

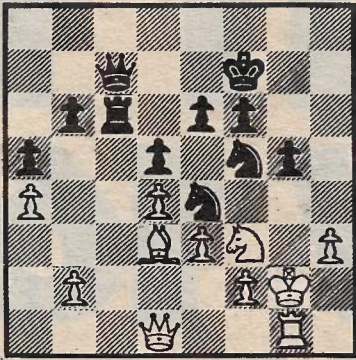
A nice game

ALTHOUGH I resent the implication in the film *War Games* that chess is less serious than global thermonuclear war, the film does pay one inadvertent compliment to our noble sport. Whereas both the aforementioned nuclear encounter and tic tac toe (alias noughts and crosses) were rated by the maverick military computer as forced draws, it was still ready for "a nice game of chess". Perhaps it had read something about the number of different chess games it is possible to have — calculated, I'm told, to exceed the number of atoms in the known universe.

Of course, some Grandmasters have their own versions of physics. One reader wrote recently to the *British Chess Magazine* asking if anyone could improve on Yugoslav GM Knezevic's performance at the Varna Golden Sands tournament. Knezevic

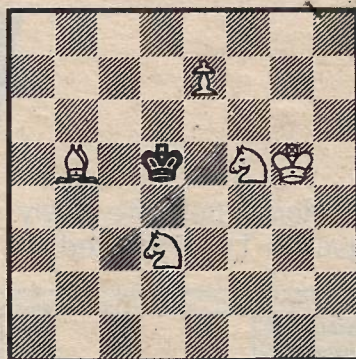
drew every game, at an average of 15 moves each. "The sands must have been inviting!" was the reader's wry comment. The journal he obtained his statistics from was the Fide (World Chess Federation) approved *Tournament Chess Series*, which I have been editing for the past two years. Tournaments like Varna make one question the meaning of one's existence, but the declared aim of *Tournament Chess* is to give all games from all Grandmaster tournaments. Other specialist magazines occasionally miss relevant openings, or entertaining clashes; this way the reader can sift through the material himself.

This week, a competition with prizes of *Tournament Chess*, kindly donated by the publishers, Pergamon Press. Copies of volume nine will go to three entries, drawn from a hat of best solutions. Mark envelope "Chess Competition", The *Listener*, PO Box 3140, Wellington. Regretfully correspondence cannot be entered into, but names of winners and the solutions will be published in this column at a later date.



Black to move and win

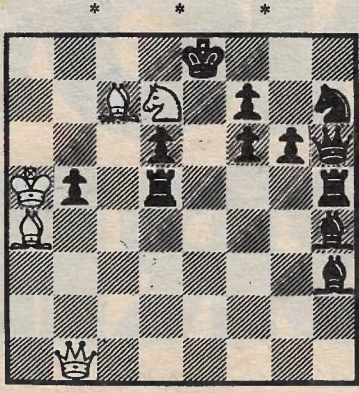
This position is taken from a recent international tournament where Black, a Russian Grandmaster, found a move to force instant victory. What move did he play?



White to play and force checkmate in

two moves

This two-mover should not prove too difficult, but watch out for stalemates.



Helpmate in two moves

This final puzzle, one of those set for the contestants of this year's World Problem Solving Championships in Israel, will really test you. In the helpmate, Black moves first, White replies, Black moves again, and White's second move gives checkmate. But even though Black gives his full co-operation, to solve this in less than 30 minutes is good going.

MURRAY CHANDLER