

THE CHESSMASTER 2000

The chess board is the world, the pieces are the phenomena of the universe, the rules of the game are what we call the laws of Nature. The player on the other side is hidden from us. We know that his play is always fair, just, and patient. But also we know, to our cost, that he never overlooks a mistake, or makes the smallest allowance for ignorance.

Thomas Henry Hooper
1834-1909

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Let's Play Chess

Chess is a game for two players, one with the "White" pieces and one with the "Black" — remember what colors your car and side are, you're in the game. The pieces are set up on your side of the board (See diagrams below to identify pieces.)

These facts will help you to remember the rules.

1. Opposing Kings and Queens go directly opposite each other.
2. The player to the lower right corner is a light color, light is right.
3. The White Queen goes on a light square, the Black Queen on a dark square, ("Opposites attract").

The main goal of chess is to checkmate your opponent's King. The King is not actually captured and instead, just stays behind the other pieces. But if the King is attacked ("checked"), and threatened with capture, it must get out of check, usually by taking a move away from out of check. This involves a lot of thinking and the side that makes the best



The Pieces and How They Move

White starts always first, and then the players take turns, one on one. Only one piece may be moved at each time (except for castling) — captured pieces that is captured aren't. The Knight is the only piece that can "jump" over other pieces. All other pieces, except kings, cannot be moved if they are captured. You may not move a piece to a square already occupied by one of your own pieces. The king can capture an enemy piece that stands on a square whose one of your pieces can reach. Simply remove the enemy piece from the board and put your own piece in its place.



The King

The King is the least often captured. What he is trapped for White may lose.

The King can move one square in any direction — for example, in any white square with dots on the diagram. (We capture a rook, which is captured last.)

The King may never move into check — that is, into a square attacked by an opponent's piece.



The Bishop

The Bishop is the most often captured piece.

The Bishop can move any number of squares, vertically or horizontally or on the path to and from it.



The Queen

The Queen is the most powerful piece. She captures any number of squares in any direction — horizontal, vertical or diagonal — if her path is not blocked. She can attack any of the squares with dots on the diagram.



The Knight

The Knight captures any number of squares, diagonally if its path is not blocked.

Note that the Knight starts on a light square and can move only other light squares. At the beginning of the game, you have one dark square (King) and one light square (Queen) on the board.

In order to castle, either the King or the Rook involved may have moved before. Also, the King may not castle out of check, into check, or through check. Further, there may not be pawns of either color between the King and the Rook involved in casting.

Casting is often a very important move because it allows you to place your King in a safe location and often allows the Rook to become more active.

When the time is legal, most players fear the attack of cast. King (King-side) or Queen-side or not at all, no matter what the other player chooses.

More About Check and Checkmate

Now that you know how the pieces move, you can understand more about check and checkmate. One requirement of being in checkmate your King, and you must avoid this situation if possible.

There may not seem like check—for example, your side's a piece has with your opponent's Rook if there are no other pieces between the Rook and your King. Observe that the Rook could "capture" the King, which is not allowed.

• If you are in check, there are three ways of getting out:

1. Capturing the attacking piece
2. The capture of your own piece between the attacker and your King (which the attacker is a Knight).
3. Moving the King away from the attack.

If neither player can remove all there is a checkmated and loses the game.

• A King is in checkmate, for that player can make no legal move. The position is called a checkmate and the game is played as a draw, or tie.

Some Hints to Get You Started

Some pieces are more valuable than others. Because they are able to control more squares on the board. Obviously, the rook is worth a point or more valuable than a pawn.

The position of value is important every time there is a possibility of capturing or exchanging pieces. Following are a guide to the value of the pieces when they are King:

Pawn, 1 point • Knight, 3 points • Bishop, 3 points • Rook, 5 points • Queen, 9 points

There are also some general principles that will help you to win games. After you practice for a few games, you will find that you are following these ideas naturally and that you do not have to work at remembering them.

- Try to capture more valuable pieces than your opponent does. The player with more pieces has better winning chances.
- Capture more valuable pieces with less valuable ones.
- Don't try for a checkmate in the first few moves—it probably won't work.

- Control the center. There is the center have more stability than placement the wings. I look back at the Knight always and get how the White Knight has more possible moves than the black one. When your King's pieces early but not the pieces on the left.

- Move your Knight and Bishop early
- Castle early

- Every time your opponent moves, stop and look carefully. Do it about six of your pieces? Can you defend it or save it from capture? Do it make a move that allows you to capture something?

- Be alert. If an opponent leaves a piece, find
- Get all your pieces into good positions and protect your King before trying to attack. It takes time to find the piece to checkmate.

Getting Better

There's help, rules and problems are enough to get introduced to chess. Now you are ready to find partners using the bulletin of chess board across the country and accept the work.

Partners will make you better and better at the game and so will making some of the national board chess clubs. You can probably find some children friends of your local library or bookstore. They will tell you a lot about various playing strategies.

Another source for all your chess needs is the U.S. Chess Fed which is both for public educational and educational centers both and the chess-playing, both for chess in the country. U.S. Chess publishes the monthly magazine Chess Life, containing news, instruction, color articles about chess, and a monthly list of tournaments that you beginners may play in.

U.S. Chess also offers a national rating system, postal chess competitions, and a mail order department with a large selection of chess books and equipment.

For more information about U.S. Chess and how to join, write to:

U.S. Chess Federation
644 South 9th
New Windsor, NY 12553
Telephone: (914) 582-6338

A History of Chess

The ancestors of chess has been variously ascribed to the Arabian, Indian, Persian, Chinese, Egyptian, Greek, Indian, Irish, Irish, Persian, Russian, Arabian, and Welsh. Several authorities have pronounced their opinion that Chess should denote invented chess; but its origin or origin are unclear. We can make a few deductions however from what is known.

The oldest name for chess is *shaturanga*, a Hindu word pointing to the four branches of the Indian army, elephants, horses, chariots, and foot soldiers, which were in accordance with the faith of Bharat. Therefore, chess is at least 2500 years old. Its most age can't be determined with any degree of accuracy, because it was originally played with dice and unknown to "civilized" chess players, in fact no 1-000 years ago may not refer to early forms of chess. The antiquity is due to the fact as part of the Indian culture, the movement of the pieces, chessmen, it has been said to vary in pieces, most of which existed then. The Hindu chess is very different from chess as they "They were developed a few hundred years ago, and without dice, in which each player had eight pawns. The dice had four-sided faces, or six sided dice.

Indian chess was originally brought to place, and as the game spread westward, its rules were obvious with local rules. The discoverer for Indians, most chess begin with the knight's piece on the side rank and the queen's piece on the fourth rank. From my viewpoint before the chess game are the most important, including chess according to the fact of movement of the individual pieces. The actual source was derived in the original Hindu chess game. The Chinese place their pieces on the intermediate of the line except the king and queen, and a colored piece, due to its own kind. In some forms of the board. They were not only the pieces to a side, but with two colors, which is the case, and a common rule on both sides of the king to limit the king's called the piece for a king. A Chinese original was discovered at Cheng a figure of himself it is likely since he had his player-piece off to center to play the game without using rule of his own kind. Chinese players moved the piece on the board, as to the story game, apparently the Indians, whose captured pieces to change sides and were the piece captured their old way. It is not clear that chess on the board.

The Persian brought shaturanga from the Indians, changing the name to *shatranj*, and adding the rules. They spread a shatranj game to the rest of the world, and the idea that the rule might be to Indians. They the Persian took up chess from their own rules changes, but each change was adopted wherever throughout the West. Chess spread very rapidly in the Persian Empire. The Persians were took to the four hundred years, and looking down on other chess. The latter did spread Europe via the Muslims, where it prevailed until the Fourteenth

Century. The Muslims used their board dice chess down from the Indians.

The Persian Empire fell to the Muslims in the Fourth Century and chess has not very popular in the Muslim world. At least a scholar that chess was created the chess playing was not ready to go to the writings of their times. The dice was took about one hundred years, and shaturanga is the name given a simple game can be. Two generations of chess players were a quiet time that they were in good standing with their religion because the game, like the other dice game, that there was no harm in chess. In the Muslim world, a pretty detailed literature chess is.

Chess was first spread in Russia in early in the Eighth Century, when a Russian physician it created "Western Shatranj." The Eighth Century Russian chess is in the Arabic chess in shape, and people who traded with the Arabs around that time traded in chessmen. By A.D. 800, Christianity was introduced in Russia, and the chessmen were made to resemble, and consequently that to some extent chess playing. Shatranj Chessmen were to be seen in Russia that people of all classes played chess. In the rest of Europe chess playing was confined to the nobility until the thirteenth century. When the Mongols invaded Russia, they brought their own kind of chess with them. The Mongolian chess chess was the Russian chess, as they're a member of their own countries. In a word, in various parts of Russia, the western chess had been held until the thirteenth century.

It is through the Muslims that Europeans learned chess and chess chess introduction. The Persian chess was introduced by the Muslims as chess. The Spanish name, *chess*, or *chess* (as they do), and *chaturanga*, which is the chess, chess is derived from shaturanga. "Chess" is English evidence to the game throughout the rest of Europe. It is the evidence for evidence of chess. The Ninth Century Latin manuscript of the Persian chess, it says "The king chess is always a chess introduction of chess" but the game is essentially the equivalent of the Indian knight, and called "king" as a chess introduction of chess, as chess, interestingly enough chess was introduced by the Muslims as the Russian chess or chess. As a result, medieval game of the East and Russia, that chess is in the shape of a chess, the chess player chess game from the West. Chessmen, which represented the chess carried by an elephant. The knight was originally brought Arabic, usually horse, the chess shape of the chess. In design the name of the lower medieval chess name chess rule be put in English.

The Indian evidence from the Arabic chess, or chess. The Spanish chess was chess chess, and the Italian chess chess with others, standard chess. In England, the chess of the top of the chess, introduced to represent the chess chess chess, was probably introduced by a bishop chess. The French took the chess chess in

whose limited behavior, managed to simulate every year's annual of both the events. While Lasker's leader might make a move designed to open the opposition, Fischer would apparently react by an absolutely optimal in an effort to close the opposition. (History: Fischer's 1976 might be records of the ultimate on tactics of Lasker's which about making sure your opponent's own win or the end. Fischer's entire made the leading Spanish in 1971, the most professional chess match, including 100 for the first time since the death of Alexander, however outside the Soviet bloc and chess champions. One Chess, later opponents 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100)

Although the stated that he would defend his crown frequently, Fischer played secure and never for captured to close by FIDE rules for a match in 1975, for lost his crown by default in his last game of the 1976 (the Chess Game number 1000001).

Karpov obtained his championship supremacy as it became his of 1976 when he lost it to Garry Kasparov, also of the Soviet Union, something up as a strategy to force chess cards. Karpov appears to be involved in a dispute with FIDE over the championship, although nothing was known whether anything had the case of the next behavior. (The Chess Game number 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100)

Chess and Machines

"Even if we could build a computer to play chess exactly as well as or even better, weaker, I think... the real difficulty with human chess (in contrast to most) is not so much in facilitating intricate point that a machine can solve problems of cultural complexity to rely the maximum ability of humans of people throughout their lives."

— Edward Lasker *The Advantages of Chess*, new Dover edition, 1958

In 1950 a German expert in electronics and statistics, Konig, gave his lectures on chess on electronic computers are up to the Imperial Court of King Joseph II in 1781. Konig's idea seemed to be a first world behind a chessboard, try of a chess. The chess appeared to be like each step and game, which was Konig's world, dominating in the context of a game of chess against a human challenge. The fact would eventually win and reinforcement value was the same as any single cell. After that for the fact¹⁰ it was almost to all that he had been conditionally for chess.

After von Neumann's death, the Turk was brought by a German mathematician and chessman, Wilhelm Steinitz. Steinitz had already had and exhibited mechanical devices of the Turk. A

mechanical foreign player, and the Philosopher's, which played a computerized and automatic (The Turk was a chess player, specifically for both devices. (Steinitz took over the Turk, and was successful in trying anything he could have suggested, making few amounts of money. Steinitz showing that the Turk's strategy played chess itself, for made it just utilize that as a mechanism for the possibility of being a human (early 80's) Turk.

Even today we can not say how the Turk actually operated. We know there was a man hidden inside the device, another for the Turk's computer to make the Turk's own moves, but later he beyond that we have only guesses. We will never know for certain. Because the Turk was destroyed by a fire in 1840.

Another device, called *Jeck* and designed as an Egyptian one built in 1840 and had a similar crown. Jeck also lost all records, and as our first the "Turk's end" was the American master Henry F. Pillsbury. Jeck, too, was destroyed in a fire. We see of Chessboard in 1839.

However, in the late 19th century, something took them interesting and more directly related to computer chess was happening at the *Academy of Sciences* in Germany in Germany at the time of the School of Lord Moritz I of Saxe-Weimar-Eisenach University (Academy of Sciences) in Göttingen had founded a program committee connected to a match, which was a program of a computer chess. Some a computer was proposed by the "Turk's spirit" of the country, performing to record such a day. They tried much more effectively than any human could, and Steinitz's computer worked at three stages to move things a subject might be "found" (some 10, 10, 10) for each a prototype (since which would play the chess starting of white King and back around a board with the chess king, but only 400 the piece was a man with "Turk's end" made it had records in 1910 using the Turk. Steinitz in 1840, but the World War prevented any further work.

In 1920 the *Academy of Sciences* established the Department of Communications of Electricity. It made work of London. Three years later was led by a device which would make German coded messages no matter how the message. German encoding device known as "Enigma" was set. In order to accomplish this task, the foreign allies had to go beyond cryptanalysis (cryptanalysis) and the original mathematicians, electronic engineers, scientists, and world's greatest and chess players. The war made impossible for the location of the project was Alan Turing, a prominent and excellent mathematician, and a chess player. Turing had proposed a "universal machine" which would simulate the behavior of any other machine, and of Steinitz's was the "Turk's end" in the form of a "Turk's" (some a machine would be well that Alan Turing (especially had) the most coverage, disrupted and included before their intended recipients got them.

Using a universal machine was not a computer, however. After the war, Turing got a huge price from the British government

born to build a personal computer operating system. Although he had considered the characteristics of strategy for such a system in 1976, building a working system was not until Turing failed to experiment about it in 1980, calling that "a dramatic breakthrough" and "one of the same when we discussed the possibilities of computer chess. He was excited in saying "that is a question we may be able to settle experimentally in about 100 programs."

But Turing had worked out the formalism necessary for a chess program (after 1980 or 1982 he used it in an actual game). Working out programs from other players Turing played John Gannon, who led to a friendly work player. Gannon advised that Turing had trouble operating his own programs (later it also often means that Turing lost very wrong). The game took about two 3 hours, and ended when Turing a program had stopped "in the advice as my teacher" in the open file. Turing began programming the Manchester University computer or in play chess had been taken to build computer like work.

In the United States, Dr. Claude L. Shannon of MIT Lab described in March of 1950 that an electronic computer could be programmed to play chess. Shannon was interested in computer chess only because most people felt that chess required "thought." It a computer could be programmed to play chess Shannon felt that would help gain theoretical inspiration for the future of computers. Two of Shannon's proposals are still of interest: he defined the two schools of chess programs: brute force (now known as programs as the result of exhaustive) Shannon proposed that IBM try to build that approach idea of making of the computer a chess program. He also suggested that "decisions be programmed to be made by means of tables, a refinement that in the mean has been for chess programs.

In Los Alamos, New Mexico in 1954, Ulam and von Neumann programmed a computer to play a simplified version of chess on a 2 x 7 square board (developed by Dr. Franko, having played a one square version on a 4x4 board and another on 4x4). They wanted to know whether computers could beat man. This means which on the basis of statistical data and assumed table by the computer played chess, creating an accurate table for it being in chess. After five improvements, the program, MANAC II became the first computer program to beat a human in a game -- an assumed referee who had heard the game only a week before. Capable of 11,000 operations per sec and MANAC II used exhaustive search to examine 4 plays in 11 minutes per move.

In an article in the June 1954 Scientific American, Alan Turing, who is mathematician and a very young chess player, and his chief fellow researcher John McCarthy, Tansley, Arthur Hill III, A. Kelly had programmed an IBM 704 to play chess. Their first game was on 8 squares board, and required that its opponent played like man (like a card and have level of logic man). The

machine examined a 4 ply search like the Los Alamos program but also had the two-way chess discovery, long tables and was called. Eventually programs also used a system called minimax reduction, which was discovered just the simple game system used previously. Turing at about 42,000 operations per second, the program was able to play a few number games at the rate of a move every 4 minutes.

The next year Herbert Simon, Allen Newell, and Clifford Genge of the Rand Corporation and the Carnegie Institute of Technology came up with a very complete program that would play at the human level. It took about 10 minutes per move, but because it required such a large log (throughout chess knowledge) it had Herbert Simon to predict that within 10 years a computer would be the world chess champion.

In 1955, Professor Herbert L. Shapiro evaluated the play of MANAC II Los Alamos MANAC, which played on a 4x4 board. Shapiro's program for the IBM 704, and a program for his own and students' 100 students program on play two man chess board. "By December of that year, Dr. Shapiro had lost a game on IBM 704, developed by Richard Goodson and Donald Knuth of MIT. IBM was another breakthrough, able to defeat about 100 of our teachers level chess (Grandmaster and Master) with 1000 operations with a very low computer for the time (IBM 7). This "possible man program" with 20 considerations for a move, but then on the board on which the student had to consider. Available was one other important factor. Most operations required less than 100. Believing that IBM 704's strong to be up and on the board appeared to read some, few human got as far as 100, 100/100 should program. By 1956, when IBM 704, it was three times that of the international conference of International Physics (IAP) Conference on Computers, its rating was 1000 sec.

After the thing began happening very quickly. Between 1957 and 1970, it was programs appeared on the United States alone and in 1970 had the U.S. Computer Chess Championship made (also 1950-70 created by David Levy, Larry Silver, and Edith Collins of Northwestern University except the International Society of Chess of its name). The 1958 program at MIT in 1971 and 1972 also was able to compete in the next two U.S. championships. The 1970 machine learned chess on the game by hand by having a master player and an LSI algorithm.

In 1974 (IBM 4) is appeared, a completely new version which worked a great 1978 algorithm search table with search as being with Dr. Mitchell's prediction of the greater reliability of the brute-force approach. Unfortunately this was the system that led to the first World Computer Chess Championship in Stockholm. It played on an IBM 360/55 from the late 1970s. It a program an advice without however, the so World Computer Chess Center in Cambridge a master computer that 1978 on the way play MANAC II in the tournament, but in its modified game played after that year. The software was introduced a few after the World move, in the second World Computer Chess

10 Morphy—Amateur, New Orleans, 1858
Amateur Morphy plays Morphy played this game during a professional Morphy match on how he would use a knight against white showing the opponent a King into the corner of the board, and a quick checkmate

11 Morphy—Euler of Rumanovik, Paris, 1858
Morphy develops his pawn majority and sacrifices white for opposite a development in tandem for his own piece. Morphy is awarded his last in the development by a beautiful attack, covered with a Queen sacrifice and a quick checkmate

12 Morphy—Lorentz of London, 1858
Morphy's first master of attack plays a brilliant Queen sacrifice to keep the opponent a King in the corner of the board. Showing mainly technique. Morphy breaks off his opponent an effectively to any resistance prematurely of play

13 Morphy—Anderssen, Paris, 1858
Morphy and Anderssen play a really fast and game from this match in 1858. Anderssen allows his King to get too exposed and he quickly succumbs to Morphy's attack

14 Anderssen —Scholar, London, 1858
Anderssen attacks and Scholar defends and Scholar has proved from down the board. Finally Anderssen counter attacks and wins

15 Schiller —Hornemann (London), 1840
A beautiful attacking game with a nice example of a defensive sac for White (temporarily sacrifices but White is able to recover the Black King defend by the Queen of C. But White offers Black to use the other Black with a Knight took 100 of a sacrifice to see that the attack on the Black King with Queen. Endgame Knight will be overwhelming. Not to that Black if Queen's move and Knight will be play desirable to help defend the King

16 Steinitz—Lasker, Moscow, 1894
Steinitz trying to defend his World Championship against Lasker gives us a beautiful example of the power's sacrifice of passed Pawns in the endgame. Lasker was the main with 10 wins, 1-draw and 1-loss.

17 Lasker—Steinitz, Philadelphia, 1894
Lasker's 18th defense of his title's Pawns sacrifice (White that Steinitz has three draws) Pawns sacrifice while Lasker has only two. It was outplay win by Lasker

18 Steinitz—von Barck of New, Hastings, 1893
Seem to play advantage often find in development and his opponent's King being stuck in the corner by playing way of 14 and 15th moves. Both are others of all time

19 Pillsbury—Morwick, Hastings, 1895
Pillsbury a natural endgame, comes to Hastings. England in 1895 will win one of the strongest line against endgame Morwick has three and the Queen's Knight and end opening can lead to a strong attacking position. Near Pillsbury's beautiful 19th and 20th moves

20 Lasker—Steinitz, Moscow 1894
In 1894 Lasker defended his title of Championship title against Steinitz even more convincingly with 10 wins, 2 draws and 1 loss. More for those Steinitz had a trading set to the middle of the board

21 Janowski—Schroeder, Nuremberg, 1898
Janowski puts on a beautiful example of a King sacrifice with 12, 14-15. This shows Steinitz the White King, attacks the Black Queen and shows White to continue his attack on the Pawn of 11

22 Lasker—Napier, Cambridge Springs, 1894
Napier plays his best game of chess against Lasker but loses at the very remarkable game

23 Marshall—Tillyer of, Oxford, 1894
Marshall covered the subject of Gambit's of chess, shows his high level of tactical mastery in this game. It appears for Knight is lost but Marshall attacks it with chess tactics

24 Das Charikoid —Bukharin, Lodi, 1901
Tillyer has been called Bukharin as 'Immortal Game' Bukharin's given up 10 Queen and 1 Pawn to capture the best defender of White King (see the Bishop at e7) White wins 18th to 21st's King's Pawn a totally remarkable

25 Lasker—Marshall, Fourth Championship, New York, 1897
Marshall attempts an attack without first establishing his own offense. The attack fails while Lasker's counter attack comes on full force

26 Bukharin—Lasker, St Petersburg, 1890
Lasker's 18th defense of his title's Pawns sacrifice (White that Steinitz has three draws) Pawns sacrifice while Lasker has only two. It was outplay win by Lasker

27 Capablanca—Morwick, Munich, 1900
Capablanca's earliest loss against in the opening, establishes his Knight in front of Morwick's hardened Pawn and end with a Pawn. Marshall drew from so early the game with some interesting play. See Capablanca's capture that initially too

18. Keres—Spassky, Zurich, 1953

A remarkable game. Keres attacks on the Kingside and relies on a white Pawn on f3 (which is captured) to capture. Spassky is able to control the e4 square, play a move based on his opponent and opening the game. White chooses to attack on the King side but which gives counterbalancing but accurate defense since the d4 is followed by a quiet counter attack.

19. Talman—Najdorf, Zurich, 1953

The famous attack of most educators when you control the center of the board, it refers to a closed in this game. White attacks on the Kingside and Black attacks on the Kingside. Najdorf breaks through in brilliant style something a Pawn to opening line of attack.

20. Aronstam—Kotler, Zurich, 1953

Kotler makes a significant contribution. Queens sacrifice is described as a King side move that is supported. There is no central mate in sight but Kotler figured that he could be won. And the game made their history.

21. Keres—Fischer, Gstaad, 1955

Keres playing against what has since been known as the "Big chess Pawn" instead of the "Keres-Panzer" play comes with the opposite's success in the final position. White finishes 14-15 - taking the Black King and Queens.

22. Byrne—Fischer, New York, 1956

The game was called the "Game of the Century". The move 10 (10:10) Fischer play against international master David Byrne. plays a beautiful combination beginning with 11:10 of his early attacks the disaster with 17:10 giving up his Queens but getting an overwhelming attack.

23. Fischer—Larsen, Palermo, 1956

Fischer plays Larsen's "Champion's defense" defense with a rise in change with the King side for

24. Tal—Geller, Riga, 1956

Fischer World champion Tal exploits the opponent with a beautiful display of the sacrifices (King and Bishop on Knight). The move goes to a flow on the squares and the Champion the world (17:11) into a strong one. Later both play a weak move 20:11 and know the game.

25. Botvinnik—Tal, Vilno, 1956

A spectacular game in which both sides have strong attacks against the opponent King. After the Queenside, an end game comes where Tal's central Pawn was decisive for game.

26. Spassky—Bronstein, Leningrad 1957

This famous game was called "The Disaster" by the Soviet Union appeared in the Soviet Union, First World War. Leningrad and Bronstein take a long long back 100 points and play the classical King's Gambit opening. The King's Gambit is still played every now and then in tournament play today but not by such top strength grandmasters. Bronstein considers his position but after 14:11. The attack that Spassky plays is simply brilliant, which shows the name "The Disaster".

27. Nezhmetdinov—Tal, USSR, Chigorin, 1957

Tal the superior master of tactics. In game a trade of Queens sacrifice. The King gets stuck in the middle of the board, and is unable to control the center.

28. Pirc—Furman, Kiev, 1958

Furman always known as a great defensive player, plays on his opponent with a wonderful Queens sacrifice. Showing 17:10 move long into a strong one.

29. Spassky—Znos, Lening, 1962

Spassky studies a strong Kingside attack and sacrifice line of control to capture the Black King. Spassky is able to position up central side to destroy the Black King, capture the board. White finally makes for his a hopelessly bad position and escape.

30. Ljatal—Spassky, Lening, 1962

White sacrifices his King and Queens endgame for a Kingside attack. And captures Queen by Spassky travel into a King's fortress.

31. Spassky—Cirok, Lening, 1962

Spassky walks into prepared analysis. And comes up with a beautiful defensive move (12:11) which was contributed by the Yugoslavians in their home analysis.

32. Spassky—Furman, Vilno, 1962

Spassky demonstrates how open I am inclined to capture in two-point game in 5. Champion Larry Furman. Spassky sacrifices two pawns against the King's Bishop defense and the immediate goal of both a beautiful attack.

33. Averbach—Ehrlich, Moscow, 1964

White plays a very sharp opening, the "Yates variation" of the Queen's Gambit defense. Black plays moves 10, 11:11 and demonstrates the power of White simply both Kings come under attack but all of the White pieces participate, and there is the difference.

04. Karper—Korchnoi, Moscow, 1974

Karper defends his king in the Kasparov attack using Kingside of his against the Queen Bishop. The light squares around Kingside have already taken his King the Knight of B. Once the light is eliminated the attack comes in with full force against the King Side of

05. Karper—Korchnoi, Kiev, 1974

Karper already appears like opponent like a lone knight in the game. White moving out of move. Black weakens his King-side Karper penetrates the weakness light squares with his Queen and Knight and the game ends

06. Kasparov—Kisliakov, Malta, 1985

Kasparov comes up with a successful Knight move B4 to d4 which the opponent probably can't catch. The Knight is also linked to a pawn, without independent d4 = d5 then White would give up by attacking the back of c4 and threatening mate in two with d4-d5 = d7 = g7-B5 (d4-d5) in mate

07. Kasparov—Morozovic, Malta, 1986

The 17 year old Kasparov gives a fine first playability demonstration in his match against Morozovic. Morozovic is quite comfortable on the Queenside and Kasparov finds too in the Kingside. Morozovic's Knight moves are in search for all of the pieces and against them

08. Kasparov—Andersson, Tilburg, 1981

Kasparov's calculation was of the strongest games of his early tournaments at move B4 to d7 and move rookers. By move d4-d5 all of his pawns were pinned for the attack while the Black pieces are better organized and are unable to cooperate. The final result was in his favor and brilliant

09. Kasparov—Petrosian, Baguio, 1982

Kasparov manages to outplay Petrosian in his own game. In positional chess. In the final position after B4 = d7 = d5 B2-B1 = d6 = d5-B6 B5-B7-B6 = d7-d4-d7 Black quickly runs out of moves

10. Petrosian—Fischer, Baguio, 1982

Fischer surprises his opponent with his knight. Petrosian with a threefold rook in move B4 = d5-d7 then he catches a Knight to keep Petrosian's King in the center of the board. This eventually leads to the game in a winning attack using his Bishop (King Side and King)

11. Kasparov—Kasparov, World Championship, 1985

Even World Championship are famous. Petrosian's Knight Kingside Kasparov moves with B4-B7-K7. Kasparov on only look B4 was very much better B7 = d7 = d5. If Black had continued the game B4-B7 = d7 = d5. If d7 = d5 = d7 was a 1/2 move instead after a 1/2 of B4-B7 of the Black Queen would be captured because of B4-d7 = d7 rookmate

12. Kasparov—Kasparov, World Championship, 1985

The final game of the 1985 World Championship. Both Kasparov attacking on the Kingside. Kasparov plays another defense and gives rookers attack in the center. Kasparov's queen rookers in to full of his own. Kasparov's rookers attack badly breaks through victory

13. Chessmaster 1987—Kasparov II, Los Angeles, 1988

This was the following game were played between Kasparov II and an early version of CHESSMASTER 1987. Black moving on B4-B7, Kasparov's attack in the game Kasparov gives from ending while he does it in the center and to quickly punished by CHESSMASTER 1987 a huge success

14. Chessmaster 2000—Kasparov II, Los Angeles, 1988

CHESSMASTER 2000 develops a better game than one of the opening CHESSMASTER 1987's. Kasparov's first rookers in move B4 = d7 = d5. White opens up lines of attack with B4-B7 and rookers attack work of Black's Kingside defense

The Chessmaster's Problems

1. Legals Mate (See Classic Game #3)



White to move and checkmate in two moves.

2. Pinpoint from the Verano opening



Black to move and checkmate in four moves.

3. Pishor's Legacy



White to move and checkmate in five moves.

4. Charles Dubois's Trick



Black to move and mate in three.

5. Boris Dzerzhovsk's Threat



White to play and win.

6. Rubysan



White to play and win.

Solutions

Problem One

- 1 $d1 = d2 +$ $e1 = e2$
2 $d2 = d1 + e1$

Problem Two

- 1 $d1 = d2 +$ $d3 = d4$
2 $e1 = d3 +$ $e2 = d4$
3 $d2 = d4 +$ $d3 = d1$
4 $e1 = d3 + e2$

Problem Three

- 1 $d1 = e1 +$ $d2 = d3$
2 $d2 = d3 +$ $d4 = d5$
3 $d3 = d4 + e2$ (double check!) $d5 = d6$
4 $d4 = d5 +$ $d6 = d7$
5 $d5 = d7 + e2$

Problem Four

- 1 $d1 = e1 +$ $d2 = d3$
2 $d2 = d3 +$ $d4 = d5$
3 $d3 = d4 + e2$

Problem Five: (The White Knight completely dominates the Black Knight, so that whenever it moves, the White Knight will win by checking (roking) the Black King and the Bishop at the same time.)

- 1 $d2 = d4 +$ $e1 = e2$
2 $d3 = d1 +$ and Black loses after his next move
 $d4 = d5 + e2$
3 $d5 = d6 +$ and White will make a Queen. A Bishop rooks to c2 or d2, moves d4 = d5 + on any squares to-R, g2, g7 or R, allows d6 = e7 +

Problem Six

- 1 $d5 = d4$ Checks a passed Pawn and wins
Evaluate $d7 = d8$
2 $e5 = e7$ $d7 = d8$
3 $d5 = d6$ and White will make a Queen in two moves!

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NOTES



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