USING CHESS TO MAKE CHILDREN BETTER IN IRELAND SOCIALLY ADJUSTED, MORE INTELLIGENT, BETTER HUMAN BEINGS

With this issue we celebrate the landmark of 100 issues.

The number 100 is featured in several places in this mixture of fun and serious, but with the emphasis on funny/silly!

We hope you enjoy it.

FSM100

In this issue:

Solutions:
Mate in 100:
1. ... ♘e7-d5
2. d7-d8♘
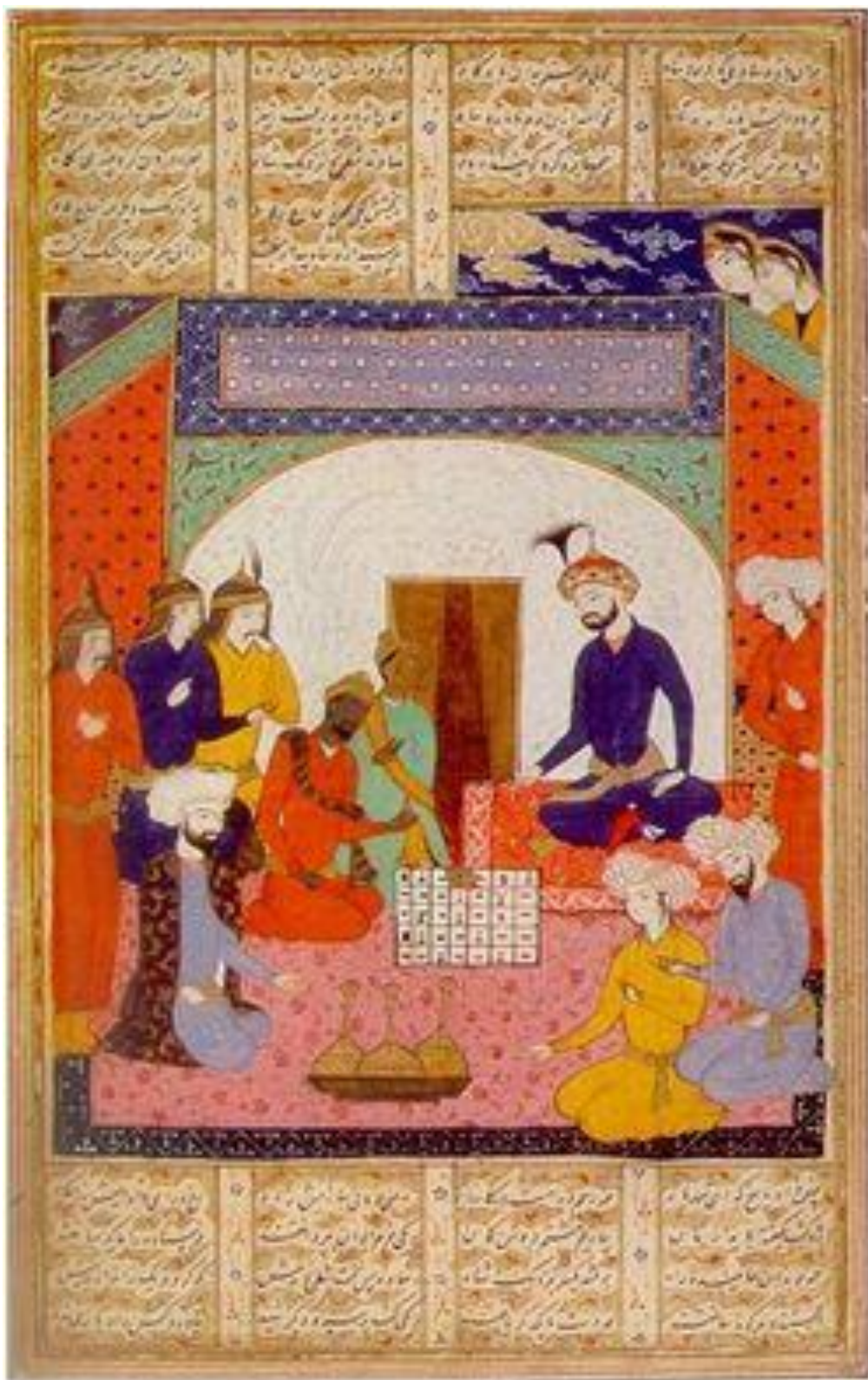3. ♔a3-a2
4. ♔g4-h5

Mate in 200:
1. ♖f8-d8
2. ♖e4-e2+

Mate in 250: ♖f2-g2
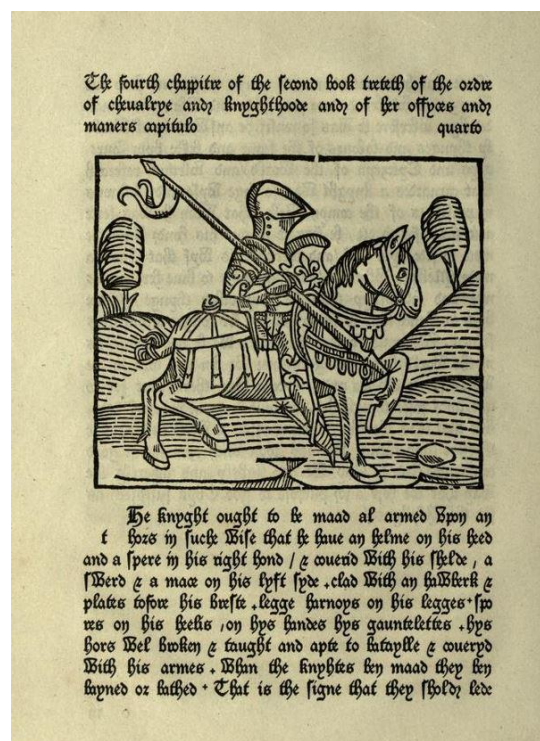Mate in 262: ♔c2-d3

In the Beginning...

Ambassadors from the king of Hind present Chatrang (chess) to King Khusrau I (501-579) of Persia, who reigned 531-579.

Earliest known chess pieces. They were found at Afrasiab (near Samarkand, Uzbekistan) in 1977. They are now in the Samarkand State Museum. Dated to about 700.
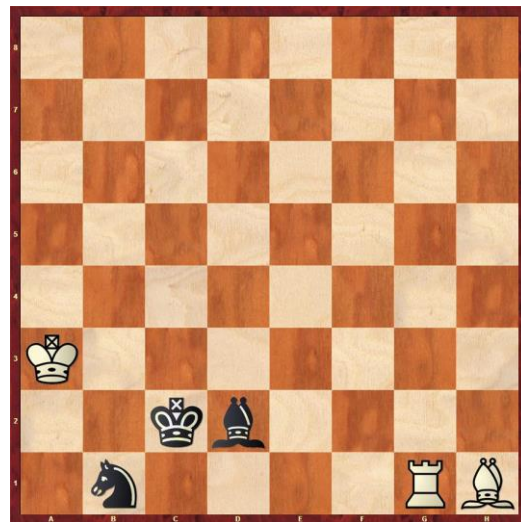

The Game of the Chesse, 1474-1476

First printed chess book
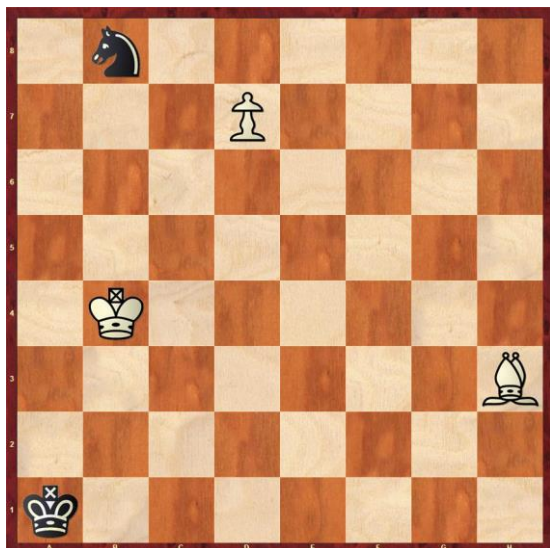
Checkmate in 100 moves!

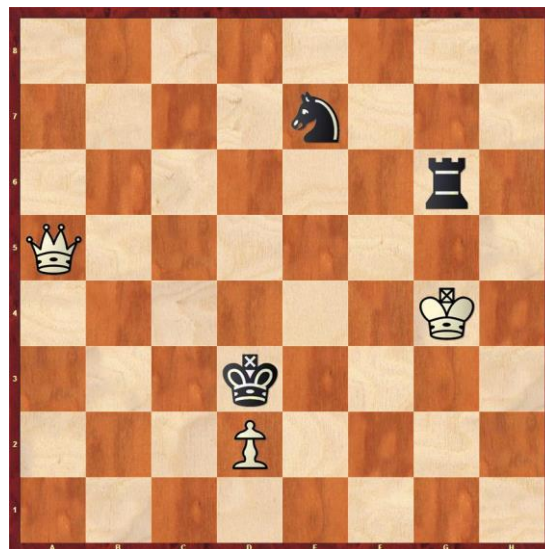**1** Black to play. You do know that ♔+♘+♘ v. ♔ is a draw, don't you?

2 White to move. All moves except one end in a draw.

3 Careful! The king must choose the right square (otherwise it's mate in 102!).

**4** Five moves – only one mates in 100, three need 102 and one only draws!

SOLUTIONS (partial!) can be found on p.1 of this issue.

You can check these using a *tablebase*. A tablebase is a computerized database that contains precalculated exhaustive analysis of a chess position. Computer tablebases now exist for all 7-man positions. There is a free one (in English & German) at www.k4it.de – click on *Nalimov EGTB*.
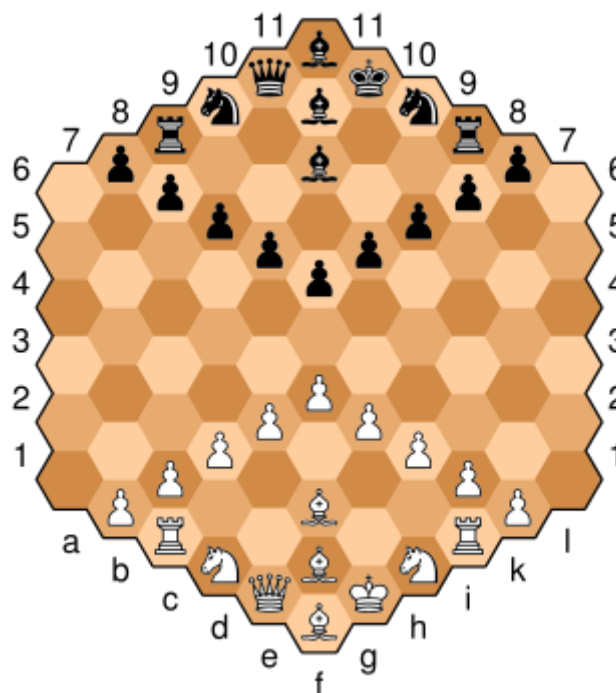
Are your arms long enough to play on this board?
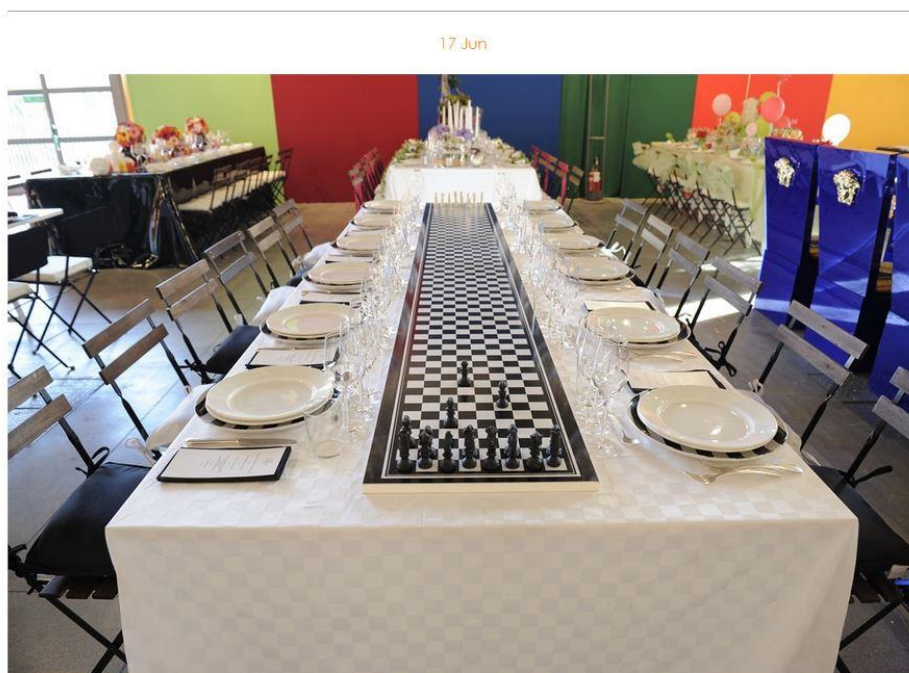
"One Hundred Years' War" - at Convivio 2014

Maybe you (and your opponent) just have to invite 12 people to dine and ask them to make most of the moves for you. It is 8x100 (we think, but we lost count!).

Perhaps you would prefer to play on Glinski's board with light-square, dark-square and medium-square bishops!
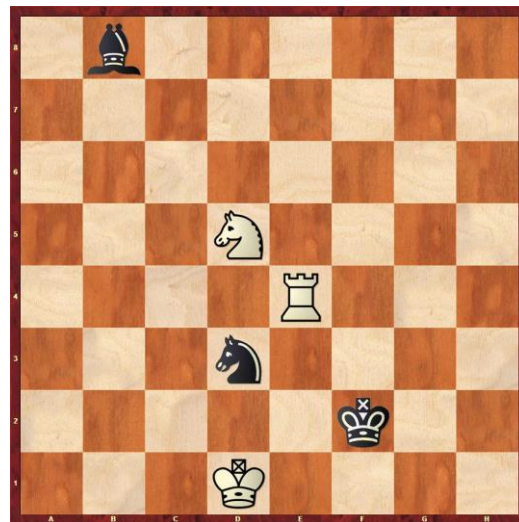
Checkmate in 200 moves!

1 White to play. Many mates in 203, 204, 205, 206, 207 or 210 but only one 200!

2 White to play. Just the one mate in 200 moves. All the other moves only draw!

Checkmate in 250 moves!

White to move. Only one mates in 250. Seven moves draw and the others lose!
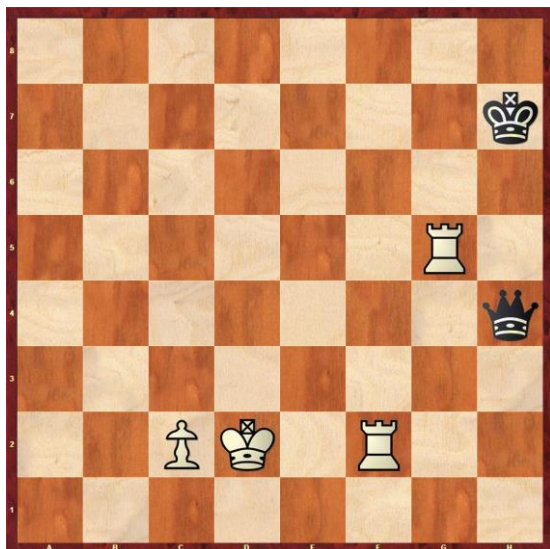
Checkmate in 262 moves!

White to move. This is the longest checkmate known (from a legal position).

SOLUTIONS (partial!) can be found on p.1 of this issue.
Note the comment about tablebases on p.4 above. The work of Eugene NALIMOV and Kirill KRYUKOV was essential in enabling us to assemble these oddities.

Strange Moves

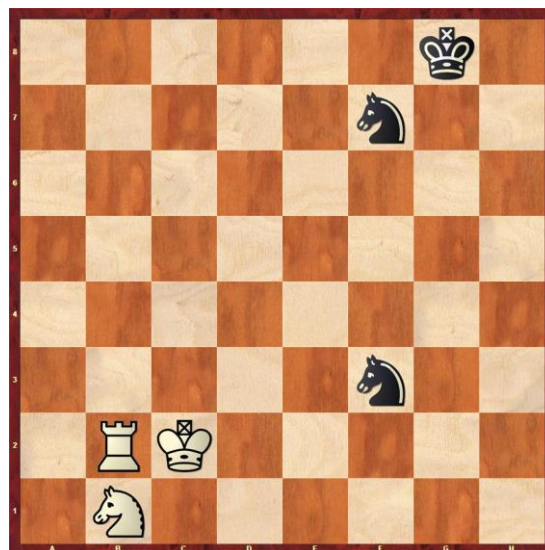Let's start with a game that is rightly famous.

Wolfgang HEIDENFELD – Nick KERINS, Dublin 1973.

1.e2‑ e4 e7‑ e6 2.d2‑ d4 d7‑ d5 3.♗c1‑ e3 ♞g8‑ f6 4.e4‑ e5 ♞f6‑ d7 5.f2‑ f4 c7‑ c5 6.c2‑ c3 ♞b8‑ c6 7.♞g1‑ f3 ♛d8‑ b6 8.♕d1‑ d2 c5‑ c4 9.♗f1‑ e2 ♞c6‑ a5 10.0‑ 0

10...f7‑ f5 11.♞f3‑ g5 ♝f8‑ e7 12.g2‑ g4 ♝e7xg5 13.f4xg5 ♞d7‑ f8 14.g4xf5 e6xf5 15.♗e2‑ f3 ♝c8‑ e6 16.♕d2‑ g2 0‑ 0‑ 0 17.♞b1‑ a3 ♞f8‑ g6 18.♕g2‑ d2 f5‑ f4 19.♗e3‑ f2 ♝e6‑ h3 20.♖f1‑ b1 ♝h3‑ f5 21.♞a3‑ c2 h7‑ h6 22.g5xh6 ♖h8xh6 23.♞c2‑ b4 ♛b6‑ e6 24.♕d2‑ e2 ♞g6‑ e7 25.b2‑ b3 ♛e6‑ g6+ 26.♔g1‑ f1 ♝f5xb1 27.b3xc4 d5xc4 28.♕e2‑ b2 ♝b1‑ d3+ 29.♔f1‑ e1 ♝d3‑ e4 30.♕b2‑ e2 ♝e4xf3 31.♕e2xf3 ♖h6xh2 32.d4‑ d5 ♛g6‑ f5

33.0‑ 0‑ 0

The only known competition game in which a player castles on both sides (not that it did him much good)!
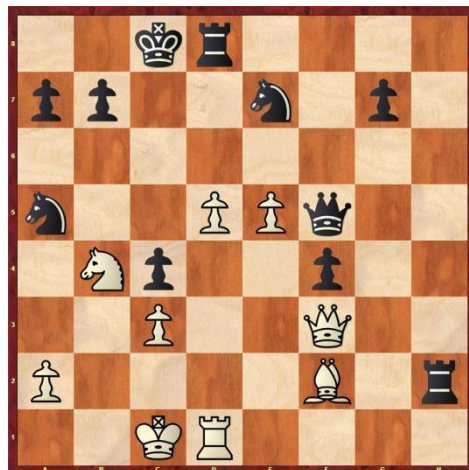
33...♖h2‑ h3 34.♕f3‑ e2 ♖h3xc3+ 35.♔c1‑ b2 ♖c3‑ h3 36.d5‑ d6 ♞e7‑ c6 37.♞b4xc6 ♞a5xc6 38.e5‑ e6 ♛f5‑ e5+ 39.♕e2xe5 ♞c6xe5 40.d6‑ d7+ ♞e5xd7 0−1.

The novel *Experiments in Crime* by Gilbert Frankau, 1937 contains the rather odd pawn move e2-e1. So what's odd about that you may ask. Well, it was not a black move !

The TV programme *Lost in Space* once showed a robot play the move ♗c1-g4.

Tim Krabbé has among his curiosities a splendid game that was played on the Internet in 1997. The players adopted the *noms de plume* THEBLOB and NOPE.

1.d2‑ d4 ♞g8‑ f6 2.c2‑ c4 e7‑ e6 3.♞b1‑ c3 g7‑ g6 4.♞g1‑ f3 ♝f8‑ g7 5.♗c1‑ g5 0‑ 0 6.e2‑ e4 h7‑ h6 7.♗g5‑ h4 g6‑ g5 8.♗h4‑ g3 ♞f6‑ h5 9.♗f1‑ e2 ♞h5xg3 10.h2xg3 ♞b8‑ c6 11.e4‑ e5 b7‑ b6 12.a2‑ a3 ♝c8‑ b7 13.♕d1‑ c2 d7‑ d5 14.♞f3xg5 ♛d8xg5 15.c4xd5 ♞c6xd4 16.♕c2‑ d3 ♞d4‑ b3 17.d5xe6 ♞b3xa1 18.f2‑ f4 ♛g5‑ g6 19.♕d3xg6 f7xg6 20.♗e2‑ d1 ♝b7xg2 21.♖h1‑ h2 ♝g2‑ c6 22.b2‑ b4 a7‑ a6 23.♖h2‑ a2

23...g6-g5 24.♖a2xa1 g5xf4 25.g3xf4 ♖f8xf4 26.♗d1-b3 ♔g8-h8
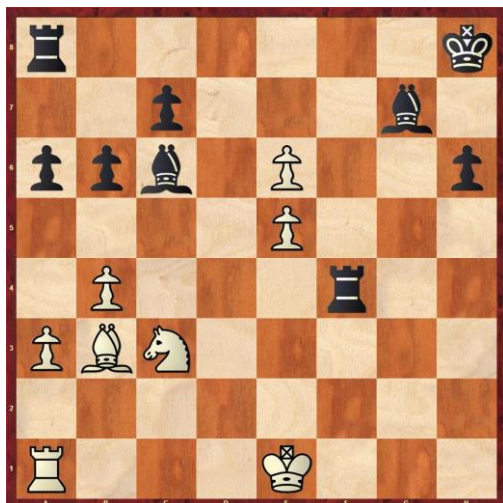
27.0-0-0 ♗g7xe5 28.♗b3-d5 ♗c6xd5 29.♘c3xd5 ♖a8-d8 30.e6-e7 ♖d8-e8 31.♘d5xf4 ♗e5xf4+ 32.♔c1-c2 ♖e8xe7 33.♖d1-d8+ ♔h8-g7 34.♖d8-d4 ♗f4-e5 35.♖d4-c4 ♗e5-f6 36.♖c4-c6 h6-h5 37.a3-a4 h5-h4 38.b4-b5 a6xb5 39.a4xb5 1–0 (! Black lost on time).

A game from the match Hungary-France in Budapest 1982 also had an odd finish.

Gyula SAX – Bachar KOUATLY

1.e2-e4 c7-c5 2.♘g1-f3 ♘b8-c6 3.d2-d4 c5xd4 4.♘f3xd4 ♕d8-b6 5.♘d4-b3 ♘g8-f6 6.♘b1-c3 e7-e6 7.♗f1-d3 ♗f8-e7 8.0-0 d7-d6 9.♔g1-h1 ♗c8-d7 10.a2-a4 ♖a8-d8

11.♘c3-b5 ♖d8-a8 12.♗c1-f4 e6-e5 13.♗f4-g5 a7-a6 14.♗g5xf6 g7xf6 15.♘b5-c3 ♘c6-b4 16.♘b3-d2 f6-f5 17.♘d2-c4 ♕b6-d4 18.♘c4-e3 ♘b4xd3 19.c2xd3 f5-f4 20.♘e3-f5 ♗d7xf5 21.e4xf5 d6-d5 22.a4-a5 ♗e7-f6 23.♖a1-a4 ♕d4-c5 24.♕d1-b3

24...0–0–0 1–0.

It seems that Black resigned rather than continue a fairly hopeless cause after the legal castling **24...0-0 25.♘c3xd5 ♔g8-g7 26.♘d5xf6 ♔g7xf6 27.♕b3xb7** with a very big advantage **27...♕c5-c2** (*27...♖f8-b8? 28.♕b7-f3*) **28.♖a4-a3 ♔f6xf5? 29.♕b7-d7+ ♔f5-f6 30.♕d7-d6+ ♔f6-f5? 31.g2-g4+!+ ♔f5-g5 32.h2-h4+ ♔g5xh4 33.♕d6-h6+ ♔h4xg4 34.♖f1-g1+ ♔g4-f3 35.♕h6-h5+ ♔f3xf2 36.♖g1-g2+ ♔f2-f1** (*36...♔f2-e3 37.♕h5xe5+ ♔e3-f3 38.♕e5-e4#*) **37.♖a3-a1+.**