♘d5 ♖e2† 35 ♚d1 ♖f1# 0–1

Chaos — Schach 2.5
Round 1, Board 3
Queen's Gambit Declined D59/8

1 d4 d5 2 c4 e6 3 ♘c3 ♘f6 4 ♗g5 ♗e7 5 e3 O-O 6 ♘f3 h6 7 ♗h4 b6 8 cxd5 ♘xd5 9 ♗xe7 ♕xe7 10 ♘xd5 exd5 11 ♗d3 ♗e6 12 ♕c2 ♕b4† 13 ♕c3 ♕xc3† 14 bxc3 ♘d7 15 ♖b1 ♖ae8

Thematic for Black is 15 ... c5 here or on

several previous moves.

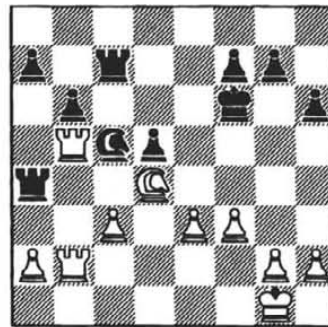16 O-O c5 17 dxc5

A positional error. 17 a4 is correct.

17 ... ♘xc5 18 ♗b5 ♗d7 19 ♗xd7 ♘xd7 20 ♖b5 ♘f6 21 ♖fb1

Why? 21 a4!

21 ... ♖e4

21 ... ♘e4 is an interesting idea. 22 ♖c1 ♖c8 23 ♖b3 ♖c5 24 ♘d4 ♖fc8 25 ♘e2, and Black is slightly better, but White should be able to hold the draw.

22 ♘d4 ♖c8 23 ♖5b3 ♚f8 24 ♘b5 ♖a4 25 ♖1b2 ♚e7 26 f3 ♖cc4 27 ♘d4 ♘d7 28 ♘f5† ♚f6 29 ♘d6 ♖c6 30 ♘b5 ♘c5 31 ♘d4 ♖c7 32 ♖b5

Position after 32 ♖b5

32 ... ♘d3

Better is 32 ... ♖a3 33 ♖c2 ♘a4 34 ♖xd5 ♘xc3 35 ♖d6† ♚e5 36 ♖c6 ♖xc6 37 ♘xc6† ♚d5 38 ♘xa7 ♚c4 39 ♘c6 ♚d3 with winning chances. 33 ♘e2 ♘a4 34 ♖5b3 ♘xb2 35 ♖xa3 ♘c4 wins a pawn.
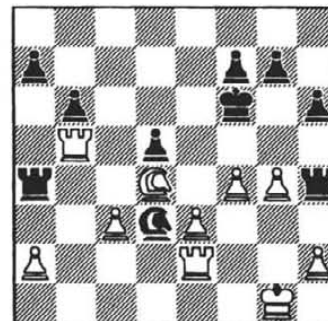
33 ♖c2 ♖e7 34 ♖e2 ♖e5?

Looking for trouble.

35 f4 ♖h5 36 g4?

36 ♘f3 wins the exchange.

36 ... ♖h4

Position after 36 ... ♖h4

37 ♖g2

Interesting is 37 h3 ♖xh3 38 ♖xd5 ♘c5! 39 ♚g2

Rh4 40 Rd6† ♘e6 41 f5 R×g4† 42 ♔f3 Rg×d4 43 c×d4 ♔×f5 with a slight advantage to White. Not 41 ... ♔e7 42 f×e6 ♔×d6 43 e×f7 ♔e7 44 Rf2 and not 38 ... Rg3† 39 ♔h2 R×g4 40 Rd6† ♔e7 41 ♘f5† winning the knight.

> 37 ... ♘c5 38 ♘f5 Rh3 39 Rd2 h5
> 40 R×d5 h×g4 41 Rb2

White's game is falling apart.

> 41 ... ♘e4 42 ♘d4 R×e3 43 Rf5†
> ♔g6 44 Re5 ♔f6

Unnecessary repeat. 44 ... R×c3 is fine because if 45 R×e4, Rd3 wins back the knight.

> 45 Rf5† ♔e7 46 Re5† ♔f8 47·f5 1–0

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. Hence 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 ♘f3 ♘c6 3 d4 c×d4 4 ♘×d4
> ♘f6 5 ♘c3 d6 6 ♗g5 e6 7 ♗e2 ♗e7
> 8 ♘db5

The point of this maneuver is to force Black to recapture with a pawn after 9 ♗×f6.

Black is out of "book."

> 8 ... 0–0 9 0–0

Black is back in "book" by transposition.

> 9 ... a6

9 ... d5 is a very active possibility that gives Black the initiative. After 10 e×d5 e×d5 11 ♗f3, then 11 ... ♗e6 or 11 ... a6 are adequate for Black. Note that 11 ... ♘e5 would be a slight error because 12 ♗×f6 ♘×f3† 13 ♕×f3 ♗×f6 14 Rad1 and White wins a pawn.

> 10 ♗×f6 g×f6 11 ♘d4 ♔h8 12 ♘×c6

Not consistent with the position. White's plans should be 12 a4, 13 ♔h1, 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 ... b×c6 13 ♕d2 ♗d7?

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 ... d5.
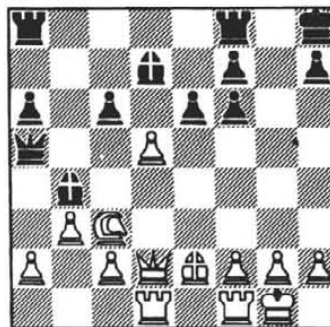
> 14 Rad1 ♕a5 15 b3?

This move doesn't meet the threat of 15 ... f5. Better would be 15 ♗g4 or 15 ♗d3.

> 15 ... d5 16 e×d5?

This loses a piece. With 16 ♕e3, White threatens to capture twice on d5 and therefore retains the initiative.

> 16 ... ♗b4

d=6 t=2:31 v=−1.102 pv= 16 ... ♗b4 17 ♕f4 ♗×c3 18 ♕d6 ♕×a2 19 ♕×d7 c×d5 20 ♗d3.

Position after 16 ... ♗b4

> 17 ♕e3

Better is 17 ♕f4 ♗×c3 18 ♕d6 Rfd8 19 d×e6 ♗×e6! 20 ♕×c6 Rdc8 followed by 21 ... ♕×a2, but Black is still winning. On 19 ... f×e6 20 ♕e7 Ra7 21 Rd3, White wins due to the double threat of 22 Rh3 and 22 Rfd1.

> 17 ... ♗×c3 18 d×e6 ♗×e6 19 Rd3
> ♗b2 20 ♗f3 ♗f5 21 Rd6 Rae8

Wrong rook. This allows White to win the pawn on c6.

> 22 ♕d2?

White can win a pawn with 22 ♕h6, because 22 ... ♗×c2 is met with 23 ♕d2.

> 22 ... ♕×d2 23 R×d2 ♗c3 24 Rd6
> Re6

> 24 ... c5!?

> 25 Rdd1 Rfe8 26 Rc1 Rd6 27 g4

Losing a pawn.

> 27 ... Rg8 28 h3 h5 29 ♗e2

29 ♔h2 holds out a little longer.

> 29 ... h×g4 30 h×g4

30 h4 is necessary to stave off immediate mate.

> 30 ... ♗×g4 31 ♗×g4 R×g4† 32 ♔h2
> f5 33 f3 Rh6# 0–1

> **Duchess — Awit**
> *Round 1, Board 5*
> Sicilian B21/14

> 1 e4 c5 2 d4 c×d4 3 c3 d×c3 4 ♘×c3
> ♘c6 5 ♘f3 d6 6 ♗c4 e6 7 0–0 ♘f6
> 8 ♕e2 ♗e7 9 Rd1

Black is out of "book."

> 9 ... 0–0?

9 ... e5 is necessary.

10 e5 ♘e8 11 exd6 ♘xd6?

This loses a piece. 11 ... ♗f6 is relatively best, but Black's future is not pleasant.

12 ♗f4 ♘b4

This whole trap was played from memory with no calculation.

White is out of "book."

13 a3

13 ♘e4 ♘d5 14 ♗xd5 exd5 15 ♖xd5 wins a clean piece.

d=5 t=1:00 v=+.52 pv= 13 a3 ♘d5 14 ♘xd5 exd5 15 ♗xd5.
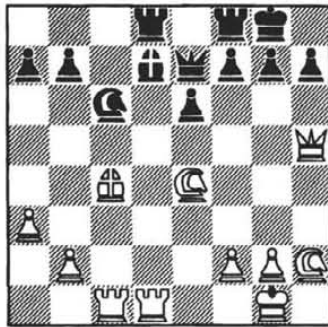
13 ... ♘c6 14 ♗xd6?

Not the most accurate. 14 ♘e4 or 14 ♘b5 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 ♗xd6 ♗xd6 15 ♘b5 ♗xh2† 16 ♔xh2 ♗d7.

14 ... ♗xd6 15 ♘e4 ♗xh2† 16 ♔xh2 ♛e7 17 ♛h5 ♗d7 18 ♖ac1

Pointless. 18 ♘g4 wins quickly. White threatens 19 ♖xd7. For example, 18 ... ♖ad8 19 ♘ef6† gxf6 20 ♛h6. If 18 ... f5, then 19 ♘g5 g6 20 ♛xh7† wins two more pawns.

18 ... ♖ad8

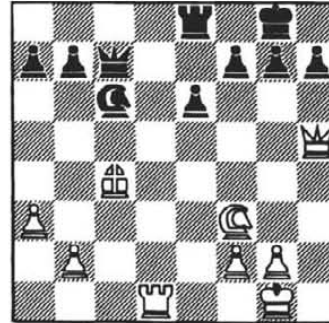Position after 18 ... ♖ad8

19 ♘d6?

19 ♘g4 still wins for White. Threats abound. For example, the immediate threat is 20 ♘ef6†! as before. On 19 ... f5, then 20 ♘g5 g6 21 ♛h6!! If now 21 ... fxg4 22 ♖xd7 ♖xd7 23 ♗xe6† ♔h8 24 ♘xh7. Or 22 ... ♛xd7 23 ♘xe6 wins. If 21 ... ♔h8, 22 ♖xd7 ♛xd7 23 ♘xe6 wins again. On 21 ... ♗c8 22 ♖xd8 ♘xd8 23 ♘e5 with the threat of simply moving 24 ♗b3. Note that 23 ... ♘c6 loses to 24 ♘xg6 hxg6 25 ♛xg6† ♛g7 26 ♗xe6† winning the exchange.

d=4 t=0:36 v=+1.83 pv= 19 ♘d6 ♖b8 20 ♘f3 ♖fd8.

19 ... ♗e8

19 ... ♗c8 is better.

20 ♘xe8 ♖xd1† 21 ♖xd1 ♖xe8 22 ♘f3 ♛c7

Position after 22 ... ♛c7

23 ♛h4

23 ♘g5 wins the pawn on e6.

23 ... h6 24 ♛h2 ♛xh2† 25 ♔xh2 ♖d8 26 ♖xd8† ♘xd8 27 ♔g3 g5?

The pawns should be kept back as long a possible. Computers tend to play endgames like the middlegame.

28 ♘d4 h5 29 ♔f3?

29 f4! points out the problems with Black's overextended pawns.

29 ... ♔f8 30 ♔e4 g4

Ugh!

31 ♔f4 ♔g7 32 ♔g5 a6 33 ♔xh5 b5 34 ♗b3 e5 35 ♘f5† ♔f6 36 ♔xg4 ♘b7 37 ♘g3 ♘c5 38 ♗c2 ♔e7 39 ♔f5 ♘d7 40 b4 ♔d8 41 ♘e4 ♔e7 42 g4 ♔e8 43 ♘f6† ♔e7 44 ♘xd7 ♔xd7 45 ♔xe5 ♔e7 46 ♗e4 ♔e8 47 ♔f6 ♔f8 48 ♗b7 1–0

Prodigy — L'Excentrique
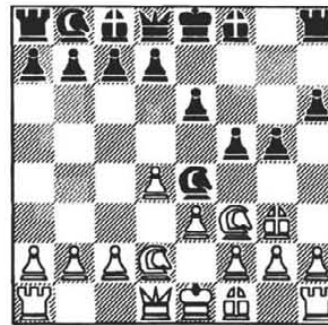*Round 1, Board 6*
Dutch Defence A80/6

1 d4 f5 2 ♗g5 g6 3 e3 h6 4 ♗h4 ♘f6

The point of the g6 line is to play ♗g7 before ♘f6.

5 ♘f3

5 ♗xf6 is good.

5 ... g5 6 ♗g3 e6 7 ♘bd2 ♘e4?

Position after 7 ... ♘e4

8 ♗e5

8 ♘xe4 fxe4 9 ♘d2 d5 10 ♕h5† ♔d7! 11 h4 ♗e7 12 hxg5 ♗xg5 13 O-O-O gives White a distinct positional edge. On 10 ... ♔e7, 11 ♕g6 wins material.

8 ... ♖h7 9 ♘xe4 fxe4 10 ♘d2 ♖f7

10 ... d6 followed by 11 ... d5 seems to hold the pawn.

11 ♘xe4

11 ♗e2 first is very strong.

11 ... ♘c6 12 f3?

12 ♗g3.

12 ... d5?
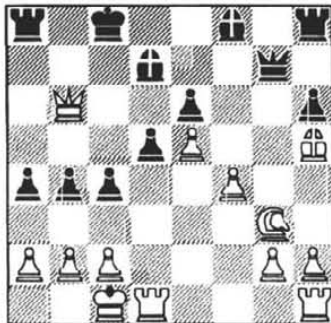
12 ... ♘xe5 13 dxe5 ♗g7 wins a pawn.

13 ♘g3 ♗d7 14 ♗h8?

14 ♗d3 ♗e7 15 ♘h5 and White is in total control.

14 ... ♖h7 15 ♗e5 ♘xe5 16 dxe5 ♕e7 17 ♗d3 ♖h8 18 ♗g6† ♔d8 19 ♕d4 c5 20 ♕c3 ♕g7 21 ♗h5 a5 22 O-O-O

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

22 ... b5 23 f4 b4 24 ♕d3 gxf4 25 exf4 c4 26 ♕d4 a4 27 ♕b6† ♔c8

Position after 27 ... ♔c8

28 c3

28 ♘e4! *transfers the knight to the scene of action*, for if 28 ... dxe4, 29 ♖d4 wins.

28 ... b3 29 a3 ♗e7 30 ♖d2 ♕f8 31 ♕f2 ♗c5 32 ♕f3 ♗c6 33 f5 exf5 34 ♘xf5 ♔c7 35 ♘d4 ♕xf3 36 gxf3 ♗e8 37 ♗g4 ♔b7 38 ♔d1

38 f4 gets the pawns rolling.

38 ... h5 39 ♗e6 ♖d8 40 h4

40 f4.

40 ... ♖f8 41 ♘f5?

·41 f4 is still possible because if 41 ... ♖xf4, 42 ♘e2. The text is too dangerous because it immobilizes all of White's pieces.

41 ... ♗c6 42 ♖e1 ♔c7 43 ♖ee2 ♖de8 44 ♘g7 ♖e7 45 ♖g2 d4!

White's position is in ruins.

46 ♖ge2?

46 cxd4 is better, but the position is hopeless.

46 ... ♖xg7 47 ♔c1 dxc3 48 ♖d1 ♗xf3 49 ♗xc4 ♗xe2 50 ♗xb3 0-1

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

1 e4 c5 2 ♘f3 ♘f6 3 ♘c3 ♘c6 4 ♗b5 ♘d4 5 ♗a4

5 e5 is book.

5 ... ♕a5

5 ... g6!? 6 e5 ♘h5 and Black is alright. Not now 7 d3 because 7 ... ♕c7 wins a pawn.

6 e5 ♘g8

Not 6 ... ♘g4 7 ♘xd4 cxd4 8 ♕xg4 dxc3 9 ♕e4! White has a definite positional edge.

7 O-O g6 8 ♖b1

This move is apparently directed against 8 ... b5, for example 9 ♘xd4 cxd4 10 b4 ♕a6 11 ♗b3 with the threat of 12 ♕f3.

8 ... ♗g7 9 ♖e1 b5 10 ♘xd4

Position after 10 ♘xd4

10 ... bxa4

10 ... cxd4 is not possible because of 11 b4 ♕a6 12 ♗xb5 ♕b7 13 ♗d3 dxc3 14 ♗e4 ♕b8 15 ♕f3 ♕xe5 16 d4 ♕e6 17 ♗f4 wins. This is human analysis. The computer did not play 10 ... cxd4 because 11 ♘xb5 ♕xa4 12 ♘c7† overlooking that the knight will be trapped. If the computer sees deeper into this situation, it will then fool itself with 10 ... cxd4 11 b4 ♕a6 12 ♘xb5 ♕xa4 13 ♘c7†.

11 ♘db5 ♖b8 12 ♖e4 ♖xb5 13 ♖xa4 ♕b6 14 ♘xb5 ♕xb5 15 c4 ♕b6

15 ... ♕c6 is stronger.

16 ♕e2 ♘h6

16 ... f6 is a better move.

17 d3 ♗b7 18 ♗xh6 ♗xh6 19 ♖a3 ♗f4

If Black wants to castle, he will have to play 20 e6 first.

20 ♖b3 ♛c7 21 ♖e1 ♛c6??
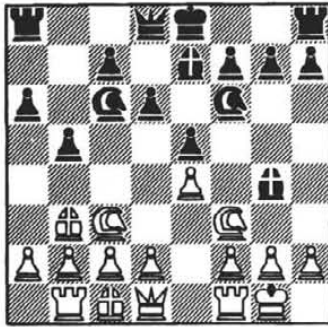
Again 21 ... e6 is necessary.

22 ♛e4!

Winning a piece.

22 ... ♛xe4 23 ♖xe4 ♗xh2† 24 ♔xh2 ♗c8 25 ♖b5 O-O 26 ♖xc5 1-0

Chaturanga — Chess Challenger X
Round 1, Board 8
Ruy Lopez C84/3

1 e4 e5 2 ♘f3 ♘c6 3 ♗b5 a6 4 ♗a4 ♘f6 5 O-O ♗e7 6 ♘c3 b5 7 ♗b3 d6 8 ♖b1

In bridge, this move would be called a "pass."

8 ... ♗g4

Position after 8 ... ♗g4

9 g3??

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

9 ... ♘d4 10 ♗d5 ♗xf3 11 ♗c6† ♔f8 12 ♛e1 ♘xc2

12 ... ♛c8 mates.

13 ♗xa8 ♘xe1 14 ♗b7 ♛d7 15 ♖xe1 ♛h3 16 ♘d5 ♛g2# 0-1

L'Excentrique — Belle
Round 2, Board 1
Ruy Lopez C80/1

1 e4 e5 2 ♘f3 ♘c6 3 ♗b5 a6 4 ♗a4 ♘f6 5 O-O ♘xe4 6 ♛e2 ♘c5 7 ♗xc6 dxc6 8 d4 ♘e6 9 dxe5 ♘d4 10 ♘xd4 ♛xd4 11 h3 ♗e7

White is out of "book."

12 c3

12 ♖d1 or 12 ♘d2 is more meaningful.
Black is out of "book."

12 ... ♛b6 13 ♖d1

13 ♘d2 is indicated.

13 ... ♗e6 14 b4?

Too committal. This could be the losing move. 14 ♘d2 is still called for.

14 ... a5

d=8 t=3:21 v=−.10 pv= 14 ... a5 15 bxa5 ♖xa5 16 ♗f4 ♛b5 17 ♛xb5 cxb5 18 a3.

15 ♗e3 ♛a6 16 ♛xa6 ♖xa6 17 ♗c5

Trying to hold the pawn.

17 ... axb4 18 ♗xe7 ♔xe7 19 cxb4 ♖xa2 20 ♖xa2 ♗xa2 21 ♘c3 ♗b3 22 ♖d2 ♖f8 23 g4 f6 24 exf6† ♖xf6 25 ♖b2 ♗c4 26 ♔g2 ♗d5† 27 ♘xd5† cxd5 28 ♖d2 ♔d6 29 f3 ♖f4 30 ♖b2 ♖c4 31 h4 d4 32 ♖b3 ♔c6 33 b5† ♔b6

33 ... ♔c5 is more to the point. Black is preoccupied with preventing doubled pawns after 34 b6.

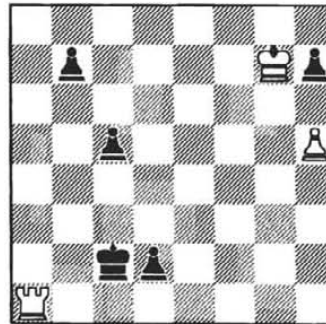d=9 t=7:44 v=−3.03 pv= 33 ... ♔b6 34 h5 ♖c5 35 ♖b4 ♖d5 36 f4 ♔a5 37 ♖c4 d3 38 ♖c1.

34 ♔g3 ♖c5 35 ♖d3 ♖d5 36 h5 ♔xb5 37 ♖b3† ♔a6

37 ... ♔c6.

38 ♖a3† ♖a5 39 ♖d3

39 ♖xa5† ♔xa5 and White has a won endgame.

39 ... c5 40 f4 ♖a1 41 g5 ♔b5 42 f5 ♖h1 43 f6 gxf6 44 gxf6 ♖g1† 45 ♔f4 ♖g8 46 ♔f5 ♔c4 47 ♖d1 ♖f8 48 ♔e6 ♔c3 49 f7 ♔c2 50 ♖a1 d3 51 ♔e7 ♖xf7† 52 ♔xf7 d2 53 ♔g7

Position after 53 ♔g7

53 ... c4!

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 ... 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 ... c4 wins without getting into a queen ending. Secondly, 53 ... 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 h7, must go to g6, g7, or g8. The black queen on b1 either queens with check or forces a trade of queens.

d=13- t=4:40 pv=−3.43 pv= 53 ... c4 54 h6 ♔b2

55 ☐d1 c3 56 ☗×h7 ☗b3 57 ☗g7 c2 58 ☐×d2 c1☗
59 h7 ☗c3† 60 ☗g6.

54 ☐a2†

Offering no resistance. Best is 54 ☗×h7 c3 55
☗g7 ☗b2 56 ☐d1 ☗b3! The move that the
senior masters overlooked.

54 ... ☗d3 55 ☐a8 d1☗ 56 h6 c3
0–1

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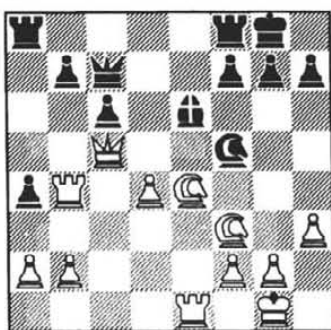*Round 2, Board 2*
Giuoco Piano C54/12

1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♗c5 4 c3
♘f6 5 d4 e×d4 6 c×d4 ♗b4† 7 ♗d2
♗×d2† 8 ♘b×d2 d5 9 e×d5 ♘×d5 10
☗b3 ♘ce7 11 O-O O-O 12 ☐fe1 c6
13 ☐ac1

Black is out of "book."

13 ... a5

White is out of "book."

14 ♘e4 a4 15 ☗a3 ♘f5 16 h3 ♘b6
17 ☗c5 ♘×c4 18 ☐×c4 ♗e6 19 ☐b4
☗c7

Position after 19 ... ☗c7

20 g4

20 ♘eg5 is a thematic attempt by White, but the
position holds dangers for both sides. For
example 20 ... ♗d5 21 ☐e5 ☗c8! 22 ☗c2 g6
and White must deal with the dual threats of 23
... f6 and 23 ... b5 trapping the rook. Not 21
... ♗×f3 because White gets an eventual d5 fol-
lowed by d6 cutting the Black position in two.
For example 22 ☐×f5 ♗h5! 23 d5. On 23 ♘×h7,
☐fe8 wins.

n=6- t=0:48 v=+.198 pv= 20 g4 ♘h6 21 ♘d6
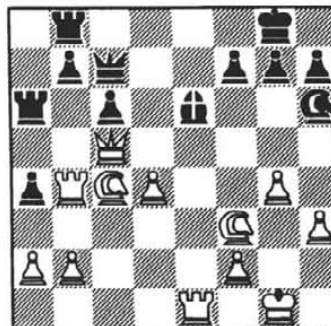*☐fb8 22 a3 ♗d5.*

20 ... ♘h6

Not 20 ... ♘e7 21 ♘eg5 ♘d5 22 ☐×a4! steals a
pawn because 22 ... ☐×a4 23 ☗c2. The
immediate 22 ☗c2 does not work because of the
improbable 22 ... ♗f5 winning the exchange.

d=5 †=1:15 v=-.58 pv= 20 ... ♘h6 21 ☗e5
☗×e5 22 d×e5 ☐fb8.

21 ♘d6 ☐fb8 22 ♘c4

22 ☐c1 is very interesting.

22 ... ☐a6

Position after 22 ... ☐a6

23 ☗d6?

White's position is much more precarious than
it appears. With 23 ♘g5 ♗d5 24 ♘d6 White
has chances of survival because of the immedi-
ate threat 25 ☐×b7. If now 24 ... b6 25 ☗c2 g6
26 ♘de4 ☗f4 27 ☐e3 and White may hold.

23 ... ☗×d6 24 ♘×d6 b5!

Virtually trapping the rook.

25 a3 ☐aa8 26 ♘g5 ♗d5 27 f4 ☐f8?

27 ... ☐d8 forces 28 ♘b7 then 28 ... ☐e8 with
a clear advantage to Black.

28 f5 ☐fd8 29 ♘b7 ☐e8 30 ☐×e8†
☐×e8 31 ♘d6?

31 ☗f2 is mandatory.

d=8- t=1:09 v=draw pv= 31 ♘d6 ☐e2 32 ☗f1
☐h2 33 ☗g1 ☐e2.

31 ... ☐e7?

31 ... ☐e2 wins a pawn due to the threats of 32
... ♗b3 and 32 ... ♘×f5. The text move
endangers the win because White's rook will be
free.

d=7 t=1:46 v=-1.24 pv= 31 ... ☐e7 32 ☗f2 f6
33 ♘f3 ☐d7 34 ♘c8 ☐d8.

32 ♘c8 ☐e1† 33 ☗f2 ☐e8 34 ♘b6
♗b3 35 ♘f3 ☐e7 36 ♘e5 ☐b7

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

37 ♘×a4! ♗×a4 38 b3 ☐c7 39 b×a4
f6 40 ♘d3 b×a4

d=8 t=4:19 v=+2.10 pv= 40 ... b×a4 41 ☐×a4 g6
42 ☐a5 ☐d7 43 f×g6 h×g6 44 ☗e3.

41 ♘f4

d=8- t=1:25 v=+1.258 pv= 41 ♘f4 ☐a7 42 ♘e6
☐a8 43 ☐b6 g6 44 f×g6 h×g6 45 ☐×c6.

1–0

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

should not be submitted to adjudication this early.

Chess Challenger X — Chaos
Round 2, Board 3
Alekhine B04/4

1 e4 ♞f6 2 e5 ♞d5 3 d4 d6 4 ♞f3 dxe5 5 ♞xe5 g6 6 g3 ♝g7 7 ♝c4?

Computers do not appreciate the power of a fianchetto bishop. 6 g3 was White's last "book" move. 7 ♝c4 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 ... ♝e6.

8 ♞f3 ♞c6 9 O-O ♝h3?

9 ... ♝g4 immediately is better.

10 ♖e1 ♝g4 11 ♝b5

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

11 ... O-O

11 ... ♞db4! threatening 12 ... ♝xf3 and 12 ... ♞xc2. After 13 ♞d2, a6 forces 14 ♝xc6† with a comfortable game for Black.

12 ♝xc6

White is trading his most important piece.

12 ... bxc6 13 ♝d2?

Worse than making no move at all. The bishop gets in the way here, blocking the queen. Better is 13 ♞bd2 but Black is better in any case.
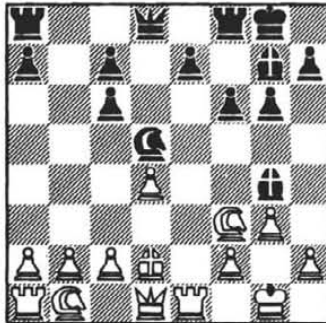
Position after 13 ♝d2

13 ... ♛b8

13 ... e5 now wins a pawn because 14 c3 exd4 15 cxd4 f5 16 ♝c3 c5!

14 b3 f5

If 14 ... e5 now, White can handle it with 15 c4 ♞b6 16 h3!

15 c3 f4

White's position is in ruins.

16 gxf4 ♞xf4 17 ♝xf4 ♖xf4 18 ♖e3 ♛b5 19 ♞bd2 ♖af8 20 h3 ♝xh3 21 ♞e5 ♝e6 22 c4 ♛b6 23 c5 ♛b5

More accurate is 23 ... ♛a6.

24 a4 ♛b7 25 ♞df3 ♝xe5

25 ... ♝d5 adding pressure is crushing.

26 ♞xe5 ♝d5 27 ♖a2 ♛b4 28 ♖d3 e6

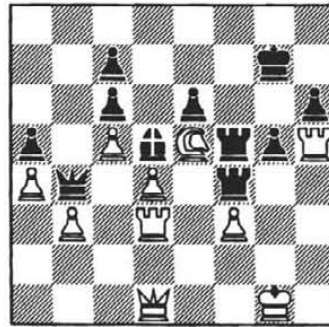Better is 28 ... ♖h4 29 f3 ♖ff4 30 ♖ad2 now 30 ... g5 is crushing.

29 f3 g5

Not without risk.

30 ♖h2

White may try 30 ♖g2, but after 30 ... h6 he must wait patiently and helplessly.

30 ... a6 31 ♖h5 ♖8f5 32 ♖h3 a5 33 ♖h5 ♚g7 34 ♚h2 h6 35 ♚g1?

Position after 35 ♚g1

35 ... ♖f8?

35 ... ♖xe5 36 dxe5 ♛xc5† 37 ♚f1 ♝e4 38 ♖d7† ♚g6 39 ♖h3 g4 40 ♖g3 ♝xf3 winning.

36 ♖h2 ♚h7 37 ♛b1 ♚g7 38 ♛d1

First repeat.

38 ... ♚h7 39 ♛b1 ♚g7 40 ♛d1

Three-fold repeat.

½–½

Nuchess — Bebe
Round 2, Board 4
Bird A03/8

1 f4 d5 2 ♞f3 ♞f6 3 e3 e6 4 b3 ♝d6 5 ♝e2

White is out of "book."

5 ... O-O 6 O-O ♞c6

6 ... c5 is correct.

7 ♝b2 a6

7 ... a5 is better.

8 ♞e5 ♝xe5 9 fxe5 ♞d7 10 ♝a3 ♖e8 11 d4 ♛g5

Black is in serious danger because of his lack of counterplay. This move doesn't help matters.

12 ♕d3 b5 13 ♘d2 b4

Now Black should try 13 ... f5. On 14 c4 b×c4 15 b×c4, ♘b6 appears to hold. On 14 e×f6 ♘×f6 15 e4 e5! On 15 ♘f3 ♕h6 Black holds. If Black does not play f5 then White will play e4 condemning Black to slow strangulation.

14 ♗b2 a5 15 c4

15 e4 is very strong.

d=5 t=1:54 v=+.461 pv= 15 c4 f6 16 ♘f3 ♕h5 17 e×f6 ♘×f6.

15 ... a4

Better is 15 ... b×c3 16 ♕×c3 ♗a6 17 ♘f3 ♕d8 18 ♖ae1 ♗×e2 19 ♖×e2 ♘e7 and Black is fine.

16 ♖ac1

16 e4 is more direct.

16 ... ♗a6 17 e4 a3 18 ♗a1 ♘b6 19 e×d5 e×d5 20 ♖cd1

20 ♖f5 followed by 21 ♖cf1.

20 ... d×c4

Black should try to hold onto the pawn on d5 as long a possible with moves like ♘e7 and 21 ... c6.

21 ♘×c4?

21 b×c4 is crushing. The pawns will steamroll through Black's position.

21 ... ♘×c4 22 b×c4 ♘a5 23 ♖c1 c6 24 ♕f3 ♖e7 25 ♕e4 ♖ae8 26 ♗d3

If 26 d5 c×d5 27 c×d5 b3!

26 ... ♕h6 27 ♕e1 ♖b7 28 ♖b1

28 ♕g3 is better. The idea is 29 ♖c2 followed by 30 ♖f6. If 28 ... b3 29 a×b3 ♘×b3 30 ♖b1 ♘×a1 31 ♖×a1 ♖b4 32 ♕f3 ♖f8 33 ♖×a3 ♗×c4 34 ♗×c4 ♖a8 wins.

28 ... ♗×c4 29 ♗×c4 ♘×c4 30 ♖×b4 ♖×b4 31 ♕×b4
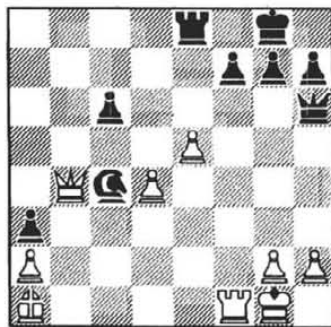
Position after 31 ♕×b4

31 ... ♘e3

Black can draw with 31 ... ♕e3† 32 ♔h1 ♘d2 33 ♖c1 ♘e4 34 ♕e1 ♘f2†.

32 ♖f3 ♘g4 33 h3 ♕c1† 34 ♖f1 ♕e3† 35 ♔h1 ♘f2† 36 ♔h2 ♘e4

36 ... ♕f4† 37 ♔g1 ♘×h3† draws. On 37 g3, ♘g4† wins.

37 ♖f3 ♕c1 38 ♗c3 ♘g5 39 ♖f5 ♘e6 40 ♕b3

If 40 ♕b7 ♖f8 41 ♗b4 ♕b2 or 41 ♕×c6 ♘×d4.

40 ... ♖d8 41 ♖f3 ♘g5 42 ♖f2 ♕e3 43 ♖f5 ♘e6
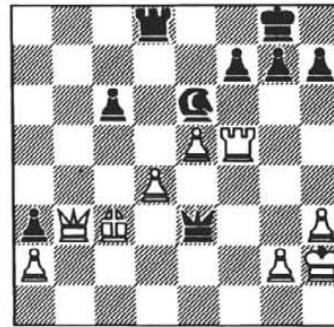
Position after 43 ... ♘e6

44 ♕b7

44 ♕×a3 is a free pawn because 44 ... ♘×d4 45 ♕e7 ♖f8 46 ♗b4 ♘e6 47 ♕×e6.

d=6 t=2:39 v=+.670 pv= 44 ♕b7 ♖f8 45 ♖f3 ♕e2 46 ♕×c6 ♕×a2.

44 ... ♖f8 45 ♖f3 ♕c1?

45 ... ♕e4 holds. If White tries too hard with 46 ♗b4, then Black has winning chances with 46 ... ♘×d4 47 ♖×f7 ♖d8. The text loses.
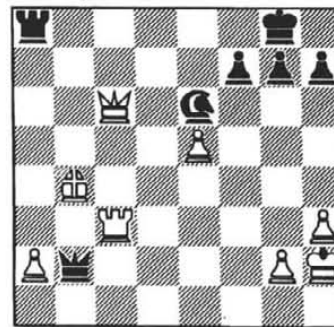
46 ♗b4 c5

If 46 ... ♘×d4 47 ♖×f7.

47 d×c5 ♕b2 48 ♖e3 ♘×c5 49 ♕b5 ♘e6 50 ♖×a3 ♖c8 51 ♖c3 ♖a8 52 ♕c6?

52 ♕c4 prevents the line in the next note.

d=6 t=3:15 v=+1.306 pv= 52 ♕c6 ♖d8 53 ♗e7 ♖b8 54 ♕c8† ♘f8 55 ♕c4.

Position after 52 ♕c6

52 ... ♖d8

Black has drawing chances. 52 ... ♕×a2 53 ♖a3 ♕×a3 54 ♗×a3 ♖×a3.

53 ♗e7 ♖b8 54 ♖c2 ♕b1

If 54 ... ♕×e5†, 55 g3 and Black cannot meet the double threat of 56 ♕c8† and 56 ♗d6 winning the rook.

55 ♕c8† ♘f8 56 ♕c4 ♘e6 57 ♗d6
♖d8 58 a4

A new idea!

58 ... ♕b6 59 ♗e7 ♖e8

A mistake. 59 ... ♖d1 holds the *status quo*. 60
♕c8† ♘d8 61 ♗×d8 ♕g1† 62 ♔g3 ♕e1† 63
♔g4 ♖d4† 64 ♔h5 ♕d1† followed by 65 ...
♖×d8†.

60 ♕c8 ♕b8 61 ♕×b8 ♖×b8 62 a5
♘d4 63 ♖c4 ♘f5 64 ♗b4 ♘e3 65
♖c6 h5 66 a6 ♖a8 67 ♗c5 ♘c4 68 a7
♔h7 1-0

Ostrich — Prodigy
Round 2, Board 5
French C02/4

1 e4 e6 2 d4 d5 3 e5 c5 4 ♘f3

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

4 ... ♘c6 5 ♗b5?

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 ... c×d4 6 O-O ♗c5 7 ♗×c6†

If White does not capture now, he will be
forced to soon. For instance, 7 ♘×d4 ♕b6 8
♗e3 ♗d7. Black stands better.

7 ... b×c6 8 a3 ♗a6 9 ♖e1 ♕a5?

Unnecessarily complicating the position. 9 ...
♘e7 is simple and good.

10 ♘bd2

Now Black is getting into trouble.

10 ... d3

An ingenious move, however there is a flaw.

11 c×d3?

11 ♘b3 ♕b6 12 ♘×c5 ♕×c5 13 c×d3 and White
has a very slight edge.

11 ... ♕b6! 12 d4

Not 12 ♕e2, ♕b5.

12 ... ♗×d4 13 ♘×d4

Best is 13 ♘e4 ♗c5 14 ♘×c5 ♕×c5 15 ♗e3 and
White has counterplay against the weak c-
pawn.

13 ... ♕×d4 14 g3?

White can barely move. he must allow the
trade of queens to get any play at all. Interest-
ing is 14 ♘e4 ♕×d1 15 ♘d6† ♔e7 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.

15 ... ♗b7

15 ... ♘e7 is better, but White gets tremendous
play. 16 ♘f3 ♕d3 17 ♕×d3 ♗×d3 18 ♗e3.
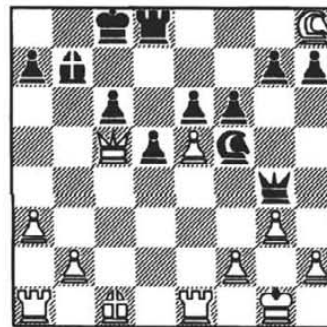
16 ♘f3 ♕g4 17 ♘g5

17 ♔g2 is better. The knight needs to partici-
pate in the queenside attack.

17 ... f6?

17 ... ♕h5 is correct.

18 ♘f7 ♘e7 19 ♕c5 ♘f5 20 ♘×h8?

Wrong rook! 20 ♘×d8 is necessary to threaten
the piece on b7.

Position after 20 ♘×h8

20 ... ♖×h8?

20 ... ♘h4!! 21 ♕e3 ♘f3† 22 ♔g2 ♘×e1† 23
♕×e1 ♖×h8 and Black still has his pawn. If 21
♘f7, ♘f3† wins.

21 e×f6 ♘d4?

This time 21 ... ♘h4 holds the draw. 22 f7 is
then White's only move. 22 ... ♕f3.

22 f×g7??

22 f7 else we transpose.

22 ... ♘f3† 23 ♔h1 ♖d8 24 g8♕
♖×g8 25 ♖g1?

25 ♕e3 holds against mate, but 25 ... e5 wins
anyway.

25 ... ♘×g1??

Missing the whole point. 25 ... ♕h3 26 ♖g2
♘×h2 mates.

26 ♔×g1 a6

Black can still win with 26 ... ♕d1† 27 ♔g2 d4
28 b4 d3 29 ♗b2 ♕e2 30 ♗e5 d2 or 29 ♖a2 ♖d8
30 ♖d2 ♕e1.

27 ♗e3

White can get and advantage with 27 ♕e7.

27 ... e5 28 ♗d2 ♕d4?

The last error in a game that has changed sides
nearly a dozen times. 28 ... ♕g7, 28 ... ♕e6
or 28 ... ♕d7 are all OK. The text loses.

29 ♕e7 ♕×b2 30 ♕e6† ♔b8 31
♕×g8† ♗c8 32 ♖d1

32 ♖e1 is more accurate.

32 ... ♕c2 33 ♖a1 ♕×d2 34 ♕×h7
♕c3 35 ♖b1† ♔a8 36 ♕c7 ♕e1† 37
♖×e1 ♗f5 38 ♖×e5 d4 39 ♖e8† ♗c8
40 ♖×c8# 1–0

Awit — Philidor
Round 2, Board 6
Larsen A01/20

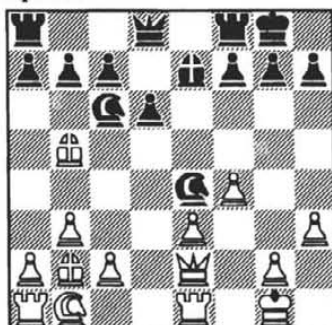1 b3 e5 2 ♗b2 ♘c6 3 e3 ♘f6 4 ♗b5
d6 5 ♘e2 ♗g4

White is out of "book."

6 O–O ♗e7 7 h3 ♗h5 8 f4 ♗×e2 9
♕×e2 e4 10 d3 O–O 11 d×e4

11 ♘d2 retains more of White's advantage.

11 ... ♘×e4 12 ♖e1?

12 ♘d2 forces Black to give up the e4 square.
Any attempt to hold on with 12 ... d5 or 12 ...
f5 loses a pawn.

Position after 12 ♖e1

12 ... ♗f6?

12 ... ♗h4 is positionally crushing. 13 ♖d1
♗f2† 14 ♔h2 ♕h4 15 ♖d3 ♕g3† 16 ♔h1 ♖fe8!
with the threat of 17 ... ♗×e3. On 15 ♕f3
♕g3† 16 ♔h1 (trading queens drops a pawn) 16
... ♖ae8 17 ♗d3 ♕×f3 18 g×f3 ♘c5 19 e4 ♘×d3
20 c×d3 f5 winning a pawn.

13 ♗×f6 ♕×f6 14 ♘a3

14 ♗×c6 b×c6 15 ♘d2 yields roughly equal
chances.

14 ... ♘c3 15 ♕f3 d5

15 ... ♘b4 wins a pawn.

16 ♗d3

Allowing 16 ... ♘b4. 16 ♗×c6 holds the pawn.

16 ... ♘b4 17 g4

White can hardly move.

17 ... ♘b×a2 18 g5 ♕e7 19 ♘b5
♘×b5 20 ♗×b5 ♘b4 21 ♖ec1 a6 22
c3 a×b5 23 c×b4 c6 24 ♖×a8 ♖×a8 25
♕f2 ♖e8 26 ♖c3 ♕×b4 27 ♕d2
♕e4 28 ♖d3 ♕f3 29 ♕g2 ♕×g2† 30
♔×g2 b4 31 h4 ♖e4 32 ♔f3 f5 33
g×f6 g×f6 34 ♖d2 ♔f7 35 ♖h2 c5 36
♖d2 ♔e6 37 ♖a2 ♔f5 38 ♖c2 b6 39
♖c1 d4 40 ♖g1 ♖×e3† 41 ♔f2 ♖h3
0–1

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

1 e4 e5 2 ♘f3 ♘c6 3 ♗b5 a6 4 ♗×c6
d×c6 5 ♘c3 ♗g4 6 d3 ♗d6 7 h3
♗×f3 8 ♕×f3

Position after 8 ♕×f3

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

8 ... ♘e7 9 ♗e3 ♗b4 10 ♕g3

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 ... ♘g6 11 a3 ♗d6 12 ♗g5 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 ♘f3 ♘f6 3 ♘×e5 d6 4 ♘f3
♘×e4 5 ♘c3 ♘×c3 6 d×c3 ♗e7 7 ♗f4
O–O 8 ♗c4 ♘c6 9 O–O ♗e6 10
♗×e6 f×e6 11 ♗c1

This has to be wrong. 11 ♗e3.

11 ... d5 12 ♖e1 ♕d7

Preferable is 12 ... ♕d6 and if 13 ♘d4 e5 14
♘b5 ♕c5.

13 ♕e2

13 c4 equalizes. For example 13 ... d4 14 ♕d3
♖f5 15 c3 e5 16 b4.

13 ... ♖f6 14 ♗g5 ♖g6

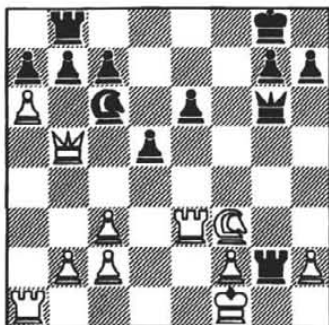14 ... ♖×f3! 15 ♗×e7 ♖f7 16 ♗c5 e5.

15 ♗×e7 ♕×e7 16 ♕b5 ♖b8 17 a4
♕f6 18 ♔f1 ♖g4 19 ♖e3 ♕g6 20 a5

20 ♖ae1 holds the pawn by counter threat.

20 ... ♖×g2?

Mandatory is 20 ... a6 first.

21 a6

Position after 21 a6

21 ... ♘d8

21 ... ♖f8 is tempting, but does not quite work.
22 axb7 ♖xf3 23 ♖xf3 ♖g1† 24 ♔e2 ♕xc2† 25
♔e3 ♕e4† 26 ♔d2 ♕xf3 27 b8♕† ♘xb8 28
♕xb8† ♔f7 29 ♕xc7† ♔f6 then 30 ♕d8† wins.

22 ♕d7 ♖g4

Better is 22 ... b6 23 ♕xc7 ♖a8 but 24 h3!
immobilizes the knight.

23 ♕xc7 ♘c6 24 axb7

Winning.

24 ... ♕e8 25 ♖ae1

25 ♖a6 is decisive.

**25 ... ♖g6 26 b4 ♖d8 27 b5 ♘b8 28
♘e5 ♖f6 29 ♖g3 g6 30 ♘g4 ♖f5 31
♘h6† ♔f8 32 ♘xf5**

32 ♖xe6 is good too.

**32 ... ♕xb5† 33 ♔g2 ♕d7 34
♕xd7**

34 ♕e5 mates.

**34 ... ♖xd7 35 ♘d4 ♖xb7 36 ♘xe6†
♔g8 37 ♖e5 ♖b2 38 ♖xd5 a6 39
♖d8† ♔f7 40 ♘g5† ♔g7 41 c4 h6 42
♖b3 ♖xb3 43 cxb3 ♘c6 44 ♖d7†
♔f6 45 ♖d6† 1–0**

Belle — Nuchess
Round 3, Board 1
Petrov C43/6

1 e4 e5 2 ♘f3 ♘f6 3 d4 ♘xe4 4 ♗d3
d5 5 ♘xe5 ♗d6 6 O-O O-O 7 c4
♗xe5 8 dxe5 ♘c6 9 f4 ♘b4 10 cxd5
♕xd5 11 ♗xe4 ♕xe4 12 ♘c3 ♕g6
13 ♗e3 ♗e6 14 ♕f3 ♘c2

White is out of "book."

15 ♖ac1

Black is out of "book."

15 ... ♘xe3 16 ♕xe3 c6 17 ♖cd1 f6
18 ♖d6 fxe5 19 ♖f3 e4 20 ♘xe4
♖ae8 21 ♕d4 ♕f5 22 a3 a5 23 ♖g3
♖f7

*d=6- t=9:54 v=+.069 pv= 23 ... ♖f7 24 ♖d8
♖xd8 25 ♕xd8† ♖f8 26 ♕d4 g6 27 ♖f3.*

24 ♖d8

Not 24 ♖xg7† ♖xg7 25 ♘f6† ♔f7 26 ♘xe8
because 26 ... ♕b1† is a draw.

*d=8 t=7:02 v=+.30 pv= 24 ♖d8 ♖xd8 25 ♕xd8†
♖f8 26 ♕d4 ♖f7 27 ♕e5 ♕xe5 28 fxe5.*

**24 ... ♖xd8 25 ♕xd8† ♖f8 26 ♕c7
g6 27 ♕e5 ♗c4**

If 27 ... ♕xe5 28 fxe5 ♖f5 29 ♖e3.

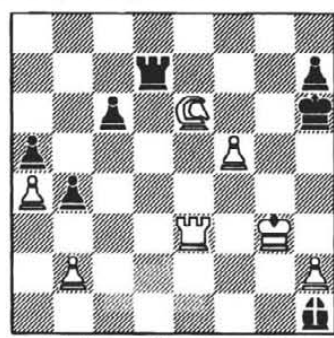**28 ♕xf5 ♖xf5 29 ♖c3 b5 30 g3 ♗d5
31 ♖e3 ♖f7 32 ♔f2 ♔g7 33 ♘c5**

Black should have traded bishop for knight.
Now White gets tactical chances on the king-
side.

**33 ... ♔f6 34 g4 ♔g7 35 ♔g3 ♔h6
36 ♘e6 b4**

After 36 ... ♗xe6 37 ♖xe6 ♖c7 38 f5 ♔g7 39
♔f4, White has winning chances.

37 a4 ♖d7 38 f5

38 g5† ♔h5 39 ♘c5 will eventually win the
exchange on f7. (Kopec's suggestion.)

38 ... gxf5 39 gxf5 ♗h1
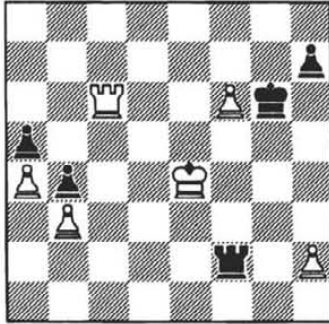

Position after 39 ... ♗h1

40 f6?

40 ♔f4 wins. 40 ... ♗g2 41 ♖g3 ♗f1 42 ♖g4
♗e2 43 ♖h4† ♔h5 44 ♔e5; 42 ... ♔h5 43 f6; 41
... ♖d2 42 ♖g4 ♔h5 43 ♖g7 ♔h6 44 ♖f7.

*d=9 t=3:25 v=+.62 pv= 40 f6 ♗d5 41 ♔f4 ♗xe6
42 ♖xe6 ♖d2 43 b3 ♖xh2 44 ♖xc6.*

40 ... ♗d5!

The only move. 40 ... ♖f7 41 ♔g4 ♖xf6 42
♖h3† ♔g6 43 ♘f4† ♖xf4† 44 ♔xf4 wins the
exchange. Worse is 41 ... ♗d5 42 ♔f5 ♗g2 43
♘f4 winning a piece.

*d=7 t=5:29 v=+.438 pv= 40 ... ♗d5 41 ♘f4
♔g5 42 ♘xd5 ♖xd5 43 f7 ♖d8.*

**41 ♔f4 ♗xe6 42 ♖xe6 ♖d2 43 b3
♔g6 44 ♖xc6 ♖f2† 45 ♔e4**

Position after 45 ♔e4

45 ... ♖b2

Several masters thought 45 ... ♖×h2 would win, but the computers had seen 46 ♖c5 ♖b2 47 ♖f5! Then 47 ... ♖e2† 48 ♔d3 ♔×f5 49 f7 and White wins.

46 ♖c5 ♔×f6 47 ♖×a5 ♖×b3 48 ♖f5†
♔g6 49 ♖b5 ♖h3 50 ♔d5 ♖×h2 51
♖×b4 ♖h5† 52 ♔c4 ♖f5 53 ♖b6†
♔f7 54 ♖b5 ♖f4† 55 ♔b3 ♖f3† 56
♔c2 ♔g6 57 a5 h5 58 a6 ♖a3 59
♖b6† ♔f5 60 ♔b2 ♖a5 61 ♔c3 h4
62 ♔b4 ♖a1 63 ♖b5† ♔f4

*d=9- t=13:04 v=+.150 pv= 63 ... ♔f4 64 ♖a5
♖b1† 65 ♔c3 h3 66 ♖a4† ♔e5 67 a7 h2 68 ♖a5†
♔f4 69 a8♕ h1♕ 70 ♕×h1 ♖×h1.*

64 ♖a5

*d=9 t=4:51 v=+.01 pv= 64 ♖a5 ♖b1† 65 ♔c3 h3
66 ♖a2 ♖c1† 67 ♔b4 ♖b1† 68 ♔a5 ♖g1 69 a7.*

64 ... ♖b1† 65 ♔c5 ½-½

Chaos — Cray Blitz
Round 3, Board 2
Benoni A56/8

1 d4 ♘f6 2 c4 c5 3 d5 e5 4 ♘c3

Black is out of "book."

4 ... ♕a5 5 e3

Anticipating the Black threat 5 ... ♘e4.

**5 ... d6 6 ♗d2 ♕b6 7 ♕c2 ♗e7 8
♘f3 ♘a6 9 ♘a4 ♕d8 10 ♗d3**

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 ... O-O 11 O-O h6 12 b3 ♗g4
13 h3 ♗×f3 14 g×f3 ♘b4 15 ♗×b4
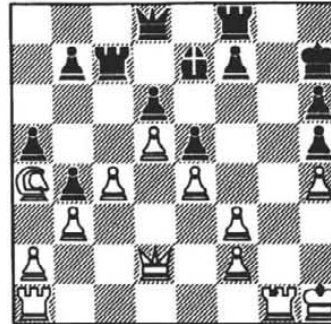c×b4 16 ♕d2 a5 17 ♔h1 ♔h8 18
♖g1 ♖c8 19 h4**

Ludicrous.

19 ... ♘h5 20 ♗f5 ♖c7 21 ♗g4 g6?!

Black allows the rupturing of his kingside just to win the h4 pawn.

*d=7- t=1:21 v=-.669 pv= 21 ... g6 22 a3 b×a3
23 ♕×a5 ♗×h4 24 ♖g2 ♘f6 25 ♖×a3.*

22 ♗×h5 g×h5 23 e4 ♔h7

Position after 23 ... ♔h7

24 ♕e1?

Apparently equalizing is 24 f4 ♗×h4 25 f×e5 d×e5 26 f4 or 26 c5. On 24 ... e×f4 25 ♕×f4 ♗×h4 26 ♕f5† gives White the advantage.

**24 ... ♗×h4 25 ♕e3 ♕c8 26 ♖g2
♗g5 27 ♕b6**

Winning a pawn and losing the game.

27 ... ♕h3† 28 ♔g1 ♖g8 29 ♖g3??

29 ♕×c7 forces Black to swap down to an endgame. The text loses instantly.

29 ... ♗f4

*d=7- t=1:11 v=-1.695 pv= 29 ... ♗f4 30 ♖×g8
♔×g8 31 ♖c1 ♗h2† 32 ♔h1 ♗g3† 33 ♔g1 ♕h2†
34 ♔f1.*

**30 ♖×g8 ♔×g8 31 ♖e1 ♗h2† 32
♔h1 f6 33 ♕c5 ♗f4† 34 ♔g1 ♖g7#
0-1**

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

**1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♘f6 4
♕e2 ♗c5 5 d3 O-O 6 O-O d6 7 c3
♗g4 8 ♗g5 ♘a5 9 ♗b5 a6 10 ♗a4
b5 11 ♗c2 h6?**

Position after 11 ... h6

12 ♗d2?

Both computers overlook the win of a piece with 12 ♗×f6 ♕×f6 13 b4. This is an example of

poor static evaluation in the quiescence search. The position that both computers evaluated as good for Black is 13 ... ♗xf3 14 gxf3, not appreciating the fork at b4.

    12 ... ♘c6 13 b4 ♗b6 14 a4 ♗e6

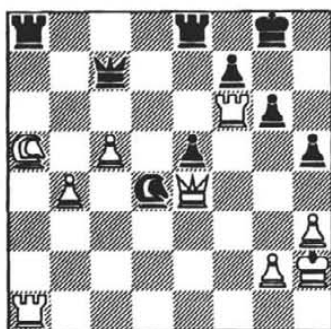14 ... d5 is good for Black. The text is meant to prevent 15 ♗b3.

    15 ♗e3 ♗xe3 16 fxe3 ♘g4 17 ♘bd2 ♘e7 18 ♘h4 ♕d7 19 axb5 axb5 20 ♗b3 ♗xb3 21 ♘xb3 c6 22 ♘f5!? h5

22 ... ♘xf5 23 ♕xg4 ♕e6! 24 exf5 ♕xb3 25 f6 g6 and Black is alright. White's attack doesn't seem to go anywhere.

    23 ♘a5 ♘xf5 24 ♖xf5

24 exf5 with some edge for White.

    24 ... g6 25 ♖f3 d5 26 exd5 cxd5 27 h3 ♘h6 28 e4 dxe4 29 ♕xe4 ♕c7 30 c4 ♘f5 31 ♔h2 bxc4 32 dxc4 ♖fe8 33 c5 ♘d4 34 ♖f6

Position after 34 ♖f6

    34 ... ♕d8

Better is 34 ... ♔g7 35 ♖af1 ♖f8 36 ♖xf7† ♖xf7 37 ♖xf7† ♕xf7 38 ♕xa8 ♕f4† with perpetual check. After the text, Black loses material.

    35 ♖af1 ♕c7

If 35 ... ♖a7 then 36 ♖xf7. 35 ... ♘f5 is relatively best even though 36 ♖6xf5 is winning.

    36 ♘c4 ♘f5 37 ♖1xf5

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

    37 ... gxf5 38 ♖xf5 ♖ad8 39 ♖xh5 f6 40 ♘d6 ♖e7 41 ♕g4† ♖g7 42 ♕e6† ♖f7 43 ♘xf7 ♕xf7 44 ♖h8† ♔xh8 45 ♕xf7 ♖g8 46 c6 f5 47 c7 ♖a8 48 b5 f4 49 b6 ♖g8 50 b7 ♖xg2† 51 ♔xg2 f3† 52 ♔f2 e4 53 c8♕# 1–0

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

    1 e4 c6 2 d4 d5 3 e5 ♗f5 4 ♘e2 e6 5 ♘g3 ♗g6 6 ♗d3 h5?

Either 6 ... ♗xd3 or 6 ... c5 are to be preferred.

    7 O-O

7 ♗xg6 is to White's positional advantage.

    7 ... h4 8 ♘e2 ♗xd3 9 ♕xd3 ♘d7 10 ♘d2 ♗e7 11 c3 ♕c7 12 ♘f3

The thematic break initiated by 12 f4 is more than adequately met by 12 ... g6.

    12 ... O-O-O 13 ♗f4 b5?

"Beauty is skin deep, but ugly goes clean to the bone." After this, Black's game is technically lost.

    14 a4 ♕b7 15 b4

15 axb5 cxb5 16 ♖a5 a6 17 ♖fa1 ♘b8 18 b3! and White has excellent attacking prospects.

    15 ... bxa4

15 ... a6 offers better defensive prospects. White can, however, triple on the a-file and coupled with knight maneuvers to c5, force Black to concede.

    16 ♖xa4 f5 17 ♗e3

Pointless. 17 ♖fa1 wins material.

    17 ... ♘b6 18 ♖a2 ♘c4

18 ... ♔d7 offers prospects of defending the a-pawn.

    19 ♗f4

19 ♖fa1 with ideas similar to those mentioned earlier.

    19 ... ♔d7 20 ♖a4

White seems to have no idea about what's going on.

    20 ... a6 21 g3 h3 22 ♖a2 ♖h5 23 ♖e1

Why?

    23 ... ♖f8 24 ♗c1 g5 25 ♘d2 ♘xd2 26 ♗xd2 ♖a8

26 ... ♕b5 offers no relief; 27 ♕xb5 axb5 28 ♖a7† ♔c8 29 ♖ea1 and White positions his knight on a5.

    27 ♖ea1

Finally!

    27 ... ♕b5 28 ♕xb5 cxb5 29 f4 g4 30 ♖xa6 ♖xa6 31 ♖xa6 ♗d8 32 ♖d6† ♔e7 33 ♗e1

33 ♘c1 would be obvious to a human. Note that 33 ♖c6 ♔d7 34 ♖c5 ♗b6 does not win a pawn.

    33 ... ♗c7 34 ♖a6 ♘h6 35 ♗d2

Again 35 ♘c1.

    35 ... ♘f7 36 ♖c6 ♔d7 37 ♖a6
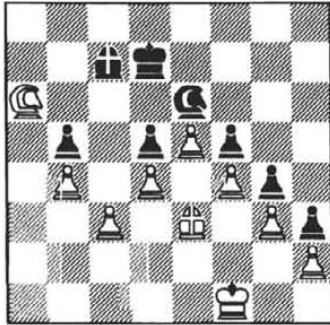
White realizes that 37 ♖c5 fails as described before.

    37 ... ♘d8 38 ♘c1

Finally!

    38 ... ♖h7 39 ♘d3 ♔c8 40 ♘c5 ♗b8?

Black overlooks 40 ... ♖e7 41 ♖a8† ♗b8 42 ♖a5 ♖a7!

41 ♘×e6 ♖h6!   42 ♘c7 ♖×a6 43 ♘×a6 ♘e6 44 ♗e3 ♗c7 45 ♔f1 ♔d7

Position after 45 ... ♔d7

46 ♘×c7

After this, the game is a draw. The only winning chance is 46 ♘c5†. If 46 ... ♘×c5 47 d×c5! ♗b8 48 ♔e2 ♗c7 49 ♔d3 ♗b8 50 ♔d4 ♔e6 51 c6! But 46 ... ♔e7! and it appears that Black can hold.

46 ... ♘×c7 47 ♔e2 ♘a8

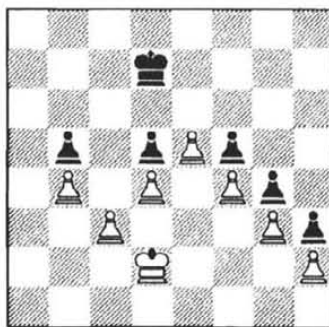Humans would abandon this position as a draw. But Black has a losing plan beginning with this move.

48 ♔d3 ♘b6 49 ♗d2 ♘c4 50 ♗c1

Averting Black's *hari-kari*.

50 ... ♔e7 51 ♗d2 ♘×d2??

The point and the only way to lose.

52 ♔×d2 ♔f7 53 ♔e3 ♔e7 54 ♔f2 ♔d7 55 ♔e3 ♔c7 56 ♔d3 ♔d7 57 ♔d2 ♔e7 58 ♔e3 ♔d7 59 ♔d3 ♔e7 60 ♔d2 ♔d7 1–0

Position after 60 ... ♔d7

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 d×c4 62 d5 ♔d8 63 e6 ♔e7 64 ♔c3 ♔d6 65 ♔d4 ♔e7 66 ♔e5 c3 67

d6† ♔e8 68 ♔f6 c2 69 d7† ♔d8 70 ♔f7 c1♕ 71 e7† ♔×d7 72 e8♕† ♔c7 73 ♕×b5. On 61 ... b×c4 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 e×d5 ♘f6 3 c4 c6 4 d4 c×d5

Transposing into the Çaro Kann.

5 ♘c3 e6 6 ♘f3 ♗b4 7 ♕a4† ♘c6 8 ♗g5 O-O 9 c×d5 ♕×d5 10 ♗×f6 ♗×c3† 11 b×c3 ♕e4† 12 ♗e2 g×f6 13 ♕c4 ♕g4 14 h3 ♕f4 15 O-O ♗d7 16 ♖ab1 ♘d8 17 ♕b4 h6 18 ♕e7 ♗c6 19 ♕a3 b6 20 ♖fe1 h5 21 ♖b2 ♘b7 22 g3 ♕f5 23 ♔g2 e5 24 ♕b3 ♘a5 25 ♕b4 ♗e4 26 ♗d1 ♘c6 27 ♕c4
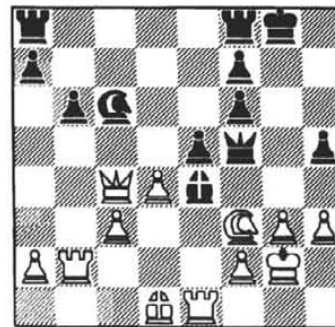
Position after 27 ♕c4

27 ... ♘a5

27 ... ♖ac8 28 d×e5 ♗×f3† 29 ♗×f3 ♘×e5 30 ♕e4 ♕×f3† 31 ♕×f3 ♘×f3 32 ♔×f3 ♖×c3† 33 ♖e3 ♖×e3† 34 ♔×e3 ♖e8† produces an instant endgame.

28 ♕b5 ♗c6 29 ♕b4 ♘b7

29 ... ♖ac8 here or on any of the last several moves and Black is better.

30 d×e5 f×e5 31 g4 h×g4 32 h×g4

Swapping queens with 32 ♕×g4† is probably White's best chance.

32 ... ♕f6 33 ♔g3 a5 34 ♕×b6??

34 g5 is the only move. This loses.

34 ... ♕f4† 35 ♔h4 ♔g7 36 ♔h3 ♗×f3 37 ♗×f3 ♕×f3† 38 ♔h2 ♖h8† 39 ♔g1 ♕h1# 0–1

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

1 d4 d5 2 ♗g5 h6 3 ♗h4 ♘f6 4 e3 g5 5 ♗g3 ♘e4 6 c4 ♘×g3 7 f×g3 d×c4 8 ♗×c4 e6 9 ♘c3 c5 10 ♘f3 c×d4 11 e×d4 ♕b6 12 ♕d2 ♕b4 13 ♗b5†

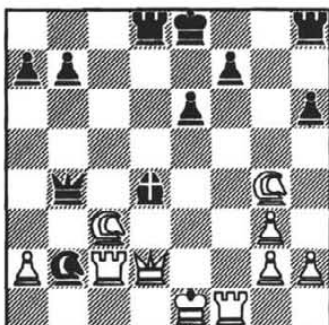13 ♘e5 is a more natural move; 13 ... f6 14 ♗b5† ♘d7 15 ♘xd7 ♗xd7 16 ♗xd7† ♔xd7 17 O-O.

> 13 ... ♗d7 14 ♗xd7† ♘xd7 15 ♖c1 ♘b6 16 ♖c2 ♘c4 17 ♕c1 g4 18 ♘e5 ♗g7 19 ♘xg4?

19 ♘xc4 ♕xc4 20 ♘e2 seems to hold.

> 19 ... ♗xd4 20 ♖f1?

20 ♔f1 is better.

> 20 ... ♘xb2 21 ♕d2 ♖d8

Position after 21 ... ♖d8

> 22 ♖xb2?

22 ♖f4 ♗xc3 23 ♖xc3 ♕b6! 24 ♕c2 ♖d1†.

> 22 ... ♗xc3

Winning a rook.

> 23 ♘f6† ♔e7 24 ♖xb4 ♗xd2† 25 ♔e2 ♗xb4 26 ♔e3 ♖d2 27 a3 ♗a5 28 ♘g4 ♖xg2 29 ♖b1 ♗b6† 30 ♔f3 ♖a2 31 ♖e1 ♖xa3† 32 ♔g2 h5 33 ♘f2 ♖a2 34 ♖f1 ♖h6 35 h3 a5 36 h4 ♖xf2† 37 ♖xf2 ♗xf2 38 ♔xf2 a4 39 ♔f3 a3 0–1

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

1 e4 c5 2 ♘f3 d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6 6 ♗e2 e6 7 O-O ♗e7 8 ♗g5 ♗d7 9 ♘b3 ♗c6 10 ♗f3 O-O 11 a4 ♘bd7 12 ♘d4 ♕b6 13 ♘xc6 ♕xc6?

Loses a pawn.

> 14 e5 d5 15 exf6 ♘xf6 16 ♖e1 ♕c5 17 ♕d2 ♖ac8 18 ♕d3 ♖fd8 19 ♕e2 ♕b4 20 ♖ab1 d4

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

> 21 ♗xf6 ♗xf6 22 ♘e4 ♗h4 23 b3 ♗e7 24 ♖bd1 g6 25 ♕d2?

Loses a pawn.

> 25 ... ♕xd2 26 ♘xd2

Not 26 ♖xd2 ♗b4!

26 ... ♖xc2 27 ♗xb7?

Loses the exchange. Now the game is roughly even.

> 27 ... ♗b4 28 ♘f3 ♗xe1 29 ♖xe1 a5 30 ♔f1 ♖b2 31 ♖e5?

31 ♘e5 and White can still hold the game.
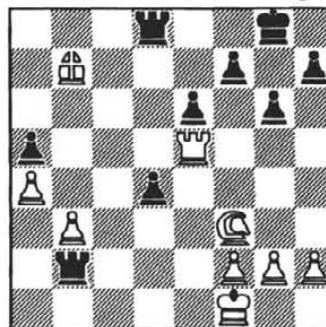
Position after 31 ♖e5

> 31 ... ♖xb3?

31 ... d3!

> 32 ♗e4 ♖a3

32 ... d3!

> 33 ♖xa5 ♖a2

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

> 34 ♘e5 ♖a1† 35 ♔e2 ♖a2† 36 ♔e1 ♔g7 37 ♖a7 ♖f8 38 ♘c6 ♖c8 39 ♗f3 ♔f6 40 a5 h5 41 ♖d7 ♖a1† 42 ♔d2 e5

Unwisely refusing the draw.

> 43 ♖d6† ♔g7 44 ♖d7

Allowing Black drawing chances. If 44 ... ♖a2† 45 ♔d3 ♖a3† 46 ♔c4 ♖xf3. Better would be 44 ♘xe5.

> 44 ... ♔f6 45 ♗d5 ♔g5 46 ♖xf7 ♖g8 47 ♖e7 ♖a8 48 ♖xe5† ♔f6 49 f3 ♖8xa5 50 ♖e6† ♔g7 51 ♘xa5 ♖xa5 52 ♖d6 1–0

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

1 e4 c5 2 ♘f3 d6 3 ♗d3

The Kopec opening.

> 3 ... ♘f6 4 e5?

The idea is 4 c3 and 5 ♗c2.

> 4 ... dxe5 5 ♘xe5 ♕d5 6 ♘f3 ♗f5

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

> 7 ♘c3 ♕e6†

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

8 &e2 &c6 9 d3 &d4 10 &xd4 cxd4
11 &b5 &b6 12 c4

12 &a3 is a better move.

12 ... dxc3 13 &xc3 O-O-O?

13 ... e6 and eventual castle kingside is the
safest course. The text loses at least a pawn.

14 &e3 &xb2

Position after 14 ... &xb2

15 &d5??

Incomprehensible. 15 &c1 followed by 16 &a4
with a winning attack. The text drops a knight
with no compensation.

15 ... &xd5 16 &d2 &c7 17 g4
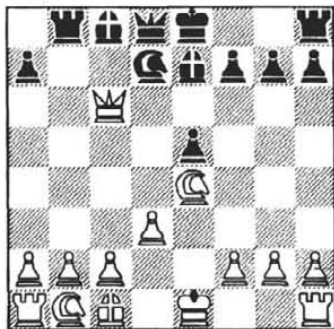&xd3 18 &xd3 &xd3 19 &e2 &d4
20 f4 &e4t 21 &f2 &d4t

Allowing a repetition. Why not 21 ... &d5
directly?

22 &e2 &e4t 23 &f2 &d5 24 &e3
&xd1 25 &hxd1 &c4 26 &d4 e6 27
&e3 &c5 28 &f3 &c3 29 &e1 &xe3
30 &e4 &d2 31 &e2 &e8 32 &xd2
&f6# 0–1

Cray Blitz — Belle
Round 4, Board 1
Two Knights C58/11

1 e4 e5 2 &f3 &c6 3 &c4 &f6 4 &g5
d5 5 exd5 &a5 6 &b5t c6 7 dxc6
bxc6 8 &f3 &b8 9 &xc6t &xc6 10
&xc6t &d7 11 d3 &e7 12 &e4

Black is out of "book."

Position after 12 &e4

12 ... &b7?

12 ... &b6!? 13 &a4 f5 14 &g3 O-O and Black
has adequate compensation for the pawns with
moves like &b7, &b4, and &c5.

White is out of "book."

13 &a4 &c7 14 &bc3 &c6 15 &c4
&c8 16 &d5 &xd5 17 &xd5 &xc2
18 O-O
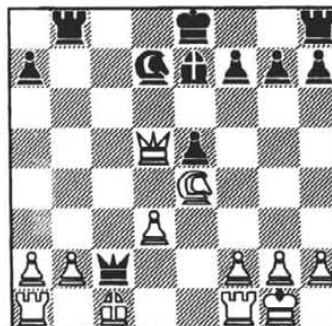
Position after 18 O-O

Black is simply a pawn down. Any attempt to
play positionally on the weak white pawns is
dealt with by either d4 or f4.

18 ... f6?

Now Black cannot castle. Black would do better
to play a pawn down with 18 ... &c8 and 19 ...
O-O.

*d=8- t=9:01 v=+1.05 pv= 18 ... f6 19 &c3 &c5
20 &e6t &e7 21 &d1 &b6 22 &g4 g6.*

19 f4?

19 &e3! and White has consolidated. The text
allows Black to castle.

*d=6- t=1:05 v=+1.245 pv= 19 f4 &c5t 20 &xc5
&xc5t 21 &xc5 &xc5 22 fxe5 &xd3 23 exf6 gxf6.*

19 ... &b6 20 &a5

20 &b5t &d7 21 &c4 &c8 and Black has some
compensation. The win has already slipped
away.

20 ... &xd3 21 &xa7 O-O 22 &xe7

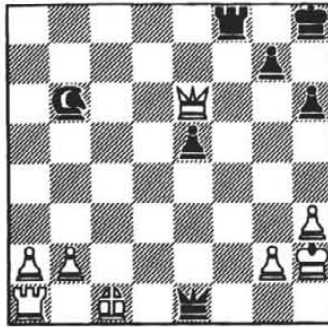22 &c3 or 22 &g3 &c5t 23 &h1 e4 and Black
has winning chances.

22 ... &xe4 23 &e6t &h8 24 fxe5
fxe5 25 &xf8t

White is already in trouble. Probably better to
play 25 &g5 &d4t 26 &h1 &xb2 and White
should survive.

25 ... &xf8 26 h3 &e1t

*d=8 t=3:46 v=-.21 pv= 26 ... &e1t 27 &h2 h6
28 &xb6 &f1 29 &d8t &h7 30 &d3t e4 31 &xf1
&xf1.*

27 &h2 h6

Position after 27 ... h6

28 ♕xb6??

White is totally lost. 28 ♗xh6!! forces at least a draw. 28 ... ♕xa1 29 ♕g6 ♖g8 30 ♗f4 ♖d8 31 ♗xe5 ♖d7 and White can draw with 32 ♕e8† or attempt to win with 32 ♕xb6.

d=6- t=0:20 v=+4.112 pv= 28 ♕xb6 ♖f2 29 a3 ♕f1 30 ♕g6 ♔g8.

28 ... ♖f1 29 ♕d8† ♔h7 30 ♕d3† e4 31 ♕xf1 ♕xf1 32 a3 e3 33 ♗xe3 ♕xa1 34 ♗d4 h5 35 ♗c3 g5 36 ♗e5 ♕e1 37 ♗c3 ♕f2 38 ♔h1 g4 39 hxg4 hxg4 40 ♔h2 ♕h4† 41 ♔g1 g3 42 ♔f1 ♔g6 0–1

Nuchess — Duchess
Round 4, Board 2
Bird A02/3

1 f4 ♘f6 2 e3 g6 3 b3 ♗g7 4 ♗b2 O-O

White is out of "book."

5 ♘f3 c5 6 ♗e2 b6 7 O-O ♗b7 8 ♕e1 e6 9 ♘c3 d5 10 ♕h4 ♘e4!

Black has equalized.

Position after 10 ... ♘e4

11 ♘g5?

Loses a pawn.

d=4 t=0:23 v=+.209 pv= 11 ♘g5 ♘xg5 12 ♕xg5 ♕xg5 13 f5.

11 ... h6 12 ♘f3 ♕xh4

12 ... ♘xd2 was also possible.

13 ♘xh4 ♘xd2 14 ♖fd1 ♘e4 15 ♘a4

Not 15 ♘xe4 ♗xb2 16 ♖ab1 dxe4 17 ♖xb2 because 17 ... g5! wins a piece.

15 ... ♗xb2 16 ♘xb2 ♘c3 17 ♖e1 ♘xe2†

17 ... g5 here or on the prior move allows Black to activate his central pawn mass; 18 fxg5 hxg5 19 ♘f3 f6. 17 ... ♘xe2† was played because computers like bishops better than knights.

18 ♖xe2
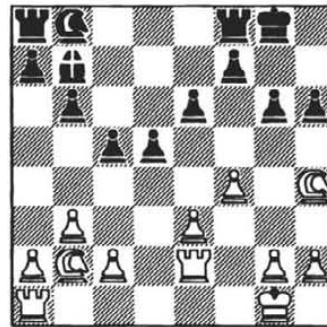
Position after 18 ♖xe2

18 ... d4?

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

19 exd4 g5

19 ... cxd4 20 ♖d1 g5 21 fxg5 hxg5 22 ♘f3 ♗xf3 23 gxf3 ♘c6 24 ♖g2 wins the g-pawn.

20 fxg5 hxg5 21 ♘f3 g4 22 ♘e5 cxd4 23 ♘xg4 ♔g7

Strange move; 23 ... ♘c6 is obvious.

24 ♖ae1 ♘c6 25 ♘d3 ♖h8 26 ♖f1 f5 27 ♘gf2 ♖ae8 28 g4

Black's central pawn mass is giving White trouble. 28 ♖fe1 ♔f6 29 ♘e5 ♘xe5 30 ♖xe5 ♗e4! with advantage to Black.

*d=7- t=11:47 v=-.408 pv= 28 g4 ♖hg8 29 h3 fxg4 30 ♘xg4 ♖h8 31 ♔h2.*

28 ... ♘d8?

28 ... ♖hg8 or 28 ... ♖hf8 is better.

29 gxf5 exf5 30 ♖xe8 ♖xe8 31 ♘h1 ♖e2 32 ♖f2 ♖xf2 33 ♘hxf2 ♘e6 34 ♔f1 ♔f6 35 ♘h3 ♗f3 36 ♔e1 ♗g2 37 ♘hf4 ♘xf4 38 ♘xf4 ♗f3 39 ♔d2 ♔e5 40 ♘d3† ♔e4 41 ♘f2† ♔d5 42 ♘d3 b5 43 h4 ♔e4 44 ♘c5† ♔f4 45 a4 bxa4 46 ♘xa4 ♔e5 47 ♘c5 f4 48 ♘d3† ♔f5 49 ♘b4 a5 50 ♘d3 ♗h5 51 ♔e1 ♗e8 52 ♘c5 ♗g6 53 ♘d3 ♗h5 54 ♘c5 ♗f7 55 ♔d2 ♗d5

55 ... ♔g4 comes close to winning. 56 ♔e2 ♗g6 57 ♘e6 (57 ♘d3 ♗xd3† wins) ♗xc2 58 ♘xd4 ♗e4 59 ♘e6 ♗d5 60 ♘xf4 draws.

56 ♘d3 ♗g8 57 ♘e1 ♗g4 58 ♔d3 f3 59 ♘xf3 ♔xf3 60 ♔xd4 ♔e2
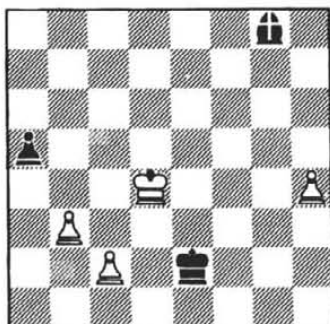
Position after 60 ... ♔e2

61 ♔c5

Many masters thought that 61 c4 wins, but the computers knew better; 61 ... ♔d2 62 h5 ♔c2 63 h6 ♔×b3 64 c5 a4 and Black will queen with check.

d=10 t=1:17 v=+.425 pv= 61 ♔c5 ♔d2 62 h5 ♔×c2 63 ♔b6 ♔×b3 64 ♔×a5 ♗h7 65 h6 ♔c4.

61 ... ♔d2 62 ♔b5 ♔×c2 63 ♔×a5 ♔×b3 ½–½

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

1 e4 c5 2 ♘f3 d6 3 d4 c×d4 4 ♘×d4 ♘f6 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 ... ♘c6 10 ♘b3 ♘b4 11 f4 ♕c7 12 a5 ♘×e4 13 ♘×e4 ♕×c2 14 ♗f3

14 ♘c3 ♕×b2 15 ♘a4 ♗×a4 16 ♖×a4 ♘c2 17 ♕d3 ♘×e3 18 ♕×e3 ♖fc8 with opportunities for both sides.

14 ... ♗×b2 15 ♖b1

Position after 15 ♖b1

15 ... ♕×d1
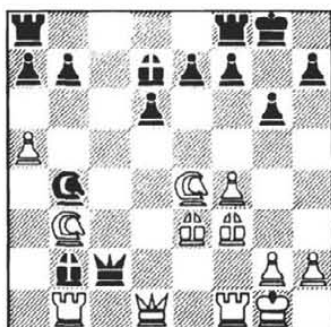
15 ... ♗g7? 16 ♘bc5! and White is better.

16 ♗×d1?

16 ♖f×d1 ♗a3 17 ♖×d6!!; 16 ... ♗g7 17 ♘bc5. It

is essential to have a rook on d1 to play ♘bc5 after ♗g7.

16 ... ♗g7 17 ♗f3

If 17 ♘d4, ♘c6 holds the pawn.

17 ... ♗b5?!

17 ... ♘d5 18 ♗d2 ♗c6 seems better.

18 ♖f2

If 18 ♖fd1, ♗d3 wins material.

18 ... ♗c6 19 ♘g5 ♗×f3

If 19 ... e6, 20 ♘e4 ♘d5 21 ♗d4 ♘×f4 22 ♗×g7 ♔×g7 23 ♘×d6 and White has pressure on the b7 pawn.

20 ♘×f3 ♘d5 21 ♗d2 ♖ac8 22 ♘c1 ♖c7 23 ♘d3 ♖fc8 24 ♖b3 e6 25 ♗b4 ♖d7

25 ... ♘×b4 26 ♖×b4 ♗c3 and Black has slightly better chances.

26 ♗d2 ♖c2 27 ♘fe1 ♖a2 28 ♘c1 ♖a4 29 ♘e2 ♖a2 30 ♘c1 ♖a4 31 ♘e2 ♖e7

Black avoids the draw by repetition, but seems unclear how to proceed.
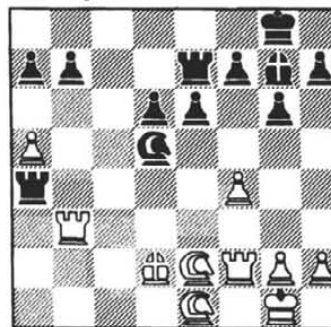
Position after 31 ... ♖e7

32 ♘c2?

Losing material.

32 ... ♖a2 33 ♘ed4 ♖c7 34 g4

This is how computers resign.

34 ... e5 35 f×e5 d×e5 36 ♘b4 ♘×b4 37 ♘b5 ♖cc2 38 ♖×b4 ♗f8 39 ♘a3 ♖×a3 40 ♖×b7 ♗c5 41 ♗e1 ♗×f2† 42 ♗×f2 ♖a1† 0–1

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

1 e4 c5 2 c3 d5 3 e×d5 ♕×d5 4 d4 e6 5 ♘f3 ♘f6

Varying from their earlier game in Travemünde which went 5 ... ♘c6 6 ♘a3 c×d4 7 ♘b5 ♕d7 8 ♗f4 with a big edge for White.
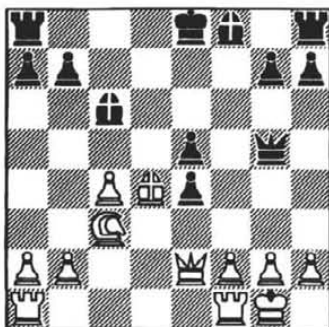
6 ♗e3 ♘e4

A terrible move.

7 c4 ♕d8 8 ♗d3 f5?

Losing a pawn.

9 ♗xe4 fxe4 10 ♘e5

10 ♘g5 is simple, obvious, and wins a pawn.

10 ... cxd4 11 ♗xd4 ♕g5 12 O-O
♘d7 13 ♘xd7 ♗xd7 14 ♕e2 ♗c6 15
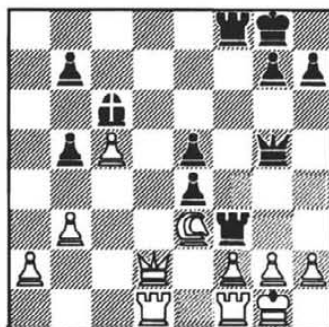♘c3 e5

Position after 15 ... e5

16 ♗e3?

16 ♘xe4 wins. If 16 ... ♕h4 17 ♗xe5 ♕xe4 18
♕xe4 ♗xe4 then 19 ♖fe1 wins a piece. On 16
... ♕f4 17 ♕h5† g6 18 ♕xe5†; 17 ... ♔d8 18
♘g5; 17 ... ♔d7 18 ♗xe5 ♕xe4 19 ♕f7†.

16 ... ♕f5 17 ♖ad1 ♗e7 18 ♕d2
O-O 19 ♘d5 ♗d8 20 ♗c5 ♖f7 21
♘e3 ♕g5 22 ♔h1 ♗b6 23 ♗xb6
axb6

Black's position is in ruins.

24 b3 ♖af8 25 ♔g1 b5 26 c5 ♖f3

Position after 26 ... ♖f3

27 h4?

Also bad is 27 ♘d5 ♕xd2 28 ♖xd2 ♖d3. Nearly
anything White does retains the win.

27 ... ♕xh4!!

Forcing at least a draw.

28 gxf3 exf3 29 ♕d6 ♕g5† 30 ♔h1
♕h4† 31 ♔g1 ♕g5† 32 ♔h2 ♕h4†
33 ♔g1 ½-½

L'Excentrique — Chaos
Round 4, Board 5
Sicilian B45/13

1 e4 c5 2 ♘f3 ♘c6 3 d4 cxd4 4 ♘xd4
♘f6 5 ♘c3 e6 6 ♘db5 ♗b4 7 a3
♗xc3† 8 ♘xc3 d5 9 exd5 exd5 10
♗d3 O-O 11 O-O h6 12 ♗f4 d4 13
♘b5 ♘d5 14 ♗g3 ♗e6 15 ♖e1 ♕d7
16 h3 ♖ad8 17 ♕f3 ♘de7 18 a4?
♗f5 19 ♗d6 ♗xd3 20 cxd3 a6 21
♗xe7 ♘xe7 22 ♘a3 ♖fe8 23 ♘c4
♘d5 24 b3 ♖c8 25 ♖xe8† ♖xe8 26
a5 ♘c3 27 ♔f1 ♕e7 28 ♕g4 ♕e2†
29 ♕xe2 ♖xe2 30 ♘d6 ♖e7 31 ♘f5
♖e2 32 ♘xd4 ♖d2 33 ♘f5 ♖xd3 34
f3 ♘d5 35 ♖a3?

35 ♖b1.

35 ... ♖c3 36 ♔f2 f6 37 g4 ♘f4 38
h4 ♘d3† 39 ♔g3 ♘e5

39 ... ♘c5 wins a pawn.

40 ♘d4 ♔f7 41 ♖a2 ♖d3 42 ♖a4
♖d2 43 ♖b4 ♔g8 44 ♘f5 ♖d7 45
♖b6 ♘c6 46 b4
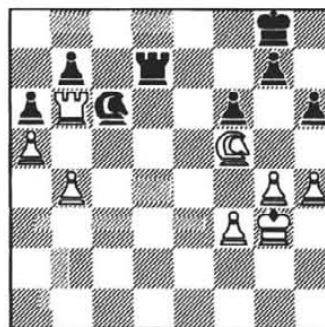
Position after 46 b4

46 ... g6?

The losing move. If Black moves back and
forth, White will have trouble making progress.
White's rook is effectively trapped.

47 ♘xh6† ♔g7 48 g5 f5 49 f4 ♖d3†
50 ♔f2 ♖d2† 51 ♔e1 ♖d7 52 b5
axb5?

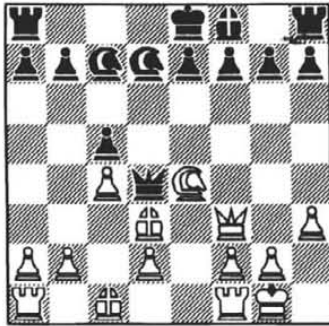52 ... ♘b4 is the best chance, but Black is still
lost.

53 a6 bxa6 54 ♖xc6 ♖a7 1-0

Schach 2.5 — Cube 2.1
Round 4, Board 6
Sicilian B29/9

1 e4 c5 2 ♘f3 ♘f6 3 e5 ♘d5 4 ♘c3
♘c7 5 ♗d3 d6 6 exd6 ♕xd6 7 ♘e4
♕d5 8 O-O ♗g4 9 h3 ♗xf3 10
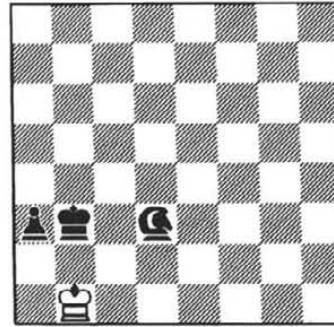♕xf3 ♘d7 11 c4 ♕d4

Position after 11 ... ♛d4

12 ♕e3?

12 ♘g5 wins a pawn.

12 ... ♕xe3 13 dxe3 e6 14 ♗e2 f5
15 ♘g3 ♗e7 16 ♗d2 ♗f6 17 ♖ad1
O–O–O 18 ♖b1 ♘b8 19 ♖fd1 g6 20
b3 ♘c6 21 ♖bc1 ♖he8 22 ♗c3
♖xd1† 23 ♗xd1 ♗xc3 24 ♖xc3 ♖d8
25 ♗e2 h5 26 a4 h4 27 ♘f1 e5 28 f3
♘e6 29 ♔f2 f4 30 ♘h2 fxe3† 31
♔xe3 ♘f4 32 ♗f1 ♖d1 33 ♔e4?

33 ♔f2 was necessary.

33 ... ♖e1† 34 ♖e3 ♖c1!
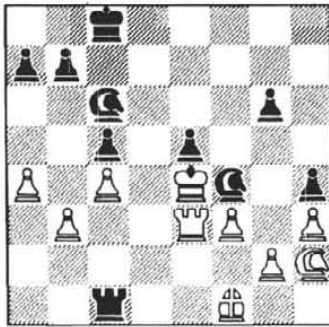
Position after 34 ... ♖c1

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

35 ♗d3 ♘xg2 36 ♖e2 ♘f4 37 ♖e3
♖d1 38 ♘g4 ♘xh3 39 f4 ♘xf4 40
♘xe5 ♘xe5 41 ♗c2 ♘xc4 42 ♗xd1
♘xe3 43 ♔xe3 ♘d5† 44 ♔d3 ♘f6
45 ♔c4 b6 46 a5 bxa5 47 ♔xc5 h3
48 ♔b5 h2 49 ♗f3 ♘h5 50 ♔xa5
♘g3 51 ♔b5 h1♛ 52 ♗xh1 ♘xh1 53
♔c5 ♘f2 54 ♔d4 g5 55 ♔e5 ♔d7
56 ♔f5 a5 57 ♔xg5 ♘e4† 58 ♔f5
♘c5 59 ♔e5 ♘xb3 60 ♔d5 a4 61
♔c4 ♔d6 62 ♔b4 ♘c5 63 ♔a3 ♔c6
64 ♔b4 ♔d5 65 ♔a3 ♔c4 66 ♔b2
♘d3† 67 ♔a3 ♔b5 68 ♔a2 ♔b4 69
♔b1 ♔b3 70 ♔a1 a3 71 ♔b1

71 ... a2†??

71 ... ♘e1 is mate.

72 ♔a1 ♘b2 ½–½

Position after 71 ♔b1

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

1 b3 d5 2 ♗b2 ♗g4 3 ♘f3 c5 4 e3 e6
5 h3 ♗xf3 6 ♕xf3 ♘c6 7 ♘a3 e5 8
♗b5 e4 9 ♕f5 ♘ge7 10 ♕g4 h5? 11
♕g5 f6 12 ♕f4 ♘g6

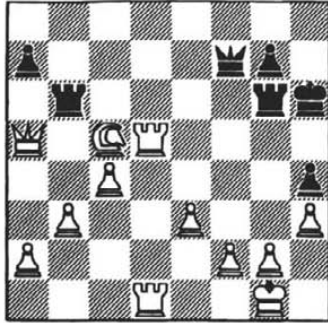Black's heuristic: attack the enemy queen.

13 ♕g3
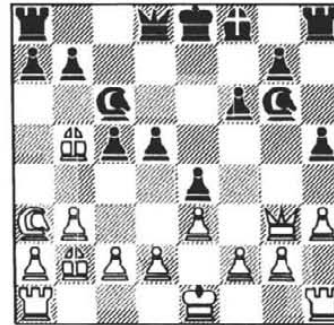
Position after 13 ♕g3

13 ... ♘ge5??

Black is fine after 13 ... ♔f7. The text loses the
game.

14 ♗xe5 fxe5 15 ♕xe5† ♔f7 16
♕f5† ♔g8 17 ♗xc6 bxc6 18 ♕e6†
♔h7 19 ♕xc6 ♖c8 20 ♕a6 ♕d7 21
c4 ♖c6 22 ♕a4 d4 23 O–O dxe3 24
dxe3 ♗d6 25 ♖ad1 h4 26 ♖d5 ♔h6
27 ♘b5 ♖b8 28 ♘xd6 ♕c7 29 ♘xe4
♖b7 30 ♖fd1 ♖bb6 31 ♕a5 ♕f7 32
♘xc5 ♖g6

Position after 32 ... ♖g6

33 ♘a4

33 ♖1d4 ends the game instantly.

33 ... ♕f3

The only move.

34 g4?

Dropping a piece. Better is 34 ♔f1 ♖xg2 35 ♖h5† ♔g6 36 ♕f5†.

34 ... hxg3 35 ♖h5† ♕xh5 36 ♕xh5† ♔xh5 37 ♘xb6 gxf2† 38 ♔xf2 axb6 39 ♖d4 ♖f6† 40 ♔g3 ♖c6 41 ♔f3 ♖h6 42 a4 ♔g5 43 h4† ♔h5 44 ♖e4 ♖f6† 45 ♔g3 ♖g6† 46 ♔h3 ♖d6 47 c5?

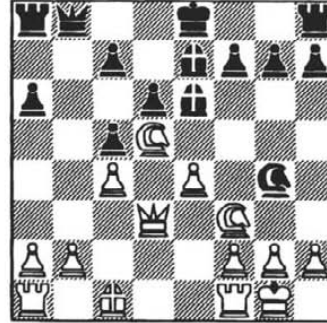Loses another little guy. It's fortunate that White started with a two rook advantage.

47 ... bxc5 48 ♖e5† ♔h6 49 ♖xc5 ♖d3 50 ♖b5 ♖xe3† 51 ♔g4 ♖e4† 52 ♔g3 ♖e3† 53 ♔f4 ♖d3 54 b4 ♖d4† 55 ♔g3 ♖d3† 56 ♔g4 ♖d4† 57 ♔h3 ♖d3† 58 ♔h2 1–0

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

1 e4 e5 2 ♘f3 ♘c6 3 ♗b5 a6 4 ♗a4 d6 5 c3 ♘f6 6 ♗xc6† bxc6 7 d4 exd4 8 ♕xd4 c5 9 ♕d3 ♗e6

9 ... ♗b7 or 9 ... ♕e7 appears to win a pawn.

10 c4 ♗e7 11 ♘c3 ♕b8 12 O–O ♘g4 13 ♘d5

Position after 13 ♘d5

13 ... ♘e5?

Loses a pawn.

14 ♘xe5 dxe5 15 ♘xe7 ♔xe7 16 ♕c3

Better is 16 ♕g3 ♗xc4 17 ♕xe5† ♗e6 18 ♕xg7.

16 ... c6?

16 ... f6 and it is not clear that White is winning immediate material.

17 ♗e3 ♕d6?

Like jumping on a knife. 17 ... f6, but White is still winning.

18 ♖ad1 ♕c7 19 ♗xc5† ♔f6 20 ♗d6

This wins, but 20 ♖d6 is quicker.

20 ... ♕b6 21 ♗xe5† ♔e7 22 ♗xg7

22 ♗d6† mates or wins the queen.

22 ... ♖hc8 23 c5 ♕b5 24 ♕f6† ♔e8 25 ♕e5 ♕c4 26 ♕d6 ♕xf1†

Stalling mate.

27 ♔xf1 ♗c4† 28 ♔g1 ♗d5 29 exd5 f5 30 ♕e6† ♔d8 31 dxc6† ♔c7 32 ♗e5# 1–0