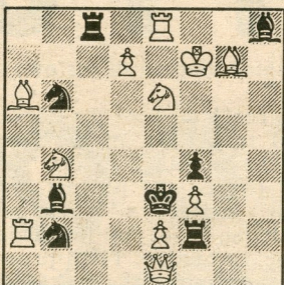


EVANS ON CHESS

J. Haring, Holland



White Mates in 2 Closer to Heaven

In the film 2001 the cosmonauts relieve the tedium of space travel by matching wits at chess with Hal, their computer. In real life what do crew members do after they have completed all their chores and time begins to drag? You guessed it. They play chess! The first game conducted between earth and outer space took place in 1970 on the record-breaking flight of Russia's Soyuz 9. Here 'tis.

White: COSMONAUTES
Black: GROUND CONTROL
Queen's Gambit Accepted

1 P-Q4	P-Q4	19 PxB	B-K5
2 P-QB4	PxP	20 Q-N3	P-B3
3 P-K3	P-K4	21 P-B3	B-Q4
4 BxP	PxP	22 B-Q3	P-QN4
5 PxP	N-QB3	23 Q-R4	P-N3
6 B-K3	B-Q3	24 N-B4	B-B5
7 N-QB3	N-B3	25 BxB	PxB
8 N-B3	O-O	26 B-Q2	PxR
9 O-O	B-KN5	27 RxB	N-Q4
10 P-KR3	B-KB4(a)	28 P-N5(c)	Q-Q3(d)
11 N-KR4	Q-Q2	29 NxN	PxN
12 K-B3	N-K2	30 B-B4	Q-Q1
13 P-KN4(b)	B-N3	31 B-K5ch	P-B3
14 QR-K1	K-R1	32 PxP	NxP
15 B-KN5	N/2-N1	33 BxNch(e)	RxB
16 N-N2	QR-K1	34 R-K8ch	QxR
17 B-K3	B-N5	35 QxRch	K-N1
18 P-R3	BxN		DRAW(f)

(a) More consistent is 10 . . . B-R4, maintaining the pin.

(b) Weakening the K-side is inadvisable; better is 13 NxB, or 13 QxP.

(c) Creating new weaknesses in the Pawn structure. 28 NxN, PxN 29 B-B4 is the right way to proceed.

(d) Leads to trouble. Correct is 28 ... R-K1 to relieve the pressure and contest the open King's file.

(e) Simplifying too soon 33 R-N1! gives White an advantage.

(f) Each side is secure after 36 K-B2, Q-Q2. But a mistake, either on heaven or earth, would be 36 Q-K5? QxQ 37 PxQ, P-Q5! and Black wins.

PROBLEM SOLUTION: 1 B-B4!
(If 1 . . . RxB 2 N-Q4 mate.)