

COMPUTERS ON THE MOVE

FEW people wish to admit how poorly grandmasters play chess," observed Dr. Monroe Newborn somewhat mischievously. Newborn, the chairman of the Computer Science Department at Montreal's McGill University and a pioneer in computer chess programming, is also the author of "Computer Chess" (Academic Press 1975) — one of the best introductions to the subject.

Adding projected injury to present insults, Newborn predicts that, in 4 or 5 years, the best computer programs will beat the best human players — including the world champion. He recently made a bet to that effect for \$600.

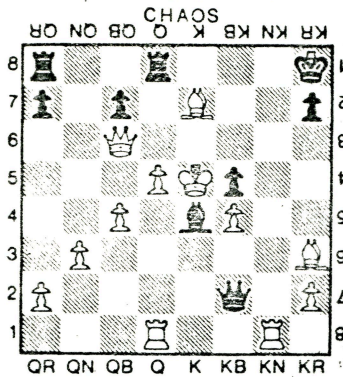
Using current progress as a yardstick, his prediction is not so outrageous as it sounds. In the recent World Computer Chess Championship in Linz, Austria, the winner, Belle, a product of Ken Thompson and Joseph Condon of Bell Labs of New Jersey, posted an official performance rating of 2189 (2200 is the lower boundary for human chess players).

"Belle could reach the 2300 level within a year," says Newborn. The program would then be playing better than half of all US chess masters.

"Some people see computers as a threat to human players, but I think computers can help humans to play

CHAOS UNDONE.

AFTER 34. BxKP



BELLE
BLACK TO MOVE

better chess and to popularize chess, itself."

Here, in a display of unhuman-looking chess, Belle whops its main rival, Chaos of the University of Michigan, to become the computer world champion.

INFORMAL PLAY

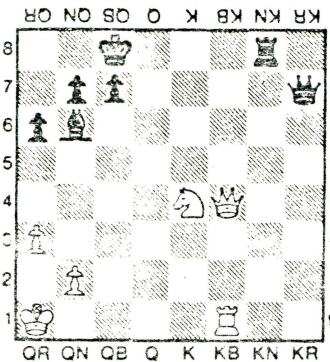
The Monterey Chess & Dart Center, 430 Alvarado St., Monterey, offers informal play as well as tournaments, equipment and lessons Tuesdays through Sundays from 4:30-10 p.m. For more information, call 372-9790.

BELLE-CHAOS

1. P-K4
2. P-K5
3. P-Q4
4. N-KB3
5. NxP
6. P-KN3
7. P-QB4
8. Q-R4ch
9. P-Q5
10. Q-N5
11. NxN
12. N-B3
13. QxP
14. QxN
15. K-Q2
16. R-KN1
17. B-R3
18. P-B4
19. R(N1)-K1
20. Q-K6ch
21. P-N3
22. B-N2
23. P-KN4
24. Q-Q7
25. Q-R4
26. B-R3
27. KxB
28. R(R1)-Q1
29. PxP
30. K-Q4
31. Q-B6
32. K-Q5
33. R-N1ch
34. BxKP b
35. Q-B6ch
36. BxQ
37. K-K6 d
38. QxRP
39. PxR
40. BxB
- N-KB3
- N-Q4
- P-Q3
- PxP
- P-KN3
- B-B4
- N-N5
- N(5)-B
- B-B7
- Q-Q3
- NxN a
- B-N2
- O-O
- Q-N5
- B-K5
- KR-QN
- B-R3ch
- Q-R4
- P-KB4
- K-B1
- B-N2
- B-Q5
- R-N3
- R-Q3
- Q-N3
- BxNch
- R(3)-Q1
- Q-B7
- Q-QB7ch
- PxP
- Q-KB7ch
- K-N1
- K-R1
- Q-KN7 c
- K-N1
- RxPch
- P-KR3
- R-K5ch
- R-KB1
- mate

- a) If 11. . . PxN, then (12) Q-N7.
- b) Threatening (35) Q-B6 mate and (35) B-B6 mate.
- c) Delaying the inevitable.
- d) The fiendish king smells blood.

BEGINNER'S CORNER



WHITE WINS A ROOK
White moves

Hint: A knight fork is the key. (Get the rook without giving up the knight.)

PALO ALTO GAMES

The Palo Alto Chess Club meets Mondays at 7 p.m. at Lucie Stern Community Center, 1305 Middlefield Road, and Thursdays (also at 7 p.m.) at Mitchell Park Clubhouse, 3800 Middlefield Road.

For information, call Bryce Perry, (415) 493-3833.

TODAY'S SOLUTION

- (1) Q-B8ch! RxQ
- (2) RxRch K-Q2
- (3) N-B6ch K-K2
- (4) NxQ