Leszek Kaszczyniec

How to defeat a computer in a game of chess

Chapter XXIV
"How I defeated Anatoly Karpov"

## Leszek Kaszczyniec

# How to defeat a computer
in a game of chess

Instead of an introduction

This book is for everyone, the young and the old, hackers and computer buffs, chess players and non-chess players, for all those who have computers - and are courageous enough to challenge them. The reader of this book plays games from the position of the winner. Without doubt, it creates self-confidence, as it has been aptly noted by my excellent reviewer, Mr. Janusz Korwin-Mikke. The chess itself teaches also how to be precise and efficient, how to consistently pursue a set goal, and also, from a broader perspective, it develops planning, management and organization skills. In short: **it forms the man or woman of the 21st century.**
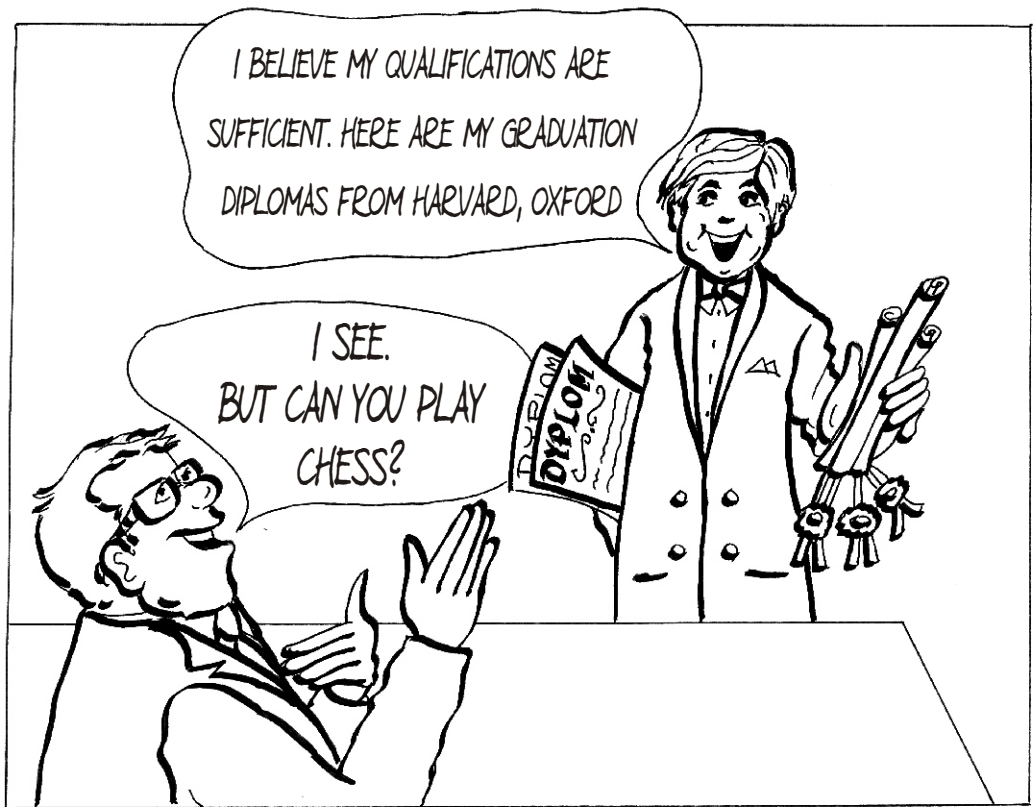
Dear Reader. Amongst really intelligent people there are none who cannot play chess. And if there are any, they are just the exceptions that prove the rule. This book, sort of pass into the world of intellect, constitutes an indispensable tool for a young man or woman, an important link in the chain of elements supporting proper development.
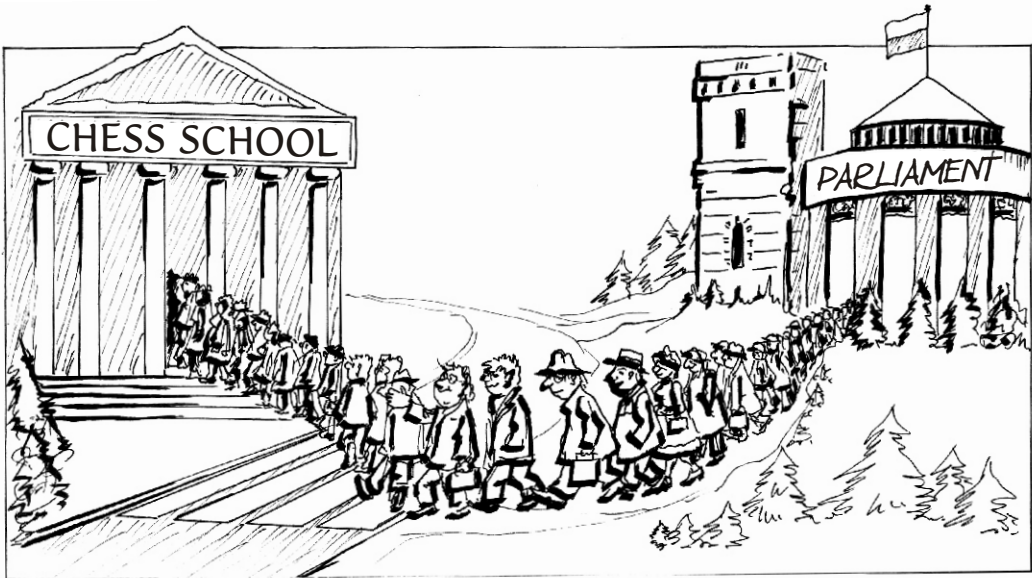
And thus we have reached the final point. Is it possible to learn how to play chess in Poland? It's not that simple! As you can see, first of all one needs to be elected an MP. But let's not exaggerate. There's another way out. All you need to do is to buy our book titled *CHECKMATE-ELITE or how to defeat a computer in a game of chess.* And here comes a question: Does going through this book guarantee that one becomes an MP? Well, it would be a logical sequence. However, I'm going to leave you in suspense. Even though I know everything, I will not give you an answer to that question. Just out of sheer capriciousness.

Author LK

In the movie titled *Jumanji* children found old pieces from a Hindu game and started playing eagerly. If you are a person of that kind, buy an old plank at a marketplace and a classical guidebook, and play chess. It is a wonderful, ancient game.

But if you perceive the game as a dynamic battlefield, if you are not afraid to stand up to a computer, then learn from this book. It is for you. And play chess. It is a game for thinking people, whereas the 21st century is a century where battles will be fought by intellects interfaced with computers. Mr. [LK] has just interfaced with the K-Chess Elite, a software developed in distant Australia. But the rules of thinking and the rules of chess are the same everywhere. KCE plays chess very well (if you are able to frequently win against it, you should immediately join a chess club saying: "I play on category 1 level"). However, it really can be defeated.

How?

That question should be addressed to the Author. Which means: read this book. A computer is not a living being. A computer never becomes aggravated or bored, and it never yells. But you can yell at it, you may ask it silly questions or shake your fist at it. It will not feel offended or surprised. You can reverse your moves or instruct the computer to make a move and see how you would play thereafter (which is prohibited in games with another human being).

Computer's reasoning is never wrong, as a computer does not think the way people do. A computer analyzes ALL the possible moves and selects the ones that lead to the best position. However, the number of possible moves is enormous. It exceeds the number of stars in the Universe or of sand grains in a desert. Except for very expensive applications installed on Really Powerful Computers (Mr. Garry Kasparov, a World Champion, played against the Deep Junior software, which used six powerful computers and only hardly won!) those machines calculate two or three moves in advance. And if a computer calculates that three moves will lead to a checkmate, it surely is right!

A human being, on the other hand, uses its strategic sense and immediately rejects the vast majority of such moves as absurd ones, and analyzes instead 5, 6, 7.. and sometimes 15 moves from the options which he or she finds out to be most sensible.

A computer wins in a situation where a man classifies a good move as one not worth attention. There are such games: the computer makes a seemingly stupid move and everyone says: "It has made a mistake!", whereas later on it turns out that the computer was right. A man wins when the computer tries to achieve an excellent position after three moves… but it cannot see that there is a trap set for it by the man: two more moves and a checkmate.

At the same time computer applications make characteristic errors. It's hard to believe, but until this year applications capable of defeating a World Champion could not assess simple draw positions. It was necessary to prepare separate "extensions" for each of such positions!!! And, of course, such extensions were prepared only for some of them.

For example, a man reasons like this: if White have three, four or even nine bishops, but all of them move on the light squares, they CANNOT checkmate the lone Black King. How could they? The King will move on the dark squares, it cannot be checked, and if the Black King tries to block White, there will be a stalemate. And that means a draw.

But a computer cannot think. It calculates 2, 3 or even 30 moves ahead for every option and it always finds out that it will have an excellent situation after such 30 moves. An advantage of 9 bishops! And the computer doesn't "see" that it is unable to win the game.

After you train with the computer and follow the games played by Mr. [LK], you will understand that he has given you some advice on how to utilize such minor weaknesses of the computer. The computer covets pieces - unmindful of the fact that after four moves its King will become jeopardized (but the computer calculates only three moves ahead). It repeats errors, which can be utilized against it. That's how you can become The World's Best Specialist in Defeating Computers! It is not unlikely that you will lose games to any human Grandmaster, but you may defeat a successor of Deep Blue instead?!

Who knows?

And what if some Aliens from other planets decide to attack us but, in order not to expose themselves to unnecessary risk, they send some of their computers to do the job?

You will be the man!

But don't waste any more time! Turn on your computer and read!

Janusz KORWIN-MIKKE

Review for publisher of a book titled
"Checkmate Elite" or how to defeat a
computer in a game of chess

The book is most certainly innovative. It contains descriptions of the Author's experience from battles against the K-Chess Elite software, as well as the Author's own reflections.

The idea is absolutely interesting, as those are remarks of a man who plays chess on a good, but not master level. So far efforts have been made to make sure that books are written by chess masters. As a consequence, beginners were not able at all to understand the mental shortcuts taken by the authors. In this case the thread of understanding is found immediately, as most people have similar experience with computer software.

So far the process of teaching how to play chess has been identical with the way in which I was taught foreign languages: by means of providing examples of optimum pronunciation and explaining grammar. The Author takes a different approach: one similar to the process of learning a language by means of using it. The Author encourages the readers to play freely with the software (computer), and possible mistakes are not seen as problems: one or two moves are reversed and the game continues until the computer is defeated. That's because one will finally find the right move.

Selecting the K-Chess Elite application for the said method of learning was the right move. That software plays well, but it can be defeated, unlike, for example, Fritz, playing against which is frustrating, as in order to win against it in the tournament mode one rather needs to be a Grandmaster. KCE will defeat beginners, but once in 5 attempts, on average, the human player will make a move on a level better than the one of KCE. A win against a computer provides the students of that wonderful game with self-confidence, which is so important for young people. In order to start defeating KCE continuously, one should be at the level of a National Champion. Leading a young man to such a level would be a great success.

A student may also follow the Author's reasoning and independently assess its rightness by means of playing the indicated games. That's an excellent training.

Nevertheless, the purpose of the book is to train people, and not to become involved in Kasparov - Deep Blue debate. The author of A Guide to Polish Literature does not usually expect to be a candidate for the Nobel Prize.

To sum up: for vast majority of people (except for two or three per cent of perfectionists) who have been playing chess for a couple of weeks this book provides an excellent method for increasing their skills and learning chess analysis at home, in front of their computers. As regards schools: I support encouraging young people to play chess by means of forbidding them that sport (they will instantaneously start playing en masse under their benches…); however, if they are to be taught how to play chess, this book provides for those somewhat familiar with computers an intellectual adventure, contrary to the classic guidebooks which nowadays may be perceived as boring: it is the computer screen and not a piece of paper and a wooden plank that is attractive and vivid in the eyes of the boys of today!

In my opinion, up to 80% of those who want to learn how to play chess may be interested in the book.

Janusz KORWIN-MIKKE

Prof. Tadeusz Gałkowski, Ph.D.   Warsaw, 28.08.03

Publisher's review of a book titled "Checkmate Elite"

or how to defeat a computer in a game of chess

The ambitious idea to make available to a wide group of readers an educational and guiding book which provides an answer to the question posed in the title - "How to defeat a computer in a game of chess?" - must be deemed to be timely and proper in every respect.
That educational and, by the way, praiseworthy purpose convinces me above all, especially because there has been really no such publication on the Polish book market, whereas demand for it is unquestionable.

From the psychological perspective, the benefits arising from reading the book need to be highlighted, namely an increased capability to effectively challenge the Australian chess software named Chess Elite (and similar applications), and a possibility to increase the chances of young people to succeed, with the use of this particular book. Why is it so important? Because it helps to develop that kind of personality that will make it easier to fight one's way through life. It really is not that easy to defeat a computer. I must confess that I myself made an attempt to measure myself with the software, but I would prefer to pass over the result in silence.

As regards humor in the book: it contains multiple funny drawings which not only lend variety to the contents of the book, but also refer in a funny way to the current real situation in our country. Together with the jokes and the likable figure of the Chess Elite computer they create a unique, warm climate.

Finally, one of the most important advantages of the publication currently under development is that it makes reference to a very important function, mainly the development of the cognitive skills by means of teaching how to concentrate on activities well planned in time (and space), which at the same time builds and strengthens creative imagination. All that is subsequently translated from chess into the skill of making right, and at the same time informed and responsible decisions in everyday life. And that is a very strong point of the book.

To rep up, I would like to stress one more aspect related to my professional field. The book may be very helpful to young people with impaired hearing or to those on wheelchairs, as many outstanding chess masters can be found amongst them. Therefore, I support the o pinion of the chess Grandmaster, Mr. Włodzimierz Schmidt, as regards recommending the book "for school use" by the Ministry of Education.

Head of the Rehabilitation Psychology Department

Professor Tadeusz Gałkowski, Ph.D.

Włodzimierz Schmidt, M.Sc., Eng.
115/97 Osiedle Piastowskie
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Poznań, 26 August 2003

BOOK REVIEW

Leszek Kaszczyniec: *"CHECKMATE-ELITE" or how to defeat a computer in a game of chess.*

The book is extraordinary. It is extraordinary at least due to the fact, that there is no other such book in the Polish literature, and maybe even in the world's literature. Therefore, for filling a gap in the chess literature I give the maximum score - 10 points. The author, in a light and attractive form, presents his chess "battles" against the Australian software Chess Elite 4. The most amazing fact is that the book has been written by an amateur chess player. That may be the reason why there are some weak points in the games, both on the part of the author, and of the computer. But that may be excused, as neither the author nor the Chess Elite 4 program is a professional player. Many games are very nice. Particularly conspicuous are games IV (a beautiful, unapparent attack combined with quality sacrifice) and XVIII (rook sacrifice).

A separate chapter is game XXI, a true gem in this fine book. An announcement of a checkmate in 8 moves! Although it cannot be accomplished after a "non-chess" sacrifice of the queen on the part of the computer, it is crowned with beautiful checkmates. The black king from h8, taking on its way material from White, advances to g3 where it is checkmated!

The book is made really attractive by funny drawings and equally good jokes.

An innovative approach to the subject matter, as well as educational qualities of the book are arguments that support recommending the book "for school use" by the Ministry of National Education and Sport.

A summarized assessment of the elements which give value to the book (from 0 to 10 points):

1.	**Beauty**	**8,5**
2.	**Attacks**	**8,5**
3.	**Comments**	**9,0**
4.	**Humor and drawings**	**10**
5.	**Perfect preparation of the whole book**	**9,0**
6.	**Educational values**	**9,5**
7.	**Aesthetic values of the whole book**	**9,0**
8.	**Game XXI**	**10**
9.	**Innovative idea**	**10**
10.	**Filling a gap in the chess literature**	**10**
	total	**93.5**

Average score out of 10 available points - 9.35

**/-/ Włodzimierz Schmidt
Chess Grandmaster**

How to defeat a computer in a game of chess?

Part I

How to defeat a computer in a game of chess?

The simplest solution would be to be a good chess player, better than the computer. And what if you are not? You need to use this book. It contains games which I played against the computer software named Chess Elite 4. It includes pieces of advice and instructions which will show you the ways and methods of winning, and also enable you to understand the beauty of chess. I myself am an amateur chess player. I play on a decent level, maybe even category I level. I think that the quality and level of games provide the best recommendation here. Nevertheless, before I started to win against the computer, before I understood how to win, I lost numerous games.

1. Therefore, in order to play and win one needs the basic knowledge of chess, the knowledge of openings (from the Chess Opening Theory) and of endgames, and of how to use the gained advantage. This book will teach you all that to some extent. And now it's time for the first important remark: having captured a piece, you need to be twice as vigilant as before. I know that because I lost many such games, as I believed that I had already won them - that the victory was mine. An advantage puts your vigilance to sleep, and you always need to remember that you play till checkmate or till the other player gives up.

2. The computer has enormous knowledge. It has the variations from the Chess Openings Theory "at its fingertips". You cannot compare with it here. So… After making several correct moves you need to depart from the theory into an area that the computer does not know.

3. It is necessary to nip the computer's aggressive moves in the bud, to prevent them, to avoid variations in which the computer makes such moves. In other words - to get out of the way of the raging computer. In the first stage, when you notice while making the 20th move that the 15th move, which was wrong, caused some harm, reverse the game and make another, better 15th move, until you find the right move and the right continuation which guarantees a victory.

4. The computer has one weak point - pawn-reaping. Hunting pawns results in a delay in the development of pieces, a loss of the queen or her elimination from the game till its end, which often leads to a defeat. The described games include some evident examples of that behavior.

5. The computer is strong, very strong as regards building and launching combinations, but - attention! - it is weaker at foreseeing our combinations. Fresh combinations, innovative playing, things that haven't been played yet provide a great opportunity to surprise and defeat the computer. You will understand that after you play the games described in the book.

6. As a rule, the computer avoids continuations and variations in which it lost. Your computer (chess software) does not know my games and it will be possible to draw it in them. I managed to create repeatability. For example, five moves before a checkmate the computer in each case played in an identically the same way. It simply made the strongest moves, even though they led to a defeat. Remember about it and use it. In a variation which the computer once lost, it will be difficult for the program to win, even though it will change its moves.

7. The computer is fast. You will fight against it for every tempo. When playing White, you have the advantage of a tempo. Learn how to play White. When playing against a computer, you often have to sacrifice a piece or quality (rook for a knight or a bishop) or to let the computer to "reap" some pawns. Remember about that. It is often the faster player who wins.

8. Using my games as the foundation, draw the computer into a Spanish game. It is not difficult, since as a rule, in response to 1.e4 the computer moves 1….e5. If the response is different, reverse the game until you get the desired reaction. Try to follow a blazed trail and draw the computer into one of my games. If that is the case, the first victory is yours. Then modify the game, replace a move with one invented by you, create your own, original continuation and win! Grandmasters playing games with each other can continue previously played games in some cases till the thirty-something move. When you start winning the Spanish game, move to other openings.

Here comes the last piece of advice. Try to draw. A draw with a computer is a success, too. And this book starts with an example of that.

The notation is English /Polish in the comments/:
K stands for the king
Q - queen
R - rook
B - bishop
N - knight

Text in italics indicates comments and notes from the grandmaster Włodzimierz Schmidt.

GOOD LUCK!

I've come to like Chess Elite. Just as a human being. It has its better and worse days, perplexities and dreams, but it is always likable. That sympathy has resulted in several anecdotes and jokes about Chess Elite. I hope you are going to like them and we all will become a large, computer-chess-playing family.

<div align="right">

author LK

</div>

Chess Elite comes to Poland /for the first time/. At the airport it looks around it and at Jaś welcoming him, and says with surprise: So, this is what the Goat's countrymen look like? To which Jaś resolutely replies: "You know, when I first heard you were from Australia, I also thought you were a cangaroo." And that's how the ice was broken. Today Chess Elite says that Poland is its second motherland and its real home.


MAT-OŁEK   SKOCZEK
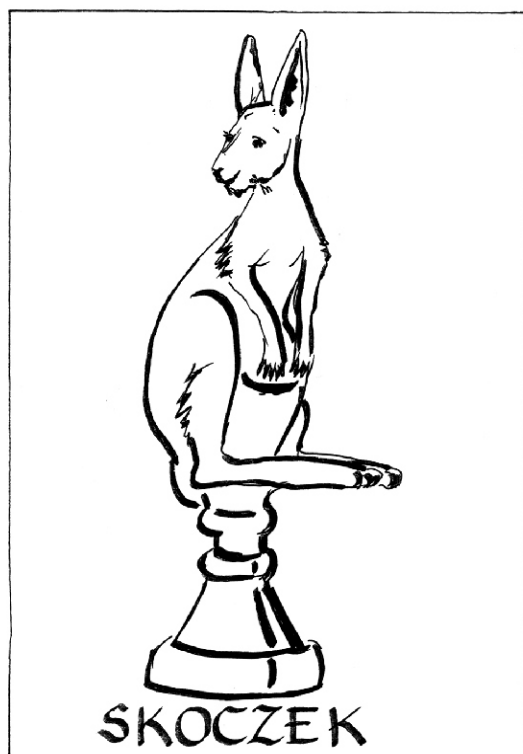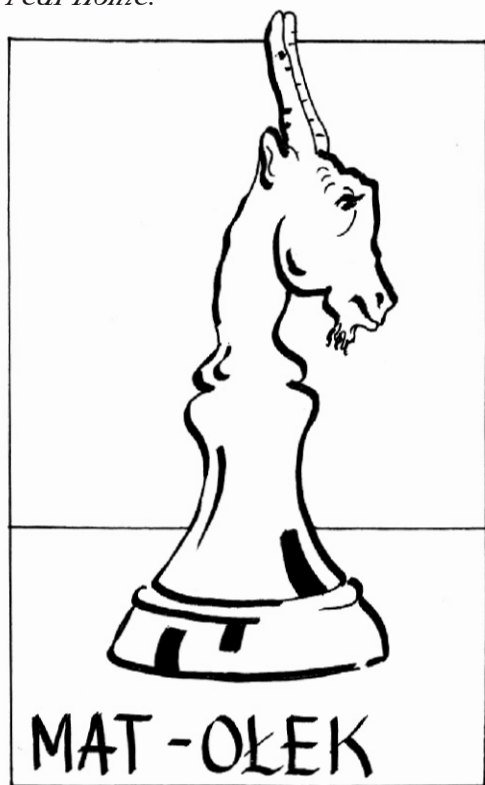
{an untranslatable pun, understandable only for Polish readers, referring to a famous beloved character of illustrated books for children, a Goat called Matołek ("moron" in Polish, and the first three letters "Mat" constitute another Polish word meaning "checkmate". The other illustration depicts a cangaroo (a symbolic animal for Australia, as a chess piece, namely "bishop" which in Polish is called SKOCZEK (which literally means "jumper" in English}.

A couple of words on the illustrator

I have to, I really have to say a couple of nice, but fully deserved words on the drawings and their creator. Lesław Chmielewski, as it is him who is - I don't hesitate to use such words - the master of drawing here, has created especially for this book an extremely prepossessing character named Chess Elite, a (well-behaved) scamp who, as he pleases, sometimes is a child and sometimes is an adult (at least as a mature chess player), and who will entertain you on the pages of this book from its very beginning to its end. I predict a great career for Chess Elite, the small chess computer who in this book, as a result of the initiative of the author and the willingness and talent of the illustrator, has assumed this likeness for the world, for children and for grownups. I hope that the series of drawings and anecdotes - jokes about Chess Elite will make you familiar with our little protagonist whom, I'm telling you, it is impossible to dislike. Once you make the acquaintance of him, he will sink into your mind and you will not be able to forget him. He will accompany you for a long, long, and maybe even longer time, since after you become friends, he will never abandon you. He will also help you to love chess.

with best wishes of reciprocation
the author and the illustratora

Here he is. Let me officially introduce Chess Elite. Chess Elite travels a lot. When he was in Spain, everyone told him: "You would be a great mate-adore!

MATE-ADORE

CHESS ELITE 4
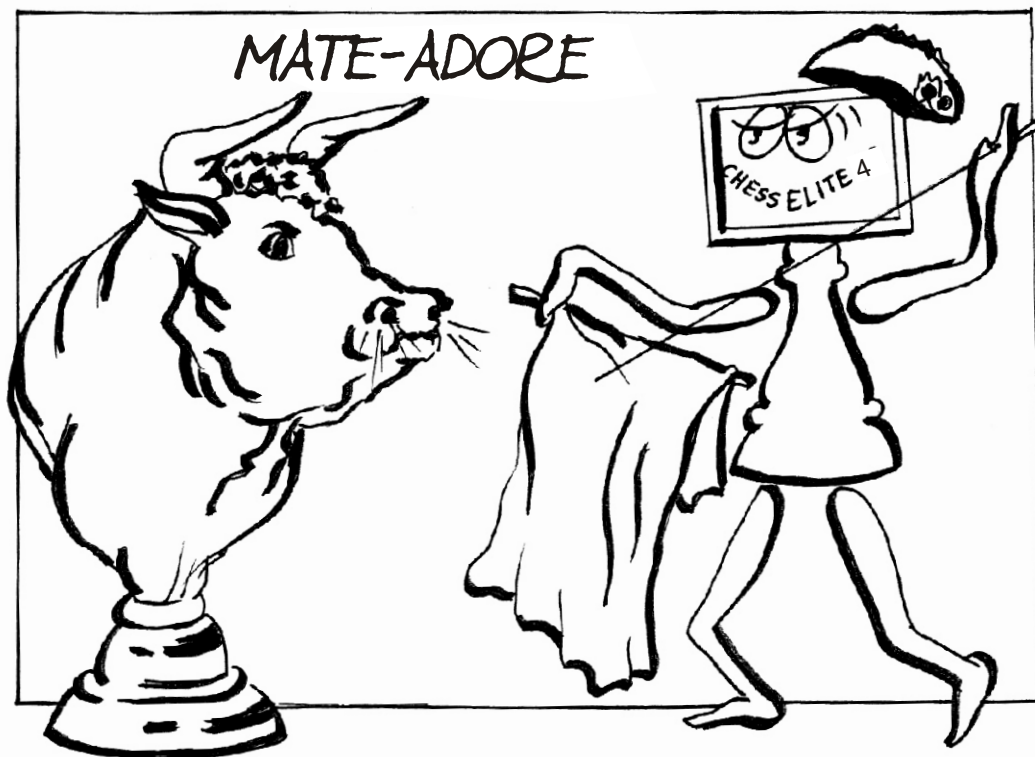
CHAPTER I

Spanish game

/A beautiful attack. The computer saves the game by means of brilliant 22….H:f2! I must admit I haven't foreseen that.../

Game I

1.e4 e5
2.Sf3 Sc6
3.Gb5 a6
4.Ga4 Sf6
5.o-o Ge7
6.We1 b5
7.Gb3 o-o
8.c3 d6
9.**h3**

This is exactly what the main variant of the closed Spanish game looks like. The move in the text is really important for safe development of White.

9.….Sa5
10. Gc2 c5
11. d4 c:d4
12. c:d4 Gb7
13. b3 Sc6
14. Gb2 Wc8
15. d5 Sb4
16. Sa3 Hc7
17. Gb1 Hb6
18. Sg5 beginning of attack on h7

18. Sf:d5 this is what I've hoped for... It will help me to activate the bishop on c2
19. S:h7K:h7
20. Hh5+ Kg8
21. e:d5 here enters the bishop
21....g6
22.G:g6 it seems that a checkmate is at hand
22...H:f2! Like a bolt from the blue. Look, the machine is really playing after all!
   23. Kh1 After 23.K:f2 f:g6+
   24. Hf3 Gh4+
   25. Ke2 W:f3
   26. g:f3G:e1
   27. W:e1 S:d5
with one pawn less, it would be difficult to battle for a draw
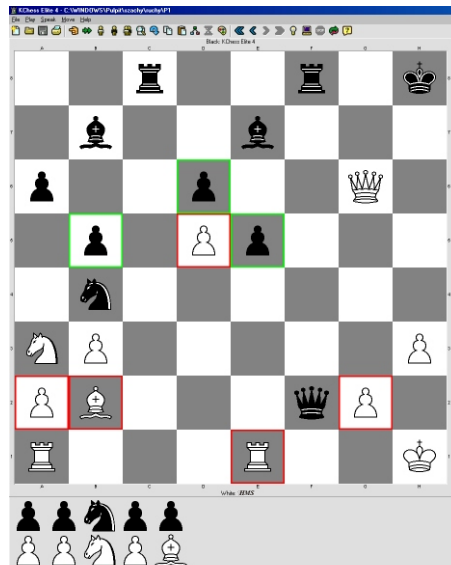23..f:g6
24. H:g6+ Kh8
25. Hh6+ Kg8
26. Hg6+ Kh8
27. Hh6+ Kg8
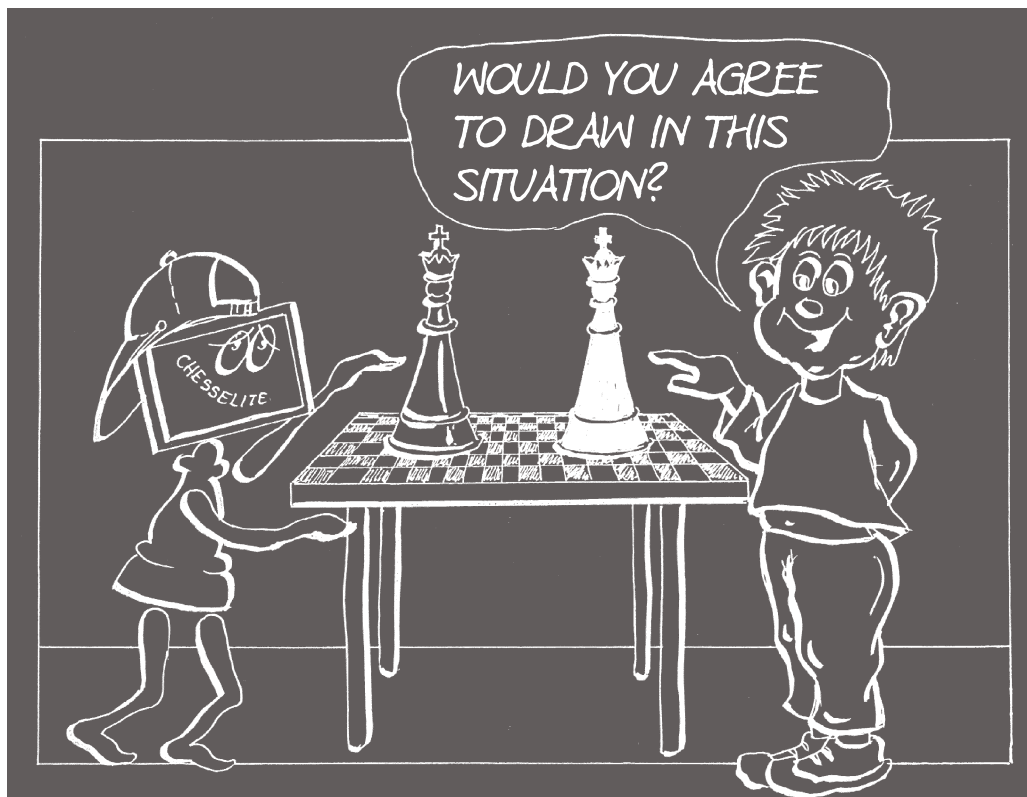Hg6+ Kh8 **A draw**. The black king cannot escape from our checks

Diagram

Diagram

While having an advantage, Chess Elite unintentionally played a stalemating move. He says in disgust: I feel stale.

And how did masters play the Spanish game?

World Champion	**Grandmaster**	**World Champion**
Robert Fischer	**Paul Keres**	**Emanuel Lasker**

1.e4 e5	1.e4 e5	1.e4 e5
2.Sf3 Sc6	2.Sf3 Sc6	2.Sf3 Sc6
3.Gb5 a6	3.Gb5 a6	3.Gb5 a6
4.Ga4 d6	4.Ga4 Sf6	4.Ga4 Sf6
5.c3 Gd7	5.o-o S:e4	5.o-o Ge7
6.d4 Sge7	6.d4 b5	6.We1 b5
7.Gb3 h6	7.Gb3 d5	7.Gb3 d6
8.Hc2	8.d:e5 Ge6	8.c3 o-o
closed variation	**9.He2**	**9.h3** Sa5
	open variation	10.Gc2 c5
		11.d4 Hc7
		12.Sbd2 Sc6
		13.Sf1
		open variation

How to take the advantage of knowledge of opening and how to depart from it successfully? Let's play four more games. Spanish games, of course.

Game II

Open Spanish game
1. e4 e5
2. Sf3 Sc6
3. Gb5 a6
4. Ga4 Sf6
5. o-o S:e4
6. We1   6.d4 is stronger. However, I personally prefer the move provided in the text

6…. Sc5
7. G:c6 d:c6
8. S:e5 Ge7
9. d4 Se6
10. Hf3 o-o
11. c3 f6
12. Sg4 Gd6
13. h4 f5
14. Se5 H:h4
15. g3 Hh3
16. Sa3

16....G:a3   captures a pawn the queen is closed I'm tempting the computer. I could have played 16. Sd2 and this is what I wanted For the price of breaking the chain of pawns I deprived Black of a dangerous bishop in a good position.

/16...,or 17...f4 would have been stronger/

17. b:a3 Wd8
18. Ge3 Wd5
19. Wab1 g6
20. Wb3 a5
21. Web1 a4   "drives" my rook to the square chosen by myself
22. W3b2 Waa5
23. He2 Kg7
24. He1
24….Wab5   threatens c4
25. f3 Kf6

the computer "senses" something, but does not know what it is. I cannot attack the queen with the rook from b2, because it will capture my rook on b1 with the rook from b5 and threat the queen. I need to make him capture the piece.

26. c4!
26......   Of course!
26......W:b2
27. W:b2 W:d4
28.G:d4 S:d4   and it has become hot. Note that the black queen has been standing inactively on h3 from the 14th move
29.Wh2!   culminating point of White's plan
29….Se2+   a knight for free? why not?
                       a pawn for free?
30.W:e2 f4   OK
31.g:f4 g5   this rook seems to like this square
32.Wh2   h2 (?)
32….Hf5   the only one
33. Sg4+ Kg6
34. Wh6+ Kg7
35. He7+ Kh8
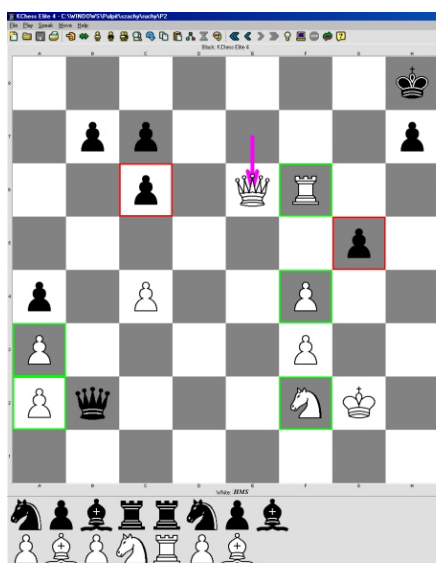36. Wf6 Hb1+
37. Kg2 Hb2+   and now it does not capture the pawn on a2 with a check. It plays 37….Hb2 to retain control over diagonal a1-h8, but it's too late now

38.Sf2 Ge6
39.H:e6 and Black resign

Diagram

16

1. e4 e5
2. Sf3 Sc6
3. Gb5 **Gc5** usually a6 is played safely and after 4.Ga4 Sf6. The computer chooses an aggressive countercontinuation. Unfortunately, it did not help - in two games. You can remember the previous game. Here, again, we have a victim of pawn-reaping. What's that? Of course, the black queen
4. o-o d6.
5. c3 f5
6. d4 f:e4
7. S:e5 d:e5
8. Hh5+ a very interesting continuation was 8.G:c6+ b:c6 9.d:c5 and Black are left with four doubled, very weak pawns in files "c" and "e"
8....Kf8
9. d:c5 Sf6
10. Hg5 Hd5
11. Ge3 h6
12. Hg3 Sg4
13. c4 Hd3
14. Sc3 Hc2 Black are in a difficult situation. But the pawn on b2 smells so good…
15. h3 Sf6
16. G:c6 b:c6
17. H:e5 H:b2   Finally, it can be captured!
18. Wab1   (against the boards!)
18....Ha3   the only one. After
        18....Hc2
        Wfc1 Hd3
        20. Wd1 H:c4
        21. Wd8+ Kf7
        22. W:h8 and a win. The black queen will stay here till the end of the game.
19. f3! e:f3
20. W:f3 the rook joins the game and the result is conclusive
20... Kg8
21. Wbf1 Gd7
22. W:f6 g:f6
23. H:f6 Wh7
24. Gd4 and Black resign.

Diagram
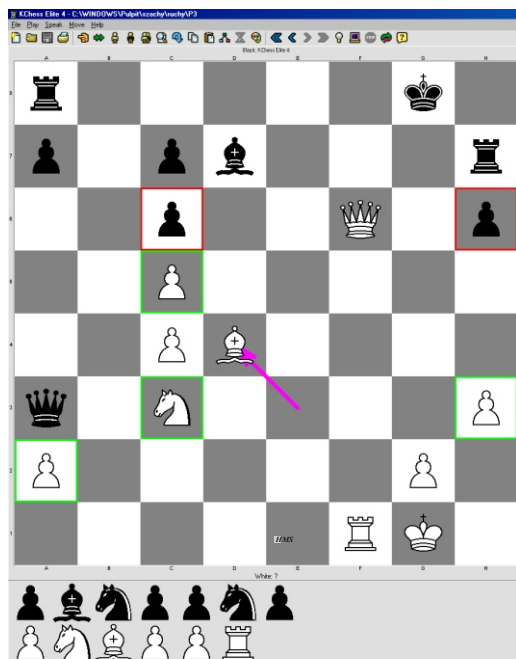
Game IV

1. e4 e5
2. Sf3 Sc6
3. Gb5 Gc5 as in the previous one. If no conclusions are drawn from experience, worse luck!
4. o-o d6 will be replaced with
5. G:c6 b:c6
6. h3 Sf6
7. We1 o-o
8. c3 d5
9. d4 e:d4
10. e5! d:c3
11. e:f6 c:b2
12. G:b2 g:f6 Let's rep up. Black have four pawns exchanged for a knight, but their pawns are doubled and weak. Also the position of the black king is weak. I can't see Black in bright colors.
13. Hc1 Hd6
14. Sd4 Gd7
15. Hh6 We8
16. Sbd2 W:e1+

17. W:e1 Gb4 see the diagram. White are ready for the final charge. One tempo is needed. It can be obtained by means of a very effective quality sacrifice
18. Sd2f3! G:e1 the rook is a tasty morsel
19. Sg5!!! a winning move. The knight cannot be captured by means of 19…f:g6, as it would be followed by 20.Se6!!! and checkmate on g7.21.Hg7. The checkmate is unavoidable.
19. G:f2
20. Kh1! Ge6 20.Kh1 does not provide Black with any opportunity to defend and counterattack by means of Hh4+ /after possible 20K:f2/.
21. Sd:e6 H:e6
22. S:e6 f:e6
23. G:f6 Kf7
24. Hg7+ Ke8
25. He7 and checkmate.
A devastating game. The most beautiful attack so far.

Diagram

Diagram
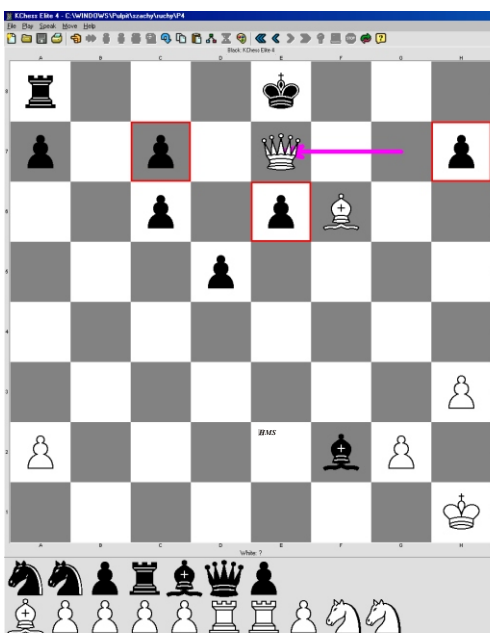
Chess Elite is very helpful as regards doing crosswords. To a question "What do you call a representative of an order of mammals that includes humans, apes and monkeys? Starts with "pri"." he answers without hesitation "-mate". And yes, the whole word "primate" is the correct one. He is so clever...

When we are at home alone, we use our own codes and abbreviations. For example, when he asks "What show are you watching?", I reply "An ani... cartoon". And he knows immediately that it is an ani-mated cartoon. What an expert in genres! And he is quick to take it in! But, I must tell you in private, he hasn't managed yet to decipher the word cine-mate-ography. But he knows very well the word roommate.

MATE-URITY

room - mate.
"But what is that room for?" he asks.

ONOMATOPOEIA. ONO- YOU SEE? MAT(E)? AND OPOEIA.
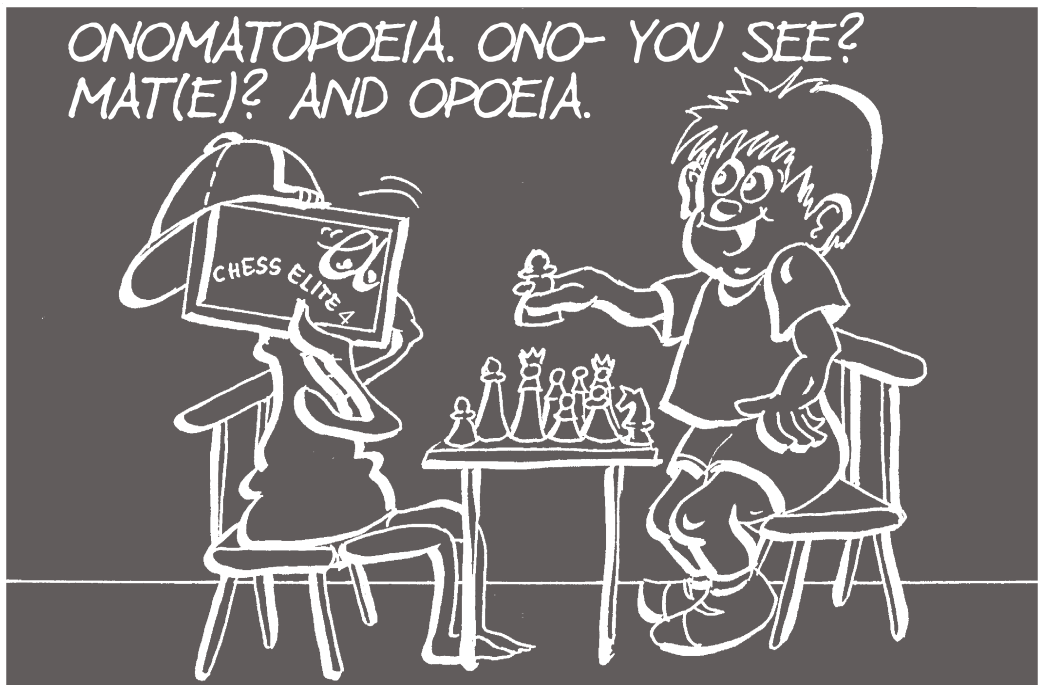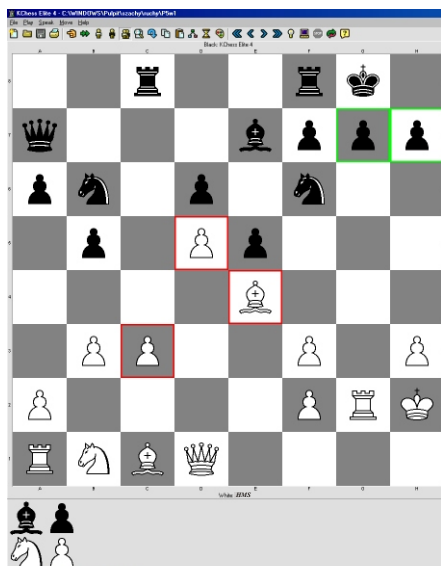
Game V variation I

I'm going to show you two variants of this game. They are identical up to the 20th move. However, there is a new thing. In both of them I departed from the theory in the 9th move, which is important for the idea of this opening. Instead of 9.h3 I played 9.d4 and made it possible to bind the knight by means of 0….Gg4. And I won both variants! Let's see:

1. e4 e5
2. Sf3 Sc6
3. Gb5 a6
4. Ga4 Sf6
5. o-o Ge7
6. We1 b5
7. Gb3 o-o
8. c3 d6
9. d4 Gg4
10. d5 Sa5
11. Gc2 c6
12. h3 G:f3
13. g:f3 *White believe that opening the g file will bring them benefits in the future 13….c:d5*
14. e:d5 Hd7
15. Kh2 Hb7
16. Ge4 Sc4
17. Wg1 Ha7 Please, note: the black queen has made three moves so far, all of them to attack pawns on h3, d5 and f2. I, in order to defend them, develop pieces one after another, whereas he does nothing but dancing.
18. Wg2 Wac8
19. b3 Sb6

Diagram

20. Ge3 This is how variation I starts
20….Wfe8
21. Gh6 Gf8
22. Gg5 Sbd7
23. He1 a5

Diagram
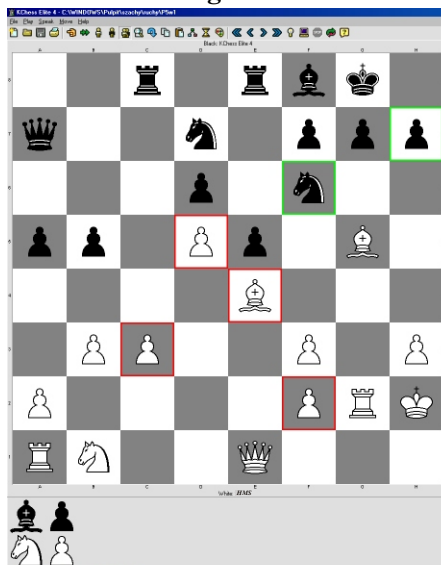
24. Sd2! W:c3 sure thing! The pawn must get a punch. But surprise, surprise!
25. Sc4! the rook is now closed

25….S:e4

26. f:e4 b4

27. Gh6 Sc5

28. He2 a very interesting continuation was 28.S:d6

    28....G:d6?

    29. W:g7 **Kh8**

    30. Hg1 threatens 31.31.W:h7

    32. Hg7 checkmate

    30….Gf8?

    31. Wg8 checkmate the king moves to f8

`   32. 28.S:d6G:d6

    29. W:g7+ **Kf8**

    30. Hg1 Wf3

    31. W:f7++!!! K:f7

    32. Hg7 checkmate. Beautiful! If after 28.S:d6 Black play

    28…Hd7, then simply

    29.Sf5 or

    29. G:g7 W:h3+

    30. Kg1 G:g7

    31. Sf5

28. Hd7   threatens Hh3+ and H:h6

29. Hh5   the pawn on h3 is more important

29..S:e4   of course

30. Wag1 g6

31. G:f8 W:f8

32. Hh6 Wd3 here the computer played poorly A better move would be 32....W/3

33. Se3 Sf6 A very bad move. It enables 34.Wg5 and blocks the pawn on f6

34. Wg5 Wd2 A necessary move was W:e3 in order to capture the dangerous knight

35. W1g2 W:a2 "For free is for free," says Chess Elite There was no possibility to ensure satisfactory defense against 36.S/5 followed by 37.WH5

36. Sf5!   but now a piece must be sacrificed in return. A threat of checkmate on g7

36….Sg4+

37. h:g4 f6

38. W:g6+!! h:g6

39. H:g6+Kh8

40. Kg3!!   the culminating point of the combination after which the queen is captured

40....Hh7 If 40....Wf7 then:

    41. Wh2+ Wh7

    42. W:h7 H:h7

    43. Hf6+ Kg8

    44.Se7+! H:e7 45.H:e7

41. Wh2 H:h2

42. K:h2 W:f2+

43. Kg3 W:f5 very cunning.

    If now

    44. g:f5 then Wg8 and White lose

44. H:f5   Vain hopes come to an end
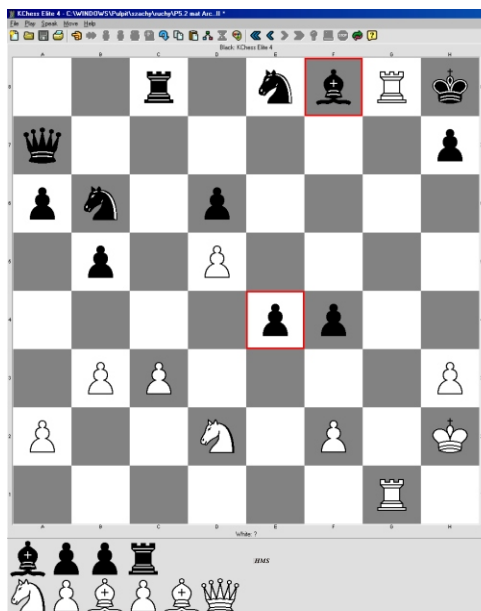
Diagram
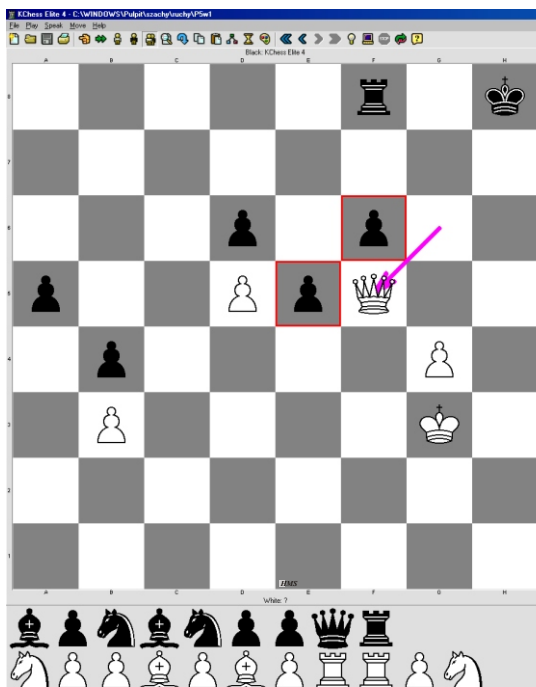
20. Gh6
20. …Se8
21. f4 Kh8
22. Hh5 g:h6 23.Sd2 e:f4 24.H:h6 f5
23. G:f5 Engrossed in another game plan I overlooked a beautiful checkmate. Grandmaster W. Schmidt showed it to me. I pay tribute to the Master.

25. Wag1! f:e4
26. H:f8+ G:f8
27. Wg8 mat !

Diagram
Checkmate by Grandmaster

25. … W:f5
26. Wag1 Gg5
27. W:g5 Hf7 27. W:g5 the rook is untouchable
28. Se4 W:d5 27....W:g5??!
29. W:d5 S:d5 28.Hf8+ Wg8
30. Sg5 Hg7 29.H:g8 and checkmate
31. Hh5 S:c3
32. Sf7+ Kg8
33. Sh6 + - it was possible to capture the queen immediately, but… The purpose of moving the knight is to pull the black king away from the knight on e8, which will make it possible, after capturing the rook on c8, to devour one more knight. Take a look:
33. ..Kf8
34. W:g7 K:g7
35. Hf7+K:h6
36. He6+Kg5
37. H:c8d5- and you can choose a knight.
38. H:c3Sf6 In any color, so long as it is black
39. He5+ Kg6
40. H:f4h6
41. Hd6 a5
42. Hb6 a4
43. b4Kf5
44. H:b5Ke5
45. H:a4 and Black resign..
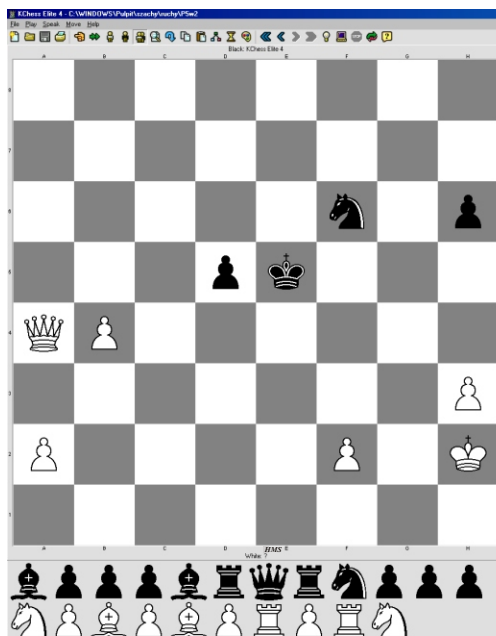
I hope you know a lot now.

I hope that you remember not to
* waste your time on chasing pawns.
* **involve the queen in the play too early.**

YOU KNOW HOW TO
* move in the opening of a Spanish game
* **play the opening correctly**
* assess the position
* **calculate variations**
* sacrifice a piece
* **and, last but not least, how to play an ingenious combination and win!**

By means of writing these words I would like to instill one more thing in you. Fondness of the beauty of chess. Search for it, create it, the computer will assist you with that. A nice game is like a gem, and the author of the game is its owner. It will pay off. **In return, chess create wise, broad-minded people with rich inner lives and broad horizons.**

Chess Elite in the USA. He has come to play a game with the Champion of Texas. For unknown reasons the Champion has not appeared. The hosts of the event have no clue of what to do and finally they say to Chess Elite: "The game cannot be played today. There are no horses for the knights. They're all acting in westerns."

Chess Elite in New York. He looks at the Statue of Liberty and murmurs to himself: "I wonder to what set of pieces she belongs."

Chess Elite in Italy. I love your spaghetti with to-mate-oes! He did not go to Sicily, but he knows the Sicilian defense very well.
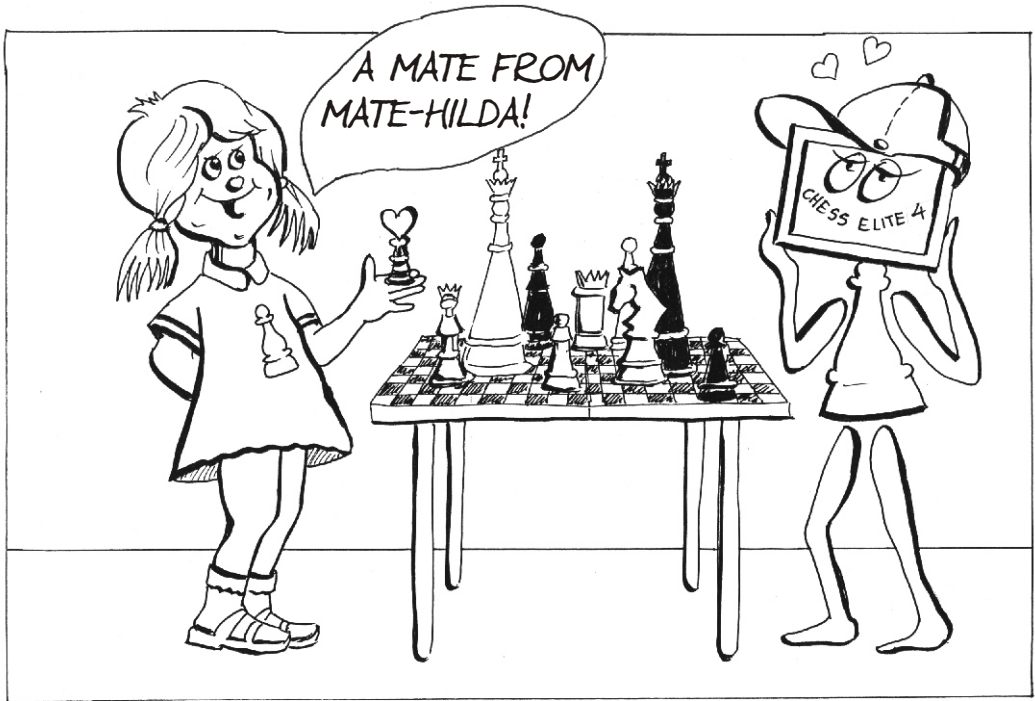
CHAPTER II

Sicilian defense

Let's look at some examples of how masters played against the Sicilian defense.

WORLD CHAMPIONS

Mikhail Tal

1. e4 c5
2. Sf3 Sc6
3. d4 cd4
4. S:d4 e6
5. Sc3 d6
6. f4 Sf6
7. Ge3 Ge7
8. Hf3

Robert Fischer

1. e4 c5
2. Sf3 Sc6
3. d4 cd4
4. S:d4 Sf6
5. Sc3 d6
6. Gc4 e6
7. Ge3 Ge7
8. Gb3 0-0
9. f4

Anatoly Karpov

1. e4 c5
2. Sf3 e6
3. d4 cd4
4. S:d4 Sf6
5. Sc3 d6
6. g4 h6
7. g5 hg5
8. G:g5 Sc6
9. Hd2 a6
10. 0-0-0 Gd7
11. h4 Hc7
12. Ge2

Game VI

1.e4 c5

2.Sf3 Sc6

3.d4 cd4

4.S:d4 Sf6

5.Sc3 d6

6.Gc4 e6

7.Ge3 Ge7

8.Gb3 0-0

9.f4   exactly as presented in the book

9.... Sb4

10. a3 Sc6 *loss of a tempo*

11. Hf3   I myself am going into the center of the storm, as I provoke 11....e5

11.... e5

12.S:c6   opening column b was not a good idea

12....bc6

13. f5 Ga6 I myself assisted in activating black pieces.

14.0-0-0   an experiment. In the Sicilian defense the attack is commenced far back on the queenside. Indeed. Here, with the b file open, I seem to be going to slaughter. I can only hope that my attack develops faster.

14....Ha5

15. g4 Sd7

16. g5 Wab8

17. g6 hg6

18. fg6   It seems everything is going swimmingly.

18....d5   trouble arises

19. ed5 G:a3! So, I have a problem. The queen cannot be captured, as H:c3 W:b3 and the situation turns out bad.

20.Kb1   there was a threat of H:c3

20. ... fg6

21. Hg2   I have been pushed into defense

21.... c5

22. H:g6 Gc4

23. Whg1 Wf7

24.Se4   one needs to be really cold-blooded to attack in such a situation

24....G:b3

25. c:b3 W:b3

26. Gc1Hb4 *It would have been better to play Hb6 immediately*

27. Wg2   Phew… It seems I've managed to defend myself. The attack is stuck

27.... Hb6

28.Hh5 Ha6

29.Sg5!   Finally! I've been waiting for 5 moves to play it

29....g6   there is no better solution

30.S:f7! K:f7

31.Hh7+   and Black resign.

NOTE:
THAT WAS A CLOSE SHAVE! NOW YOU CAN SEE WHAT THE COMPUTER CAN DO PLAYING VARIATIONS IT KNOWS. NOW I'M AVOIDING **3.D4** AND IT'S EASIER. A HARD LESSON! The following could have taken place:

31. Ke8

32. d6! Kd8

33. Hg8+ Sf8

34. H:f8+ Kd7

35. Hf7+ Kc6

36. H:b3

Game VI - Final diagram

NOTE
If you cannot handle a given variant, enter its beginning and let the computer play it against itself. Watch the game and draw conclusions. It's really helpful.

1.e4 c5
2.Sf3 Sc6
3. c3 d5
4. e:d5 H:d5
5. Ge2 Sf6
6. 6.o-o Gf5
7. d4   in order not to lose the pawn, it could have been played temporarily 7.d3 **TRY IT**
7… G:b1   What's the point? To devour the pawn. That's the computer himself. Pawn-reaping does not pay…
8.Wa:b1 H:a2
9..Ge3 c:d4
10. G:d4
10.... 0-0-0 castling long? Now it is the computer that is going to slaughter.
11. Hc2 Hd5
12. Wfd1 S:d4
13. c:d4+ Kb8
14. Wdc1   trouble is starting for Black. There is already a threat of checkmate on c8.
15.Hc7+ Ka8
16. Hc8+ W:c8
17. W:c8   checkmate
14.....Se8   is defending c7. From now on the battle will be fought for this square.
15. Gc4 Ha5 is defending c7
16. Wa1 Hb4
17. G:f7 Hb6
18. G:e8 W:e8 - one defender of c7 has
`   been eliminated. Note that 4 of my pieces are in play, whereas on the black side two pieces are playing whereas two are blocked. That's the aftermath of capturing the pawn.
Seemingly nothing important, but still the results are quite serious.

19.Se5! the pawn on d4 cannot be captured, as it would lead to a checkmate, the c7 square must be defended, now the threat is
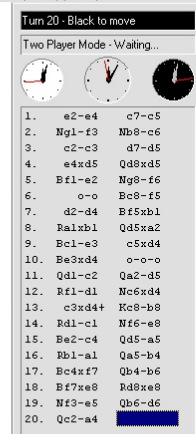20.S:d7
19.Hd6
20. Ha4! no possibility to defend.
Two simultaneous threats
21.H:e8 checkmate and
21.H:a7 checkmate

Diagram

Diagram

1.e4 c5
2.Sf3 e6
3. d3 Sc6
4. c3 Sf6
5. Ge2 d5
6. Hc2 d:e4
7. d:e4 Gd6
8. o-o o-o
9. Gg5 Hc7
10. G:f6 gf6   I like to double pawns. Such
               weaknesses rebound on me
               in the endgame.
11. Sbd2 Se5
12. h3 Wd8
13. Wad1 Gd7
14. S:e5 G:e5
15. Sc4 b5
16. Se3 Gc6
17. Sg4 Hb7   If my plans include f4 and
               Sf6+, I have no time or
               possibility to defend the
               pawn on e4
18. f4! G:e4
19. Gd3 W:d3
20. W:d3 G:d3 it would have been better
             not to capture the rook
21. H:d3 h5
22. f:e5! h:g4
23. e:f6 Hd5
24. Hg3 Hg5
25. Wf4 Kh8
26. W:g4 H:f6
27. Wh4+ H:h4
28. H:h4+ Kg8

*Evaluation: in this game the computer has
gone a little astray in the defense.*

Turn 29 - White to move

Two Player Mode - Waiting...

1.	e2-e4	c7-c5
2.	Ng1-f3	e7-e6
3.	d2-d3	Nb8-c6
4.	c2-c3	Ng8-f6
5.	Bf1-e2	d7-d5
6.	Qd1-c2	d5xe4
7.	d3xe4	Bf8-d6
8.	o-o	o-o
9.	Bc1-g5	Qd8-c7
10.	Bg5xf6	g7xf6
11.	Nb1-d2	Nc6-e5
12.	h2-h3	Rf8-d8
13.	Ra1-d1	Bc8-d7
14.	Nf3xe5	Bd6xe5
15.	Nd2-c4	b7-b5
16.	Nc4-e3	Bd7-c6
17.	Ne3-g4	Qc7-b7
18.	f2-f4	Bc6xe4
19.	Be2-d3	Rd8xd3
20.	Rd1xd3	Be4xd3
21.	Qc2xd3	h7-h5
22.	f4xe5	h5xg4
23.	e5xf6	Qb7-d5
24.	Qd3-g3	Qd5-g5
25.	Rf1-f4	Kg8-h8
26.	Rf4xg4	Qg5xf6
27.	Rg4-h4+	Qf6xh4
28.	Qg3xh4+	Kh8-g8
29.		

Chess Elite is delivering a lecture titled "How to lose with a computer in a game of chess." During a break a participant approaches Chess Elite and asks the following question: „And what it takes to win?" "Lots of effort," says Chess Elite.

A chess player says to Chess Elite: "In order to play chess well one needs to play systematically."

MATING – NET
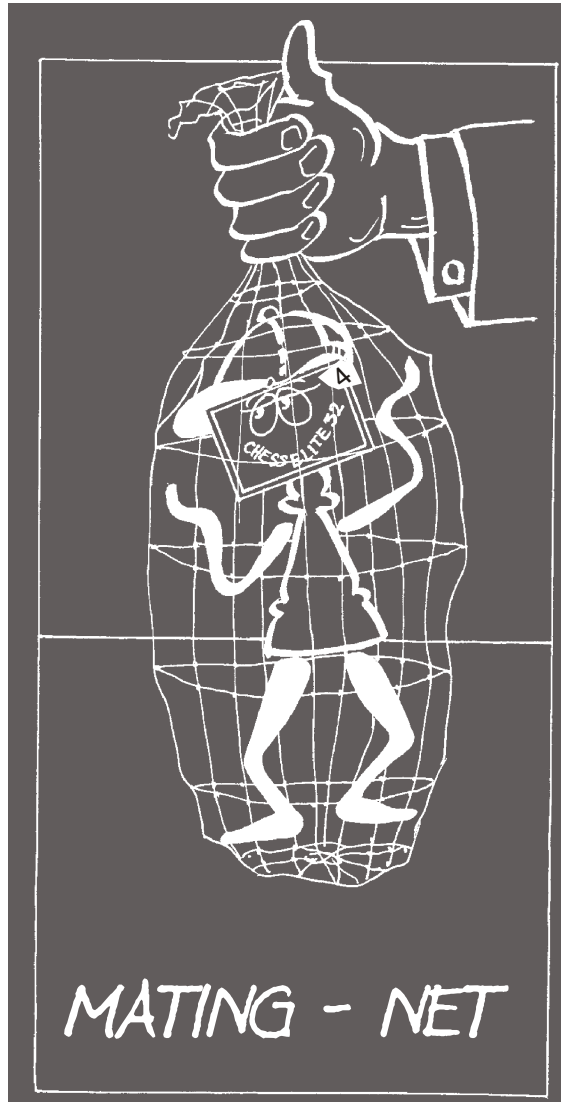
Author: This drawing fits every game. "Well, maybe with a single exception." responds Chess Elite. And he's right in this case! He won game IX.2!

CHAPTER IIA

Games IX, IX.1, IX.2, IX.3

And now I'm going to present four variations of the same game. I haven't added any comments, so play them leisurely. I believe the games will give you the most comprehensive, and maybe final answer to the still unanswered question:

How to defeat a computer in a game of chess?

You will learn a lot and see how a game evolves. It quite often happens during chess tournaments that somebody loses a game. Then he or she analyzes it, finds a strengthening, a better move, plays the same game in another tournament, surprises the opponent and wins. A similar thing happened to me during my battles against the computer. I played a game and found it interesting enough to be included in this book. Then I played it again while writing comments. At that time the computer changed a move from 19….f6 to 19....G:c5 and… won! I let it checkmate me nicely and played the same again. The game ended with an equally beautiful checkmate Hb7 /see the diagram/. But that was not enough for me. I tried once again and obtained a nice miniature where the computer lost its queen as soon as in the 17th move! And here the four games provide you with the most complete and accurate answer to the question of how to defeat a computer in a game of chess. Enjoy your analysis! The next game will be a surprise.

Game IX - Final diagram

COMMENT from the Grandmaster
"24.H:b4 would have been a better move"

Game IX.1 - Final diagram

I am presenting this game lost by myself, despite the omissions and simply foolish mistakes I made, as the checkmate is nice, original and shows how the computer plays when we play badly. Besides, let it also be the winner once. This is my gesture of friendliness, made by a chess player and a human being for the benefit of a computer.

1.	e2-e4	c7-c5
2.	Ng1-f3	d7-d6
3.	d2-d3	Nb8-c6
4.	c2-c3	Ng8-f6
5.	Bf1-e2	c5-c4
6.	o-o	c4xd3
7.	Be2xd3	e7-e6
8.	Bc1-g5	Qd8-b6
9.	Bg5xf6	Qb6xb2
10.	Bf6-g5	Qb2xa1
11.	Qd1-c2	h7-h6
12.	Bg5-e3	d6-d5
13.	Nb1-d2	Nc6-b4
14.	c3xb4	Qa1-f6
15.	e4xd5	e6xd5
16.	Rf1-e1	Ke8-d8
17.	Be3-d4	Qf6-d6
18.	Bd4-c5	Qd6-c6
19.	Qc2-b3	Bf8xc5
20.	Nf3-e5	Bc5xf2+
21.	Kg1xf2	Qc6-b6+
22.	Kf2-f1	Bc8-e6
23.	Nd2-f3	f7-f6
24.	Ne5-g6	Rh8-e8
25.	Re1xe6	Re8xe6
26.	Bd3-f5	Qb6-b5+
27.	Kf1-f2	Re6-e2+
28.	Kf2-g3	Qb5-c4
29.	Qb3-a4	Qc4-c6
30.	Qa4-d1	Re2xa2
31.	Ng6-f4	a7-a5
32.	Nf4xd5	Qc6-d6+
33.	Kg3-h3	a5xb4
34.	Qd1-b3	Ra8-a3
35.	Qb3xb4	Ra3xf3+
36.	g2xf3	Ra2xh2+
37.	Kh3-g4	h6-h5*
38.	0-1	

A LOSS

Game IX.2 - Final diagram

White: *HMS*

Game Over

1.	e2-e4	c7-c5
2.	Ng1-f3	d7-d6
3.	d2-d3	Nb8-c6
4.	Bf1-e2	Ng8-f6
5.	c2-c3	c5-c4
6.	o-o	c4xd3
7.	Be2xd3	e7-e6
8.	Bc1-g5	Qd8-b6
9.	Bg5xf6	Qb6xb2
10.	Bf6-g5	Qb2xa1
11.	Qd1-c2	h7-h6
12.	Bg5-e3	d6-d5
13.	Nb1-d2	Nc6-b4
14.	c3xb4	Qa1-f6
15.	e4xd5	e6xd5
16.	Rf1-e1	Ke8-d8
17.	Be3-d4	Qf6-d6
18.	Bd4-e5	Qd6-c6
19.	Qc2-b3	f7-f6
20.	Nf3-d4	Qc6-d7
21.	Be5-g3	Qd7-f7
22.	Bd3-b5	Bc8-d7
23.	Bb5xd7	Qf7xd7
24.	Nd4-e6+	Kd8-c8
25.	Re1-c1+	Qd7-c6
26.	Rc1xc6+	b7xc6
27.	b4-b5	Kc8-d7
28.	Ne6xf8+	Rh8xf8
29.	b5xc6+	Kd7xc6
30.	Qb3-a4+	Kc6-b6
31.	Qa4-d7	Rf8-c8
32.	Nd2-b3	a7-a5
33.	f2-f3	a5-a4
34.	Bg3-f2+	Kb6-a6
35.	Qd7-d6+	Ka6-b7
36.	Nb3-c5+	Kb7-a7
37.	Qd6-a6+	Ka7-b8
38.	Qa6-b7*	1-0

A REVENGE

34

Game IX.3 - Final diagram

Two Player Mode - Waiting...

1.	e2-e4	c7-c5
2.	Ng1-f3	d7-d6
3.	d2-d3	Nb8-c6
4.	c2-c3	Ng8-f6
5.	Bf1-e2	c5-c4
6.	o-o	c4xd3
7.	Be2xd3	e7-e6
8.	Bc1-g5	Qd8-b6
9.	Bg5xf6	Qb6xb2
10.	Bf6-h4	Qb2xa1
11.	Qd1-c2	g7-g5
12.	Bh4xg5	Bf8-g7
13.	e4-e5	Nc6xe5
14.	Nf3xe5	Bg7xe5
15.	Bg5-d2	o-o
16.	Nb1-a3	Qa1xf1+
17.	Kg1xf1	

And the queen is gone…

35

A seahorse originates from Australia. Chess Elite is from Australia, too, but - which is a little bit embarrassing - Chess Elite has not received sexual education and does not know what a matrimonial ad is. And he believes a matron to be a mate to irony. Interesting...

{AN UNTRANSLATABLE PUN UNDERSTANDABLE ONLY FOR POLISH READERS}

OD CZASU JAK PIONEK UTKNĄŁ MI W JELITACH JESTEM CHESS JELITE

CHESS ELITE 4

Game X

/the previously announced surprise/

**Position from an English game after 22 moves.
White to move**

Here are the moves of Black. Guess the moves of White and play a winning continuation. For a solution see the **English game** chapter.

1.....	We8-e5
2.....	Se8
3.....	Wa2
4.....	W:e1+
5.....	Wa3
6.....	Hb4
7.....	Wa1+
8.....	Ha5
9.....	Sf6
10....	Se4
11....	Hd8
12....	K:f7
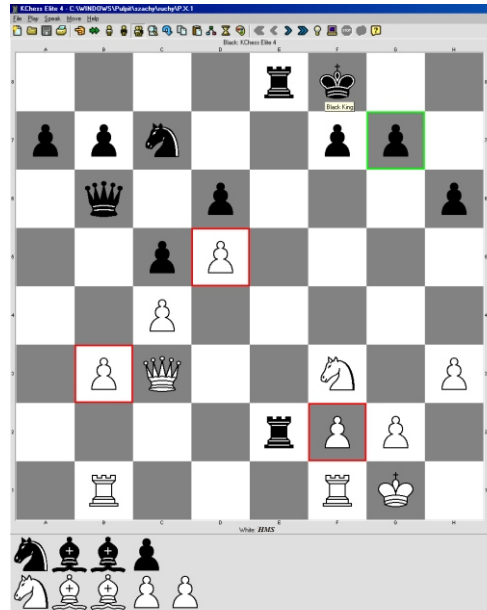
Chess Elite in France. A question from a journalist: "And what is your method for the French defense?" Chess Elite answers after a short consideration: "The best one is to outflank it."

Chess Elite in Paris. He plays a game of chess against a Frenchman. The Eiffel Tower can be seen through the window. At some point the Frenchman says: "A checkmate is inevitable, unless," he giggles and indicates the window, "you use that tower instead of the rook to hide your king behind"

But Chess Elite can give tit for tat.
The same Frenchman says: "So, you've lost again." Chess Elite replies: "Everyone has one's own Waterloo."

AN ELITE BREAKFAST

NO CORPORAL HERE?
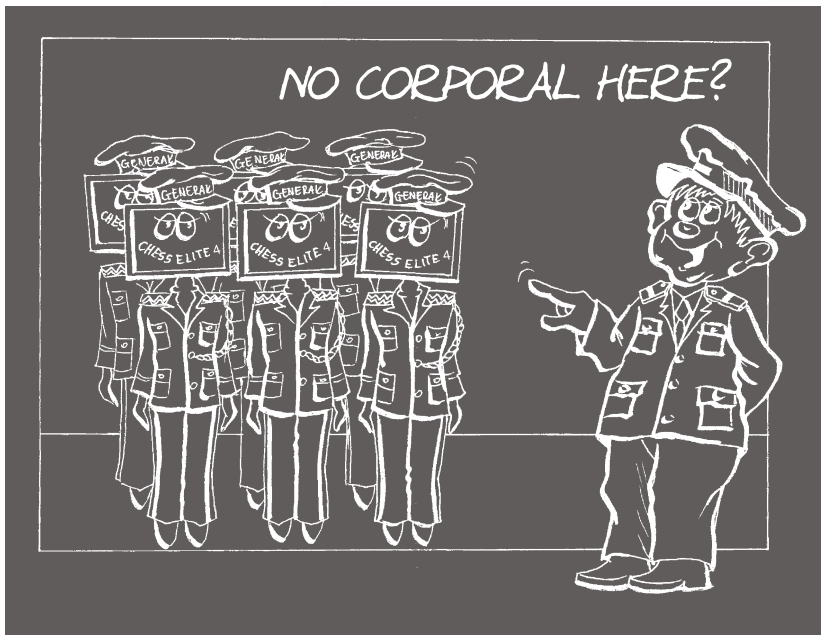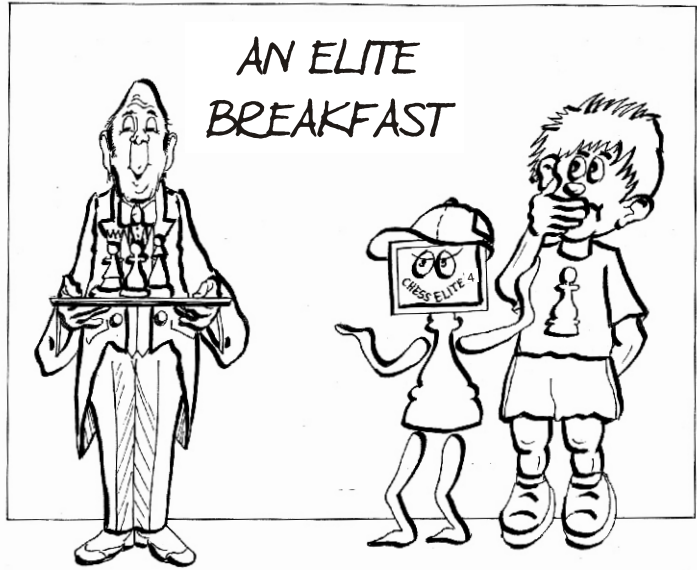
CHAPTER III

French defense

All the three games are so clear and readable that any comments would only spoil the pleasure of playing them. Therefore I'm going to limit them only to those absolutely necessary.

Enjoy the game.

Let's begin traditionally with some theory. Variation by Steinitz himself, the first World Champion.

1.e4 e6
2.d4 d5
3.Sc3 Sf6
4.Ge5 Ge7
5. e5 Sfd7
6.G:e7 H:e7
7.**f4**

Game XI

Two Player Mode - Waiting...

1.	e2-e4	e7-e6
2.	d2-d4	d7-d5
3.	f2-f3	d5xe4
4.	Bc1-e3	Ng8-f6
5.	f3xe4	Nf6xe4
6.	Ng1-f3	Qd8-d5
7.	Bf1-d3	Nb8-c6
8.	o-o	f7-f5
9.	c2-c4	Qd5-a5
10.	Nb1-c3	Ne4xc3
11.	b2xc3	Qa5xc3
12.	Ra1-c1	Qc3-a5
13.	Bd3-b1	Bf8-b4
14.	d4-d5	e6xd5
15.	c4xd5	Nc6-e7
16.	Nf3-g5	Ne7xd5
17.	Be3-d4	o-o
18.	Qd1-h5	Nd5-f6
19.	Bd4xf6	h7-h6
20.	Qh5-g6	Qa5-b6+
21.	Kg1-h1	Rf8xf6
22.	Qg6-h7+	Kg8-f8
23.	Qh7-h8+	Kf8-e7
24.	Qh8xg7+	Ke7-d8
25.	Rc1-d1+	Kd8-e8
26.	Rf1-e1+	Bb4xe1
27.	Rd1xe1+	Bc8-e6
28.	Qg7xf6	Ke8-d7
29.	Re1-d1+	███████

Checkmates possible after
29.Wd1+

29.... Ke8   29....Hd6 then
30.S:e6 checkmate possible on f8   30.H:e6+ Kd8
30.... Hc5 is defending f8   31.Sf7 and checkmate
                             but

31.Sg7 and checkmate

Game XII

1.e4 e6	8.o-o f6
2.Sf3 Sc6	9.Sc3 f:e5
3.d4 Sf6	10.d:e5 d6
4.e5 Sd5	11.a3 G:c3
5.c4 Gb4+	12.G:c3 d:e5
6.Gd2 Sb6	13.Hc2 Hf6
7.Ge2 o-o	

14.Gd3   a move with a tempo thrown in. Black must respond

14....h6
15.S:e5! S:e5
16.f4!! Sf3+
17.W:f3 He7
18.Wg3   and now Black have a little problem
18....Wf7
19.Gg6   here's the profit from the thrown-in move 14.Gd3
                I'm eliminating the defender
19....W:f4
20.Gh7+ Kf8

Diagram

41
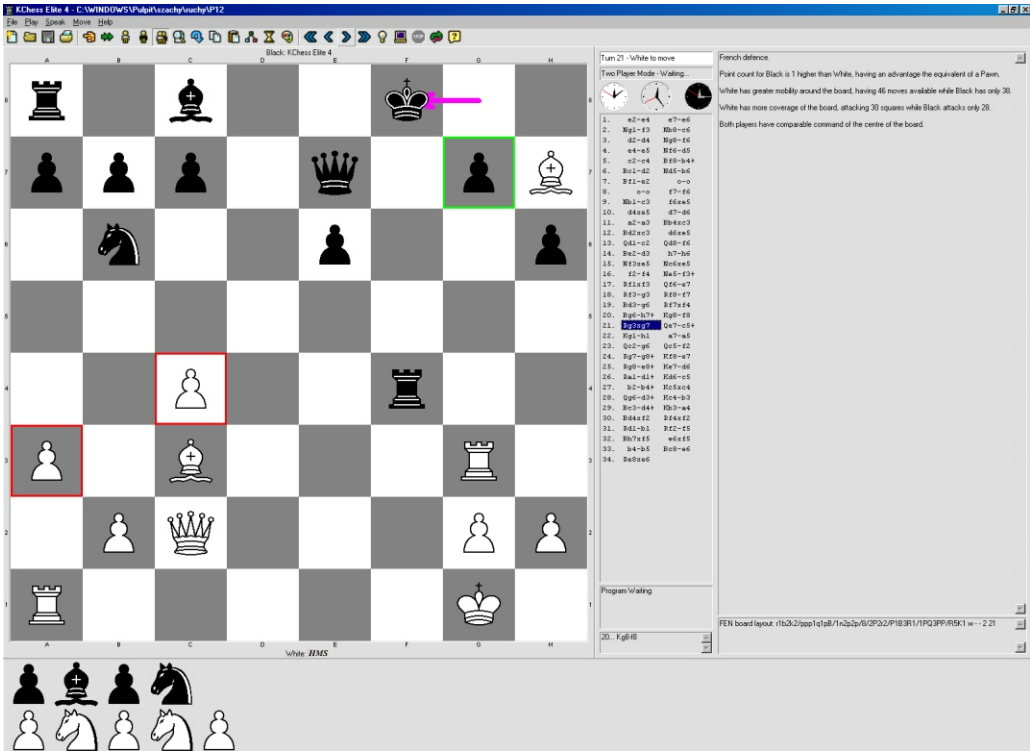
21. W:g7 Hc5+

22. Kh1 a5 or else Gb4 and the queen is captured

23 Hg6 Hf2 possible checkmate on f1, but attack is the best form of defense

24. Wg8+ Ke7

25. We8+ Kd6

26. Wd1+ Kc5

27. b4+ K:c4

28. Hd3+ Kb3

29. Gd4+ and the black queen is captured

29. …Ka4

30. G:f2 W:f2

31. Wb1 Wf5

32. G:f5 e:f5

33. b5 Ge6

34 W:e6 /see the diagram/ and no matter what move is made by Black, 35.Hb3 and checkmate

another way to a win

21. G:g7+ Ke8

22. Gg6+ Kd8

23. G:h6 Hc5+

24. Kh1 W:c4

25. Wd1+ Sd5

26. Gg5+ Kd7

27. Ge8+ K:e8

28. Hh7 Hf8

29. WD H:f3 or 30.Hf7 and checkmate

30. g:f3 Kf8

31. Wg1 Ke8

32. Gd8! Wf4

33. Wg5 W:f3

34. W:d5 Wf1+

35. Kg2 Wf7

36. Hg8+ Wf8

37. Hg6+ Wf7

38. Wh5! and Black resign.
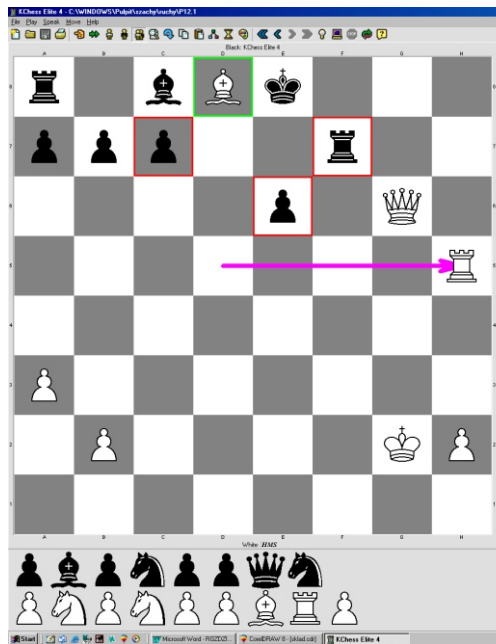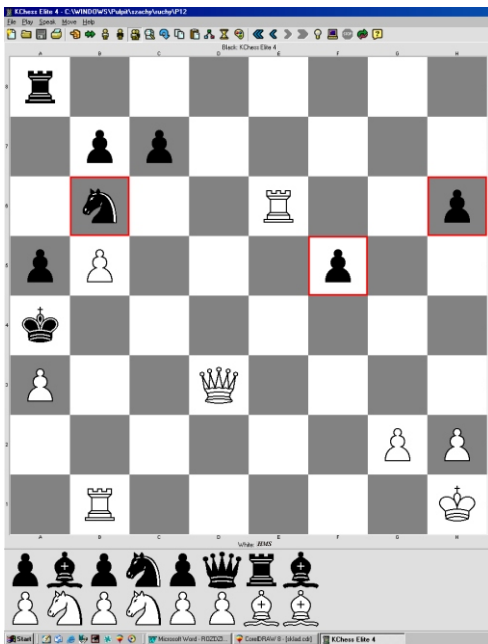
Game XI

1.	e2-e4	e7-e6
2.	Ng1-f3	Nb8-c6
3.	d2-d4	Ng8-f6
4.	e4-e5	Nf6-e4
5.	Bf1-d3	d7-d5
6.	c2-c3	f7-f5
7.	g2-g3	Bf8-e7
8.	o-o	o-o
9.	h2-h4	h7-h6
10.	Kg1-g2	g7-g5
11.	h4xg5	h6xg5
12.	Rf1-h1	Kg8-g7
13.	Bd3xe4	f5xe4
14.	Nf3xg5	Be7xg5
15.	Qd1-h5	Rf8-h8
16.	Qh5-g4	e4-e3
17.	Bc1xe3	Rh8xh1
18.	Kg2xh1	Kg7-h6
19.	f2-f4	Bg5-e7
20.	Kh1-g2	Nc6xd4
21.	c3xd4	Be7-h4
22.	Nb1-d2	Bh4-g5
23.	Ra1-h1+	Kh6-g7
24.	Nd2-f3	

Strengthening by the Grandmaster.
Instead of 18.K:h1 it could have been
       18.G:b5

What precision in capturing the bishop.
A clean capture.

Chess Elite is an innovator. He has created a new Opening. The Union Gambit. How to play it? Even kings don't know that.

THE UNION GAMBIT
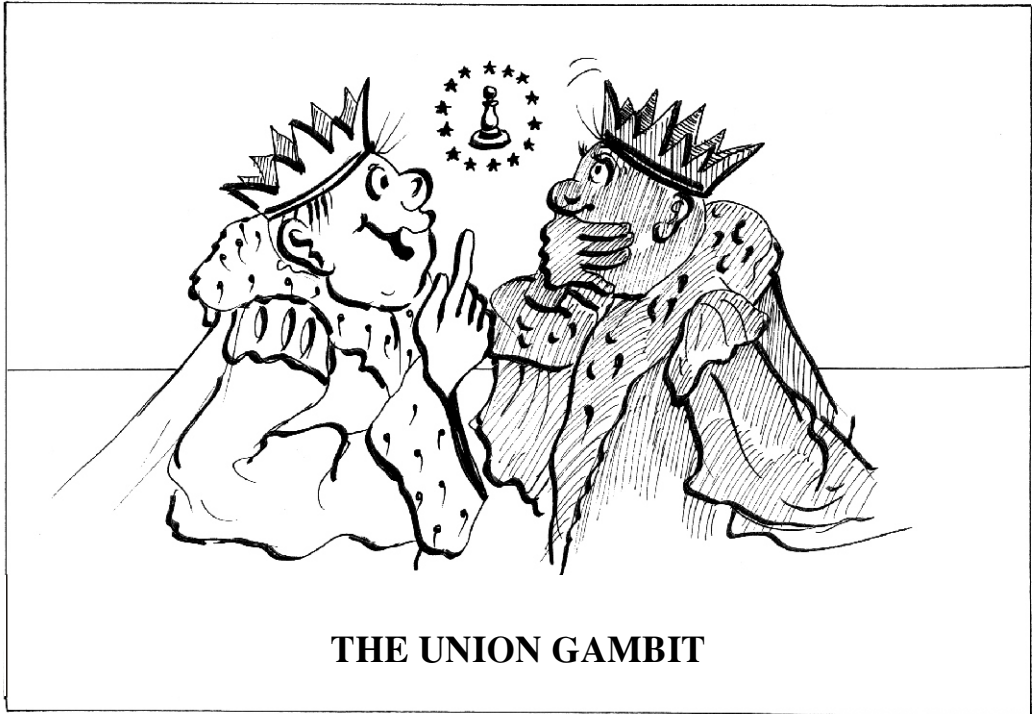
CHAPTER IV

Gambits

1. The King's Gambit

variation by Grandmaster **Keres**
 1.e4 e5
 2.f4 ef4
 3.Sf3 Sf6
 4.e5 Sh5
 5.He2

That's how Keres played against World Champion Alekhine.

2. Queen's Gambit

accepted	not accepted
by Akiba Rubinstein	**by Alekhine**

/A. R.- the greatest Polish chess player /	
1. d4 d5	1. d4 d5
2. c4 dc4	2. c4 e6
3. Sf3 Sf6	3. Sc3 Sf6
4. e3 e6	4. Gg5 Ge7
5. G:c4 c5	5. e3 0-0
6. 0-0 a6	6. Sf3 Sbd7
7. **a4**	7. Wc1 c6
	8. Gd3 dc4
	9. G:c4 Sd5
	10. G:e7 H:e7
	11. Se4

And we are starting with a really cute miniature in the King's Gambit, very illuminating for… **the computer.**

Game XIV

White: *HMS*

Turn 22 - Black to move

Ready

1.	e2-e4	e7-e5
2.	f2-f4	Ng8-f6
3.	d2-d3	e5xf4
4.	Bc1xf4	Nb8-c6
5.	Ng1-f3	Bf8-d6
6.	Bf4-g5	o-o
7.	Bf1-e2	h7-h6
8.	Bg5-h4	g7-g5
9.	Bh4-f2	Nf6-g4
10.	o-o	Ng4xf2
11.	Rf1xf2	g5-g4
12.	e4-e5	g4xf3
13.	Rf2xf3	Bd6xe5
14.	c2-c3	Nc6-d4
15.	c3xd4	Be5xd4+
16.	Kg1-h1	Bd4xb2
17.	Qd1-d2	Bb2xa1
18.	Qd2xh6	Ba1-e5
19.	d3-d4	d7-d5
20.	d4xe5	Bc8-g4
21.	Rf3-g3	f7-f5
22.	Be2xg4	

14...Sd4 the computer has one piece extra, but wants to have even more. But this time it goes to far.

Game XV

1.	d2-d4	d7-d5
2.	c2-c4	e7-e6
3.	Nb1-c3	Ng8-f6
4.	Bc1-g5	Bf8-e7
5.	e2-e3	Nb8-d7
6.	Ra1-c1	d5xc4
7.	Bf1xc4	o-o
8.	Ng1-f3	Nf6-g4
9.	Bg5-f4	c7-c5
10.	o-o	c5xd4
11.	Nf3xd4	Nd7-f6
12.	h2-h3	e6-e5
13.	h3xg4	e5xd4
14.	e3xd4	Bc8xg4
15.	f2-f3	Bg4-e6
16.	d4-d5	Ra8-c8
17.	d5xe6	Rc8xc4
18.	e6xf7+	Rf8xf7
19.	Bf4-e3	Qd8-a5
20.	Qd1-b3	Rc4-b4
21.	Qb3-e6	Rb4xb2
22.	Rf1-d1	Be7-b4
23.	Nc3-d5	Nf6xd5
24.	Rd1xd5	Qa5-a3
25.	Rc1-c8+	Bb4-f8
26.	Rd5-d7	Qa3xe3+
27.	Qe6xe3	Rb2-b1+
28.	Kg1-f2	Rf7xd7
29.	Qe3-e6+	Rd7-f7
30.	Rc8-c7	Rb1-b2+
31.	Kf2-f1	Rb2-b1+
32.	Kf1-e2	Rb1-b2+
33.	Ke2-d1	Rb2-b1+
34.	Kd1-c2	

Game XVI

The computer - a pawn-reaper and a mate-rialist. Chess Elite has a holiday job as a parking meter (or rather parking MATE-er) and an automatic teller machine (auto-MATE-ic teller machine). In return for pawns, which he loves, he will give you all the tickets from the parking meter and all the money from the ATM. He was also offered a permanent job, as a drunkometer, but he refused. That's what he's like. Money, yes, but not at all cost.
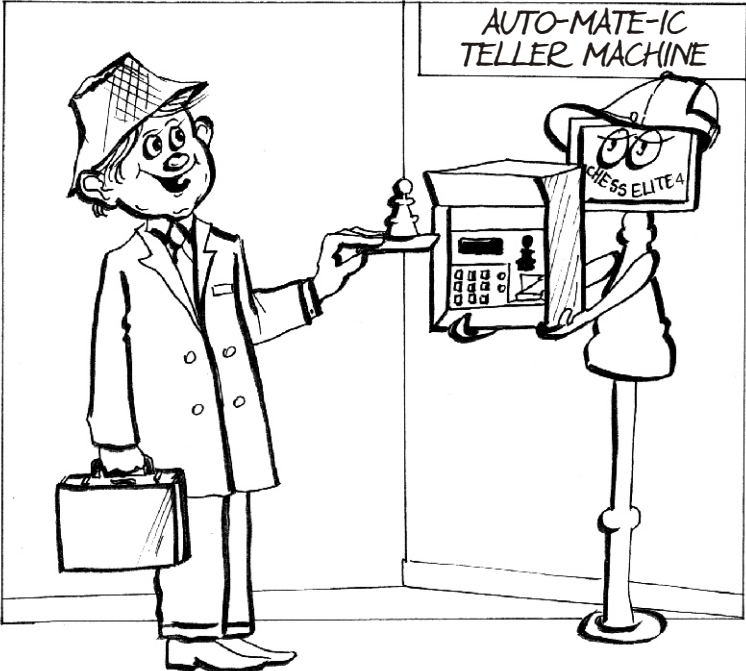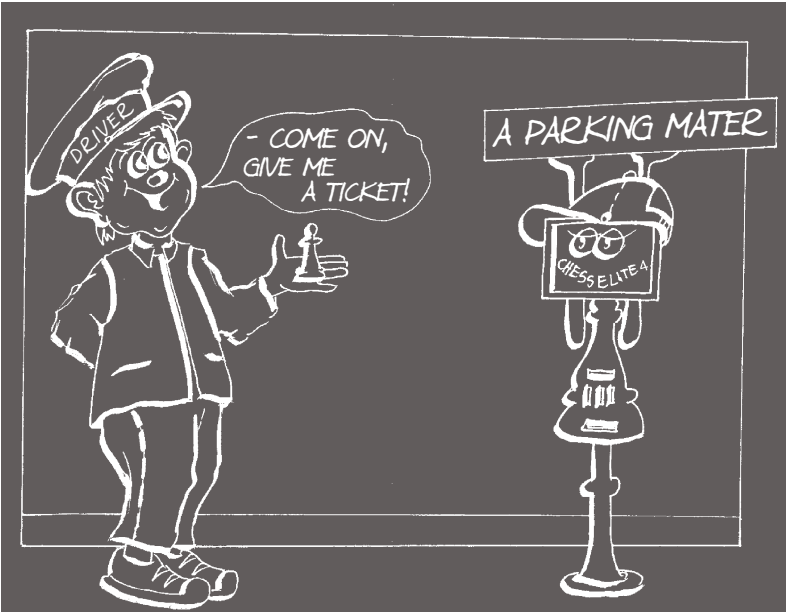
CHAPTER V

Dutch defense

Dutch defense
by Mikhail Botvinnik
/three-time World Chess Champion/

1.d4 f5
2.g3 Sf6
3.Gg2 e6
4.Sf3 Ge7
5.0-0 0-0
6.c4 d6
7.Sc3 He8
8.**b3**

The most famous Dutch game included in the immortal games was played in Warsaw by a Pole /later an Argentinian/, Grandmaster Najdorf. Our Dutch game is much simpler, but the attack included in it is also worthy of notice.

Game XVII

32.Wcd1   threatens
33.G:c6   and if
33..... d:c6 in defense We7 then
34.S:f5 e:f5 otherwise 35..Sh6 and checkmate
35.Wd8+ H:d8
36.W:d8+ We7
37.W:e7 checkmate

Moved to chapter VIII

Chess Elite in London, playing a game. The opponent says: "Big Ben has chimed the fifth hour since you started thinking on your move." Chess Elite responds: "Well, when in London at heart I always am an Englishman..."

Chess Elite in India. In a street he can see a fakir standing on his head on nails. The Hindu chess player showing him around asks instinctively: "And what do you think about this position?"
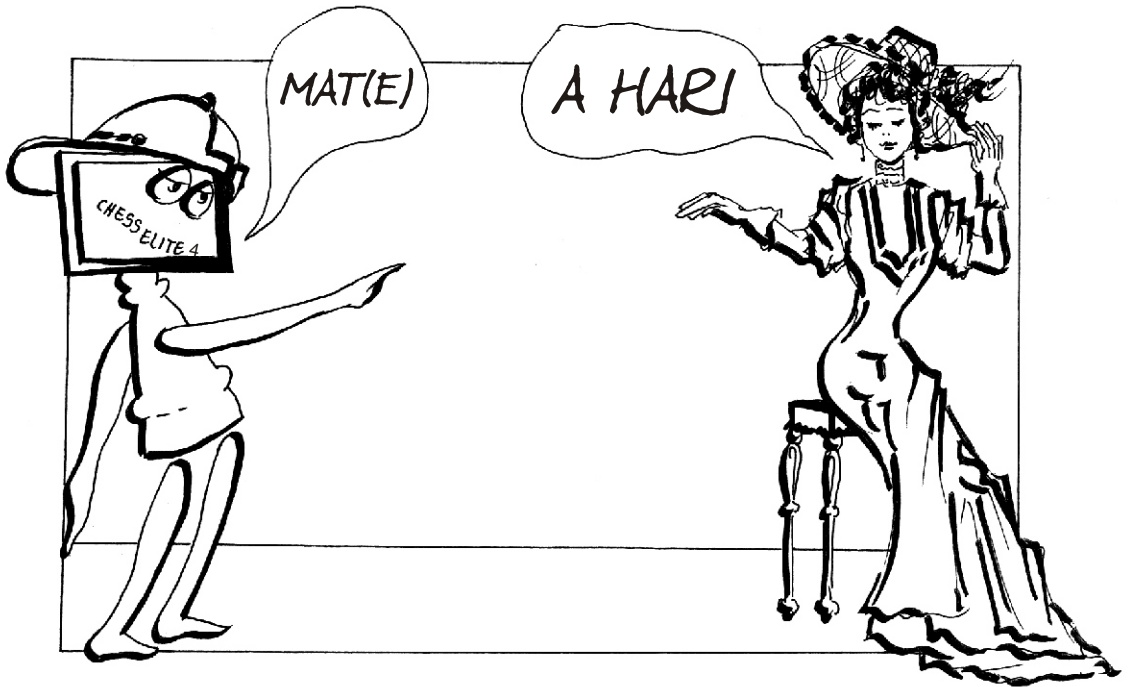
CHAPTER VI

English game 1.c4

In the end an extraordinarily pleasurable thing happened to me. In this chapter I had put two very long games /one with 82 and the other one with 86 moves/. As I reviewed them in the course of the final proofreading of the material, I noticed new attack possibilities which enabled me to extract the utmost beauty from the games.

And there was more. They allowed me also to end game XIX in 27 moves, whereas game XX in 26 moves! I've included game XX /86 moves/ in an archive at the end of the book, so as to make it possible for avid readers to make themselves familiar with the game and to compare the hard and strenuous positional game /preferred by the three-time World Chess Champion **Botvinnik**/ with a bold, blistering attack **/precursors Alechin, Tal/. They are the masters of the genre, whereas their games are model ones.**

The left game XX deserves attention for one more reason. It is a kind of curiosity, since as many as five pawns were promoted into queens! So, I'm leaving you in the English climate, in the belligerent and pugnacious style of Sir Francis Drake. See for yourselves.

Game XIX

Black: KChess Elite 4

White: *HMS*

Turn 27 - Black to move

Two Player Mode - Waiting...

1.	c2-c4	e7-e5
2.	Nb1-c3	Ng8-f6
3.	Ng1-f3	Nb8-c6
4.	e2-e3	Bf8-e7
5.	d2-d4	e5xd4
6.	e3xd4	o-o
7.	Bf1-d3	Nc6-b4
8.	Bd3-b1	d7-d5
9.	a2-a3	Nb4-c6
10.	c4xd5	Nf6xd5
11.	Nc3-e4	f7-f5
12.	Ne4-g3	f5-f4
13.	Ng3-e2	Bc8-e6
14.	Bb1-a2	Qd8-d6
15.	o-o	Rf8-f5
16.	Rf1-e1	g7-g5
17.	Ne2-c3	Nd5xc3
18.	Re1xe6	Nc3xd1
19.	Re6xd6+	Kg8-f8
20.	Rd6-d7	Rf5-b5
21.	Rd7xc7	g5-g4
22.	Bc1xf4	Nd1xb2
23.	d4-d5	Be7-d8
24.	Rc7xh7	Nc6-e7
25.	d5-d6	Bd8-b6
26.	d6xe7+	Kf8-e8
27.	Nf3-e5	

18.W:e6 here a change was introduced.
In the first version I played 18.G:e6. Capturing done with
another piece, and what a difference in the character,
climate, and above all the length of the game. I'm leaving
the remaining part for you to assess.

Game XX /nova/

1. c4 e5
2. Sc3 Sf6
3. Sf3 Sc6
4. e3 Ge7
5. d4 e:d4
6. e:d4 o-o
7. Gg5 Sg4
8. G:e7 H:e7+
9. Ge2 Hb4
10. Hc2 We8
11. o-o Hd6
12. Wad1 Sb4
13. Hf5 taking the advantage of the fact that the bishop on c8 has been blocked
13. …Sh6
14. Hh5 S:a2 strikes the pawns
15. Gd3 S:c3
16. b:c3 Ha3
17. Sg5 H:c3 this pleasure cannot be denied…

I understand that very well, as it is the last pleasure…

Diagram
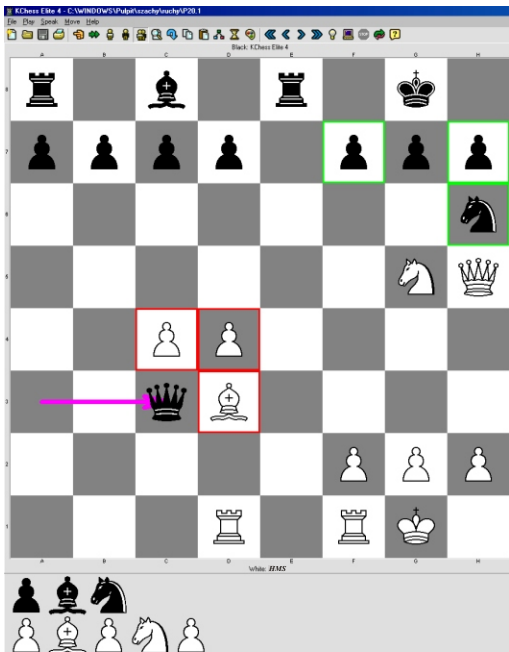
18. S:f7 S:f7
19. G:h7+ Kf8
20. Wd3! H:c4 /what else could be done?/
21. W13! d6
22. d5! Ge6 first victims
23. d:e6 H:e6
24. Gg6!! now the bishop!
   The knight cannot be defended by means of We7 because then Hh8 and checkmate. Moreover, there is a threat of G:f7 and White will have one rook more, not to mention W:f7 after which, facing a checkmate, Black have to give up their knight and queen for a bishop(!)
24. ...H:g6
25. H:g6 We7
26. **Hh7!!** and Black resign..

Diagram
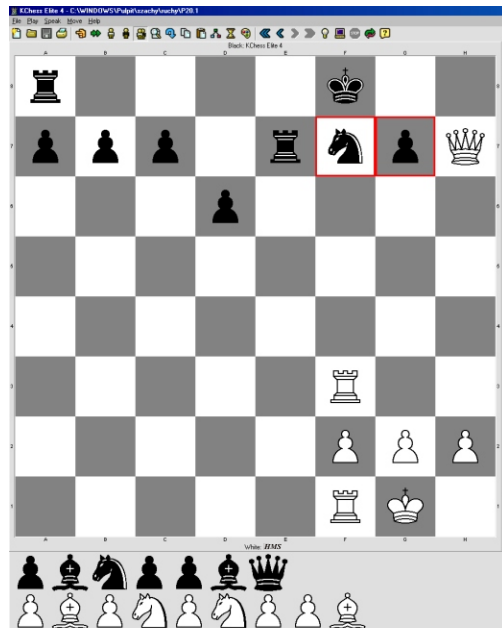
Game X solution to the problem

Position from an English game after 22 moves. As usually, the computer has one pawn extra…

The following moves were then made:
1. Sf3-h4 We8-e5 The knight is moving towards g7, the rook defends against that and against Hf5 and Sg6+
2. g4 Se8 defends the g7 square
3. Sf5 Wa2 intends to take the 2nd rank
4. Wfe1 W:e1
5. W:e1 Wa3 one more pawn to capture…
6. We3 Hb4 strives for promotion, no other idea for a victory
7. Hd3 Wa1+
8. Kg2 Ha5 he smells a rat…
9. S:h6! a threat of Hh7 and Hh8, checkmate.
9. ....Sf6
10. g5! Se4
11. H:e4 Hd8
12. S:f7! and Black resign. Threatens without penalty 13. S:d6 with a checkmate on e8. It could have been followed by:
12. ….. K:f7
13. Hf5+ Kg8
14. g6 Hf6
15. Hh5 and facing 16.Hh7 CHECKMATE it is necessary to give up the queen
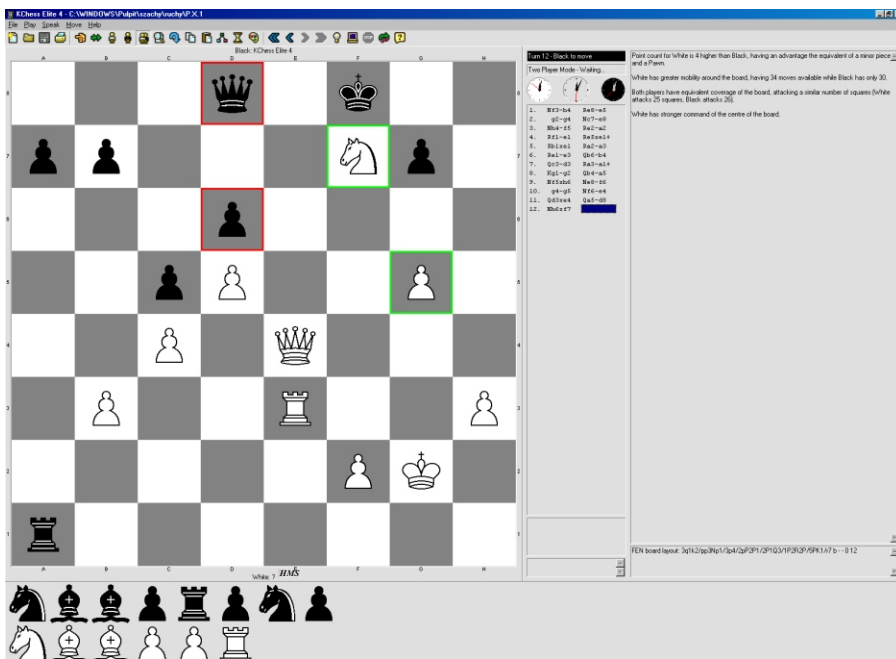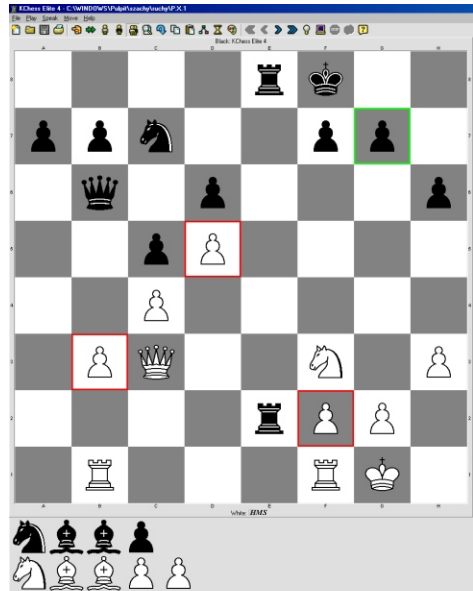
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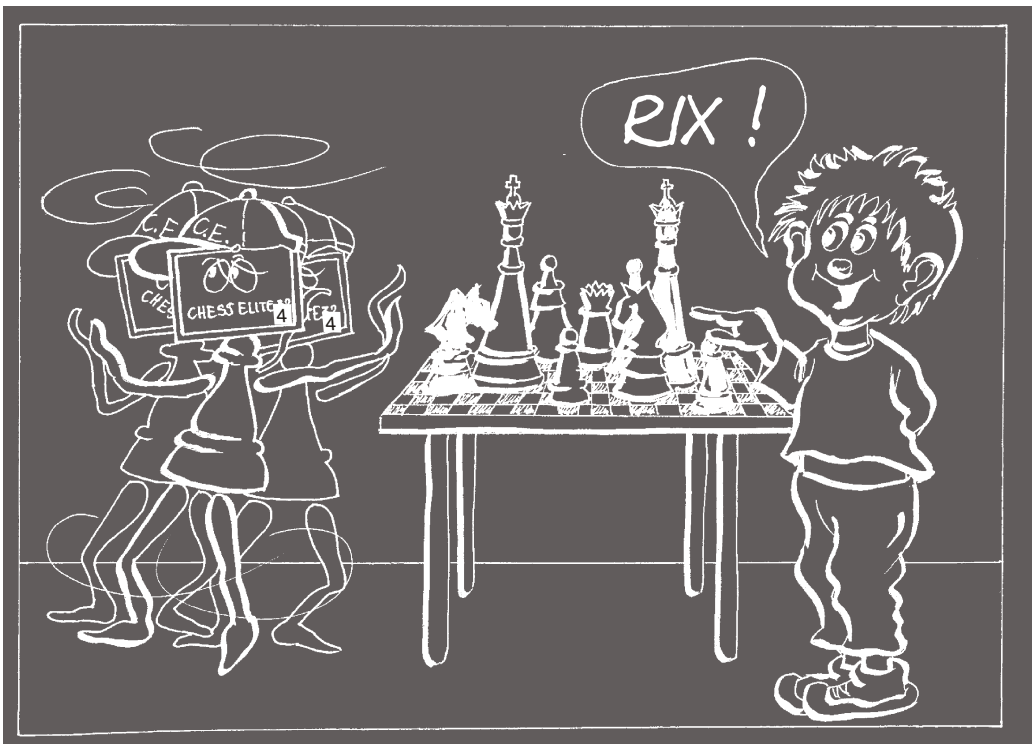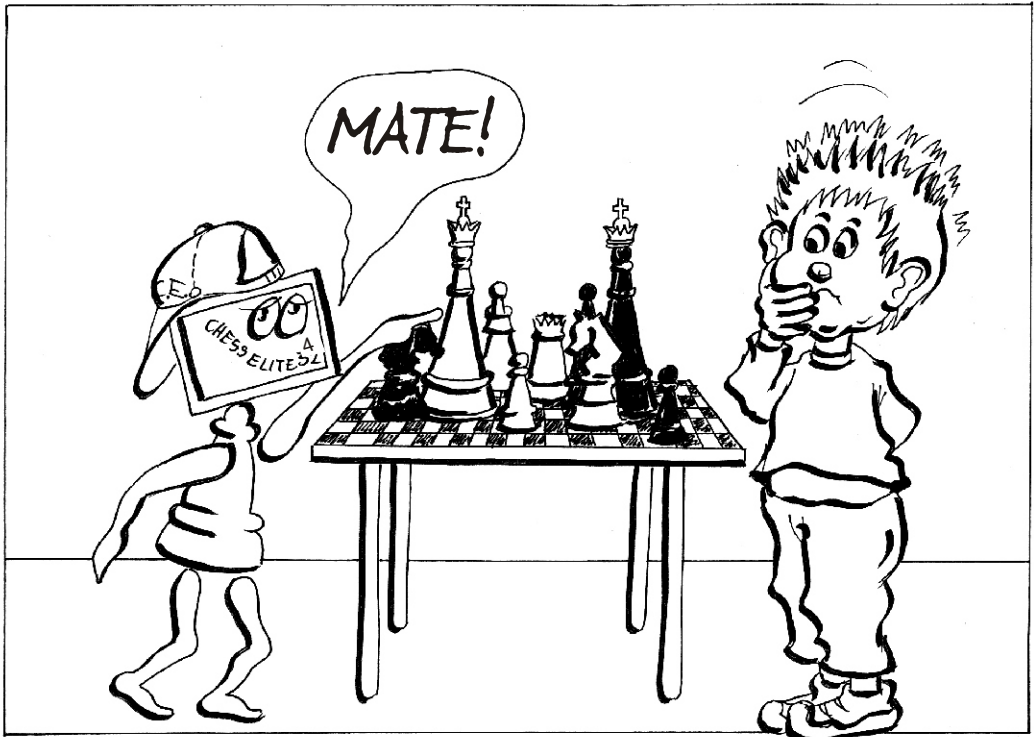
GAME XXI
Genesis

Everyone has dreams. My dream, after this book including my 20 games played against the computer had been accepted for publishing, was to find another, 21st game, an extraordinary pearl, a symbol of the 21st century and of modern chess, a gem of this publication. And I did find it in the course of proofreading game XVIII. So, I'm presenting to you the most beautiful game I've ever managed to play against the computer. And I wish you similar games too.

Author LK

Alekhine's Defense

1.e4 Sf6	
2.e5 Sd5	
3.c4 Sb6	the knight has been repelled. Now it's time to defend the pawn on e5
4.d4 d6	
5.f4 d:e5	
6.f:e5 Sc6	
7.Ge3 Gf5	pinning the knight after 8.Sf3 by means of 8….Gg4 would mean a loss of move and tempo. Therefore I can easily play 8.Sf3
8.Sf3 e6	of course
9.Ge2 Ge7	
10.0-0 Sb4	with a cumbersome attack on c2, with an intent to capture the rook on **a1**
11.Sa3	I don't like that move, but what else can I do? The computer plays
11....c6	
12.Hd2	I pin and limit the bishop on e7. It loses the possibility to move on the d8-h4 diagonal, which will become important later on.
12....0-0	
13.b3 f6	the pawn on e5 makes trouble, Black want to get rid of it!
14.e:f6!	exactly! And the bishop cannot capture.
14....g:f6	here we have the first weak point of the opponent. It must be utilized immediately. Doubling pawns on the f file would be great.
15.Sh4! Sa6	knight on a3 in jeopardy. In game XVIII this was followed by an unlucky move 16.c5 I made it instinctively, without calculating the consequences. From now on I will improve my calculations. Instead of 16.c5 my move is
16.S:f5! G:a3	- a piece for a piece, but the bishop is far away from the warfare zone
17.Sh6+ Kh8	
18.c5!	now c5! Isolate the bishop!
18.....Sd5	
19.Gf2 Gb4	loss of time. The bishop is dead.
20.Hc2 f5	prevents my queen from attacking the h7 square, making it at the same time impossible for the knight on h6 to retreat.
21.Gg3!!	due to the reason behind 20….f5 an aggressive f4 would be now pointless, as it would restore the previous threats. But now there is a threat of a checkmate on e5 and the only defense would be to guard with the knight on f6

21.....Kg7	The king is going for the knight on h6. Well, if so, we won't let him choose.
22.Ge5+	The king does not have many possibilities to move. Only the g6 square is free. Therefore, it can go to g6, guard itself with the knight on f6 or capture the knight. To go to g6 when there is a possibility to capture the knight on h6 would be pointless. Guarding would be passive, so, since it has gone to capture the knight… On my part a proposal to sacrifice a piece in return for… the unknown.
22.....K:h6	**Here it comes!** We've trapped the black king.
23.Wf3! Wg8	**Wonderful!**

I announce a checkmate in 8 moves!

24.Wh3+ Kg6

25.Gh5+ Kg5

26.Hf2   a checkmate possible in 3 moves Hg3+_Kh6
                                        Gf7+ Hh4
                                        W:h4 checkmate

26.....f4

27.Gf7! Kf5 there was a threat of 28.Wh5+ Kg4 and 29.h3 checkmate

28.Wh5+! Hg5 hoping that I would be tempted by the queen and he would escape
            from the mating net. 28….Ke4? 29.Hf3 checkmate

29.Hc2+! Kg4 can you see it now? Besides notice. An incredible situation.
            Black have the advantage of one piece, and it seems as if their
            pieces did not exist. They stand as if a spell has been cast of them
            and none of the pieces can help their king.

30.h3+ Kg3

31.Hf2 mat   there was no defense against this checkmate.
            If you want to defeat a computer, this book, and in particular this
            game will help you to achieve that. The world is yours. Good luck!

Autor LK

Game XXI

Endgame. The position is worth a large diagram.

Please note: the black king, in order to find its final position on the board /not necessarily the desired one/ moved from h8 as far as to g3. In order to distinguish this really extraordinary game, I have called this variation A long way of the king. The king's move to g5 /after 1.Wg3+/ is weaker and results in a checkmate in 7 moves. I've called this variation The last walk. Here, except for the weak and inefficient Ge1, there is no defense whatsoever. Let's see:

Initial diagram / position after the 23rd move of Black/
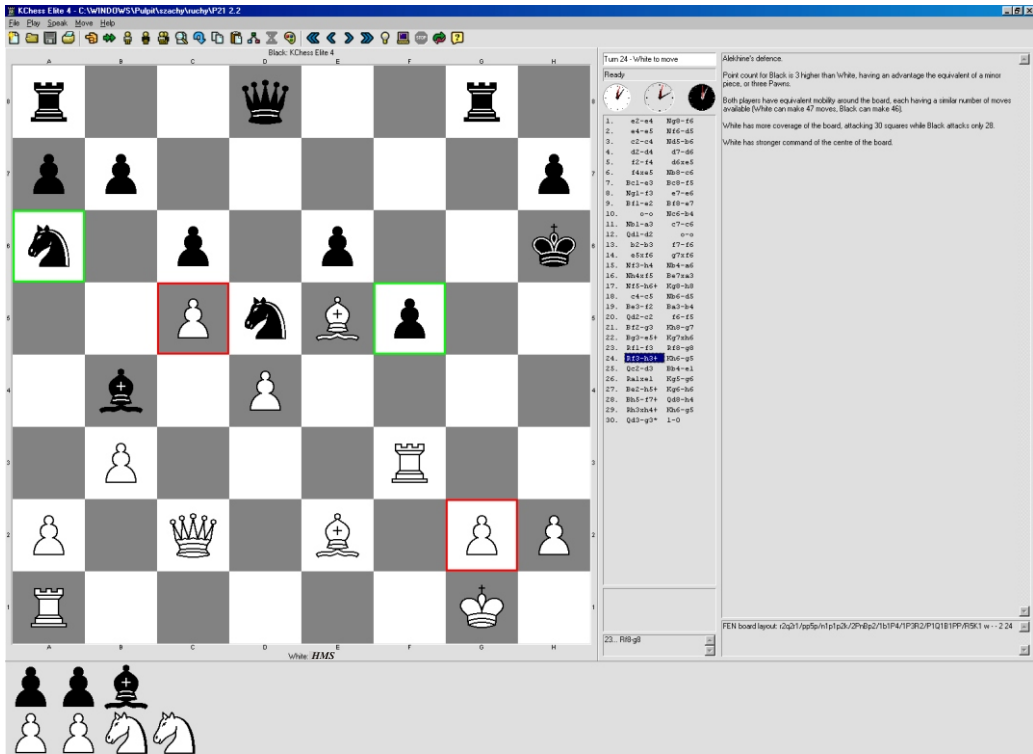
The last walk variation

1.Wh3+ **Kg5**

2.Hd3!!!   and f4 is impossible or else Wh5 and checkmate And there is a threat of a checkmate on g3 /Hg3 checkmate/

2.....Ge1   the only one

3.W:e1Kg6   there's no other way than an escape /3…Sf6 does not provide defense, either, because

4.Gh5+ but there's no escape	4.Hg3+ Sg4	
4.....Kh6 here the king will not be safe	5.Hh4+ Kg6	
5.Gf7+ Hh4 there's nothing else…	6.Hh5 mat/	

6.W:h4+ Kg5 back to the roots

7.Hg3 mat   **Please note that in this variation the computer gives up its queen in the 5th move and thus exhausts all the possibilities to defend itself. It makes sense at this time.**

Let's see.

Initial diagram
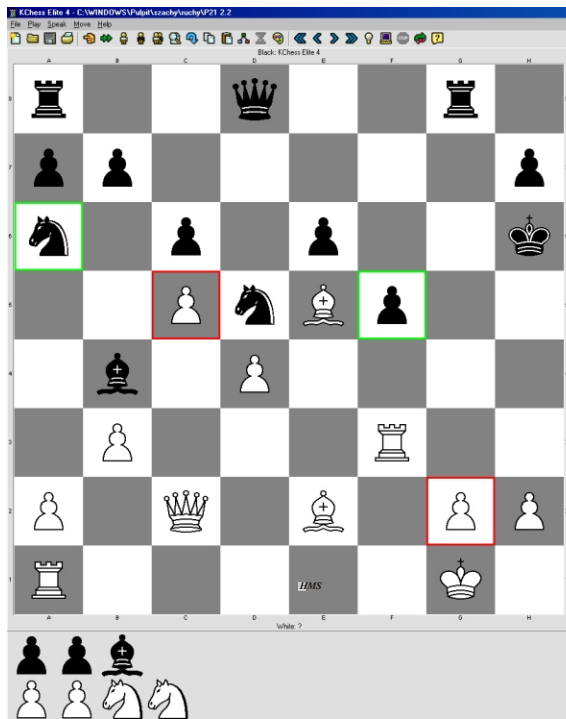
Variations derived from *A long way of the king.*
In this variation Black can, by means of 3…Ge1 try to extend the variation. Will they
succeed? succeed?

Let's see:

1. Wh3+ **Kg6**
2. Gh5+ Kg5
3. Hf2 Ge1 is defending g3
4. W:e1 f4
5. Hf3! threatens   6. Hg4+ Kh6
                 7. Gf7+ Hh4
               8. W:h4 mate
5. ....Kf5
6. g4+! Kg5
7. Gf7!! and there's no way to defend
        against checkmate Wh5
        7…Sf6?
        8. H:f4 checkmate
7. ...Ha5 a late excursion
8. Wh5 checkmate
**Plan implemented, the king defended
against the checkmate in the 8th move.**
To end with, let's see a similar version of
A long way of the king.

A similar variation

1. Wh3+ **Kg6**
2. Gh5+ Kg5
3. Hf2 f4 up till now the moves are
             exactly the same
4**. Hf3** here a change is introduced
4. Kf5
5. g4+ W:g4
6. H:g4+ Ke4 a shelter? Blind man's
            buff? /Hf3+, Hg4+/, no
7. **Hg6**+!h:g6
8. G:g6 checkmate

A long way of the king 4….Wg6
1. Wh3+ **Kg6**
2. Gh5+ Kg5
3. Hf2 f4
4. Gf7 **Wg6** then
5. Hf3! Kf5
6. Wh5+ Hg5
7. **g4 mate**

LET'S GO THROUGH IT ONCE MORE!

I announce checkmate in 8 moves!

A long way of king	Last walk /1.....Kg5/	A long way of king /a replacement version/
1.Wh3+ Kg6	1.Wh3+ Kg5	1.Wh3+ Kg6
2.Gh5+ Kg5	2.Hd3!!! Ge1	2.Gh5+ Kg5
3.Hf2 f4	3.W:e1 Kg6	3.Hf2 f4
4.Gf7! Kf5	4.Gh5+! Kh6	4.Hh4+ Kh6
5.Wh5+! Hg5	5.Gf7+ Hh4	5.Gf7+ H:h4
6.Hc2+! Kg4	6.W:h4+ Kg5	6.W:h4+ Kg5
7.h3+ Kg3	7.Hg3 mat	7.Wh5+ Kg4
8.Hf2 mat		8.h3+ Kg3
		9.Wf1 Wd8
		10.Wf3 MAT

I have provided here also the "replacement" version because even though the checkmate takes place in 10 moves, it is as beautiful as the previous one, and the black king is checkmated on exactly the same square, that is g3.

/after a consultation with the reviewer, Grandmaster Wł. Schmidt/

The professional program of the Grandmaster showed that the announced checkmate in the 8th move can be avoided by means of a simple, additional shielding /after 1.Wh3+/ 1….Hh4, which extends the variation to 9, and even to 10 moves. And indeed: After shielding with the queen and a supporting move 6….Wg6, it is so. I'm providing two variations by the computer, one with 9 moves and one with 10 moves, due to the exceptional beauty of the latter. I'm providing also my modification of the first variation, as well as my own variation No. III.

Diagram

III
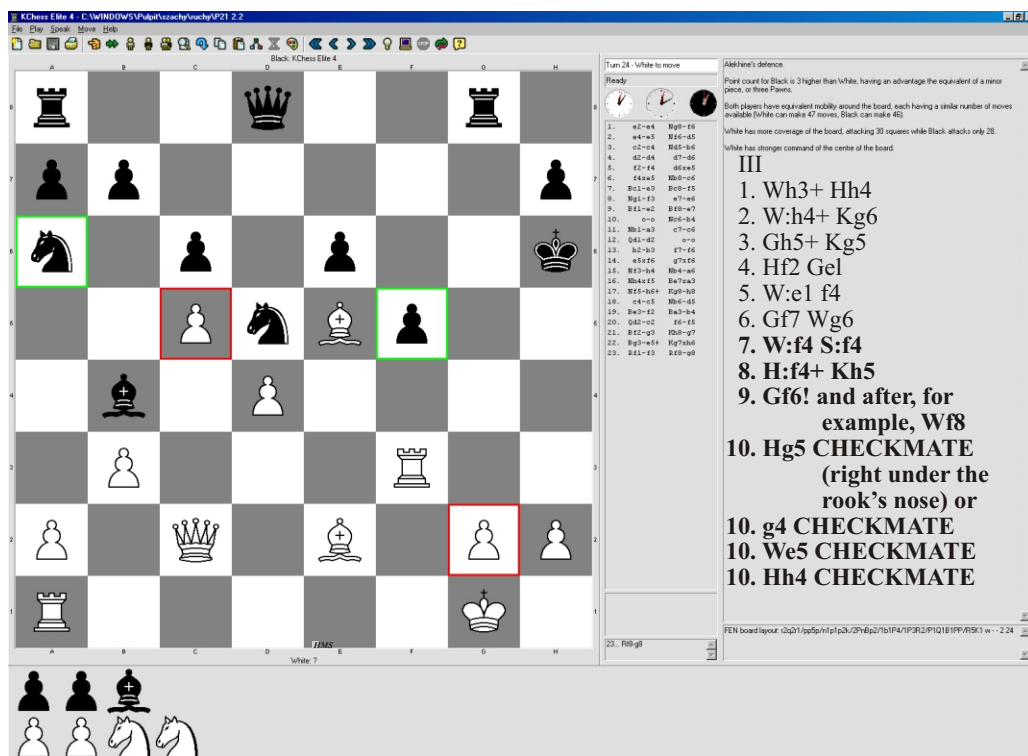
1. Wh3+ Hh4
2. W:h4+ Kg6
3. Gh5+ Kg5
4. Hf2 Gel
5. W:e1 f4
6. Gf7 Wg6
7. **W:f4 S:f4**
8. **H:f4+ Kh5**
9. **Gf6! and after, for example, Wf8**
10. **Hg5 CHECKMATE (right under the rook's nose) or**
10. **g4 CHECKMATE**
10. **We5 CHECKMATE**
10. **Hh4 CHECKMATE**

I

1.Wh3+ Hh4
2.W:h4+ Kg6
3.Gh5+ Kg5
4.Hf2 Ge1
5.W:e1 f4
6.Wg4+ Kh6   Mine:
7.*Hh4* W:g4   7.*Gg6* Sf6 the only one
8.G:g4+ Kg6   8.G:f6
9.Hh5 mat   9.Hh4 mat /irrespective of what
                Black play as the 8th move, 9.Hh4
                and checkmate/

II

1. Wh3+ Hh4
2. W:h4+ Kg6
3. Gh5+ Kg5
4. Hf2 Ge1
5. W:e1 f4
6. Gf7 *Wg6*
7. Hf3 K:h4
8. G:f6+ S:f6
9. Hh3+ Kg5
10. We5 mat!

And so, we've discovered one of the weakest points of the computer. What is interesting, the more professional the program, the weaker the point. Let me explain. Let's assume that my Chess Elite as a program of average strength designed for training purposes did not calculate variants for more than 6 moves. If so, it "couldn't see" the checkmate in the 8th move and therefore did not play at the beginning the suicidal 1....Hd4, so as to delay the checkmate with that shielding. Whereas a professional program, which calculated variants till, let's say, the 15th move, could easily discover our checkmate in the 8th move, so in order to postpone it, the program initially played 1....Hd4. Therefore, if in any of the games we manage to create a situation which is near to checkmate, which can be identified by generosity of the computer, we don't have to worry. We like gifts, that's one thing. Another issue is that such a sacrifice of the queen /or of another piece/ without any compensation for the computer leads to our victory, irrespective of in which move the checkmate will take place. That's because we have a significant material advantage, sufficient for winning. Therefore, all we need to do is to play calmly and to lead the game to the victorious end. When I was looking for the proper variation after 1....Kg5 I took for many times the advantage of the computer's "courtesy", which resulted in multiple nice, original variations I'd like to present to you now. After

1. Wh3+ Kg5 I played
2. Hc1+ after which the computer played a manneristic shielding, typical of it
2. ….Gd2
3. H:d2+ f4
4. Hd3 thanks to 2....Gd2 I gain a piece and move to the convenient d3 square. I rejected those variations, as a man would not play 2….Gd2 but immediately 2….f4 and then, after 3.Hc2 Sf6 there's a long way to win.

---

4. **f3** is defending against Wh5 and checkmate
5. H:h7! f2+ a move delaying the mate
6. Kf1 Se3+ another delaying move
7. W:e3 Wf8 and plenty to select from:
8. **Wg3 checkmate**
8. **Hh5 checkmate**
8. **h4 checkmate**

4. **...He8** /also defends against Hh5 and checkmate/
5. H:h7 Wh8- checkmate on h5 avoided,
    BUT
6. Wg3+! f:g3
7. **h4 and checkmate**

Let's see another variation

4.....**Sf6**
5.Wg3+ f:g3
6.H:g3+ **Kh6** after 2....f4 3.Hc2
             I couldn't play
             now 6.H:g3
7.Gf4+ Wg5
8.H:g5 and checkmate

6....Sg4? /instead of 6….**Kh6**/
7.H:g4 Kh6
8 Hh5 mat

I. A typical delayer

4….Sf6
5.W:h7 S:h7
6.H:h7 **H:d4** *delayer
7.G:d4 f3   *as above
8.G:f3 e5   *as above
9.G:e5 S:c5
10.h4 mat No mate in 8. Therefore, /amongst others/ I have rejected the variation 2.Hc1+, which does not change the fact that it is an evident win of White, and the computer by means of 2….Gd2 /bishop sacrifice/ really helped us with that.

Two more delayers

1.Wh3+ Kg6
2.Hc1 Sf4
3.H:f4 Hg5
4.H:g5 Kg5
5.Wg3+ Kh6
6.Gf4+ Wg5
7.W:g5 Gd2
8.G:d2 f4
9.G:f4 Wf8
10.Gd2 Wf4
11.G:f4 S:c5
12.Wg8 MAT

1.Wh3+ Kg6
2.Gh5+ Kg5
3.Gf7 Wg6
4.He2 Sf4
5.He3 H:d4
6.G:d4 e5
7.G:e5 Gd2
8.H:d2 Wd8
9.Hf4 MAT

Comments on the computer's move 1....Hh4.

Fortunately, Chess Elite is not a professional and hasn't done that to me /shielding 1....Hh4/, so I could achieve the announced mate in 8 and show you the beautiful variation titled *A long way of the King*. Or maybe it just couldn't catch my hint? Anyway, I must thank it for its kindness. Now, back to the move 1....Hh4. As my eminent reviewer, Grandmaster Wł. Schmidt admitted himself, it was a "non-chess" sacrifice. I would add here, that after offering the queen in such a way the game should have actually been surrendered already after the 1st move. So, no checkmate in 8 moves, but the game ends in one move. In a "live" game such moves are not played due to their sheer senselessness. They make sense as educational moves /in a chess study/, and we can actually treat the one in question like that. Thus, it does not diminish in any way the correctness and justification of the other variations provided by the author. Now I would like to present the variations played against Chess Elite after 1.....Hh4. As you will see, even after shielding with the queen, it is possible to checkmate in 8, 7, 6, and even in 5 moves. It all depends on the opponent. And on the way it plays….

Diagram
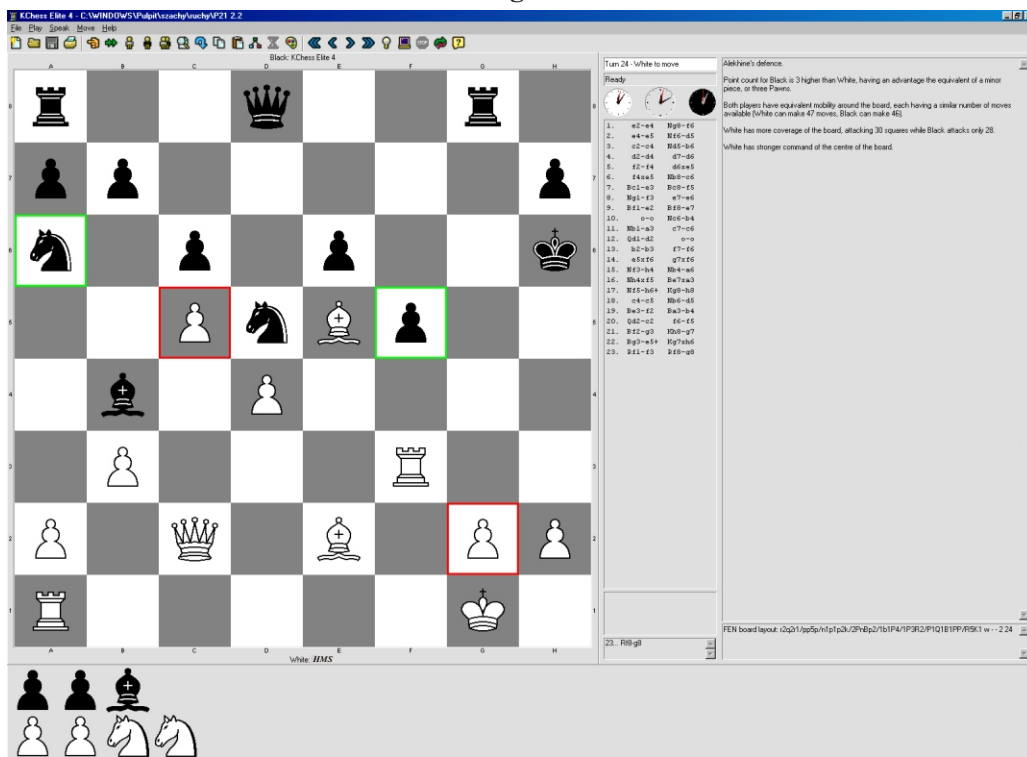
VARIATION

I

1.Wh3+ Hh4
2.W:h4+ Kg6
3.Gh5+ Kg5 the best
4.Hf2 Ge1
5.W:e1 f4
6Gf7 Kf5 but now
7.W:f4!!! S:f4?   7.....Kg5?
8.H:f4 mat   8.Hh4 mat

II

1.Wh3+ Hh4
2.W:h4+ Kg6
3.Gh5+ Kh6??
4.Gf7!+ Kg5
5.Wh5+ Kg4
6.h3 mat

III

1.Wh3+ Hh4
2.W:h4 Kg5?
3.Hd3!!!   *threat of Hg3 and checkmate
            *3....f4 impossible due to 4.Wh5
             and checkmate
            *3.....Sf6?   4.Hg3+ Sg4
                           5.W:g4+ f:g4
                           6.H:g4+ Kh6
                           7.Hh5 mat

3.....Ge1
4.W:e1 Kg6
5.Gh5+ Kh6
6.Gf7+ Kg5
7.Hg3 mat.   **Just right.**
              As we can see, after the black king
              moves to g5.2….Kg5, 1…Hh4
              does not help or extend the
              variation, either.

IV

1.Wh3+ Hh4
2.W:h4 Kg5?
3.Hd3! K:h4??
4.Hh3+ Kg5
5.Hh5 mat!

Here we end the introspection of game XXI. All that's good (beautiful) finally comes to an end. So does our game XXI, the gem of this book. It ends, but its beauty continues and will continue, as it is imperishable and you will always have the possibility to get back to it. Using game XXI (as well as other games) as an example, I can state that an analysis of a game of chess is at the same time a model of comprehensive, in-depth analysis of a problem. That skill, acquired in the course of reading this book, will probably rescue you from a plight more than once in your life.

CHAPTER VIII

DIFFERENT ASPECTS OF GAME XVIII

The world of Alekhine's Defense

Originally this book was to contain 21 games. However, in the course of proofreading and introducing corrections, other games emerged which could not be omitted. First three transformations of game IX, the Sicilian defense, came into existence, then 4 transformations of the English game were created, and finally (mind it!) 13 versions of game XVIII were developed. The leading game XXI, two versions added in Chapter V and further 9 self-emerging ones. Due to the authentic beauty of those games, I decided to create a separate chapter which I called **Different aspects of game XVIII** that is **The world of Alekhine's Defense**. As a matter of fact, those 12 games /game XXI is dealt with separately/ could provide material for a separate book. Whether Alekhin himself could be proud of those games by an amateur and a computer, it should be decided by professionals. I am proud of them. Grandmaster Wł. Schmidt, a reviewer of this book /one of the members of a group of eminent reviewers, a professional/, amongst only four games that he saw favored two, that is games XXI and 18.2. I believe that the remaining games also deserve a couple of warm words, and for sure they deserve to be shown to the readers as a chain of metamorphoses really helping to comprehend and understand chess during the learning process, . Due to the special beauty of those games and because of my personal fondness for Professor Tadeusz Gałkowski, the head of the Rehabilitation Psychology Department at the University of Warsaw, and for the deaf and dumb persons entrusted to his care, and finally in order to celebrate the year 2003, which is the Year of the Disabled, it is **them** to whom I would like to dedicate this particularly beautiful chapter *Different faces of game XVIII, The world of Alekhine's Defense.*

LK

CHAPTER VIII

In this chapter: a mother game with a beautiful double endgame. The computer failed to foresee that with an advantage of a pawn it can lose in the endgame. Further, 11 derivative games as escorts. This chapter is possibly the best example of variety and infinite transformation possibilities inherent in chess. **At the end I'd like to remind, that it is this game that gave birth to our game XXI, which is the legend of this book.**

In accordance with the rules, a bit of theory. And here I cannot deny myself the pleasure of showing how Alekhine himself played against the **Alekhine's Defense.**

Alekhine's Defense
1. e4 Sf6
2. e5 Sd5
3. d4 d6
4. 4.Sf3 Gg4
5.c4

The world of chess is a world of good.
A world without segregation. Disability is
left aside or behind. It does not exist here.
The friendly world of chess.
For everyone
WELCOME

Game XVIII

Two Player Mode - Waiting...

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	e7-e6
9.	Bf1-e2	Bf8-e7
10.	o-o	Nc6-b4
11.	Nb1-a3	c7-c6
12.	Qd1-d2	o-o
13.	b2-b3	f7-f6
14.	e5xf6	g7xf6
15.	Nf3-h4	Nb4-a6
16.	c4-c5	Na6xc5
17.	Nh4xf5	e6xf5
18.	Na3-c2	Nc5-e4
19.	Qd2-d3	Qd8-d5
20.	Be3-h6	Rf8-d8
21.	Rf1-f4	Be7-c5
22.	Rf4xe4	f5xe4
23.	Qd3-g3+	Kg8-f7
24.	Qg3-g7+	Kf7-e6
25.	Be2-g4+	f6-f5
26.	Bg4xf5+	Qd5xf5
27.	d4xc5	Qf5xc5+
28.	Nc2-e3	Rd8-e8
29.	Ra1-f1	Nb6-d5
30.	Qg7-f7+	Ke6-d6
31.	Kg1-h1	Re8-e7
32.	Ne3-f5+	Kd6-d7
33.	Nf5xe7	Qc5xe7
34.	Qf7-f5+	Kd7-c7
35.	Bh6-g5	Qe7-b4
36.	Qf5xh7+	Kc7-b6
37.	Qh7-h4	Ra8-e8
38.	Rf1-e1	Qb4-d4
39.	h2-h3	Qd4-b2
40.	Kh1-h2	Qb2xa2
41.	Re1xe4	Re8xe4
42.	Qh4xe4	Qa2xb3
43.	Qe4-d4+	c6-c5
44.	Qd4-e5	Qb3-d1
45.	Bg5-d8+	Kb6-b5

46.	Qe5-b8	Kb5-a6
47.	Qb8-d6+	b7-b6
48.	Qd6-d7	Nd5-c3
49.	Qd7xd1	Nc3xd1
50.	g2-g4	c5-c4
51.	g4-g5	c4-c3
52.	g5-g6	Nd1-e3
53.	Bd8-g5	Ne3-f5
54.	h3-h4	Nf5-g7
55.	Kh2-h3	

16. c5   a mistake. The capture d:c5 is a bad idea, as it will be followed by
16. ….H:d2
17. G:d2 G:c5+
18. Kh1 G:a3
and Black have captured two pawns. However, that was a lucky mistake. Thanks to it, after a correction, Game XXI was created.

18. Sc2?   an inaccuracy. The right moves were 18.W:f5 Se4 and 19.Hb2

21. ...Gc5   the culminating point of attack on d4. Nevertheless, the black queen, busy with the pawn on d4 cannot see that the black king is not shielded. Time for a counterattack. The goal of Black is the pawn on d4, whereas of White - the black king

22. W:e4!   sacrifice of quality, speed, outpacing are the advantages of an attack which can bring about a win. This move makes the game worthy showing

22. f:e4

23. Hg3+ Kf7

24. Hg7+? Ke6

25. Gg4+?   simple 24.d:c5 H:c5 25.Se3 with a piece extra and a strong attack were sufficient. The case is open.

31. Kh1!   the knight on e3 is untouchable.   31.….S:e3?!
32. Wf6+ Ke5
33. Gg7!! Hc1+ /minimal losses/
34. Wf1+ Kd6 and
35. W:c1 the black queen is captured

Game XVIII variation I /55....c2/

Two Player Mode - Waiting...

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	e7-e6
9.	Bf1-e2	Bf8-e7
10.	o-o	Nc6-b4
11.	Nb1-a3	c7-c6
12.	Qd1-d2	o-o
13.	b2-b3	f7-f6
14.	e5xf6	g7xf6
15.	Nf3-h4	Nb4-a6
16.	c4-c5	Na6xc5
17.	Nh4xf5	e6xf5
18.	Na3-c2	Nc5-e4
19.	Qd2-d3	Qd8-d5
20.	Be3-h6	Rf8-d8
21.	Rf1-f4	Be7-c5
22.	Rf4xe4	f5xe4
23.	Qd3-g3+	Kg8-f7
24.	Qg3-g7+	Kf7-e6
25.	Be2-g4+	f6-f5
26.	Bg4xf5+	Qd5xf5
27.	d4xc5	Qf5xc5+
28.	Nc2-e3	Rd8-e8
29.	Ra1-f1	Nb6-d5
30.	Qg7-f7+	Ke6-d6
31.	Kg1-h1	Re8-e7
32.	Ne3-f5+	Kd6-d7
33.	Nf5xe7	Qc5xe7
34.	Qf7-f5+	Kd7-c7
35.	Bh6-g5	Qe7-b4
36.	Qf5xh7+	Kc7-b6
37.	Qh7-h4	Ra8-e8
38.	Rf1-e1	Qb4-d4
39.	h2-h3	Qd4-b2
40.	Kh1-h2	Qb2xa2
41.	Re1xe4	Re8xe4
42.	Qh4xe4	Qa2xb3
43.	Qe4-d4+	c6-c5
44.	Qd4-e5	Qb3-d1
45.	Bg5-d8+	Kb6-b5

46.	Qe5-b8	Kb5-a6
47.	Qb8-d6+	b7-b6
48.	Qd6-d7	Nd5-c3
49.	Qd7xd1	Nc3xd1
50.	g2-g4	c5-c4
51.	g4-g5	c4-c3
52.	g5-g6	Nd1-e3
53.	Bd8-g5	Ne3-f5
54.	h3-h4	Nf5-g7
55.	Kh2-h3	c3-c2
56.	Kh3-g4	Ng7-e8
57.	h4-h5	Ne8-f6+
58.	Kg4-h4	Nf6-e4
59.	Bg5-e3	Ne4-d6
60.	Be3-c1	Nd6-f5+
61.	Kh4-g5	Nf5-g7
62.	h5-h6	Ng7-e6+
63.	Kg5-f6	

Game XVIII variation II /55….b5/

Two Player Mode - Waiting...

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	e7-e6
9.	Bf1-e2	Bf8-e7
10.	o-o	Nc6-b4
11.	Nb1-a3	c7-c6
12.	Qd1-d2	o-o
13.	b2-b3	f7-f6
14.	e5xf6	g7xf6
15.	Nf3-h4	Nb4-a6
16.	c4-c5	Na6xc5
17.	Nh4xf5	e6xf5
18.	Na3-c2	Nc5-e4
19.	Qd2-d3	Qd8-d5
20.	Be3-h6	Rf8-d8
21.	Rf1-f4	Be7-c5
22.	Rf4xe4	f5xe4
23.	Qd3-g3+	Kg8-f7
24.	Qg3-g7+	Kf7-e6
25.	Be2-g4+	f6-f5
26.	Bg4xf5+	Qd5xf5
27.	d4xc5	Qf5xc5+
28.	Nc2-e3	Rd8-e8
29.	Ra1-f1	Nb6-d5
30.	Qg7-f7+	Ke6-d6
31.	Kg1-h1	Re8-e7
32.	Ne3-f5+	Kd6-d7
33.	Nf5xe7	Qc5xe7
34.	Qf7-f5+	Kd7-c7
35.	Bh6-g5	Qe7-b4
36.	Qf5xh7+	Kc7-b6
37.	Qh7-h4	Ra8-e8
38.	Rf1-e1	Qb4-d4
39.	h2-h3	Qd4-b2
40.	Kh1-h2	Qb2xa2
41.	Re1xe4	Re8xe4
42.	Qh4xe4	Qa2xb3
43.	Qe4-d4+	c6-c5
44.	Qd4-e5	Qb3-d1
45.	Bg5-d8+	Kb6-b5

46.	Qe5-b8	Kb5-a6
47.	Qb8-d6+	b7-b6
48.	Qd6-d7	Nd5-c3
49.	Qd7xd1	Nc3xd1
50.	g2-g4	c5-c4
51.	g4-g5	c4-c3
52.	g5-g6	Nd1-e3
53.	Bd8-g5	Ne3-f5
54.	h3-h4	Nf5-g7
55.	Kh2-h3	b6-b5
56.	Bg5-f6	c3-c2
57.	Bf6-b2	b5-b4
58.	Kh3-g4	Ng7-e8
59.	h4-h5	Ne8-f6+
60.	Kg4-g5	Nf6-e4+
61.	Kg5-h6	Ne4-f6
62.	g6-g7	b4-b3
63.	Kh6-g6	Nf6-d5
64.	Kg6-f7	Nd5-e3
65.	g7-g8=Q	Ne3-c4
66.	Qg8-c8+	Ka6-b5
67.	Qc8-b7+	Kb5-a4
68.	Qb7xa7+	

Game XVIII.1

In this game the queen is captured.
A continuous attack from the 23rd move. The black king moves from g8 to as far as a5, where after a series of checks it surrenders.

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	e7-e6
9.	Bf1-e2	Bf8-e7
10.	o-o	Nc6-b4
11.	Nb1-a3	c7-c6
12.	Qd1-d2	o-o
13.	b2-b3	f7-f6
14.	e5xf6	g7xf6
15.	Nf3-h4	Nb4-a6
16.	c4-c5	Na6xc5
17.	Nh4xf5	e6xf5
18.	Na3-c2	Nc5-e4
19.	Qd2-d3	Qd8-d5
20.	Be3-h6	Rf8-d8
21.	Rf1-f4	Be7-c5
22.	Rf4xe4	f5xe4
23.	Qd3-g3+	Kg8-f7
24.	Qg3-g7+	Kf7-e6
25.	Be2-g4+	f6-f5
26.	Bg4xf5+	Qd5xf5
27.	d4xc5	Qf5xc5+
28.	Nc2-e3	Nb6-d5
29.	Ra1-f1	Rd8-g8
30.	Qg7-f7+	Ke6-e5
31.	Bh6-f4+	Ke5-d4
32.	Rf1-d1+	Kd4-c3
33.	Rd1-c1+	Kc3-b4
34.	Qf7xb7+	Qc5-b6
35.	Bf4-d6+	Kb4-a5
36.	Rc1-c5+	Qb6xc5
37.	Bd6xc5	

Game XVIII.2

Two Player Mode - Waiting...

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	f7-f6
9.	Bf1-e2	f6xe5
10.	d4-d5	Nc6-b4
11.	o-o	Nb4-c2
12.	Be3-g5	Nc2xa1
13.	Nf3xe5	Bf5-c2
14.	Qd1-d2	Bc2-g6
15.	Ne5xg6	h7xg6
16.	Qd2-f4	Qd8-b8
17.	Qf4-f7+	Ke8-d8
18.	Be2-g4	Nb6-d7
19.	Qf7-e6	Nd7-f6
20.	Rf1xf6	

A game praised by the Grandmaster for sacrifice of a rook (I play 11.o-o, 12.Gg5, 13.S:e5, practically 3 tempos for the rook a1). The game is ended with a brilliant sacrifice of the rook 20.W:f6. The rook is untouchable . The capture will be followed by

21. Hd7 MATE if
20. ...Hc8
21. W:f8+ W:f8
22. H:e7 MATE

Game XVIII.3

Ready

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	f7-f6
9.	a2-a3	Bf5-g4
10.	Bf1-e2	Bg4xf3
11.	Be2xf3	Nb6xc4
12.	Bf3xc6+	b7xc6
13.	Be3-f2	f6xe5
14.	Qd1-e2	Qd8-d5
15.	Nb1-c3	Qd5-e6
16.	Ra1-d1	Ra8-b8
17.	b2-b4	Nc4xa3
18.	d4-d5	Qe6-d6
19.	o-o	Rb8xb4
20.	d5xc6	Qd6xc6
21.	Nc3-d5	Rb4-b7
22.	Qe2xe5	Na3-c4
23.	Qe5-e4	Nc4-a5
24.	Rd1-c1	Qc6-d7
25.	Bf2-g3	c7-c6
26.	Nd5-f4	Na5-b3
27.	Rc1-d1	Qd7-c7
28.	Nf4-e6	Qc7-b6+
29.	Bg3-f2	Nb3-d4
30.	Bf2xd4	Qb6-b5
31.	Bd4xa7	Rb7-d7
32.	Rd1-b1	Qb5xb1
33.	Rf1xb1	Rd7-d5
34.	Ne6-c7+	

In this game the queen is captured.

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Game XVIII.4

In this game the queen is captured.

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Game XVIII.5

Turn 39 - Black to move

Ready

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	f7-f6
9.	a2-a3	Bf5-g4
10.	Bf1-e2	Bg4xf3
11.	Be2xf3	Nb6xc4
12.	Bf3xc6+	b7xc6
13.	Be3-f2	f6xe5
14.	Qd1-e2	Qd8-d5
15.	Nb1-c3	Qd5-e6
16.	Ra1-d1	Ra8-b8
17.	b2-b4	Nc4xa3
18.	d4-d5	Qe6-d6
19.	o-o	Rb8xb4
20.	d5xc6	Qd6xc6
21.	Nc3-d5	Rb4-b7
22.	Qe2xe5	Na3-c4
23.	Qe5-e4	Nc4-a5
24.	Rd1-c1	Qc6-d7
25.	Bf2-g3	c7-c6
26.	Nd5-f4	Na5-b3
27.	Rc1-d1	Qd7-c7
28.	Nf4-e6	Qc7-b6+
29.	Bg3-f2	Nb3-d4
30.	Bf2xd4	Qb6-b5
31.	Bd4-c5	Rb7-d7
32.	Rd1xd7	Ke8xd7
33.	Ne6xf8+	Kd7-c8
34.	Qe4-f5+	Kc8-c7
35.	Qf5-d7+	Kc7-b8
36.	Bc5xa7+	Kb8-a8
37.	Qd7-c8+	Ka8xa7
38.	Rf1-a1+	Qb5-a4
39.	Ra1xa4+	

In this game the queen is captured.

After 39....Kb6 a threat of MATE in two moves
40.Sd7+ Kb5
41.Ha6 AND CHECKMATE

Game XVIII.6

Ready

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	f7-f6
9.	a2-a3	Bf5-g4
10.	Bf1-e2	Bg4xf3
11.	Be2xf3	Nb6xc4
12.	Bf3xc6+	b7xc6
13.	Be3-f2	f6xe5
14.	Qd1-e2	Qd8-d5
15.	Nb1-c3	Qd5-e6
16.	Ra1-d1	Ra8-b8
17.	d4-d5	c6xd5
18.	Nc3xd5	Qe6-c6
19.	Nd5-b4	Qc6xg2
20.	Rh1-f1	a7-a5
21.	Qe2xc4	a5xb4
22.	Bf2-g3	Qg2xf1+
23.	Ke1xf1	b4xa3
24.	b2xa3	Rb8-b6
25.	Bg3xe5	c7-c5
26.	Be5-c7	Rb6-f6+
27.	Kf1-g1	Rf6-g6+
28.	Kg1-h1	e7-e6
29.	Rd1-d8+	Ke8-f7
30.	Bc7-e5	Kf7-e7
31.	Qc4-d3	Rg6-g1+
32.	Kh1xg1	Ke7-f7
33.	Qd3-d7+	▨▨▨▨▨▨

In this game the queen is captured.

33. ...Kg6 will be followed by
34. W:f8 Wf8
35. H:g7 Kf5
36. H:f8+ and White are left with the queen, whereas Black with other pieces.

Game XVIII.7

Se6 is untouchable or else MATE on d8.
The game cannot be won.

Ready

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	f7-f6
9.	a2-a3	Bf5-g4
10.	Bf1-e2	Bg4xf3
11.	Be2xf3	Nb6xc4
12.	Bf3xc6+	b7xc6
13.	Be3-f2	f6xe5
14.	Qd1-e2	Qd8-d5
15.	Nb1-c3	Qd5-e6
16.	Ra1-d1	Ra8-b8
17.	b2-b4	Nc4xa3
18.	d4-d5	Qe6-d6
19.	o-o	Rb8xb4
20.	d5xc6	Qd6xc6
21.	Nc3-d5	Rb4-b7
22.	Qe2xe5	Na3-c4
23.	Qe5-e4	Nc4-a5
24.	Rd1-c1	Qc6-d7
25.	Bf2-g3	c7-c6
26.	Nd5-f4	Na5-b3
27.	Rc1-d1	Qd7-c7
28.	Nf4-e6	Qc7-b6+
29.	Kg1-h1	Rb7-d7
30.	Rd1xd7	Ke8xd7
31.	Ne6xf8+	Kd7-e8
32.	Nf8-e6	Ke8-d7
33.	Rf1-d1+	Kd7-c8
34.	Ne6xg7	Nb3-c5
35.	Qe4xe7	h7-h5
36.	Ng7-e6	Nc5-d3
37.	h2-h4	Qb6-b7
38.	Qe7-d6	Rh8-e8
39.	Qd6xd3	

Game XVIII.8

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	f7-f6
9.	a2-a3	Bf5-g4
10.	Bf1-e2	Bg4xf3
11.	Be2xf3	Nb6xc4
12.	Bf3xc6+	b7xc6
13.	Be3-f2	f6xe5
14.	Qd1-e2	Qd8-d5
15.	Nb1-c3	Qd5-e6
16.	Ra1-d1	Ra8-b8
17.	b2-b4	Nc4xa3
18.	d4-d5	Qe6-d6
19.	o-o	Rb8xb4
20.	d5xc6	Qd6xc6
21.	Nc3-d5	Rb4-b7
22.	Qe2xe5	Na3-c4
23.	Qe5-e4	Nc4-a5
24.	Rd1-c1	Qc6-d7
25.	Bf2-g3	c7-c6
26.	Nd5-f4	Na5-b3
27.	Rc1-d1	Qd7-c7
28.	Nf4-g6	Qc7-b6+
29.	Bg3-f2	Nb3-c5
30.	Bf2xc5	Qb6xc5+
31.	Kg1-h1	Rb7-d7
32.	Ng6xh8	Rd7xd1
33.	Rf1xd1	e7-e5
34.	Qe4xh7	Bf8-d6
35.	Qh7-g6+	Ke8-e7
36.	Nh8-f7	Bd6-c7
37.	Qg6xg7	Ke7-e8
38.	Nf7-g5	

The following could have been played:
39. ...He7
40. Hg8+ Hf8
41. H:f8 K:f8
42. 42.Se6+
43. 43.S:c7

Game XVIII.9

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	f7-f6
9.	a2-a3	Bf5-g4
10.	Bf1-e2	Bg4xf3
11.	Be2xf3	Nb6xc4
12.	Bf3xc6+	b7xc6
13.	Be3-f2	f6xe5
14.	Qd1-e2	Qd8-d5
15.	Nb1-c3	Qd5-e6
16.	Ra1-d1	Ra8-b8
17.	b2-b4	Nc4xa3
18.	d4-d5	Qe6-d6
19.	o-o	Rb8xb4
20.	d5xc6	Qd6xc6
21.	Nc3-d5	Rb4-b7
22.	Qe2xe5	Na3-c4
23.	Qe5-e4	Nc4-a5
24.	Rd1-c1	Qc6-d7
25.	Bf2-g3	c7-c6
26.	Nd5-f4	Na5-b3
27.	Rc1-d1	Qd7-c7
28.	Nf4-e6	Qc7-b6+
29.	Bg3-f2	Nb3-d4
30.	Bf2xd4	Qb6-b5
31.	Bd4xa7	Rb7-d7
32.	Rd1-b1	Qb5xb1
33.	Qe4xb1	

In this game the queen is captured.

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Game XVIII.10

Ready

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	f7-f6
9.	a2-a3	Bf5-g4
10.	Bf1-e2	Bg4xf3
11.	Be2xf3	Nb6xc4
12.	Bf3xc6+	b7xc6
13.	Be3-f2	f6xe5
14.	Qd1-e2	Qd8-d5
15.	Nb1-c3	Qd5-e6
16.	Ra1-d1	Ra8-b8
17.	b2-b4	Nc4xa3
18.	d4-d5	Qe6-d6
19.	o-o	Rb8xb4
20.	d5xc6	Qd6xc6
21.	Nc3-d5	Rb4-b7
22.	Qe2xe5	Na3-c4
23.	Qe5-e4	Nc4-a5
24.	Rd1-c1	Qc6-d7
25.	Bf2-g3	c7-c6
26.	Nd5-f4	Na5-b3
27.	Rc1-d1	Qd7-c7
28.	Nf4-e6	Qc7-b6+
29.	Bg3-f2	Nb3-d4
30.	Bf2xd4	Qb6-b5
31.	Bd4-c5	Rb7-d7
32.	Rd1xd7	Ke8xd7
33.	Ne6xf8+	Kd7-c8
34.	Qe4xe7	▓▓▓▓▓▓▓

The following could have been played:
34. ...h5
35. Gd6 a threat of MATE on c7, e7
36. 35....Hb7
37. He8 MATE

Game XVIII.11

Ready

1.	e2-e4	Ng8-f6
2.	e4-e5	Nf6-d5
3.	c2-c4	Nd5-b6
4.	d2-d4	d7-d6
5.	f2-f4	d6xe5
6.	f4xe5	Nb8-c6
7.	Bc1-e3	Bc8-f5
8.	Ng1-f3	f7-f6
9.	Bf1-e2	f6xe5
10.	d4-d5	Nc6-b4
11.	Nb1-a3	e5-e4
12.	Nf3-d4	Bf5-d7
13.	Be2-h5+	g7-g6
14.	o-o	Bf8-g7
15.	Qd1-e1	Nb4xd5
16.	c4xd5	g6xh5
17.	Qe1-h4	Bd7-g4
18.	h2-h3	e7-e5
19.	Be3-g5	Qd8xd5
20.	Nd4-b5	Qd5-c5+
21.	Kg1-h1	Bg4-e2
22.	Ra1-c1	Nb6-c4
23.	Rf1-e1	Be2-d3
24.	Qh4xh5+	Ke8-d7
25.	Qh5-f7+	Kd7-c8
26.	Qf7xg7	Rh8-e8
27.	Re1xe4	Bd3xe4
28.	Rc1xc4	Qc5-b6
29.	Bg5-e3	c7-c5
30.	Be3xc5	Be4xg2+
31.	Kh1-h2	Qb6-d8
32.	Bc5-b6+	

One of the most beautiful attacks presented in the book. There is no defense against mate on c7, Hc7 and checkmate

ARCHIVES

Chess Elite steps inside a bank. Suddenly he is approached by a woman who says: "Can you help me to make a check. They say that you are the best one when it comes to checks, aren't you."
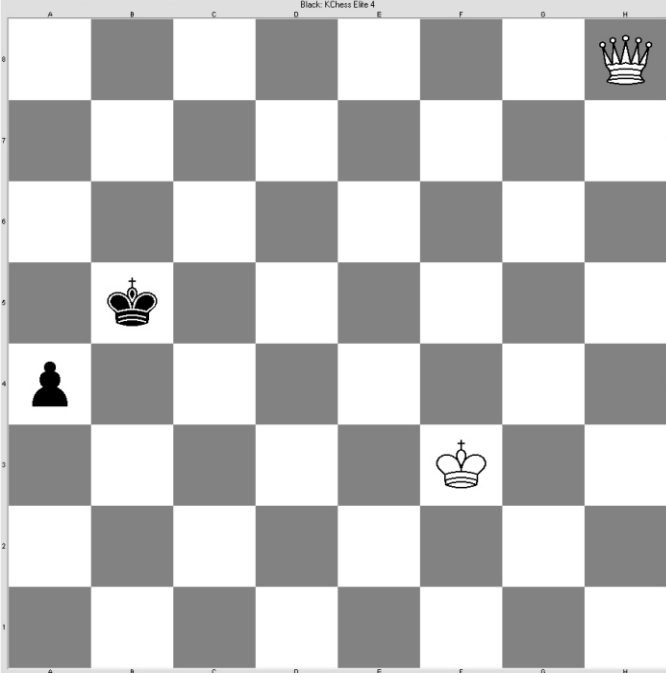
A MATE FROM THE ARCHIVES
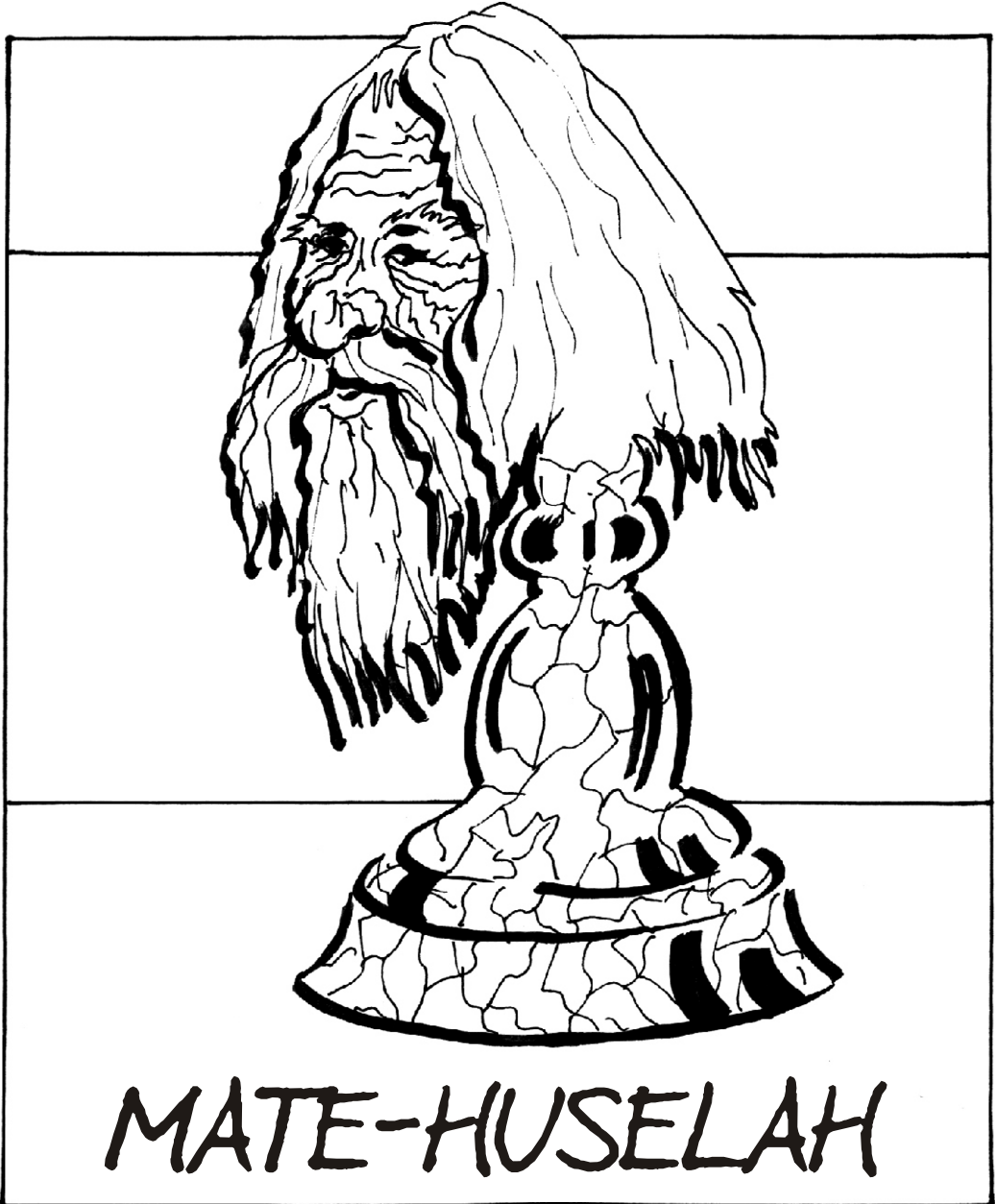
MATE-HUSELAH

English game XIX A3

1.	c2-c4	e7-e5
2.	Nb1-c3	Ng8-f6
3.	Ng1-f3	Nb8-c6
4.	e2-e3	Bf8-e7
5.	d2-d4	e5xd4
6.	e3xd4	o-o
7.	Bc1-g5	Nf6-g4
8.	Bg5xe7	Qd8xe7+
9.	Bf1-e2	Qe7-b4
10.	Qd1-c2	Rf8-e8
11.	o-o	Qb4-d6
12.	Ra1-d1	Nc6-b4
13.	Qc2-f5	Ng4-h6
14.	Qf5-h5	Nb4xa2
15.	Be2-d3	Na2xc3
16.	b2xc3	Qd6-a3
17.	Nf3-g5	Qa3xc3
18.	Ng5xf7	Nh6xf7
19.	Bd3xh7+	Kg8-f8
20.	Bh7-g6	Qc3xc4
21.	Rd1-d3	Re8-e6
22.	Rd3-f3	Re6xg6
23.	Qh5xg6	Qc4-e6
24.	Qg6-h7	Qe6-h6
25.	Qh7-f5	Qh6-f6
26.	Qf5-h5	g7-g6
27.	Qh5-c5+	Qf6-d6
28.	Qc5-g5	Kf8-g7
29.	Rf3xf7+	Kg7xf7
30.	Rf1-e1	Qd6xd4
31.	Qg5-h6	Qd4-c5
32.	Qh6-h7+	Kf7-f6
33.	g2-g4	Qc5-f8
34.	Re1-e3	Qf8-d6
35.	Qh7-h4+	Kf6-g7
36.	Re3-e7+	Kg7-f8
37.	Re7-h7	Qd6-d1+
38.	Kg1-g2	Kf8-g8
39.	Rh7-e7	Qd1-d5+
40.	f2-f3	Qd5-a2+
41.	Kg2-h3	Qa2-f7
42.	Re7xf7	Kg8xf7
43.	Qh4-h7+	Kf7-f6
44.	f3-f4	c7-c5
45.	Qh7-h8+	Kf6-f7

46.	Qh8-h7+	Kf7-e6	67.	Qg6-c2	c4-c3
47.	Qh7xg6+	Ke6-d5	68.	g5-g6	Bc6-d5
48.	Qg6-d3+	Kd5-c6	69.	h4-h5	Bd5-a2
49.	Kh3-g3	b7-b5	70.	g6-g7	b2-b1=Q
50.	Qd3-e4+	d7-d5	71.	Qc2xb1+	Ba2xb1
51.	Qe4-e8+	Kc6-b6	72.	g7-g8=Q	c3-c2
52.	Qe8-d8+	Kb6-c6	73.	Qg8-b3+	Kb6-c7
53.	f4-f5	b5-b4	74.	Qb3-f7+	Kc7-b6
54.	f5-f6	Bc8-b7	75.	Qf7-f4	Kb6-b5
55.	Qd8-a5	Ra8-f8	76.	h5-h6	a6-a5
56.	g4-g5	a7-a6	77.	Qf4-c1	d4-d3
57.	h2-h4	d5-d4	78.	Kg3-f3	d3-d2
58.	Qa5-a4+	Kc6-b6	79.	Qc1xd2	c2-c1=Q
59.	Qa4-d7	Rf8-a8	80.	Qd2xc1	Bb1-h7
60.	Qd7-d6+	Bb7-c6	81.	Qc1-g5+	Kb5-a4
61.	f6-f7	b4-b3	82.	Qg5-e7	Bh7-d3
62.	f7-f8=Q	Ra8xf8	83.	Qe7-d7+	Bd3-b5
63.	Qd6xf8	b3-b2	84.	Qd7xb5+	Ka4xb5
64.	Qf8-b8+	Bc6-b7	85.	h6-h7	a5-a4
65.	Qb8-d6+	Bb7-c6	86.	h7-h8=Q	
66.	Qd6-g6	c5-c4			

Five pawns were promoted into queens! 3 White and 2 Black. This should be entered into the **Guinness Book of Records!**

English game XIX A4

Game Over

1.	c2-c4	e7-e5
2.	Nb1-c3	Ng8-f6
3.	Ng1-f3	Nb8-c6
4.	e2-e3	Bf8-e7
5.	d2-d4	e5xd4
6.	e3xd4	o-o
7.	Bf1-d3	Nc6-b4
8.	Bd3-b1	d7-d5
9.	a2-a3	Nb4-c6
10.	c4xd5	Nf6xd5
11.	Nc3-e4	f7-f5
12.	Ne4-g3	f5-f4
13.	Ng3-e2	Bc8-e6
14.	Bb1-a2	Qd8-d6
15.	o-o	Rf8-f5
16.	Rf1-e1	g7-g5
17.	Ne2-c3	Nd5xc3
18.	Ba2xe6+	Qd6xe6
19.	b2xc3	Qe6-c4
20.	Qd1-c2	Rf5-a5
21.	Bc1-b2	Be7-d6
22.	Nf3-d2	Qc4-b5
23.	c3-c4	Qb5-a4
24.	Qc2-d3	Nc6-d8
25.	c4-c5	Bd6-f8
26.	Qd3-f5	Nd8-f7
27.	h2-h4	Ra5-b5
28.	Bb2-c3	Bf8-g7
29.	Re1-e7	Ra8-f8
30.	h4xg5	c7-c6
31.	Nd2-e4	Rb5-b3
32.	Ne4-f6+	Bg7xf6
33.	Qf5xf6	Rb3xc3
34.	g5-g6	h7xg6
35.	Qf6xg6+	Kg8-h8
36.	Ra1-e1	Qa4-c2
37.	Re1-e4	Qc2-b1+
38.	Kg1-h2	Rc3-c1
39.	Qg6-f6+	Kh8-g8
40.	Re4xf4	Qb1-h7+
41.	Kh2-g3	Rc1-c3+
42.	f2-f3	Qh7-h5
43.	Rf4-g4+	Qh5xg4+
44.	Kg3xg4	Rc3xa3
45.	Qf6-g6+	Kg8-h8

46.	Re7xf7	Rf8xf7
47.	Qg6xf7	Ra3-a4
48.	Kg4-g5	Ra4xd4
49.	Kg5-g6	Rd4-g4+
50.	f3xg4	b7-b5
51.	Qf7-h7*	1-0

48.Kg5! - taking the advantage of the black rook's helplessness. The white king is moving towards g6. Efficient checking with a rook in order to drive the white king away from the g6 square is impossible due to pawns on c5 and f3 whose positions suit the situation perfectly. This endgame is a masterpiece.

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English game XIX A5

Ready

1.	c2-c4	e7-e5
2.	Nb1-c3	Ng8-f6
3.	Ng1-f3	Nb8-c6
4.	e2-e3	Bf8-e7
5.	d2-d4	e5xd4
6.	e3xd4	o-o
7.	Bf1-d3	Nc6-b4
8.	Bd3-b1	d7-d5
9.	a2-a3	Nb4-c6
10.	c4xd5	Nf6xd5
11.	Nc3-e4	f7-f5
12.	Ne4-g3	f5-f4
13.	Ng3-e2	Bc8-e6
14.	Bb1-a2	Qd8-d6
15.	o-o	Rf8-f5
16.	Rf1-e1	g7-g5
17.	Ne2-c3	Nd5xc3
18.	Ba2xe6+	Qd6xe6
19.	b2xc3	Qe6-c4
20.	Qd1-c2	Rf5-a5
21.	Bc1-b2	Be7-d6
22.	Nf3-d2	Qc4-b5
23.	c3-c4	Qb5-a4
24.	Qc2-d3	Nc6-d8
25.	c4-c5	Bd6-f8
26.	Qd3-f5	Nd8-f7
27.	h2-h4	Ra5-b5
28.	Bb2-c3	Bf8-g7
29.	Re1-e7	Ra8-f8
30.	h4xg5	c7-c6
31.	g5-g6	h7xg6
32.	Qf5xg6	Kg8-h8
33.	Kg1-h2	Rb5xc5
34.	d4xc5	Bg7xc3
35.	Ra1-h1	

Black have reached a draw. Without taking into account the quality advantage, there is a balance of material. However, there is no balance of situation. There is no defense against Kg1+.

As we can see, the games included in the archives are as beautiful, as the games from the book.
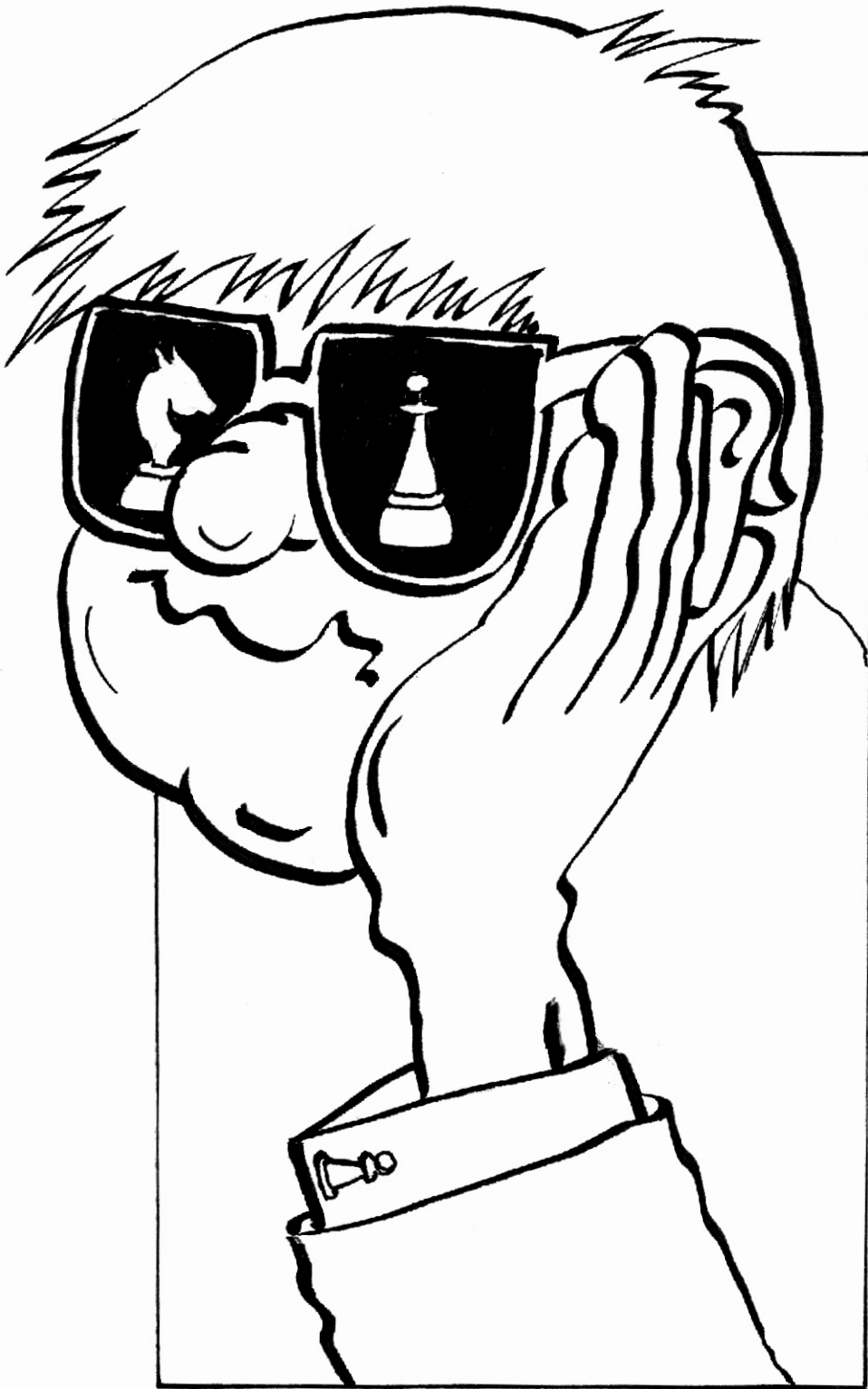
A fancy fan

THE LAST CHAPTER

Here I would like to comment on the last two games from an evolutionary series comprising four games. By the way, together with the aforementioned games the book contains 42 games in total. However, they are user-friendly, easy to digest and one can go through them at one sitting. Besides, lessons are not forgotten… Let's get back to the game. A game of 39-59 moves, capture of a piece and realization of advantage. A feeling of insufficiency. Too many moves. That is to some extent a consequence of the opening played calmly. But let's try to shorten the game anyway. A success. A game of 40-48 moves with a nice ending. But is there a possibility to shorten it even more? Game No. 41. Yes, 41 moves with a neat checkmate. And maybe something else? Game 42. Here we go! We have "killed" the queen! Take a look: I present games 41 and 42 with full comments.
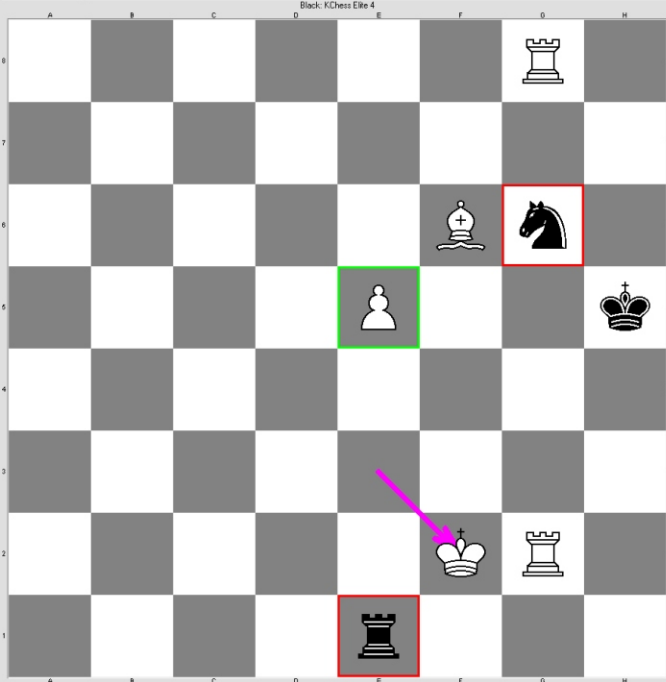
Game 39

1.	e2-e4	e7-e6
2.	g2-g3	Nb8-c6
3.	d2-d4	Ng8-f6
4.	Bf1-g2	d7-d5
5.	e4-e5	Nf6-e4
6.	c2-c3	f7-f5
7.	Nb1-d2	Bf8-e7
8.	Nd2xe4	d5xe4
9.	Ng1-e2	Be7-g5
10.	Ne2-f4	o-o
11.	o-o	Qd8-e7
12.	b2-b4	Rf8-d8
13.	Qd1-b3	Bg5xf4
14.	Bc1xf4	g7-g5
15.	Bf4-e3	g5-g4
16.	h2-h4	g4xh3
17.	Bg2xh3	Qe7-f7
18.	Be3-g5	Rd8-d5
19.	f2-f3	e4xf3
20.	Bg5-h4	Qf7-h5
21.	Rf1-f2	f5-f4
22.	Kg1-h2	a7-a5
23.	Ra1-g1	a5xb4
24.	g3xf4+	Kg8-f8
25.	Bh4-f6	Ra8-a3
26.	Qb3-b1	Ra3xc3
27.	Rg1-g5	Qh5-f7
28.	Rg5-g7	Qf7-h5
29.	Rg7xh7	Rc3-c1
30.	Rh7xh5	Rc1xb1
31.	Rh5-h8+	Kf8-f7
32.	Rh8xc8	Nc6xd4
33.	Rc8xc7+	Kf7-g6
34.	Bh3-g4	b7-b5
35.	Rf2-d2	b4-b3
36.	a2xb3	Rb1xb3
37.	Rc7-g7+	Kg6-h6
38.	Rd2-a2	Rd5-c5
39.	Kh2-g1	Nd4-e2+
40.	Kg1-f2	Ne2xf4
41.	Bg4xf3	b5-b4
42.	Bf3-e4	Nf4-h3+
43.	Kf2-e2	Nh3-f4+
44.	Ke2-d2	Rc5-d5+
45.	Be4xd5	e6xd5

46.	Kd2-d1	Rb3-b1+
47.	Kd1-c2	Rb1-e1
48.	Kc2-b3	Re1-b1+
49.	Kb3-a4	Rb1-h1
50.	Ka4xb4	d5-d4
51.	Kb4-c4	d4-d3
52.	Rg7-g4	Nf4-e6
53.	Kc4xd3	Kh6-h5
54.	Rg4-g8	Ne6-f4+
55.	Kd3-e4	Nf4-g6
56.	Ra2-g2	Rh1-e1+
57.	Ke4-d4	Re1-d1+
58.	Kd4-e3	Rd1-e1+
59.	Ke3-f2	
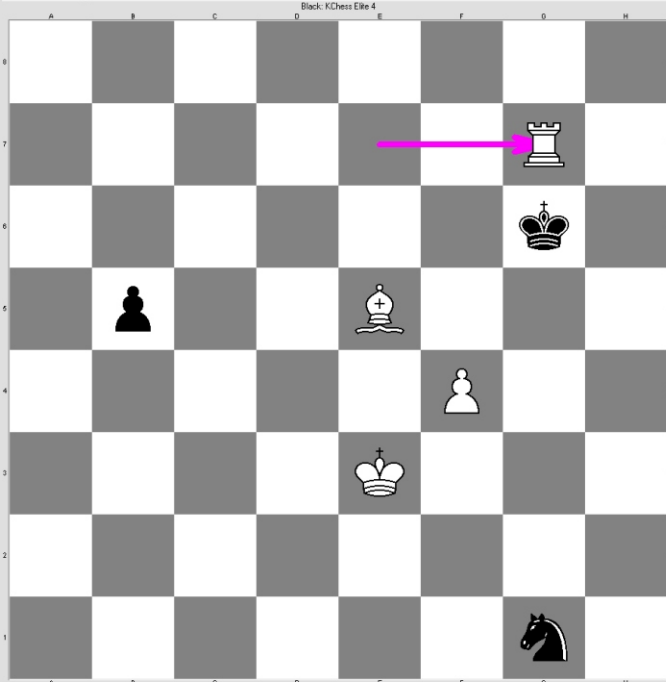
Game 40
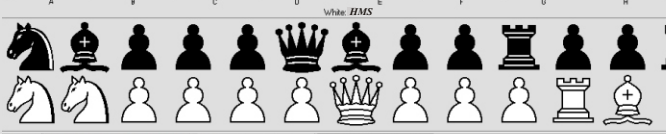
Ready

1.	e2-e4	e7-e6
2.	g2-g3	Nb8-c6
3.	d2-d4	Ng8-f6
4.	Bf1-g2	d7-d5
5.	e4-e5	Nf6-e4
6.	c2-c3	f7-f5
7.	Nb1-d2	Bf8-e7
8.	Nd2xe4	d5xe4
9.	Ng1-e2	Be7-g5
10.	Ne2-f4	o-o
11.	o-o	Qd8-e7
12.	b2-b4	Rf8-d8
13.	Qd1-b3	Bg5xf4
14.	Bc1xf4	g7-g5
15.	Bf4-e3	g5-g4
16.	h2-h4	g4xh3
17.	Bg2xh3	Qe7-f7
18.	Be3-g5	Rd8-d5
19.	f2-f3	e4xf3
20.	Bg5-h4	Qf7-h5
21.	Rf1-f2	f5-f4
22.	Kg1-h2	a7-a5
23.	Ra1-g1	a5xb4
24.	g3xf4+	Kg8-f8
25.	Bh4-f6	Ra8-a3
26.	Qb3-b1	Ra3xc3
27.	Rg1-g5	Qh5-f7
28.	Rg5-g7	Qf7-h5
29.	Rg7xh7	Rc3-c1
30.	Rh7xh5	Rc1xb1
31.	Rh5-h8+	Kf8-f7
32.	Rh8xc8	Nc6xd4
33.	Rc8xc7+	Kf7-g6
34.	Bh3-g4	b7-b5
35.	Rf2-d2	b4-b3
36.	a2xb3	Rb1xb3
37.	Rc7-g7+	Kg6-h6
38.	Rg7-e7	Rb3-e3
39.	Kh2-g1	Nd4-e2+
40.	Kg1-f2	Re3xe5
41.	Bf6xe5	Rd5xd2
42.	Re7xe6+	Kh6-h7
43.	Re6-e7+	Kh7-h6
44.	Kf2xf3	Ne2-g1+
45.	Kf3-e3	Rd2-g2

|		
46.	Bg4-f5	Rg2-g6
47.	Bf5xg6	Kh6xg6
48.	Re7-g7+	

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Game 41

French defense

1.e4 e6

2.g3   I'm switching to a track that
is not very well covered by
the theoretical studies

2....Sc6

3.d4 Sf6

4.Gg2 d5

5.e5 Se4

6.c3 f5

7.Sd2 Ge7

8.S:e4 d:e4

9.Se2 Gg5

10.Sf4 o-o

11.o-o He7

12.b4 Wd8

13.Hb3 G:f4   Black eliminate
the pressure on e6

14.G:f6 g5

15.Gf3 g4

16.h4!   threatens Gg5

16....g:h3   captures *en passant*

17.G:h3 Hf7

18.Gg5 Wd5

19.f3   too early, but now Kg2 was
wrong. After 19...Hh4 the
bishop on g5 "hangs on" and
there is a threat of 20....Hf3+

19....e:f3

20.Gh4 -20.Gf6   looks stronger

20....Hh5   of course!

21.Wf2 f4   after this move it becomes
apparent that 20.Gh4
was the right move.

22.Kh2! a5

23.Wg1   here I could play 23.b5 but
I didn't, as I believed my
attack would be faster than
the counterattack
of the computer

23....a:b4

24.g:f4+ Kf8

25.Gf6 Wa3

26.Hb1 W:c3

27.Wg5! Hf7

28.Wg7   with an attack and a threat of
H:h7 28....Hh5 the queen
returns and defends whereas
after 29. Kg3
/an unnecessary move.
The right solution was to
play immediately 28.W:h7/

29....W:d4

30.W:h7   Wc1 forces a replacement of
the queen after which,
however, White gain a piece

31.W:h5 W:b1

32.Wh8+ Kf7

33.Gg4   I don't capture the bishop on
c8. I have another idea.
A threat of checkmate Gh5
33....Wg1+

34.K:f3 W:g4 one checkmate avoided.

35.K:g4 Gd7 the bishop escapes but

36.Wh2!   there is a threat of
another checkmate!

36....W:f4   a desperate act

37.K:f4 S:e5 c.d.

38.K:e5 Kg6

39.Wg8+ Kf7

40.Wg7+ Ke8

41.Wh8   mate

Game 41 - Final diagram
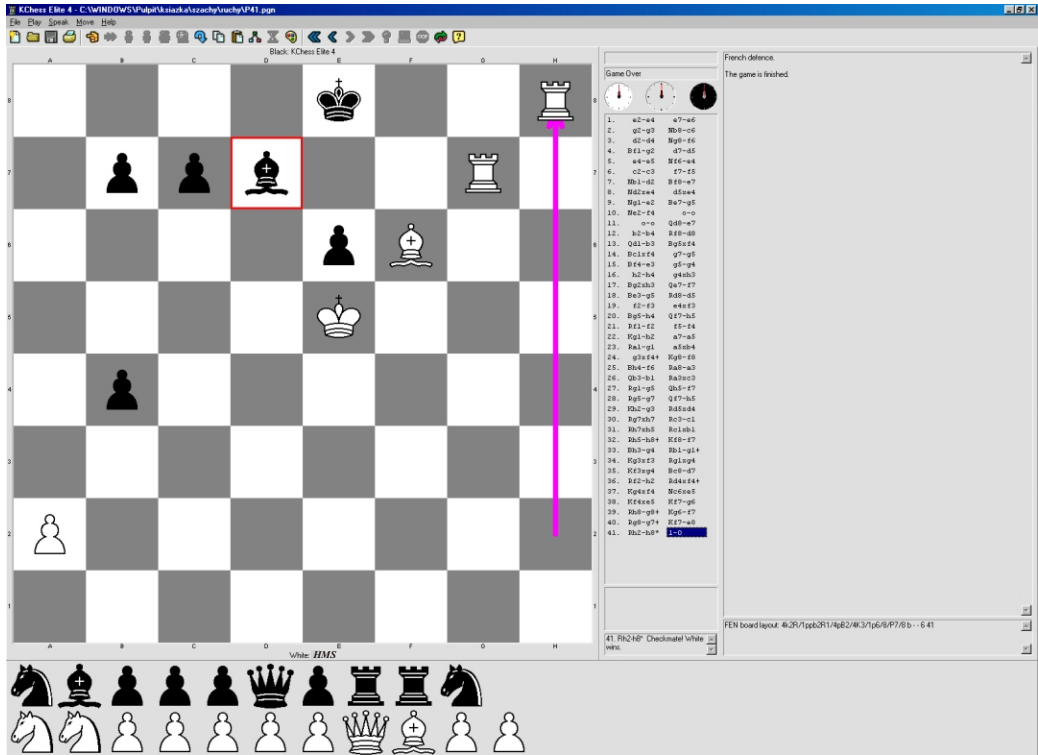
Game 42

1.e4 e6
2.g3 Sc6
3.d4 Sf6
4.Gg2 d5
5.e5 Se4
6.c3 f5
7.Sd2 Ge7
8.S:e4 d:e4
9.Sd2 Gg5
10.Sf4 o-o
11.o-o He7
12.b4 Wd8
13.Hb3 G:f4
14.G:f4 g5
15.Ge3 g4
16.h4 g:h3 17.G:h3 Hf7
18.Gg5 Wd5
19.f3 e:f3
20.Gh4 Hh5
21.Wf2 f4
22Kh2 a5
23.Wg1 a:b4

24.g:f4+ Kf8
25.Gf6 Wa3
26.Hb1 W:c3
27.Wg5 Hf7 up till now identically with the previous game. How can now the black queen be prevented from returning to the h5 square in order to protect the h7 square?

Diagram
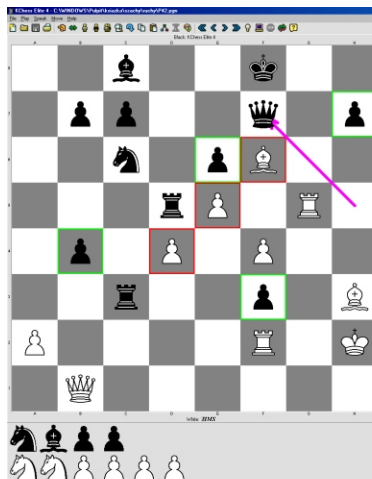
Game 42 continued

28.Gg4!W:d4

29.Wg7 H:g7   - exactly. Otherwise H:h7 and mate in the following move.

30.G:g7 K:g7

31.Kg3 Wd3

32.Hh1 Sd4

33.Hh4 h5

34.Hf6+ Kg8

35.G:h5 Se2+

36.Kg4 Wd4

37.Hf7+ Kh8

38.Hf8+ Kh7

39.Kg5 S:f4

40.Wh2 Sh3

41.W:h3 Gd7

42.Gg6++ mate - a double check, no shielding possible. Here a mate at the same time.
It was also possible to play 42.Gg4 and mate /prevents shielding 42….Wh4/,
but the move described in the text is more spectacular.

Game 42 - Final diagram
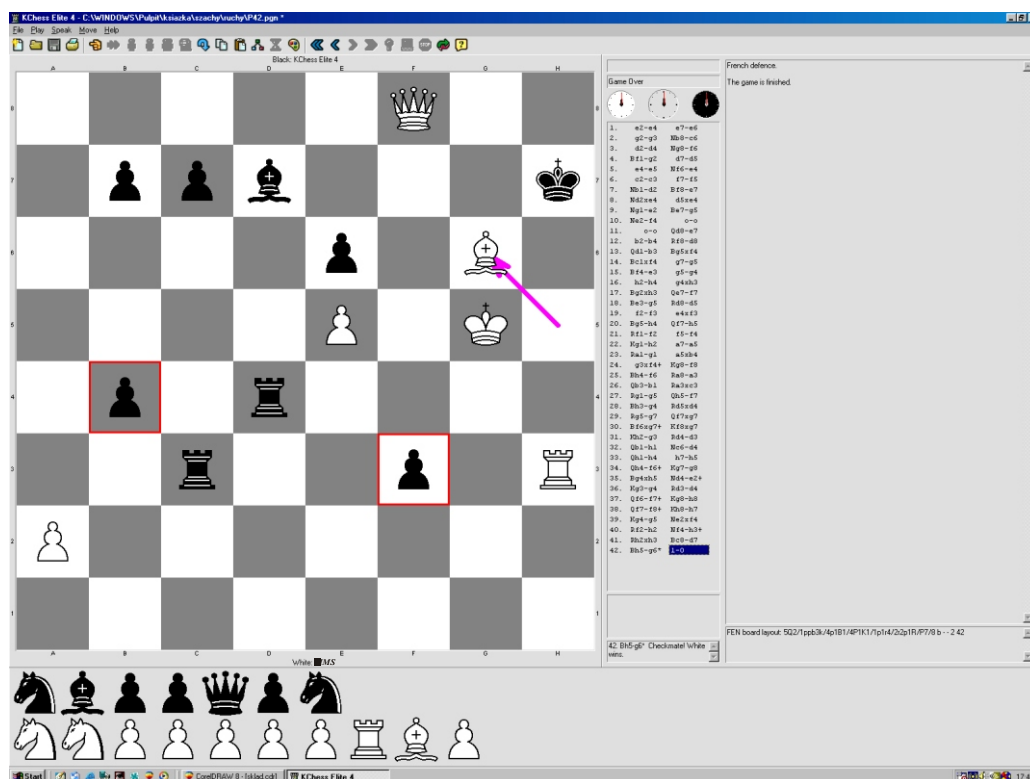
Epilogue to the last chapter

The games presented in The Last Chapter, namely P.41 and P.42, end in a number of moves identical with their numbers in the order. Looks like magic….Can anything else be done here? Let's give it a try.

Game 43

1. e2-e4 e7-e6 2. g2-g3 Nb8-c6
3. d2-d4 Ng8-f6 4. Bf1-g2 d7-d5
5. e4-e5 Nf6-e4 6. c2-c3 f7-f5
7. Nb1-d2 Bf8-e7 8. Nd2xe4 d5xe4
9. Ng1-e2 Be7-g5 10. Ne2-f4 o-o
11. o-o Qd8-e7 12. b2-b4 Rf8-d8
13. Qd1-b3 Bg5xf4 14. Bc1xf4 g7-g5
15. Bf4-e3 g5-g4
16. h2-h4 g4xh3 17. Bg2xh3 Qe7-f7
18. Be3-g5 Rd8-d5 19. f2-f3 e4xf3
20. Bg5-h4 Qf7-h5 21. Rf1-f2 f5-f4
22. Kg1-h2 a7-a5 23. b4-b5 Nc6-a7
24. a2-a4 c7-c5 25. Ra1-g1 c5xd4
26. g3xf4+ Kg8-f7 27. Bh4-f6 d4-d3
28. f4-f5 b7-b6 29. c3-c4 Rd5-c5
30. Qb3xd3 Na7- c6 31. Qd3-d6 Qh5xh3+
32. Kh2xh3 e6xf5 33. Rg1-g7+

COMMENTS

22.Kh2 a5 - till this time just as in games 38-42
31. Hd6 - a threat of mate on e6
31.. ..H:h3 - which makes
        Black give up the queen
32. K:h3 - goal achieved
33. 32....e:f5
34. Wg7+ - and Black resign

The plan has been carried out. We captured the queen earlier, so the game also ended earlier - in the 33rd move. But have all our possibilities been exhausted? Could this game be ended even earlier? Is it possible to go below the seemingly magical limit of 30 moves? If we don't try, we won't know. So, let's find out.

Game 44

1. e2-e4 e7-e6 2. g2-g3 Nb8-c6
3. d2-d4 Ng8-f6 4. Bf1-g2 d7-d5
5. e4-e5 Nf6-e4 6. c2-c3 f7-f5
7. Nb1-d2 Bf8-e7 8. Nd2xe4
d5xe4 9. Ng1-e2 Be7-g5
10. Ne2-f4 o-o 11. o-o Qd8-e7
12. b2-b4 Rf8-d8 13. Qd1-b3
Bg5xf4 14. Bc1xf4 g7-g5
15. Bf4-e3 g5-g4 16. h2-h4
g4xh3 17. Bg2xh3 Qe7-f7
18. Be3-g5 Rd8-d5 19. f2-f3
e4xf3
20. Bg5-h4 Qf7-h5 21. Rf1-f2
f5-f4 22. Kg1-h2 a7-a5
23.b4-b5 Nc6-a7 24. a2-a4 c7-c5
25. Ra1-g1 c5xd4 26. g3xf4+
Kg8-f7 27. Bh4-f6 d4-d3
28. Rg1-g7+ Kf7-e8 29. Qb3-a3

COMMENTS

28.Wg7+ - change of concept. Unlike game 43
29.Ha3 - and Black resign

Well, well, the goal has been achieved. Note the most important thing. From the original game, which was completed in 59 moves, we managed, by means of making stronger and stronger moves (we improve our strength as players!) to get to game 44 and to "delete" by that time **as many as 30 moves**. Let me summarize it briefly: **chess is** *a never-ending story*.

LK

After I played the games presented in this book, also my strength was increased. And if I were to play a drawn game, it wouldn't satisfy me. Let's see. Position after the 24th move of Black.
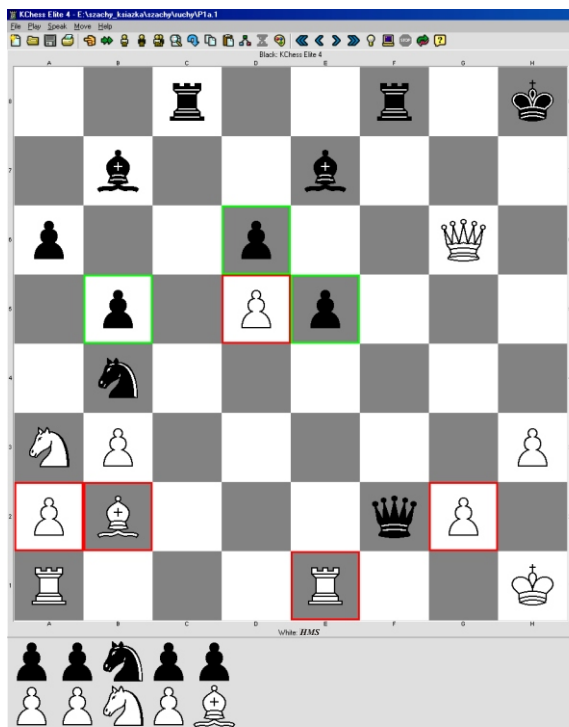
Variation I - 28....Kg8	Variation II - 28....Kg7
25.Ge5+ d:e5	25.Ge5+ d:e5
26.W:e5 Hh4	26.W:e5 Hh4
27.Wh5+ H:h5	27.Wh5+ H:h5
28.H:h5+ **Kg8**	28.H:h5+ **Kg7**
29.Hg6+ Kh8	29.d6 Gf6
30.We1 Gc5	30.Wf1 S:a2
31.We5 Wf1+	31.Hg4+ Kh8
32.Kh2 Gg1+	32.Wf5 Gg7
33.Kg3 Wc3+	33.Wh5+ Kg8
34.Kh4 Gf2+	34.He6+ Wf7
35.Kh5 We3	35.Wf5 Wc1+
36.Wg5 W:h3+	36.Kh2 Ge5+
37.g:h3 S:d5	37.W:e5 Gc8
38.Hg8 MAT	38.Hg6+ Kf8
	39.Wh5 Ke8
	40.Wh8+ Kd7
	41.H:f7+ Black resign

Let's see how the computer plays. The game presented below, in which it sacrifices two rooks in order to mate, really deserves presentation.

GAME 45

KChess Elite 4 A:\Przegrane.1

Event: Casual Game
Date: 2003.09.11
Time: 13:37:23
Opening: French: advance,
Paulsen attack
ECO: C02
Black: KChess Elite 4

1. e2-e4 e7-e6 2. d2-d4 d7-d5 3.
e4-e5 c7-c5 4. c2-c3 Nb8-c6 5.
Ng1-f3 Qd8-b6 6. Bf1-e2 c5xd4
7. c3xd4 Ng8-h6 8. Be2-d3
Bf8-e7 9. o-o Nc6-b4 10.
Bc1xh6 g7xh6 11. b2-b3 o-o 12.
Nb1-c3 f7-f5 13. Qd1-d2 Bc8-d7
14. Bd3-b1 Kg8-g7 15. Nc3-e2
Ra8-c8 16. Ne2-g3 Bd7-e8 17.
a2-a3 Nb4-c6 18. Qd2-b2
Nc6-a5 19. b3-b4 Na5-c4 20.
Qb2-a2 a7-a5 21. Bb1-d3 a5xb4
22. Bd3xc4 Rc8xc4 23. Rf1-b1
f5-f4 24. Ng3-e2 Be8-h5 25.
Qa2-d2 Bh5xf3 26. g2xf3 Rf8-f5
27. Kg1-h1 Kg7-f7 28. Ne2xf4
Rc4xd4 29. Nf4-d3 Rf5xf3 30.
Qd2xh6 Rd4xd3 31. a3xb4
Kf7-e8 32. Ra1-a8+ Ke8-d7 33.
Rb1-g1 Rf3-h3 34. Qh6-c1
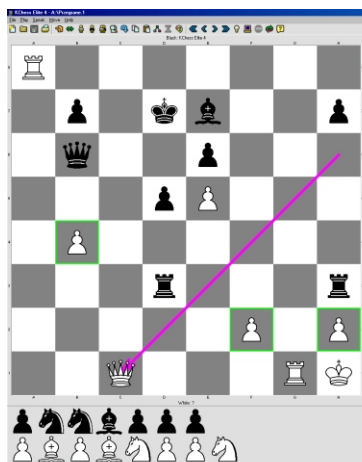
Comments: A threat of checkmate /Hc8/. It seems that Black will defend and shield themselves. Not really! The computer attacks, plays and how it plays!

Rh3xh2+ 35. Kh1xh2 Qb6xf2+
36. Rg1-g2 Rd3-h3+ 37. Kh2xh3
Qf2-h4* 38. 0-1

CONGRATULATIONS, Chess Elite

Diagram
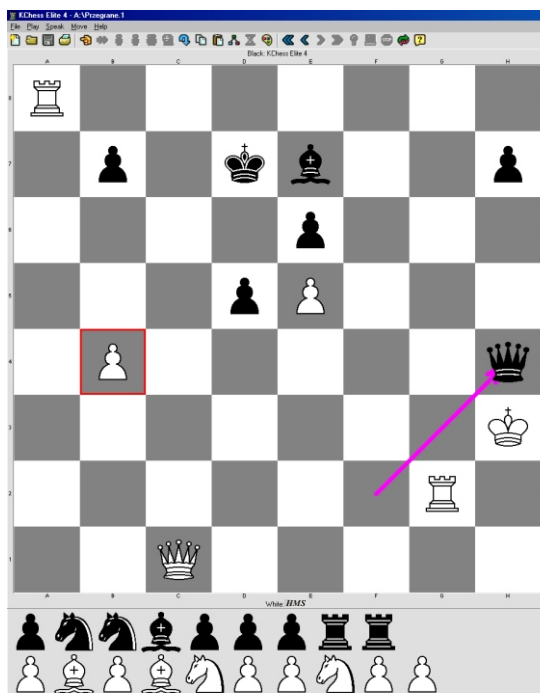
This game was actually played after the first edition of this book had been published by the author. However, due to /indicate yourselves/, it fully deserves to be included in this book where it will, possibly, occupy a special position,

Sicilian defense

1.e4 c5

2.Sf3 d6

3.d4   phaving played so many games I now play against the computer boldly 3.d4, which I was afraid to do after the game VI

3....c:d4

4.S:d4 Sf6

5.Sc3 Sc6

6.Gb5 Hc7

7.o-o e5

8.S:c6 b:c6

9.Ga4 Gd7

10.Gg5 Ge7

11.Kh1   I intend to open file f

11....Wb8

12.Gb3 o-o

13.f4 Gg4

14.Hd3 Sh5

15.G:e7 H:e7

16.f:e5 d:e5

17.Se2 Wbd8

18.He3 G:e2

19.H:e2 Sf4

20.Hf2 Hb4

21.Wae1 c5

22.g3 Se6

23.c3 Hb5

24.Gd5   defense against ...c4. After previous 23.c3 the queen defends the pawn on b2 24. …Wd6

24....Wd6

25.Hf5   no more defense. Change of game plan

25....H:b2   Black open file b. For whom?

26.H:e5   a pawn for a pawn

26....Wfd8

27.Wb1   file b - ours 27....He2 prevents Wb7

28.Hf5 W6d7 as above, but…

29.G:e6!   White plan to capture a piece. An important role will be played here by the rook on b1

**29....f:e6**

30.H:e6+ Kh8 diagram
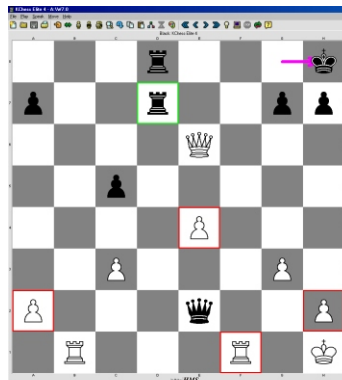
31.H:d7!!   No possibility to play W:d7, or else **Wf8, Wb8 mate**. And the game could be ended right now. But the computer does not give up.

31....H:e4+

32.Kg1 He3+

33.Wf2   the rook on file f can be pinned, but the queen still cannot be captured W:d7 because Wb8 and mate. Indeed!

33....Wg8

34.Hf7 Wd8   there was a threat of H:g8+ and Wb8 mate

35.Wb7 Wd1+

36.Kg2 He4+

37.Kh3   a threat of: Wb8 mate, Hf8 mate, H:g7mate.

37....He6+   - a beautiful gift / see game XXI/

38.H:e6 Wd8

39.Hf7 Wg8

40.H:g8   **and Black resign...**
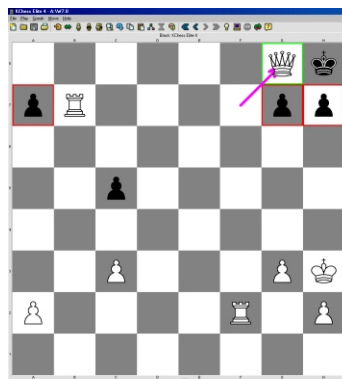
SUMMARY

There are two methods for playing /and winning/.

The first one - reverse on a current basis moves or continuations which lead us to a worse position and to a loss, and look for other, better moves until we find them. Do the same in good positions. Seek for possibilities to strengthen on a current basis. If the first move leads to a defeat, it means that you still play very badly and you need to practice, and - for the time being - to change the opening.

The second one - play the game till the end. If it is a win, replay and analyze it looking for stronger moves which would enable you to end the game earlier /however, if you mate in a single move, don't look for stronger moves/ and in a more spectacular way, with a nice combination or by means of capturing the queen /examples: games IX - IX.3 and The Last Chapter/. If the game is lost, replay it and look for the wrong move which led to the loss. Change it and win the game! The knowledge and experience gained in the course of reading this book will help you with that.

Author LK

XXIII Epilogue

Dear readers,

I hope that I have provided you with a sufficient instruction on how to play against a computer. I hope that with this book I have managed to introduce you into the magic world of chess - a game of beauty, creative imagination, exquisite mind that enables continuous learning and enriching the inner life. That is because as we discover the magic of chess, a need arises in us to search for beauty, to create it not only in the game, but also around us, in our neighborhood, in the world in which we live.

Enjoying the beauty of chess results in an enhancement of aesthetic sensations, which, being a need of a high order define the formula of our humanity and its quality.

Leszek Kaszczyniec

XXIV "How I defeated Anatoly Karpov"

Of course, the above statement is somewhat metaphorical, nonetheless… after I wrote and published this book, and created a unique GAME consisting of several hundreds of chess problems, I decided to improve my knowledge of chess. However, as I already knew my capabilities as regards playing against the computer and therefore had greater aspirations, I reached for a book by Grandmaster Kotov "Play Like a Grandmaster". I went through it smoothly. I had no major difficulties with the problems presented therein. However, one more thing resulted from that. With all due respect to the comments by the Grandmasters, and to the greatness of the Grandmasters as such, I decided to break some stereotypes and to demonstrate the liquidity and relativity of chess positions. I came up with that idea in the course of analyzing particular games and positions. My philosophy was simple. The game is won by the stronger player. However, if the better player achieves a better winning position, then, if we change the colors at that moment, it may turn out that the worse position again turns into a winning one. I decided to demonstrate that in practice. One of the positions chosen by me was a position from the game Karpov - Zaitsev played in Kuybyshev in 1970. The possibility to defeat Karpov (even indirectly) by means of winning against his better position was an excellent motivation. Of course, the role of Karpov was played by my inappreciable software named Chess Elite. I must add, that it is not a normal, serial software. My copy has been fine tuned, so that the stronger the player, the better it plays against him or her. It has also other advantages, but they are secret. Anyway, it's magic. And its level is 1800 - 2000 ELO.
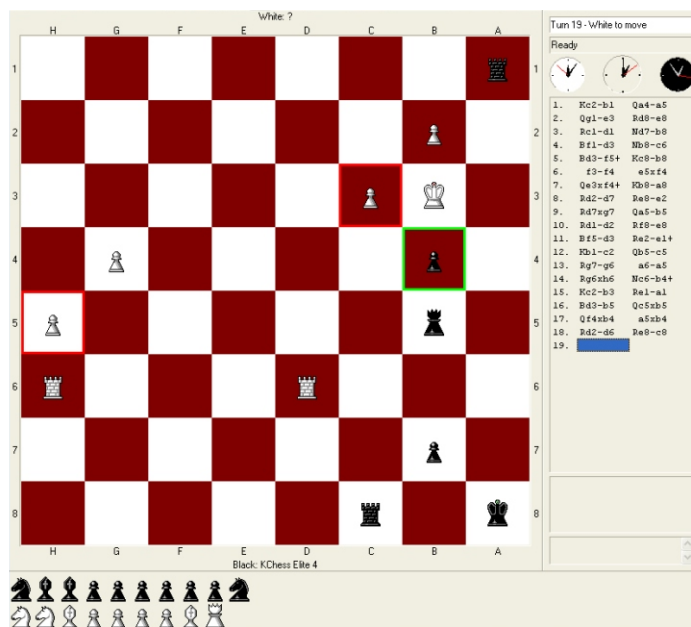
Below:

(Position from: Grandmaster Kotov, "Play Like a Grandmaster", diagram 4C, p. 18, after White move 28.Kb1. Of course, in our game it is move No. 1).

Diagram:
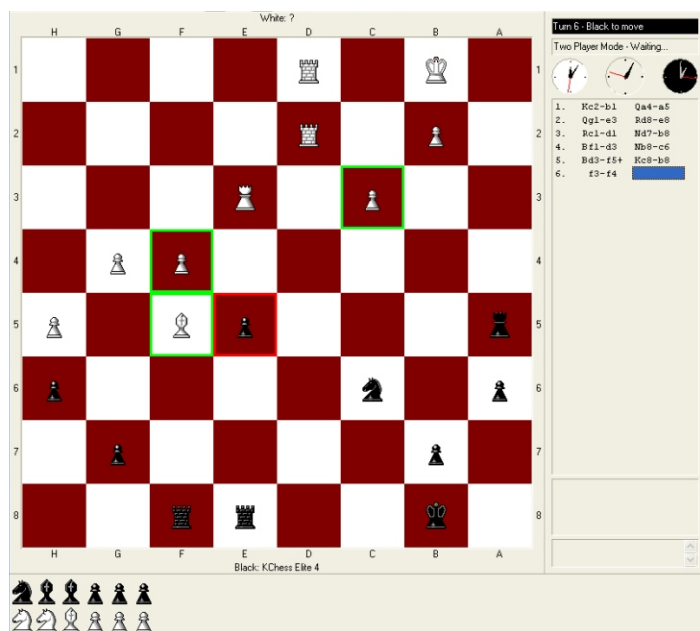
6.f4. A move enabling Black to carry out a winning combination.

In the position presented below after 15.Kc2-b3 find the strongest move for Black!! After that move a win will be sheer formality.


In that position the computer gave up. And that's how I defeated Anatoly Karpov.

XXV A sensation in Rewal

In the end, one of the best games by the author, demonstrated at the REWAL 2009 Chess Festival (www.rewal.caissa.com.pl/2009/en/zadanielk.php). What makes this game so beautiful and peculiar at the same time is that Black resign with 2 queens on the board! An unparalleled game. In the opinion of the author it is the only such a game in the whole chess literature. Here it is:

Diagram:

Position for the problem "Win in 22 moves"
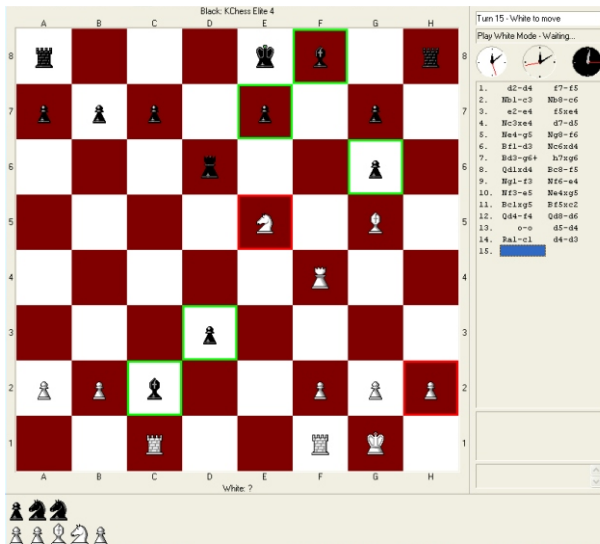
As we can see, the computer is not a World Champion. It can lose even with two queens on the board. Moreover, since it failed to defend Karpov's better position, and even lost it to an amateur (sic!), there's no need to be afraid of it. In order to defeat the program you simply need to get off the beaten track of chess theory and practice, use new ideas not contaminated by the sophisticated chess knowledge. In other words – be spontaneous. And the victory will be yours.

Which I wish to all players.

Mission completed. Black resign..

Author LK

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"While discovering the beauty of chess a need for searching for beauty is born in us, a need to create it not only in chess, but also around us, in our surroundings, in the world where we live.

The beauty of the play of chess results in sensitizing to aesthetic impressions which, being the needs of higher category, make things perfectly clear over the concept of our humanity, over its quality."

Leszek Kaszczyniec

"If you are not afraid to stand up to a computer, then learn from this book. It is for you. And play chess. It is a game for thinking people, whereas the 21st century is a century where battles will be fought by intellects interfaced with computers."

Janusz KORWIN-MIKKE

"Przy odkrywaniu piękna szachów rodzi się w nas potrzeba poszukiwania piękna, tworzenia go i to nie tylko w szachach, a również wokół siebie, w swoim otoczeniu, w świecie w którym żyjemy.

Piękno gry szachowej skutkuje bowiem wyostrzeniem wrażeń estetycznych, które jako potrzeby wyższego rzędu stawiają przysłowiową kropkę nad "i", nad formułą naszego człowieczeństwa, nad jego jakością."

Leszek Kaszczyniec