

CORRESPONDENCE

From Mr. A. Armez

As a new member of ICCA, having read the December 1985 issue, I think computers are capable of brilliancies (such as the two miniatures on top of page 251) but also of stupid moves. As an example I would like to take the game at the bottom of page 244 (Dec. issue) between Cray Blitz and Intelligent. Intelligent made a few really stupid moves at the end, such as 29. ... Bxa3, 30. ... Qe6 and 34. ... Rg8. I was also surprised to see that, on move 35, Cray Blitz had an easy mate in one (Qd7) but chose a prettier mate in two with a Knight sacrifice. Why? One theory would be that Cray Blitz had expected that Intelligent would play 34. ... Rd8, preventing 35. Qd7 mate, and had calculated a mate in two starting with 35. Nc4+; and then, although Black did not play 34. Rd8, Cray Blitz still went on with its two-move mate plan.

What I would like to see in the ICCA Journal is a test-position, with White or Black to play, to find the winning continuation, such as for instance the one given in the February 1986 issue of the British Chess Magazine, page 55 (test No. 1). The position is: White: Kb4, Qh6, Pd6 and f3; Black: Kc6, Qg3, Pb6, e7, f4, f5. White to play and win in a few moves. It is a study by Kubbel, and the solution is: 1. Qe6 exd6 2. Qc8+ Kd5 3. Qxf5+ Kc6 4. Qc8+ Kd5 5. Qe8 Qxf3 6. Qa8+ winning the Queen. (Note: 1. dxe7+ Kd7 2. Qf8 Qe1+ only draws).

Let us put this test to all the best computers available to ordinary buyers in the market (Mephisto Amsterdam, Constellation Expert, etc.) and report which ones (if any!) have found the solution.

When choosing such tests, one must avoid those that have a check as first move, as computers usually find these rather easily, even if the first move is a Queen sacrifice.

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[Editorial Comment: While Mr. Armez' letter contains a few interesting ideas, it must be understood that this Journal must refrain from even approaching the task of being a Testing Institute for chess programs or computers, for which we lack time and facilities.]