

# GAMBIT

ON

# GAMES



VOL. 1 NO. 1

*Publisher: Gambit Game Store  
Editors: Robert Hamilton  
Gary Grady  
Art Director: William Lamb  
Game Editors: Celeste Duran  
Alan Benson  
Stephen Mc Cully  
Consultant: Don Wieneke*

*Cover: Dennis Fritzing (left) USCF Life Master  
Jim Tarjan (right) International Grand Master.*

## **In This Issue**

Interview With Jim Tarjan _____	Alan Benson	4
Backgammon _____	Nick Maffeo	6
Liars Dice _____	Tommy Lynaugh	7
GO for Fun _____	S. J. Dowsey	8
Man vs. Machine _____	John Larkins	10
Tobruk: a review _____	Stephen Mc Cully & Brian Collins	12
Fantasy Games _____	Stephen Mc Cully	13
Arduin Grimoire: an excerpt _____	Dave Hargrave	14
Backgammon Questions _____	Celeste Duran	24
Chess Problem _____	R. Ulreich	25
P.B.A. Notes _____	Celeste Duran	27

## A Word From the Publisher

We are happy to announce the publication of *Gambit on Games*, our long promised newsletter. It was our initial intention to put out a four page information guide to game activities in the local area, but the response from people we asked for articles was so encouraging we have decided to try this expanded format.

We have as yet to decide on any strict policy on the information contained in this magazine. It is our hope that the reader response will give us the necessary guidelines to make this an interesting and informative journal. This means we will need your help in obtaining as much information on game events and activities as possible. Let us know what type of articles you want. If you have questions on games let us know and we will try to answer them.

We would like to thank the initial contributors for their enthusiasm and response. We would especially like to thank Alan Benson, George Fauntleroy and Jim Kelleher who have worked hard to make *GAMBIT* more than just a business. Also we would like to thank *Chess Voice* editor John Larkins for permission to reprint his fine article on computer chess. We did not have the space to include all of the games from Johns' article, so if you would like a copy of *Chess Voice* with the complete games stop by our store and pick one up.

We are pleased that our lead article is on Jim Tarjan, a man we feel has received little of the recognition due his accomplishments of attaining a G.M. title. Congratulations Jim!

# An Interview With **Jim Tarjan**

conducted by **Alan Benson**

---

Q: First of all Jim, congratulations on becoming a grandmaster.

A: Thank you.

Q: Would you like to talk a little bit about the tournament in Skopje where you made the grandmaster norm for the qualification of your grandmaster title?

A: After 8 rounds of play I needed only 3 points in my last 7 games to qualify. As a result people were already congratulating me on how I would make 6 draws out of 7 games. It seemed to everyone except me that it was a foregone conclusion that I would become a grandmaster. I suppose for some players this is a meaningful strategy but with my style I have never managed to make a lot of draws. I have always had better success when I go all out. Only when there are one or two games left in the tournament would it be easier for me to make draws.

Q: Who were your opponents in the last 7 rounds?

A: I had to play grandmasters Timman, Uhlmann, Vaganian, Adorjan, Karpov, Velimirovic and Kurajica. I made the three points but I made it by winning against Adorjan and Velimirovic, drawing with Timman and Kurajica and

losing to Uhlmann, Vaganian and the world champion Karpov. So it was not a matter of drawing my way in but fighting all the way! Only in the last round when I needed a halfpoint (a draw) against Kurajica he didn't try to beat me and we agreed to an early draw.

Q: Your win against Adorjan in round 12 was a very crucial point for you.

A: Yes. As I was almost ready to give up because I had lost to Uhlmann and Vaganian in the previous rounds.

Q: So now you had three games left against the world champion Karpov, Velimirovic and Kurajica. Would you talk about your first game with Karpov in which you missed a beautiful win.

A: Yes. At one point I was winning but it was a difficult game for many reasons. I had a good game throughout until the very end when I fell asleep and overlooked a rather simple mate. I was disappointed to have to play Karpov at such a difficult moment for me. I was worried about making the grandmaster norm and as a result was doubly nervous playing him. I would have preferred playing him at some other neutral time.

Q: Now you have two games left in which you must score  $1\frac{1}{2}$  points for the grandmaster norm. I understand that you blew a kiss to your girlfriend Sharon Rudahl after Velimirovic resigned.

A: Yea! Fortunately for me he had a bad day. He is an uneven player and sometimes he plays very well and sometimes he sacrifices too many pieces. In this game he sacrificed a pawn right in the opening and I played accurately to achieve a better position. Then he blundered a piece which was convenient for me but at that point it is doubtful that he could have saved the game

Q: In your quest for the grandmaster norm at your first tournament of this trip in Yugoslavia at Novi Sad you won 9 games, lost 5 and drew 1! This is most definitely an indication of your fighting spirit on the chessboard. Would you talk a little about this?

A: In a way this was my most interesting tournament. I think that I have learned a lesson from playing in the international tournaments as opposed to playing in Swiss systems. I have learned to consider the value of a draw as  $\frac{1}{2}$  point and a win as a point. Before, I was accustomed to playing heavily for victory by taking chances. To be a good player you must maintain a balance. It's important to try and win otherwise you make all draws and you don't win the tournament. It's equally important not to lose. In Novi Sad I feel I played 15

good and interesting games of which I won 9 which for this tournament was quite a lot.

Q: I believe that only Oleg Romanishin the tournament winner and yourself scored 9 wins as opposed to GM Tony Miles and IM Guillermo Garcia who scored 6 wins each.

A: Yes, we both won 9 games; however Romanishin had a great tournament and lost no games whereas I lost 5 games. In several of the games that I lost I had the better position and was trying to win but I overpressed my positions and lost. In a couple of games I was just outplayed throughout. I was proud of my result as it is rare that someone only makes one draw in an international tournament but I did not make the grandmaster norm in this tournament.

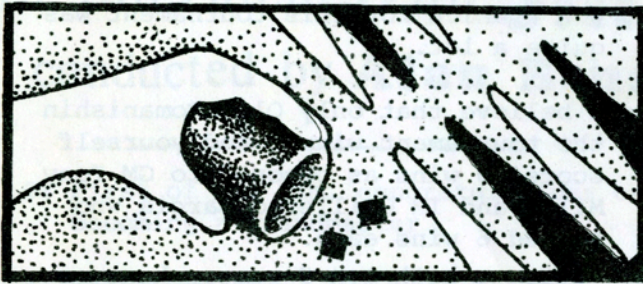
Q: What was the grandmaster norm for this tournament?

A: The grandmaster result was  $10\frac{1}{2}$  points and I had  $9\frac{1}{2}$ . So if I had saved two of my losses and made draws I would have obtained the first norm.

Q: In your next tournament which you won at Subotica what strategy or tactic did you apply to achieve first place and your first grandmaster norm?

A: I decided to still fight hard but to be certain in trying to win I didn't end up losing. In other words to fight equally as hard but to be extra careful that if I started to

# BACKGAMMON

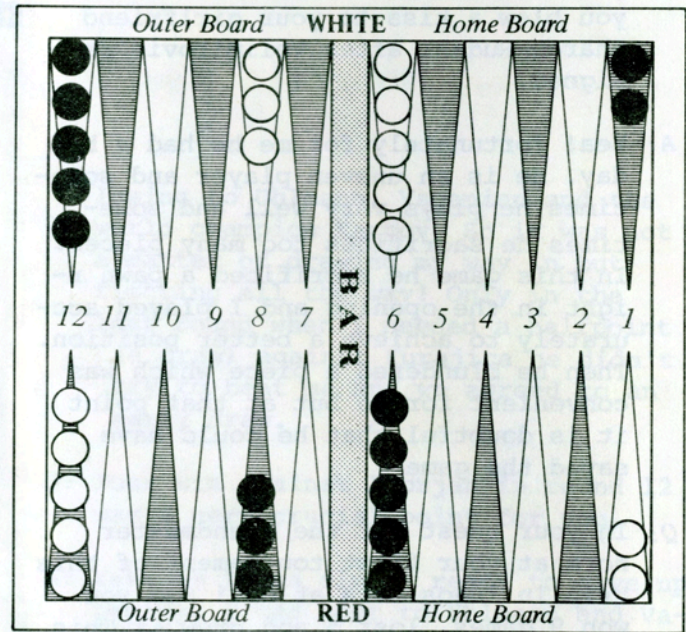


by NICK MAFFEO

Backgammon is an addicting game of ancient Persian origin that has caught like wildfire in the United States. That it is fast, sexy, and quite often discreetly played for something of value has certainly contributed to its soaring success in almost every major city in Europe and America. It is a lively game of chance and skill that has charmed its way into private clubs and parlors where it is at once socially inviting and passionately intense. The esoteric quality of backgammon as a game of skill and beauty is recognized by the serious player but often masked by the infidelity of the dice. A betrayal of temperament at these moments can be costly and undignified. A professional playing to win under adverse circumstances does not shelve his ego while playing his best, but derives great satisfaction from victory, particularly when salvaged from seemingly hopeless positions.

## The Rules

The objective of both players is to race all of their checkers to their respective inner tables and bear them off the board. All movement is determined by dice throws. The board is set up in



either of two directions in the manner shown. Play begins with both adversaries rolling one die to determine who goes first (highest roll) and playing the subsequent number. Play continues with both sides alternating rolls, playing each number separately in any order chosen. Backward movement is illegal. A lone checker, known as a blot, is vulnerable to opposing checkers and can be hit with any appropriate roll that permits you to land on the same point. The blot is on the bar and must reenter the opponents' inner table before any other play proceeds. Two or more checkers occupying the same point are invulnerable and cannot be hit while they remain together. Should a player on the bar roll a number that is occupied by two or more

(Continued on page 18)

# LIARS DICE

by  
Tommy Lynaugh



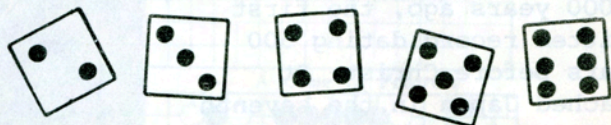
Of all the dice games played at your favorite watering hole in *THE CITY*, by far the most skillful is Liars. It not only tests ones ability to lie, but also to tell the truth upon occasion.

Liars is played between two or more people with each person having a dice box containing five dice. The object of the game is to call numbers, honestly or dishonestly, so that your opponent (s) do not know what your dice are and are therefore led into making a wrong call of the dice. The winner (or loser) is determined when at any point during the game you *call up* your opponent (s), or

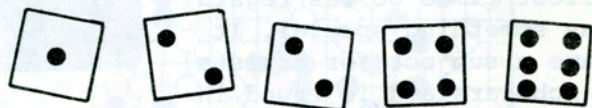
are *called up* and the numbers called are there or not there.

The numbers which I have mentioned are the actual face value of the dice, one through six. It is the *total* of theses which count. For example, if you call *two 6's*, there must be a total of at least two-6's between your dice and your opponents dice. In the following illustration you can get a feeling for what might happen in the course of a game.

## My Dice



## Opponent's Dice



ME	ONE ACE	ME	TWO TWO'S
OPP	ONE TWO	OPP	THREE TWO'S
ME	ONE THREE	ME	FOUR TWO'S
OPP	ONE FOUR	OPP	FIVE TWO'S
ME	ONE FIVE	ME	CALL UP
OPP	ONE SIX		

Please note that each call is higher in value than the one preceeding it. As the game turns out there are only a total of three 2's present among all ten dice so I would win for calling up my opponent when he called five 2's. This is only an example of what can happen

(continued on page 19)

# GO for Fun

Since the war, GO has seen unprecedented growth in Western countries and seems all set to achieve the same level of popularity as it now enjoys in Japan ( there are about 7 million GO players in Japan ) and China.

Its recent introduction to the West notwithstanding, GO is an ancient game. Lost in the mists of antiquity you might say. We do know that it originated in China about 4,000 years ago, the first written record dating 500 years before Christ. It reached Japan in the seventh century A.D. where it has since achieved the highest level of development. From earliest times GO was regarded as something special. It became a subject for artists and scholars and is found in works as diverse as woodblock prints, chinaware, carved ivory ornaments and books on military strategy. In this way GO has become interwoven in the fabric of Eastern culture.

But what gives Go such immense appeal and staying power? Basically it is a simple game. It uses the simplest of elements—wood and stone, lines and circles, black and white. The rules, too, are simplicity itself. Conceived so long ago, they have not been radically altered for the last 2,500 years. However, the game contains within it an inexhaustible variety, subtlety and sophistication sufficient to intoxicate child and old man alike.



Go is a territorial game for two players. It is played on a wooden board marked with a grid of 19 vertical and 19 horizontal lines. The pieces are discs of black slate and white shell slightly less than one inch in diameter, called stones. The board is empty at the start of the game. One player takes black, the other white, and they commence play by placing their stones alternately on the intersections formed by the lines on the board.

Once played, a stone remains in place, not moving from point to point unless captured during play, in which case it is removed from the board to become the opponent's prisoner. Each player tries



to surround more vacant areas (i.e. free intersections) than his opponent. The free intersections under a player's control are called points and when totalled comprise his territory. Stones may be captured when all the points adjacent to them are occupied. Such a capture will contribute to a player's territory, but capturing stones is not the main purpose. The game is over when neither player can amass any more territory or take any more prisoners, the winner being the one with the most territory.

The basic concept is fairly straightforward but the dimensions of the board (19 x 19=361 points to play on) ensure a depth and profundity not found in any other board game.

A game has three stages. In the first, the opening stage, both sides stake out the limits of their prospective territory. This is the intuitive phase.

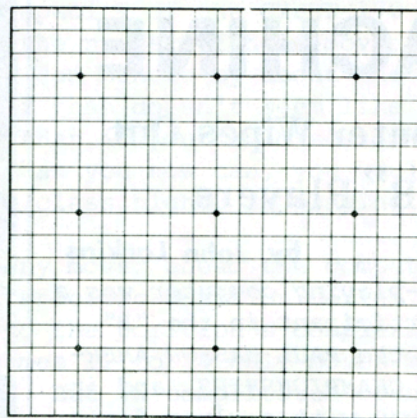
Next comes the middle game, in which the areas claimed are contested. It involves close "stone to stone fighting" requiring logical analysis and thorough reading of situations.

Last of all comes the end game. The territories have been defined, so it is possible to calculate their values and also that of the remaining moves. The final calculation will decide the outcome.

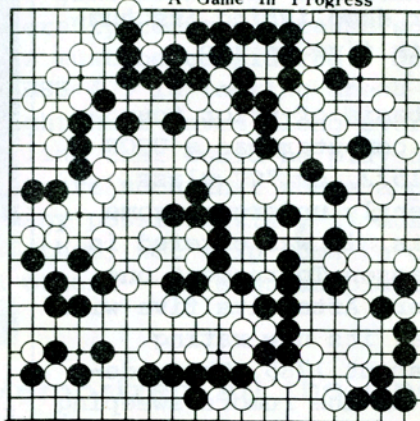
Throughout the development of the game there is a feeling of powerful movement over the board even though the stones themselves do not move. A sense of advance and retreat, ebb and flow, escape and pursuit. In the shifting combat, stones strong at one moment may be in dire straits later, or a stone which has long since been given up for dead will come back from the grave to

haunt the unwary player. This is what makes Go so subtle and fascinating.

### How a Game is Played



A Game In Progress



It is sufficient at this stage just to look at two fullboard diagrams to grasp the scope of the game. First there is the empty Go board showing the grid measuring 19 x 19. The edge of the board is included in the playing area, though it acts as a natural boundary for territorial purposes. The second shows a game in progress. Play has reached move 156 and is only halfway over. The actual game ended with move 273. In normal cir-

(Continued on page 20)

# MAN VS. MACHINE

## Computer Wipes Out "B" Players

by John Larkins

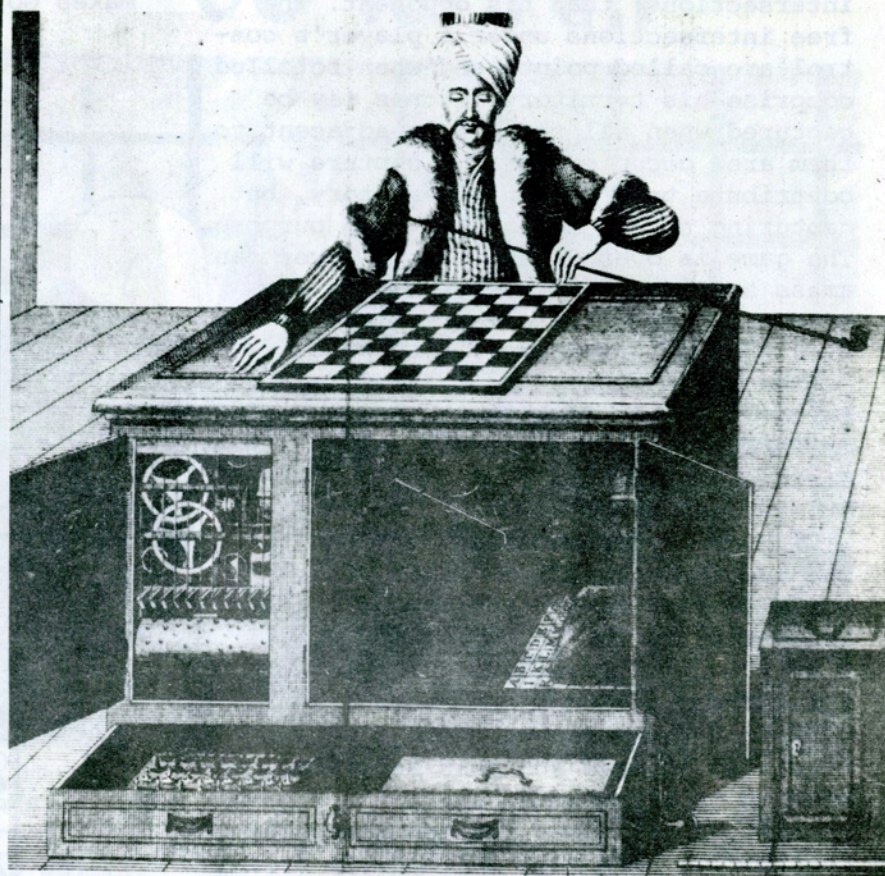
A chess-playing computer was a regular participant in the "B" section of the PAUL MASSON AMERICAN CLASS CHAMPIONSHIPS, and it "walked" away with a clear first place after demolishing its human opponents five to zip.

On the basis of prior tournaments, the computer has a USCF rating of 1572, or "C" class. Having recently undergone some improvements, it was entered in the Paul Masson Tournament one class higher. After its five wins at Saratoga, its new rating should be about 1785. Thus, despite some of the rumors sweeping the playing field, the computer was playing in its proper class.

### Know Your Enemy

Before going any further, it is important to understand what a chess-playing computer is. It has several faces and is located in more than one place. Its "brain" is a chess-playing program, titled *CHES* 4.5, which can be fed into any one of a number of different computer bodies.

At the Masson tournament, *CHES* 4.5



'The Great Chess Automaton', above, was an 18th century hoax, a machine that could beat man at chess. What about the future? Will the computer be able to beat a grandmaster?

was attached to a Control Data Corporation *CYBER* 170 computer, located at the University of Minnesota. The *CYBER* 170 was, in turn, connected by an ordinary telephone line to a teletypewriter set up next to the board in California. The computers "eyes and hands" were those of its programmer, Dave Slate, who moved the pieces on the board as instructed by the

teletypewriter, and relayed back the opponents replies.

The CYBER 170 is one of the most powerful computers in the world. It can evaluate up to 100,000 chess positions in a matter of seconds. The computer had some minor program improvements since its last tournament, but it was primarily the increased speed and capacity of its new "body" that improved its playing ability so markedly.

Even before its recent improvements, the chess 4.5 program had become the current U. S. Computer chess champion and was considered second in the world only to the Russian KAISSA program, with which it has drawn. Now, attached to the speedy CYBER 170, the Chess 4.5 program can see deeper into a board position than before, without overstepping its time limit while conducting its tree-search analysis

### Tree Search Analysis

"Tree search" analysis means looking at all possible moves, then at all possible replies to each of those moves, then at all possible counter-responses to each of those moves, and so on. It is like starting with a single tree trunk and ending with a multitude of branches.

Almost all chess playing programs are based on this principle. A small amount of "pruning" does occur, but lines are dropped from analysis only when there is a clear loss of material. On the other hand, a line will continue to be analyzed beyond the normal cut-off point so long as material continues to be traded or a series of checks is incomplete. But in general the computer analyzes all lines to the same depth.

### How Far Ahead Can It See?

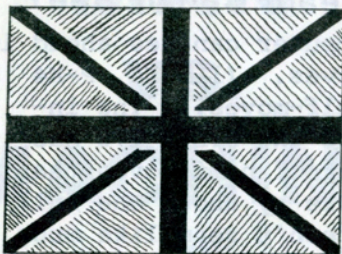
How far the computer can see ahead is counted in half-moves. (1 P-K4, P-K4 constitutes two half-moves.) The increased capacity of the CYBER 170 has extended the number of half-moves that CHESS 4.5 can handle by about one full move. (If that doesn't seem like much remember that if you could see one move further than you now can, you would be about one class higher in playing strength.)

How many moves ahead the computer can see in a specific position varies according to the position's complexity. In end games 12 to 14 half-moves may be possible. But in complicated openings and middle game positions the number is considerably reduced because so many variations must be considered. On the whole, CHESS 4.5 is looking ahead about six to eight half-moves along every possible line that could be played. Its priorities are such that where a position has many possibilities, it must look at all of them, not skip some to concentrate on others-- as a human player would do.

### Has It Memorized All the Openings?

Several of the computer's opponents at Saratoga feared it had "memorized" the book moves for all openings. This fear is partly justified, partly misguided. The computer does have programmed into it about 2,000 variations from opening books. That sounds like a lot, but it is probably less than a strong "B" player knows. (Knowing 2,000 branches is by no means the equivalent of knowing 2,000 trees.) In practice, after eight or nine moves

(Continued on page 22)



# TOBRUK



A REVIEW BY *STEPHEN Mc CAULLY* and *BRIAN COLLINS*

The battles in North Africa lasted for three years, typified by farreaching combat between fast tanks and mechanized infantry. There were few actions involving very large bodies of men and armor, and so a small unit (individual tanks, and platoons of infantry) game like TObruk works very well as a simulation of desert combat.

TOBRUK is primarily a game of miniatures, transposed onto a board. As such, it retains the fast-moving play characteristic of miniature games. But it still has the ease of play and realism of an excellent board game.

It is highly realistic without sacrificing fast play and interest. The combat system is quite unique. In short, the game asks, "Has the target been hit?", "Where has the target been hit?" and "What has the hit done to the target?" These questions are the essence of a fine combat system. The large combat result tables (there is one for both German and British, plus one for each tank) look ominous, in fact we believe that many prospective game players were frightened away by them. However, they are very simple once mastered, and highly interesting.

The rules are long, thirty-five pages, long even for a wargame of this nature. They are presented in such an order that they are very easy to learn. In a newly devised style there are nine scenarios, each progressively introducing new rules until with the play of the final scenario, all of the rules are learned.

The combat itself is based in a clear system of direct comparison, first weapon/range, and then weapon/armor. There are no odds tables in the combat. Range in this game seems more important than in others, as it is primarily a game of maneuver. We liked very much the way the game handled rate of fire. Each tank has a number of rounds per turn to fire. This can range from 1 for a Pzkw IV to 3 for a crusader.

On the CRT, there are many conditions (tank killed, tank immobilised, etc.) that can only be met at or under a certain range. This is a truly excellent feature, as in many, less realistic games, an armored vehicle can be destroyed even at the most extreme ranges.

As with any game there are a few flaws, but not that many for such a radical new idea in game design. The

*(Continued on page 23)*



## Fantasy Games

by  
Stephen Mc Cully

Have you ever wanted to join Fafred and the Grey Mouser on an adventure through the streets of Lankhmar, or join Frodo on his travels over Middle-Earth, or ride with Conan the Barbarian? If the answer is yes, then you will be glad to know that there is a new area of gaming for you, sword and sorcery!

The writings of J.R.R. Tolkien, Fritz Leiber, Robert E. Howard and Michael Moorcock, to name just a few, are the fertile soil that have given birth to a whole family of fantasy games that have hit the game market in the last few years.

In this issue we will look at the most popular of these games, *Dungeons and Dragons*.

# An Excerpt From the "Arduin Grimoire"

by DAVE HARGRAVE

One of the biggest drawbacks in the *Dungeons and Dragons* game is it's movement system. If you take their listed movements as true movement speeds, you will find that their dragons flying at 24" per turn, are in truth moving at .56mph! This incredible figure is arrived at by the simple method of using their *own* published information. If your dungeon is drawn on graph paper, and you use their suggested ten feet to the small square, and you have paper that has ten small squares to the inch (although eight to the inch is more common), then that dragon is flying 24" X 10' = 240' flown each turn. And the only turns specifically mentioned in their books are of five and ten minutes in length. So taking the shorter of the two turns (to be nice), you divide that 240' by those 5 minutes and you come up with 49' of movement per minute. Anyone can multiply that by 60 minutes and you get a blazing speed of 2940' per hour, or .56mph! The poor people burdened with a 6" per turn movement speed crawl along at .14mph! So as you can see, something better is needed. Either that or a lot of people are going to get eaten trying to run away!

The simplest way is to reduce each turn to a minute in length, thus that same dragon will fly at 240' per minute X 60 minutes, or at a reasonable 13.70 mph, and our slow people will move at a normal 3.43mph. Thus all of the inadequacies of the Dragons and Dungeons system are eliminated right? Wrong! A melee turn is one tenth that of a movement turn, so movement in a melee is one tenth normal right? Again wrong, because

the people involved will have adrenalin (or it's icky green equivalent) pumping through their bodies. So simply multiply the one minute move by five and you have *maximum* functioning speed. That means a person moving at 60' per minute will move (run) at 300' per minute or 100 yards. Anyone can run 100 yards in 60 seconds. Of course this is adjudicated by how much weight you are carting around (all of that plate armour fred, or had you conveniently forgotten that?), and by how long the melee lasts. Yes, people *and* monsters *do* get tired and slow down, but if you want any more information you'll just have to wait for the publication of my soon to be finished *ARDUIN GRIMOIRE*.

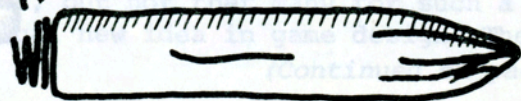
# SCAM

THE GAME OF  
INTERNATIONAL  
DOPE SMUGGLING

Drop out of college, start dealing on the Ave, fly to Afghanistan, flip out to Uranus, experience paranoia.

These are just a few of the fun things you can enjoy when you play *SCAM: The Game of International Dope Dealing*. Great fun at parties, but be careful you might get a 'Smoke a joint' card. We supply the game, you supply the joint.

\$7.95



# U. C. Chess Club

This Fall quarter the U.C. CAMPUS CHESS CLUB, sponsored by Student Union Programing--S.U.P.E.R.B., will host a brilliant variety of exciting CHESS events: A SIX ROUND CHESS TOURNAMENT, A TWO-HOUR CHESS SLIDE SHOW, A RARE AND VALUABLE CHESS MEMORABILIA EXHIBITION AND FOUR CHESS WORKSHOPS!

The CAMPUS CHESS CLUB celebrates its GRAND OPENING Thursday, Oct. 7, 7-11p.m. Win a prize by checkmating members of the CAMPUS CHESS CLUB players representing five different chess strengths will take on all comers, with prizes to match (c-ess magazines, posters, decals, bumper stickers and chess cookies).

Campus Chess Tournament No.2 begins Oct. 14, a USCF six-rounder Swiss tournament open to all. All entry fees, less expenses, will be returned in cash prizes (Master-Expert, 35%, Class A, 24%, Class B, 18%, Class C, 14% Class D-E-Un-rated, 9%; 1st place in each category receives 65%, 2nd place wins 35%). Entry fee for U.C. students and faculty is \$12 non-U.C. students, \$15. Please bring set and clock.

Four new campus workshops will open at 7p.m. and 9 p.m., Oct. 26 and 27 in 209 Dwinelle Hall: (1) Beginning Chess: focusing on hard-hitting tactics and strategems; (2) Intermediate Chess: dealing with underlying strategic principles of the opening, middlegame and endgame; (3) Opening Workshop: tracing the development of six major opening systems, saturated with recent games; (4) Middlegame Workshop: analyzing recurring middlegame patterns with emphasis on practical problems. Each workshop consist of six 1½-hour lessons, under

the instruction of USCF Life Master Frank Thornally. Tuition is \$15 for U.C. students and faculty (non-U.C. students, \$20).

## Ode To Errant Doublor

( penned by Joyce Head to her husband Russ, President of the Golden Gate Backgammon Club )

*Holland, Jacoby and Dwek  
Have you all at their call and beck  
Their game you play  
Each single day  
Your life's becoming a wreck*

*Goren and Scheinwold and Cooke  
Each one has written a book  
It's money they earn  
Oh why can't you learn  
They have you, sinker and hook*

*Your sons, your dogs and your wife  
Would like a man in their life  
Our family's in trouble  
As you shout "double"  
And march to your own drum and fife*

*Bar Point, Ace point, Chouette  
All seem to make you forget  
You're married to me  
And you will soon see  
That your actions you will regret*

*Steinem, Abzug and Greer  
Listen! my time draws near  
We weren't out strolling  
While he went on rolling  
We've totally left him, poor dear*

P.S. From my legal counsel you'll hear!

(continued from page 5)

lose control of the game not to become frustrated and give away the game for nothing. So I played well and only managed to lose one game against IM Karoly Honfi. In the end I won 6 games, drew 4 and lost 1. In my game against the Yugoslav master Karadzic things went badly for me but I managed to keep my presence of mind and salvaged a draw. So I made the grandmaster result rather than missing it.

Q: After you won this tournament how did you celebrate?

A: Well actually I celebrated by riding back to Zagreb with Sharon in an unheated train all night which is not a very pleasant way to celebrate.

Q: Jim, thank you very much for your informative and honest answers.

A: It was my pleasure.

Jim Tarjan has become the first grandmaster of chess in the United States in 12 years as a result of his fine tournament performance in Yugoslavia. He was just about to leave Yugoslavia to play in the famous *Louis D. Statham Lone Pine Chess Tournament* but received an invitation to play in Skopje at the last minute. In this tournament he scored 9 points out of 15 which was enough to qualify for his second grandmaster norm and to qualify him as a grandmaster

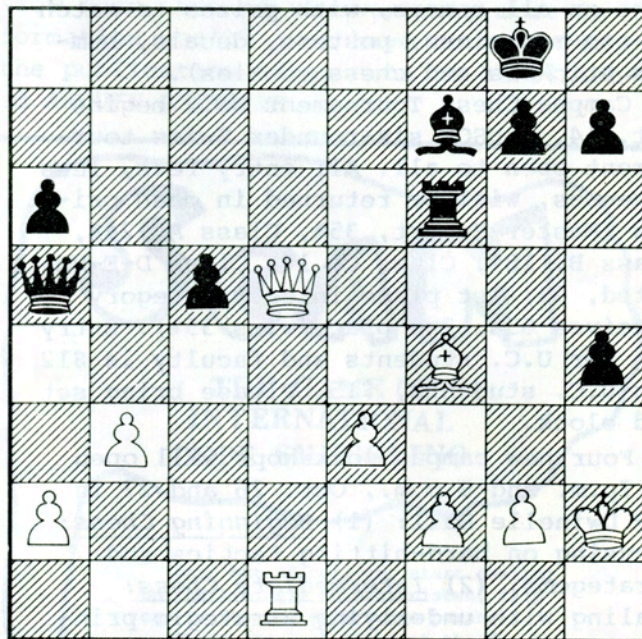
Since Jim has come back to Berkeley he has not lost a single game and has managed to win the *2nd Annual Del Webb's*

*Townhouse Summer Chess Festival*, the *Vancouver Chess Tournament* and the *Golden Gate Open*.

Berkeley can be very proud of Jim along with the present U.S. Champion Walter Browne who also is a resident of Berkeley. There is a new breed of chessmasters now and may the grand renaissance take place right here in Berkeley.

### A Missed Opportunity

BLACK: KARPOV



WHITE: TARJAN

Jim would have made chess news the world over if he had found the winning continuation: 31. Qa8+, Kh7 32. Qe8!, Kg6 (there is nothing better as 32... Qa2: 33. Qf7: , Qb3: 34. Be5! , Bf8 35. Rd7 and wins) 33. Rd5! , Qe1 34. Qh8! , Qe2 35. f3 , f5 36. Qe8+ , Kf6 37. Qh5 , Qc2 38. e4! and wins



## Fischer vs. Karpov



World Chess champion Anatoly Karpov of the Soviet Union says he will renounce his title if he is beaten by Bobby Fischer of the United States in an unofficial five million exhibition match now being negotiated, the president of the International Chess Federation said August 10.

However, Max Euwe said in an interview he doubted the exhibition match will ever be played.

"Fischer is very demanding" he said. "And of course, Karpov as the World champion is free to reject the demands. They have met in Tokyo and that is something, at least. But I don't think the meet will ever take place."

Karpov will surrender his title if he is beaten by Fischer "because I would no longer be the best player," Euwe quoted him as saying.

The chess federation, known as FIDE, stripped Fischer of the world championship title last year and awarded it to Karpov when Fischer refused to play the Russian because of a dispute over rules. Euwe reported last week the two had agreed in principle to play and were discussing details of the match.

Karpov is now scheduled to defend his title in 1978 against a challenger to be decided in a candidates' tournament next year.

*Associated Press*

## Korchnoi Defects

Victor Korchnoi, the world's No. 2 rated player, dodged a flight home to the Soviet Union, went to local police headquarters and asked for political asylum in the Netherlands.

Korchnoi was Soviet Champion in 1960, 1962 and 1964. Korchnoi was born in Leningrad on 23rd March 1931 and learned to play chess at the age of 13 at the Leningrad Palace of Young Pioneers. Three years later he won the U.S.S.R. Junior Championship and started on the road which led to his being considered one of the top six players in the world by his fellow grandmasters.

A brilliant attacking player and a tenacious defender, Korchnoi delights in complicated positions and in finding flaws in sacrificial attacks by his opponents. He has a very good record against both Tal and Petrosian, and his third victory in the U.S.S.R. Championship in 1964 brought him level with Keres in the number of wins in this event, second only to Botvinnik, who has won the title six times.

In 1974 Korchnoi played Anatoly Karpov in the Candidates' Final Match. The winner of the match was to have been determined by the first player to win five games, draws not counting. Since neither player was able to win five games within the prescribed limit of twenty-four, Karpov was awarded the match because he was in the lead at the end of the series with a score of 3-2.

Korchnoi criticized both Karpov and the Russian Chess Federation after the match and was forced to make a public apology to Karpov.

## BACKGAMMON

(continued from page 6)

opposing checkers, he may not enter and forfeits any play until he can reenter.

The doubling cube is used to double the previous stakes of the game. At the onset of the game the cube is placed on the center of the bar with the 64 facing up. This is the acting zero. The value of the game is one unit. Any player who feels he has an advantage may want to raise the previous stakes by turning the cube to 2 (4-8-16-32-64) and placing it in front of his opponent saying, "I double". A player may then accept or refuse. If he refuses he only loses the original or previous stakes. The game is over and a new one starts. If he accepts the game continues for 2 and only the owner of the cube may redouble by turning the cube to 4. A cube may only be offered when it is a player's turn to play, and only before his dice are rolled.

The value of any individual game varies with the level of the *cube* and whether or not a *gammon* or *backgammon* occurs. A *gammon* results when one player bears off all of his men while the second player has not borne off any. The first player then wins *double* the value of the cube. A *backgammon* results in a *triple* win when all men are borne off with your opponent having at least one checker in your inner table without having lifted checkers himself. The cube is the *ultimate* weapon in backgammon and can be given at any time prior to your roll. In effect this doubles the value of the game, which the second player can then accept or decline. His decision, of course, will depend upon his evaluation of his winning chances.

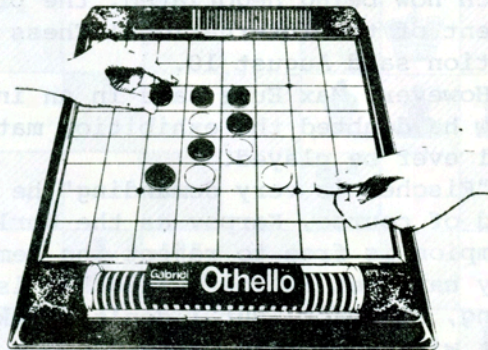
All in all, backgammon is a fast and exciting game of skill and luck. If you

have not tried it you are missing one of the worlds greatest games.

**Gabriel**

# Othello™

a minute to learn...  
a lifetime to master



### OTHELLO™ 76390

The whole family will love this new mind-tickling board game that's as easy as checkers to learn with the endless strategic possibilities of a game like chess to master. Each move changes the board into a whole new challenge... it's anyone's game till the last minute! For take-along fun, the playing board comes with built-in compartments to hold the discs. But read the warning on the package first: "Be advised! OTHELLO may be habit forming. We strongly urge you to eat and sleep between games." For two players, ages 8 to adult.

### BACKGAMMON FOR PROFIT

by Joe Dwek

The best book yet published for the advanced player. 120 problems to develop your skill.

Price \$10.00

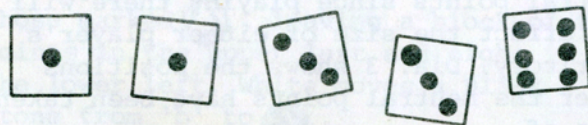
(continued from page 7)

during a game and the sequence of calls can vary quite differently depending on whom you are playing. *call-ups* can be made at any time during this sequence, but normally this is not done until the calling reaches a higher level, as was the case in this illustration.

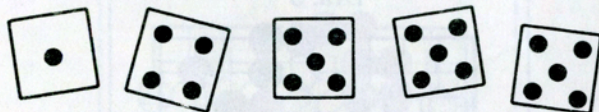
The only rule in Liars concerns the Ace. If the Ace is called first, regardless of quantity (i.e. an initial call of 1-Ace, 2-Ace etc.) they count as the face value that they represent. If they are not called first by you or your opponent (s) they become *wild* and have the same effect as any type of wild card.

Below is a game situation in which you can see what happens when Ace's are Ace's or when they are wild.

### My Dice



### Opponent's Dice



#### Game A — Ace's Frozen

ME	ONE ACE	OPP	TWO FIVES
OPP	ONE FOUR	ME	THREE ACES
ME	ONE SIX	OPP	THREE FIVES
OPP	TWO ACES	ME	CALL UP
ME	TWO THREES		

3 fives are there, so opponent wins this match.

#### Game B — Ace's Wild

ME	ONE TWO	ME	FOUR THREE'S
OPP	TWO THREES	OPP	FOUR FIVE'S
ME	TWO SIX	ME	FIVE THREE'S
OPP	THREE FIVES	OPP	FIVE FIVE'S
ME	THREE SIX	ME	SIX THREE'S
OPP	FOUR TWO'S	OPP	CALL UP

As can be seen six 3's are not there in the combined hands and therefore the opposition has won again.

These illustrations are only to give you somewhat of an idea of how a game can go, and of course the calling can go completely different depending upon how much *lying* is done. Usually there is not much calling up done until calls have reached the 3-level or above. If you are void in a number which your opponent has called at the three level and Aces are frozen, it is a good idea to call him up.

There is another rule which must be mentioned and occurs only when Aces are wild. There must be a natural of the number called for that number to be playable. For instance, if the calls made reach 6-sixes and there is no 6 between the players, regardless of the number of Aces present, 6-sixes becomes a losing call if it is called up. This situation is unusual but can occur if there are a lot of Aces present, and that is why I bring it to your attention.

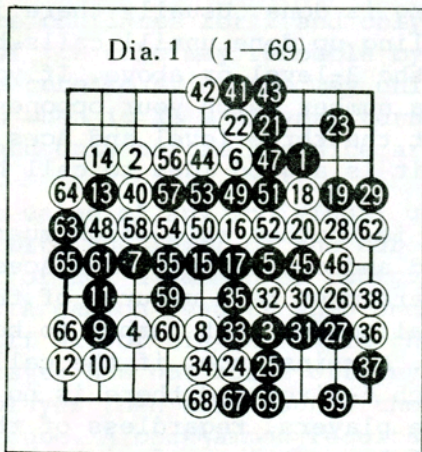
Normally the game is decided in a two out of three contest method, whomever wins two out of three is the winner. A *horse* is a popular term used to indicate which party is at the disadvantage. If there is a *horse* on you it simply means that you have lost the first game and another horse means you will lose the

(continued on page 26)

(continued from page 9)

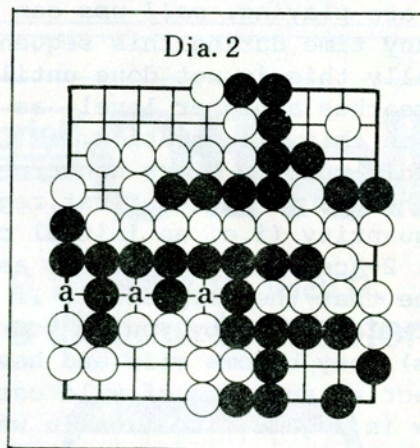
cumstances a game of this length would take about one hour to play. However, assuming our readers to be complete beginners, even playing through such a game from a game diagram would be confusing and tedious. Instead, we will play through an example game on a smaller 10 x 10 board.

This short game last 69 moves. As the stones do not move about, Go is perfect for diagrams and each stone is numbered according to the order in which it was played. Black starts first in Dia. 1 with move 1. It is a good idea to play through the game sequence with a board and stones and watch the game unfold.

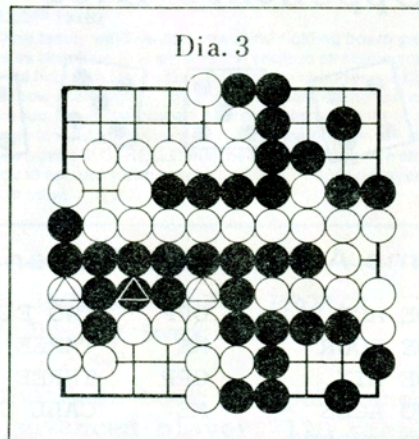


The sides form natural boundaries so both players started in the four corners of the board. In fact the final territories in this game were also constructed about the corners. The stone at black 13 became surrounded during play, was captured and removed from the board upon move White 64. It then became White's prisoner to be held in forfeit against Black's territory and the space it occupied became an additional point of

territory for White. A 'liberated zone' so to speak.



The game ended effectively with black 69 but the three points marked 'a' in Dia. 2 had not yet been played. These are neutral points since playing there will not affect the size of either player's territory. Dia. 3 shows the positions after the neutral points have been taken care of.



Lastly the territories must be counted. If we look at Dia. 3, we get the

following:

White:

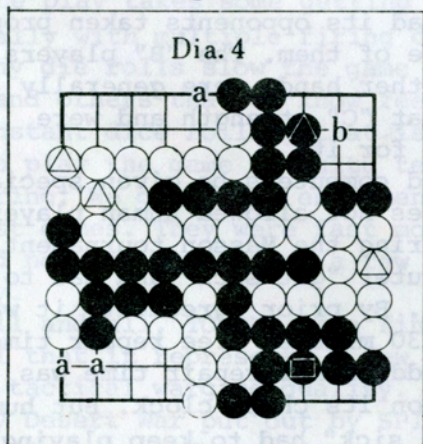
Upper left.....	11 points
Lower left.....	6 points
Right.....	1 point
Black prisoners... <u>1</u>	point
Total	19 points

Black:

Upper right.....	7 points
Lower right..... <u>4</u>	points
Total	11 points

Result: White wins by 8 points.

Another counting method less open to error is shown in Dia. 4. First White replaces the captured Black stone (●) in Black's territory in the lower right. Next the players rearrange their opponent's territories to facilitate counting. Black moves the three stones originally at the points marked 'a' to those marked (▲), leaving a block of ten points in the upper left and eight in the lower left. White moves a Black stone from 'b' to (▲).



The counting is as follows:

White:

Upper left.....	10 points
Lower left..... <u>8</u>	points
Total.....	18 points

Black:

Upper right.....	7 points
Lower right..... <u>3</u>	points
Total.....	10 points

Once again White wins by 8 points. The total were different because the prisoner was subtracted instead of being added but the margin of victory is the same.

Now you know how to play Go-almost. But just to make sure, we will spend the next three issues discussing the rules in a little more detail starting next month with the rule of capture.

by

S.J. Dowsey

Stuart Dowsey is a 5 Dan Go player who has studied the game in Japan for six years and was a writer for the monthly 'Go Review'. Stuart is now running his own Go Salon in London.

## GO For Beginners

by Kaoru Iwamoto \$3.50 (paper)

The best introduction ever written to the game of go. Iwamoto is holder of the top Japanese professional rank.

the computer is usually out of its "book" and has to calculate its moves from scratch.

The computer's real edge over its human opponents lies in its perfect memory. It doesn't know everything; but what it knows it does know, it never forgets. This is a sword that cuts both ways, however. The computer is also limited by its memory because it can not deviate from it. It "believes" whatever it is told, and cannot forget, modify or override it.

### The Way To Beat It

A player who understands computers has a good chance of beating them. Computers are very strong tactically--because they look at short-range possibilities and the great majority of tactical combinations are within their horizon of "vision". They are weaker positionally---because the implications of positional moves often extend beyond their horizon. Computers are at their best where calculation of variations is important; they are vulnerable when the key to a game lies in a subtle feeling for position.

Ironically, the computer's opponents at the Paul Masson tournament all played basically tactical games--and lost. In the last two rounds they opted for some rather unusual openings in an apparent attempt to get the computer "out of the book". And there seemed to be a general tendency on the part of all of them to try and "catch it napping" by subjecting it to complicated tactical shots. But every time this happened the computer "calmly" threaded its way through the complications and came out ahead.

### "Psyched Out" By A Machine

The computer's perfect score was probably due more to its opponents beating themselves than to its own strengths. The mere fact of playing a nonhuman opponent, coupled with the unusual playing conditions, may have been enough to hold the five "B" players well below their usual playing strength. There was a constant crowd of spectators around the computer games. And there was the inability to look your opponent in the eye--indeed there was a natural confusion as to whether the opponent was the programmer, the teletypewriter, or the "thing" in Minnesota. Not to mention the realistic fear that chess-playing friends would never let you hear the end of having "lost to a machine".

Chess Voice Games Editor Richard Shorman, after playing over the computer games felt that it played "B" Strength chess overall and had committed sufficient errors to have been beaten had its opponents taken proper advantage of them. The "B" players on the other hand, were generally playing at "C" strength and were punished for it.

Should computers be given special privileges not allowed human players? Twice during the Masson tournament the computer "got sick" and had to be repaired. By prior agreement, it was allowed 30 minutes free repair time before additional repair time was counted on its chess clock. But humans who "got sick" had to keep playing. (It was a hot weekend and many players were placed in full sunlight. Mike Donald claimed the pieces were literally swim-

(continued on page 26)

*(continued from page 12)*

board seems to be the most obvious flaw. It is supposedly geomorphic, but does not fit together very well in any other but one formation. We should think that Avalon Hill would learn from their Panzer Blitz and Panzer Leader boards.

The counters in the set we used for play testing did not punch out very well. Some actually tore as we punched them out. The pieces did not fit well on the undersized-seeming hexes. We recommend that the players nip the corners off of the pieces, making them octagonal.

The next flaw is in the individual charts for the tanks. The results are printed in a complicated code, requiring (at first) glances into the rules book. This could be easily remedied by merely printing in the results.

The only fault in the actual play is on the CRT again. Almost all of the tank hits result in immobilisation of the tank. We feel that another small table should be attached to the CRT track hits, and affects thereof.

The play takes some getting used to, especially with multiple firing of AFV's. The many die rolls slow the game play a bit and others that we know feel that the constant dice rolling that is necessary to play the game is quite tedious and boring. We got great enjoyment from our test games. They were fast moving and did not bog down after a few hours of play.

All and all, TOBRUK is a fine game. We feel that it represents a new standard of tactical wargame quality. It ranks equally Desert War put out by SPI. It is an excellent game for miniatures enthusiasts and experienced wargamers who want a change from odds systems. A word of warning, we do not recommend this game

for neophytes or even intermediates. TOBRUK is published by the Avalon Hill Company of Baltimore, Maryland.

---

 O
 

---

D &amp; D

*(continued from page 13)*

In Dungeons and Dragons one can assume the role of any fantasy character, who in adventures with other characters, attempts to avoid death by overcoming conflicts and monsters in his quest for experience. These battles take place either on the surface of the earth or below the surface in Dungeons or underground passages such as mazes or labyrinths. With each victory a character gains more experience which can be translated into power. One can also gain wealth or magical powers.

D and D is unique in that it is not played against an opponent in the conventional sense. Instead you match your players wits with the referee or God who is now commonly called the dungeon master. This is usually the person whose dungeon or wilderness you are adventuring in. This person describes to your character what is before them, be it monster or just another corridor or room. He usually designs a dungeon in which the significance of the treasure is matched by the power of the monster or monsters who guard it.

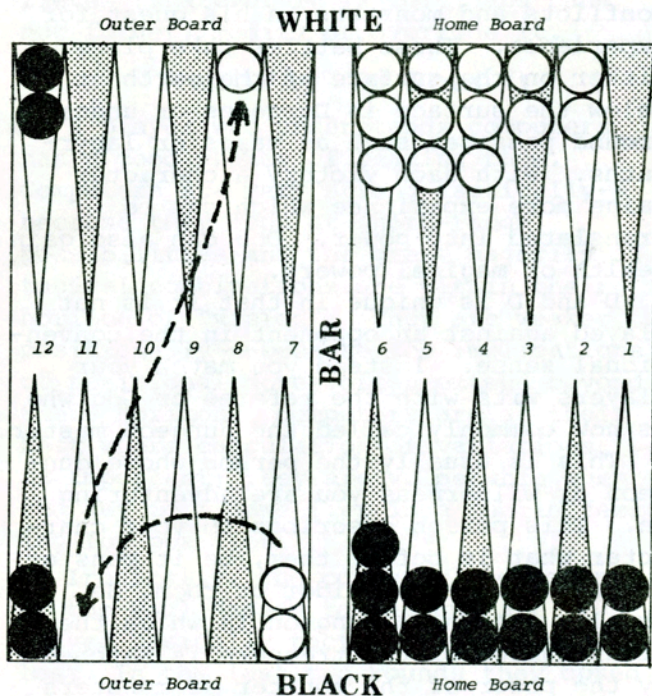
One of D&D's beauties is that one is free to design his own characters from a list of types such as ; Magic users, Fighters, Clerics, Ranger, Paladin, Thieves, Illusionists, Monks, Assassins, Bards, Druids, Singers, etc. Miniatures can be used to portray these characters. Dice throws can determine the power of these characters.

*(continued on page 26)*

# GAMBIT answers your Backgammon Questions

Many backgammon players have come to *Gambit* to solve their arguments of play. Some of the more common problems are concerned with ambiguities of moving checkers. Here are two problem situations that you will eventually run across.

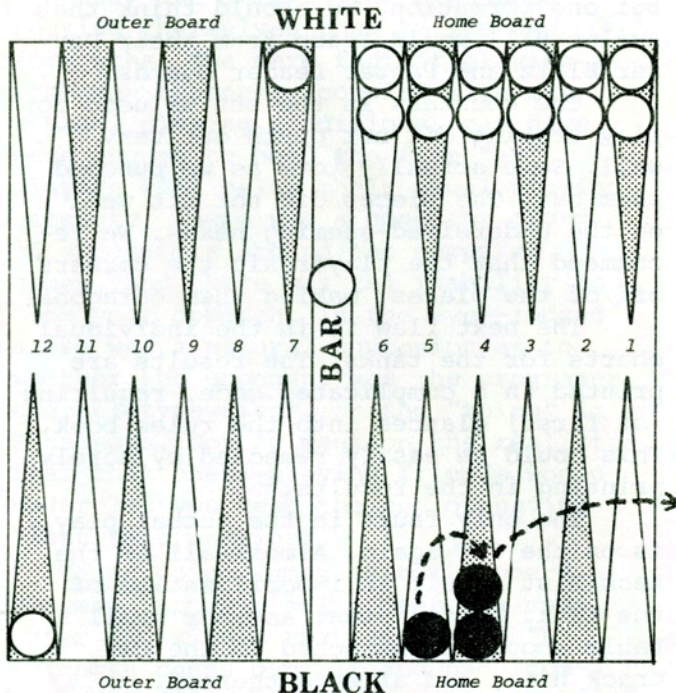
## WHITE ROLLS 6-4



In this position white can not plead that he has no 6 move. The rules of backgammon state that the entire roll must be used if possible. White can not take a 6 move unless he moves from black 7 to black 11 first. This is a forced move. White must play from black

7 to white 8 even though he leaves a double shot.

## BLACK ROLLS 5-1



Black has born off all but 3 of his checkers, he has a very likely gammon if he makes the correct move. As stated in the first problem the entire roll must be used if possible. However in this situation black has a choice. If he takes a checker off the five point then his only one move is from the four point to the three point. This move leaves a double shot for white who is on the bar.

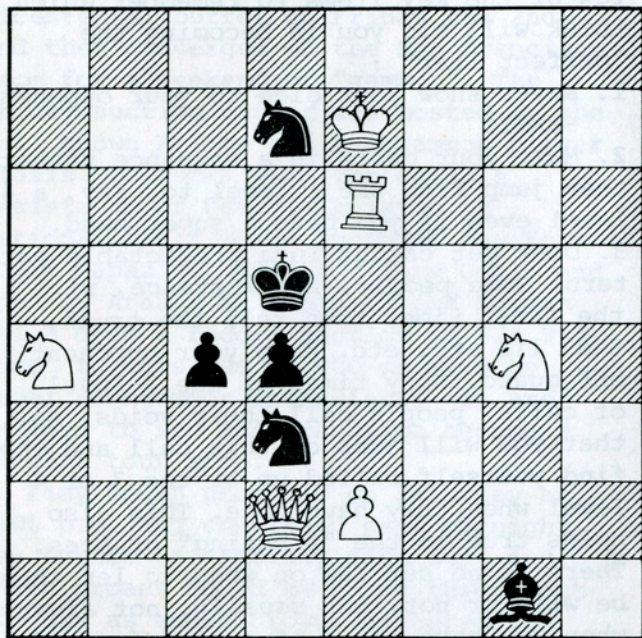
Black has the option of moving the one first and then bearing off the same checker from the four point. He has taken both numbers and yet insured his game. Dont move hastily when bearing off



# Chess Problem

by R. Ulreich

## Mate in 2



answer will appear next issue

## Backgammon Questions

*(Continued from page 24)*

you may be able to save your game by knowing that you can move a checker instead of bearing off.

If there is a situation that you have encountered in your play, and are questioning the legality of a move. Send us your problems and we will put our pannel of experts together to help resolve your arguments.

# Interzonals

The F.I.D.E. Interzonals are now over in both the Philippine and Switzerland. The Interzonals are the second stage in a three stage process to determine the opponent for world champion Anatoly Karpov of the Soviet Union in the title match scheduled for 1978.

The first stage is the Zonal Tournament. The world is divided into Zones, and each member country of F.I.D.E. (International Chess Federation) is allotted a number of places, depending on its chess playing strength, in one or more Zonal Tournaments. A specified number of players go forward from each Zonal to the Interzonal, which is held the following year.

The Top six players in the Interzonal go forward to the Candidates' Tournament where they are joined by the loser of the previous World Championship match, in 1978 it will be Bobby Fischer who was stripped of the title for refusing to play Karpov, and the player who came second in the previous Candidates' Tournament, this will be Victor Korchnoi (who has defected from the Soviet Union)

The three winners of the Interzonal that took place in the Phillipine are:

1. Henrique Mecking, 24 (2620) Brazil
2. Vlastimil Hort, 32 (2600) Czech.
2. Lev Polugevsky, 42 (2635) USSR.

The winners of the Interzonal that took place in Switzerland are:

1. Bent Larsen, 41 (2625) Denmark
2. Mikhail Tal, 39 (2615) USSR
2. Tigran Petrosian, 47 (2635) USSR
2. Lajos Portisch, 39 (2625) Hungary

Since there was a three way tie for 2nd place between Tal, Petrosian and Portisch a playoff match will be necessary to eliminate one player.

MAN vs. MACHINE  
(continued from page 22)

ming before his eyes, and Peter pro-chaska-Kolbas went around muttering about "The Sunstroke Gambit" and showing people a drooping plastic King that had melted in the back of his car.)

Still these contests are a good test of the capacities and limitations of both machine and man.

## A Game Against the Machine

Round IV - Nimzovitch Defense.

White: Wesley White - Human (1742)

Black: Chess 4.5 Computer (1537)

1 P-K4	N-QB3	17 QxP/6	K-Q2
2 P-Q4	P-Q4	18 PxB	Q-KB1
3 P-K5	P-B3	19 B-B4	RxP
4 P-KB4	B-B4	20 N-B3	NxP
5 N-KB3	P-K3	21 Q-N5	N-B2
6 P-QR3	N-R3	22 Q-N6	R-R8
7 B-Q3	PxP	23 K-N2	RxR
8 P/BxP	B-K5	24 N-K2	RxP
9 O-O	BxN	25 N-Q4	R-K1
10 RxB	NxP/5	26 P-N5	N-R1
11 B-N6	PxB	27 NxP/K	RxN
12 QxN	P-B3	28 Q-R7	QxB
13 Q-Q3	N-B4	29 QxP	R-K2
14 P-KN4	B-B4	30 QxN	R-K7
15 K-B1	N-R5	31 K-R1	Q-KB8
16 P-QN4	NxR	mate	

D & D

(continued from page 23)

Finally, when all is prepared one enters the world of the fantastic for an adventure that is both thrilling and captivating in a game that is destined to become a classic.

match, pay for the drinks or cough up some hard earned money whatever the case may be.

In closing ,I would like to list a few of the key items to remember which I think will aid you in becoming the "perfect liar" :

1. Never show your dice to your opponent  
-BASIC
  2. Make your calls in a sequence rather than jump from the 1 level to, say, a 4 level even if you have a super hand.
  3. Dont get caught in a predictable pattern. Some people, for instance, will lie the first time, then tell the truth, then lie etc. etc. Keep your opponent off guard. Many times at the 2-level of calls, people call their voids, so that you will jump on this call and then find yourself called up at the 3 or 4 level when they have none. This also holds true in the "freezing" of Aces. There is no set law on when to let them be wild or not, but *usually*, not *always* when you have three of a kind (a good hand) it proves beneficial to freeze Aces. Then again, don't always get caught doing this as it can be a tip-off to to your opponent.
  4. The fourth and most important part of the game, which *most* people *do not* do, is to look at your opponents hand after each game and remember how He or She called the hands. Many times I've played people who only look to see if they have made the winning call, rather than remember how the calling sequence went. ALWAYS when you call up or are called up remember how your foe called their hands and you will see whether or not they are falling in a predictable pattern.
- You would be amazed to see how many people, without even realizing it, fall

(continued on page 27)

# P. B. A. Notes

On July 4th weekend, the Hyatt Regency was the scene of San Francisco's 3rd annual Backgammon Tournament. Over 250 players and guests gathered for a Bicentennial buffet on Friday the 2nd, and then converged on the San Francisco Room for a weekend of "gammon". The Friday auction dinner was hosted by the well known Prince and Backgammon player Alexis Obolensky with the capable assistance of Dennis Carlston. A national field which included New York's Chuck Papazian, Dallas's Tony Goble and the Bay Area's Kyle Larson and Norman Zadeh drew a record auction of \$24,952. Added to this was \$5,000 donated by local Backgammon enthusiasts who are anxious to see San Francisco become a regular tour stop.

Play began promptly on Saturday at 1:00 p.m. and continued past midnight. The sounds of rattling dice cups and quiet groans could be heard throughout the day as small crowds gathered to watch the more exciting matches. The tournament directors; Sandy Carlston, Jean Conklin, and Celeste Duran kept everyone abreast with the latest results and conducted a smooth and well organized tournament. The climax was reached Sunday evening when Kyle Larson was matched with Tony Goble for the tournament championship. Tony Presided over Kyle in a long and bitterly contested match.

The thanks of all Backgammon players go to Macy's San Francisco for their role as sponsor of the tournament; Reiss Games, who supplied the boards and other equipment; The Hyatt Regency for their \$1,000 added prize money and excellent facilities; and finally to the San

Francisco Ballet for their roll as host and friend.

## Championship Main Event

Winner	Tony Goble - Dallas
Finalist	Kyle Larson - Walnut Crk.
Semi-finalist	Mahmoud Maghsoudi - S.F.
Semi-finalist	Chuck Papazian - New york

## Championship Consolation

Winner	Stan Tomchin - Las Vegas
Finalist	Barry Green - San Fran.
Semi-finalist	Tim Wisecarver - Illinois
Semi-finalist	Malcom Davis - Dallas

## Intermediate Main Event

Winner	Ed Kelley - Los Angeles
Finalist	Bob Champion - San Fran.
Semi-finalist	Houshang Pourmohamad Emeryville, Ca.
Semi-finalist	Phyllis Davidson - Los A.

## Intermediate Consolation

Winner	Greg Abrams - Los Angeles
Finalist	Kyung-Gi-Kim - San Fran.
Semi-finalist	Tom Hamilton - San Fran.
Semi-finalist	Paul Ehrlich - San Fran.

## Beginners Main Event

Winner	Dieter Tuerpe - Berkeley
Finalist	Jay Nash - Albany, Ca.
Semi-finalist	Eric Baker - Berkeley
Semi-finalist	Pete Fagrey - Oakland

## Beginners Consolation

Winner	Armen Kouleyam - L.A.
Finalist	Benny Febre - Aspen Col.
Semi-finalist	Bob Blanchette - San Fran
Semi-Finalist	Jonathan Gidan - Encino

---

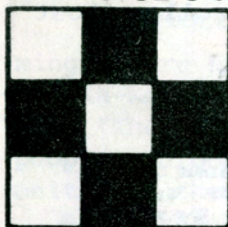
## LIARS DICE

(continued from page 26)

into patterns. It is the smart player (you, after reading this article) who will be able to take advantage of this situation and make many a "foggy night" in *THE CITY* much more enjoyable and much less expensive.

HAPPY LYING

# GAMBIT



2508 TELEGRAPH AVE.  
BERKELEY, CA.  
PHONE: 848-8018

685 MARKET STREET  
SAN FRANCISCO, CA 94105  
PHONE: 543-9645

GAME STORE

## Where to Play in the Bay

### CHESS

Berkeley Chess Club: Meets Friday, 7-12, Berkeley Central YMCA, 2001 Allston Way. Contact John Larkins, 5804 Ocean View Dr., Oakland, CA 94681, 653-6529.

Oakland Chess Group: Meets Tuesday, 7-12, Smith Recreation Center, 1969 Park Blvd. Contact John Larkins, 5804 Ocean View Dr. Oakland, CA 94618.

Hayward Chess Club: Meets Mondays and Fridays, 8-12, Palma Ceia Park, Miami and Decatur. Contact Jerry Rogers, 19541 Times Ave., Hayward, CA 94541.

Mechanics Institute: Opens daily at 9 am, closes Mon.-Fri. at 11 pm, Sat. at 12 pm, Sun. at 10 pm. 4th floor, Mechanics Institute Building, 57 Post Street, San Francisco.

### GO

Berkeley Go Club: Meets Thursday 7-11, at the Faculty Club, UC Campus at Berkeley.

San Francisco Go Club: Open daily till ? 1881 Bush Street, San Francisco.

### BACKGAMMON

DAY'S: Open daily, 24 Ellis Street, San Francisco, CA, 421-2894

Golden Gate Backgammon Club: Call Wayman Robertson at 557-2566 weekdays, or 645-1502 evenings.

### WANTED DIPLOMACY PLAYERS

*If you are interested in playing DIPLOMACY in the evening write to Gambit stating what days and times are best for you and we will try to get a group together.*

Gary Grady  
Gambit Game Store  
685 Market Street  
San Francisco, CA 94105