A NOTE FOR CHESS PROBLEM SOLVERS

provided by I. Blom

We received a special offer from Ilkka Blom (Finland) on the chess computers
series named ALYBADIX. Some features of ALYBADIX, especially designed for
problemists (cf. Experience with the second Human-Computer problem test by
L. Lindner, ICCA Journal, Vol. 6, No. 3, pp. 10-15), are:

- it gives **all solutions with the variants**, which have different Black 1st
  moves or White 2nd moves up to mate (stalemate), though without shorter
  variants due to poor counterplay;
- is aware of all moves, excepting retrospectives;
- it surveys all legal moves;
- the Black defensive moves may be printed as an option;
- using notation or diagrams or both, any position may be entered quickly;
- correcting or modifying a position is simple;
- a choice of notation conventions among 9 languages, distinguished, when
  desired by input and output (FIDE, English, French, German, Spanish,
  Czech, Hungarian, Polish and Finnish);
- it displays the position on the screen;
- there is an option to display moves either by one or as fast as they are
  generated.

A free ALYBADIX Specimen Diskette is available to anybody sending a blank
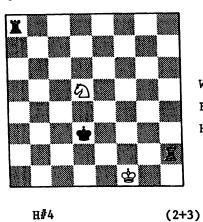diskette and $ 1.-- or 3 international stamp coupons or airmail postage due
to:

<div style="text-align:center">

Ilkka Blom
Palosaarentie 13-17 C27
SF-65200 Vaasa 20
FINLAND

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The ALYBADIX series contain 10 programs

Name of program	Range of moves	Aim of program
- SELFBADIX	(1-6)	selfmates;
- REFLEXBADIX	(1-6)	reflex-mates;
- MAXBADIX	(1-8)	maximummer direct mates;
- MAXSELFBADIX	(1-6)	maximummer selfmates;
- CIRCEBADIX	(1-8)	direct Circe mates;
- CIRCEHELPBADIX	(1-6)	Circe helpmates;
- CIRCESELFBADIX	(1-6)	Circe selfmates;
- MATEBADIXINTELLIGENT	(1-8)	direct mates;
- SIDEBADIXINTELLIGENT	(1-6)	direct mates with the mating square on the edge of the board;
- HELFBADIXINTELLIGENT	(1-6)	helpmates.

As a case in point we present the following position:

EDGAR HOLLADAY

1ST PR. "NORTHWEST CHESS 1975"

FIDE ALBUM 1974-76/126 C

White: Kf1, Nd5;

Black: Kd3, Ra8, Rh2;

Helpmate in 4 white moves.

H#4   (2+3)

Solution: 1. ... Rb2   2. Ke1 Kc2   3. Ke2 Kb1+   4. Kd1 Ra1   5. Nc3 mate.

Solving time: 11 seconds

Number of moves: White: 2173

                   Black: 1057

                   Total: 3230