

CORRESPONDENCE

A SIMULTANEOUS DISPLAY

IGM John van der Wiel

Rivierforel 42,
2318 ME Leiden, The Netherlands

[It is not every day that an IGM loses to a commercial chess computer. It is even rarer for the IGM to comment such a game. Admittedly, Elite Avant Garde was only one of 40 simultaneous adversaries in a display held at the Marnix-Gymnasium, Rotterdam, on November 29, 1986; nevertheless, Van der Wiel lost. We quote the grand and generous loser in translation. — Ed.]

White: John van der Wiel

Black: Elite Avant Garde

Simultaneous Exhibition, Rotterdam

1. c4 c5 2. Nf3 Nf6 3. g3 b6 4. Bg2 Bb7 5. Nc3 Nc6

The move is not optimal, though not very harmful as yet. The Knight diminishes the effectiveness of the Bishop on b7. Black would do well to develop the King's Bishop by playing e6 or g6 and then to castle.

6. 0-0 Nd4?

Black can not really afford this loss of tempo. It is not the first time I notice that computer problems arise in English openings rather than in others. Why should this be? Is the type of play less manifest or have its variations been neglected in programming? After 7. Nxd4 Bxg2 8. Kxg2 cxd4 9. Nb5 e5, Black would have little to fear, but White's next move neatly refutes Black's intentions.

7. e3! Nxf3+ 8. Bxf3 Bxf3 9. Qxf3 e5?!

Not very positional, but Black must now watch its steps closely. The normal-looking move 9. ... e6 may be followed by 10. Nb5 (threatening Qxa8) d5 11. Qf4!, landing Black in a problem area. The best move would have been 9. ... Rc8, somewhat more accurate than 9. ... a6 10. d4.

10. d3?

White fails to cash in. Two fine options exist. A) 10. d4! Black is clearly seen to be behindhand in development. The worst may be prevented by 10. ... exd4 11. exd4 Be7, but after 12. dxc5 bxc5 Black's d-pawn is retarded; he is also saddled with weak squares on the d-file (±). B) 10. Nb5! with the almost inevitable sequence 10. ... e4 11. Qf4 d6 12. Nc3 (or even better: b3) Qe7 13. f3 exf3 14. Qxf3 greatly to White's advantage.

10. ... Be7 11. e4 0-0

11. ... h6 seems more logical, because it impedes 12. Bg5, though, in the Knight versus Bishop position White, in order to progress at all, will have to allow some liberty to the black Bishop.

12. Bg5 d6

I expected 12. ... Ne8 13. Bxe7 Qxe7, but after 14. Nd5 White also has a pleasant advantage.

13. Bxf6 Bxf6 14. Nd5 Bg5 15. Qg4 h6

White now has a thematic position with an overpowering Knight on d5. Ultimately, f2-f4, the key move, should be more carefully prepared by way of 16. Rae1! and 17. Re2, after which White's advantage

could not have been gainsaid. I should have dwelt longer on this issue, but as matters stand, one is less careful in a simul.

16. f4 exf4 17. gxf4 Bf6

The Bishop now is a major nuisance, stopping White from entrenching his Rooks on the squares of choice.

18. Rab1 Bd4+ 19. Kh1 Rb8 20. Rf3

20. b3, followed by 21. Rbe1 and possibly Re2 would have been better at this juncture.

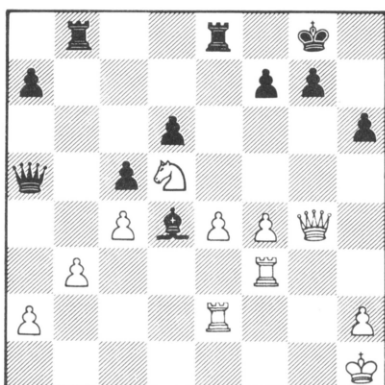
20. ... b5 21. b3

White should have been consistent here, which leads into 21. Rg3 as a continuation (threatening 22. e5). His reaction 21. ... f5 22. Qg6! is mediocre. 21. ... bxc4 22. e5 g6 23. Nf6+ is most jeopardizing too. There is a more conservative and solid move: 21. ... Kh8 followed, if required, by Rg8.

21. ... bxc4 22. dxc4 Re8

Black now has ample scope for counterplay to be implemented with originality.

23. Re1 Qa5!? 24. Re2



Position after 24. Re2

27. Rxe4 Qc2+ 28. Kh3 Qxe4 29. f5

White hopes to acquire an endgame which might be difficult for Black to win.

29. ... Qe1!

Good thinking. White might create havoc with his f-pawn, but is greatly hemmed in by the black Queen.

30. f6 Qh1 31. Kg3 Be5+ 32. Kf2 g6 33. Qh3?

The decisive error. White would still have had chances to let the outcome be doubtful by aggressive play, 33. Ne7+ and Nc6 or 33. h5!?, the latter appearing to be the better bet.

33. ... Qb1

What a position for the black Queen! White should have moved 34. h5 or 34. Ne7+, but seeks his salvation in a Pawn sacrifice which he had computed all too shallowly.

34. a4? Bd4+! 35. Kg3 Rxb3 36. Rxb3 Qxb3+ 37. Kh2 Be5+ 38. Kg2 Qxc4

Discouraging, to say the least. Black would be hard put to it to win the endgame, but is well able to nullify any mate threat.

39. Qc8+

What else to try in desperation?

39. ... Kh7 40. Ne7 Qe2+

Lights started flashing now on the board, in preparation as it were for a black celebration! Being a fancier of parties, I decided to make this one last, even if the end was only three moves away.

24. ... Qa3

A most remarkable positioning of the black Queen, a long way from home, but related to a tactical threat I overlooked. Had I seen it, I would have responded with 25. Kg2 (more accurate than 25. Rf1, Black responding with 25. ... Rb7 followed by a7-a5-a4; neither at once 25. ... a5, because of 26. Nc7! 27. Nb5); the continuation 25. ... Qc1 26. Rf1 is not too useful, but after 25. ... Rb7 26. e5! threatening 27. Nf6+ is overwhelming. In summary, the black Queen's sortie was unjustified, yet it trapped me nicely!

25. h4? Qc1 26. Kh2 Rxe4!

Oops, I overlooked that one. White loses a most important Pawn.

41. Kg1 Bd4+ 42. Kh1 Qf1+ 43. Kh2 Be5 mate.

Avant Garde meticulously proceeded to the *coup de grâce*.

SPEED GAMES

Danny Kopec

University of Maine
Orano, Maine

We extract the following from a letter by Danny Kopec:

"During the evenings of the 17th ACM North American Computer-Chess Championship in Dallas, November 2-5, 1987, the Tournament Director, I.M. Mike Valvo, agreed with the Mephisto Team on a ten-game five-minute match. The match between Valvo and Mephisto was arranged and took place on two successive nights, with remarkable results. Valvo lost two games in a row on the first night and then had a splendid come-back, winning the remaining three, notably in the last as Black in a pure Sicilian middle-game ending. A similar course of events on the next night resulted in a match score of 6 for Valvo against 4 for Mephisto.

A friendly game was also arranged between Kopec and Mephisto, running as follows.

White: Mephisto

Black: Kopec

1. e4 c5 2. c3 Nf6 3. e5 Nd5 4. d4 cxd4 5. Qxd4 e6 6. Nf3 Nc6 7. Qe4 f5 8. exf5e.p. Nxf6 9. Qc2 b6 10. Bg5 Bb7 11. Bd3 Qc7!? 12. Bxh7 0-0-0 13. Bxf6? gxf6 14. 0-0 Bd6 15. h4? Ne5 16. Nxe5 Bxe5 17. h5 Rdg8! 18. Bxg8 Bh2+ 19. Kh1 Rxh5 20. Qg6 Qe5 21. Qd8+ Kc7 22. Rd1 Bxg2+! 23. Kxg2 Rg5+ and Black won in a few moves.

An offer of further games was declined by Mephisto's team, stating that Kopec was 'too strong'".

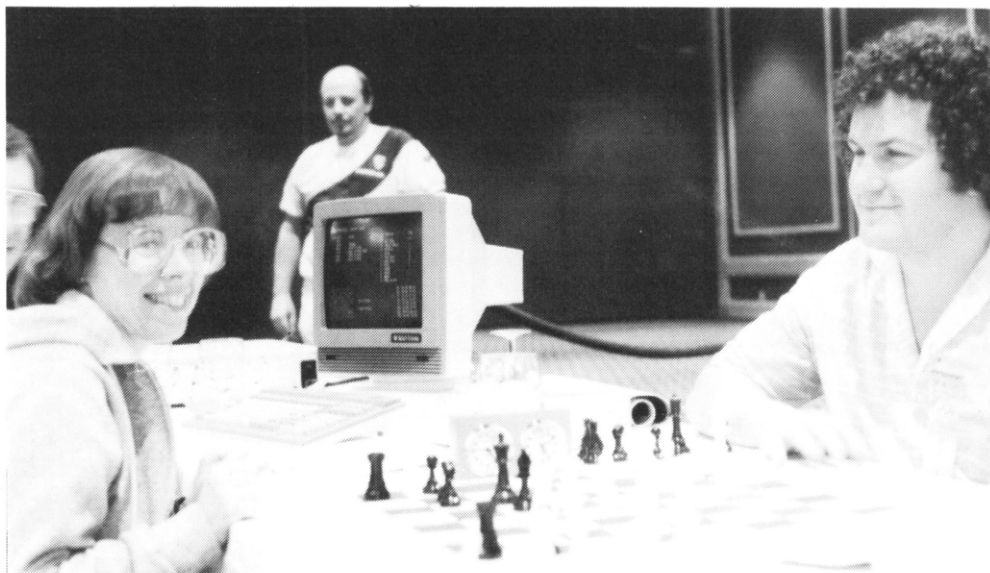


Photo by T.A. Marstrand

A PIECE OF THE ACTION

Kathe Spracklen duelling with Jonathan Schaeffer.

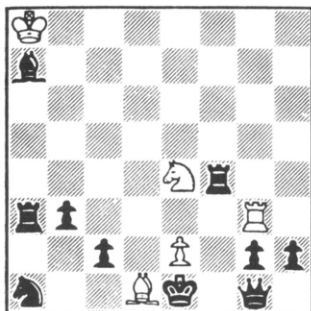
In the background, Sid Samole seems to have his doubts.

A PROBLEM AT 70

Dr. László Lindner

Népköztársaság u. 54
1062 Budapest, Hungary

„Rules set limits,
but phantasy knows no bounds”



- Helpmate in 2 moves
- A Normal chess
- B Circe
- C Circe Madrasi
- D Change-Place Circe Madrasi

DR. LÁSZLÓ LINDNER
on his 70th birthday
23. 12. 1986.

wishes to chess-friends
to problem-friends and
computer chess-friends
everywhere in the world

A MERRY CHRISTMAS
1986
AND A HAPPY NEW YEAR
1987

Circe: Captured pieces have to be replaced to their original squares, Q to d1 resp. d8, R, B and N to their original square of the same colour, P to the 2nd resp. 7th rank of the same file – if empty.
Madrasi: Pieces of the same genre but of different colour, if they attack each-other, become paralysed, they can neither move nor capture. Even their checks to the ennemy king are no valid.
Change-Place Circe: Captured pieces have to be placed to the square of the capturing piece.

Solutions:
 A h1N Rxcg2 2. Nf2 Rxcg1
 B 1. cxd1R(Bf1) (1. h1N Rxcg2(g7) 2. Nf2 ii) Rxb3(b7) (Rc3 2. Rc1 ii) 2. Rb1 Rxb1 mate
 C 1. cxd1B(Bf1) (1. cxd1R(Bf1)?) 2. Rb1 Rxb1 mate
 D 1. cxd1Q(Bc2) (1. cxd1B(Bc2) RD3 2. ?) RD3 2. Qa2 RD1 mate



Photo by T.A. Marsland

AN EQUAL FIGHT ?
The Scherzers (husband, wife, Bebe and mascot)
playing Thompson's Belle.