

I'm not a bot



[illegible]

I began my title race in a rematch in 1961. Bobby Fischer, World Champion from 1957-1975 Following the 1961 event, FIDE abolished the automatic right of a deposited challenger to a rematch, and the next champion, Armenian Tigran Petrosian, a player renowned for his defensive positional skills, held the title for two cycles, 1963-1969. His successor, Boris Spassky from Russia (champion 1969-1972), won games in both positional and sharp tactical style.[110] The next championship, the so-called Match of the Century, saw the first non-Soviet challenger since World War II, American Bobby Fischer. Fischer defeated his opponents in the Candidates matches by unheard-of margins, and convincingly defended Spassky for the world championship. The match was followed closely by news media of the day, leading to a surge in popularity for chess; it also helped establish political importance at the height of the Cold War, with the match being seen by both sides as a microcosm of ice conflict between East and West.[111] In 1975, however, Fischer refused to defend his title against Soviet Anatoly Karpov when he was unable to reach agreement on conditions with FIDE, and Karpov obtained the title by default.[112] Fischer modernized many aspects of chess, especially by extensively preparing openings.[113] Karpov defended his title twice against Viktor Korchnoi and dominated the 1980s and early 1980s with a string of tournament successes.[114] In the 1984 World Chess Championship, Karpov faced his toughest challenge to date, the young Garry Kasparov from Baku, Soviet Azerbaijan. The match was aborted in controversial circumstances after five months and 48 games with Karpov leading by 5 wins to 3, but eventually exhausted; and many commentators believed Kasparov, who had won the last two games, would have won the match had it continued. Kasparov won the 1985 rematch. Kasparov and Karpov contested three further closely fought matches in 1986, 1987 and 1990, Kasparov winning them all.[115] Kasparov became the dominant figure of world chess until his defeat by Vladimir Anand in 1995. He played more than 1000 competitive games, mostly against top players such as Anatoly Karpo, Mikhail Tal, Vasily Smyslov, and Ulf Andersson.

In the late 1970s, dedicated home chess computers such as Fidelity Electronics' Chess Challenger became commercially available, as well as software to run on home computers. The overall standard of computer chess was low, however, until the 1990s. The first endgame tablebases, which provided perfect play for relatively simple endgames such as king and rook versus king and bishop, appeared in the late 1970s. This set a precedent to the complete six- and seven-piece tablebases that became available in the 2000s and 2010s respectively.[116] Some of the earliest chess databases, which are collections of chess games searchable by move and position, include Ken Thompson and Joe Condon's king-queen versus king-rook chess database. They were used for testing early chess engines like Belle. It won the ACM North American Computer Chess Championship five times and the 1980 World Computer Chess Championship.[117] The first commercial chess database was introduced by the German company ChessBase in 1987. [118] Databases containing millions of chess games have since had a profound effect on opening theory and other areas of chess research. Digital chess clocks were invented in 1973, though they did not become commonplace until the 1990s. Digital clocks allow for time controls involving increments and delays. The Internet enabled online chess as a new medium of playing, with chess servers allowing users to play other people from different parts of the world in real time. The first such server, known as Internet Chess Server (ICS), was developed at the University of Utah in 1992. ICS formed the basis for the first commercial chess server, the Internet Chess Club, which was launched in 1995, and for other early chess servers such as Free Internet Chess Servers (FICS). Since then, and other platforms have appeared, and online chess began to rival over-the-board chess in popularity.[119][120]

During the 2020 COVID-19 pandemic, the isolation ensuing from quarantines imposed in many places around the world, combined with the success of the game during the lockdown period, led to a massive increase in interest in chess. Online chess has been particularly successful in attracting new players, and has become a major source of entertainment for many people. As a result, the popularity of chess has grown significantly, and the game has become a global phenomenon. Computer chess has also seen major advances. By the 1990s, chess engines could consistently defeat most amateurs, and in 1997 Deep Blue defeated World Champion Garry Kasparov in a six-game match, starting an era of computer dominance at the highest level of chess. In the 2010s, engines significantly stronger than even the best human players became accessible for free on a number of PC and mobile platforms, and free engine analysis became a commonplace feature on internet chess servers. An adverse effect of the easy availability of engine analysis on hand-held devices and personal computers has been the rise of computer cheating, which has grown to be a major concern in both over-the-board and online chess.[123] In 2017, AlphaZero—a neural network also capable of playing shogi and Go—was introduced. Since then, many chess engines based on neural network evaluation have been written, the best of which have surpassed the traditional "brute-force" engines. AlphaZero also introduced many novel ideas and ways of playing the game, which affected the style of play at the top level.[124] As endgame tablebases developed, they began to provide perfect play in endgame positions in which the game-theoretical outcome was previously unknown, such as positions with king, queen and pawn against king and queen. In 1991, Lewis Stiller published a tablebase for select six-pieces positions,[125][126] and by 2005, following the publication of Nalimov tablebases, all six-piece endgame positions were solved. In 2012, Lomonosov tablebases were published which solved all seven-piece endgame positions.[127] Use of tablebases enhances the performance of chess engines by providing definitive results in some branches of analysis. Previously, preparation at the professional level required an extensive chess library and several subscriptions to publications such as Chess Informant to keep up with opening developments and study opponent's games. Today, preparation at the professional level involves the use of databases containing millions of games, and engines to analyze different openings and variations. Engines can also produce optimal moves for complex positions, thus saving valuable time for the player. Sensors boards have been developed to enable automatic transmission of moves. Chess players will frequently ruin engines while watching the games, allowing them to quickly identify mistakes by the players and spot tactical opportunities. While in the past the moves have been relayed live, today chess organizers will often impose a half-hour delay as an anti-cheating measure. Technological progress made in the 1990s and the 21st century has influenced the way that chess is studied at all levels, as well as the state of chess as a spectator sport. In the mid-to-late 2010s, and especially following the 2020 online boom, it became commonplace for supergrandmasters, such as Hikaru Nakamura and Magnus Carlsen, to livestream chess content on platforms such as Twitch.[130][131] Also following the boom, online chess started being viewed as an esport, with esport teams signing chess players for the first time in 2020.[132] In 2025, the number of esport teams signing chess players rose considerably, after chess was added to Saudi Arabia's Esports World Cup.[133][134] The number of grandmasters and other chess professionals has also grown in the modern era. Kenneth Regan and Guy Haworth conducted research involving comparison of move choices by players of different levels and from different periods with the analysis of strong chess engines. They concluded that the increase in the number of grandmasters and higher Elo ratings of the top players reflect an actual increase in play, rather than "rating inflation" or "title inflation".[135] Gary Kasparov once argued for young children has become common. FIDE holds world championships for age groups down to 8 years old. The largest tournaments, in number of participants, are almost always open, where anyone may enter. Open events are organized by national federations, and form part of a competing world circuit. From 1969 to 2006, there were two simultaneous World Championships and respective World Champions: the PCA or "open" champions, including the Steinmetz tradition, and the current world champion plays a challenger in one of four games, and the other following FIDE norms, forming a large knockout tournament to determine the champion. Kasparov lost his PCA title in 2000 to Vladimir Kramnik of Russia.[137] Due to the complicated state of world chess politics and difficulties obtaining commercial sponsorships, Kasparov was never able to challenge for the title again. Despite this, he continued to dominate in top level tournaments and remained the world's highest-rated player until his retirement from competitive chess in 2005. The World Chess Championship 2006, in which Kramnik beat the FIDE World Champion Veselin Topalov, reunited the titles and made Kramnik the undisputed World Chess Champion.[138] In September 2007, he lost the title to Viswanathan Anand of India. Anand defended his title in the revenge match of 2008.[139][140] In 2010 and 2012, Magnus Carlsen defeated Anand in 2013, defending his title in 2014, 2016, 2018, and 2021, whereafter he announced that he would not defend his title a fifth time. The 2023 championship was played between the winner and runner-up of the Candidates Tournament 2022: Ian Nepomniachtchi of Russia and Ding Liren of China. Ding beat Nepomniachtchi, making him the world champion.[44] In 2024, Gukeish Dommaraju of India beat Ding. Carlsen has however remained the world's highest-rated player. Main article: Chess in the arts

In the Middle Ages and during the Renaissance, chess was a part of noble culture; it was used to teach war strategy and was dubbed the "King's Game".[140] Gentlemen are "to be meanly seen in the play at Chess", says the overview at the beginning of Baldassarre Castiglione's *The Book of the Courtier* (1528, English 1561 by Sir Thomas Hoby), but chess should not be a gentleman's main passion. Castiglione explains it further: Noble chess players, "[...] do not differ themselves from the vulgar, nor think themselves above their condition, but they know how to make use of their leisure, and to spend it wisely, and to employ it in such manner, as shall be profitable unto them, either in the study of letters, or in the exercise of arms, or in the management of household affairs, or in the cultivation of gardens, or in the improvement of lands, or in the instruction of youth, or in the correction of faults, or in the amendment of manners, or in the reformation of customs, or in the advancement of science, or in the discovery of truth, or in the pursuit of glory, or in the attainment of riches, or in the acquisition of power, or in the enjoyment of life, or in the avoidance of death."

From the turn of the 20th century, chess became associated with Jewishness, and was viewed as a means of self-improvement. Benjamin Franklin, in his article "The Morals of Chess" (1786), wrote: "The Game of Chess is not merely an idle amusement; several very valuable qualities of the mind, useful in the course of human life, are to be acquired and strengthened by it, so as to become habits ready on all occasions; for life is a kind of Chess, in which we have often points to gain, and competitors or adversaries to contend with, and in which there is a vast variety of good and ill events, that are, in some degree, the effect of prudence, or the want of it. By playing at Chess, then, we may learn: I. Foresight, which looks a little into futurity, and considers the consequences that may attend an action ... II. Circumsppection, which surveys the whole Chess-board, or scene of action: - the relation of the several Pieces, and their situations ... III. Caution, not to make our moves too hastily ... [L150] Through the Looking-Glass: the Red King is snoring. Illustration by Sir John Tenniel. Chess was occasionally criticized in the 19th century as a waste of time.[151][152] Chess is taught to children in schools around the world today. Many schools host chess clubs, and there are many scholastic tournaments specifically for children. Tournaments are held regularly in many countries, hosted by organizations such as the United States Chess Federation and the National Scholastic Chess Foundation.[153] Chess is many times depicted in the arts; significant works where chess plays a key role range from Thomas Middleton's *A Game at Chess* to *Through the Looking-Glass* by Lewis Carroll, to Vladimir Nabokov's *The Defense*, to *The Royal Game* by Stefan Zweig. Chess has also featured in film classics such as Ingmar Bergman's *The Seventh Seal*. Satyajit Ray's *The Chess Players*, and Powell and Pressburger's *A Matter of Life and Death*. Chess is also present in contemporary popular culture, such as the board game *Chester Pines* by David Byrne, which includes a chessboard, and the TV series *Game of Thrones*.

Chess is a member of the combinatorial mathematics family, having been known for hundreds of years. Mathematicians Euler, Legendre, de Moivre, and Vandermonde studied the knight's tour. The number of legal positions in chess is estimated to be (4.59 ± 0.38) × 10⁴⁴ with a 95% confidence level,[156] with a game-tree complexity of approximately 10¹²³. The game-tree complexity of chess was first calculated by Claude Shannon as 10¹²⁰, a number known as the Shannon number.[157] An average position typically has thirty to forty possible moves, but there may be as few as zero (in the case of checkmate or stalemate) or (in a constructed position) as many as 218.[158] In 1913, Ernst Zermelo used chess as a basis for his theory of game strategies, which is considered one of the predecessors of game theory.[159] Zermelo's theorem states that it is possible to solve chess, i.e., to determine with certainty the outcome of a perfectly played game (either White can force a win, or Black can force a win, or both sides can force at least a draw).[160] With 1043 legal positions in chess, however, it will take an impossibly long time to compute a perfect strategy with any feasible technology.[161] A novel methodology in steganography explores the use of chess-based covers (such as puzzles, chess problems, game reports, training documents, news articles, etc.) for concealing data within a selection of moves, each hiding some bits.[162][163] Several proof-of-concept projects have been developed that convert text or files into binary code, which is then converted into a series of legal chess moves, that can then be decrypted and downloaded.[164] Correspondence chess has been criticized for lacking a potential strategic graphic impact, relative to face-to-face play. Post-documenting a chess problem, a hypothetical scenario, and a solution, the author notes that correspondence chess could be used to send secret messages across the globe via email. There is an extensive history of work on chess psychology, from [6189][170]. In 1917, Howard Crosby, a pioneer in psychoanalysis, showed that knowledge and understanding about chess was related to visuospatial ability less as the correlation coefficient was .173[174] In his doctoral thesis, Adriaen de Groot showed that chess masters can rapidly perceive the key features of a position.[175] De Groot, this perception, made possible by years of practice and study, is more important than the sheer ability to anticipate moves. De Groot showed that chess masters can memorize positions shown for a few seconds almost perfectly. The ability to memorize does not alone account for chess-playing skill, since masters and novices, when faced with random arrangements of chess pieces, had equivalent recall (about six positions in each case). Rather, it is the ability to recognize patterns, which are then memorized, which distinguished the skilled players from the novices. When the positions of the pieces were taken from an actual game, the masters had almost total positional recall.[176] More recent research has focused on chess as mental training; the respective roles of knowledge and look-ahead search; brain imaging studies of chess masters and novices; blindfold chess; the role of personality and intelligence in chess skill; gender differences; and computational models of chess expertise. The role of practice and talent in the development of chess and other domains of expertise has led to much empirical investigation. Ericsson and colleagues have argued that deliberate practice is sufficient for reaching high levels of expertise in chess.[177] Recent research, however, fails to replicate their results and indicates that factors other than practice are also important.[178][179] For example, Fernand Gobet and colleagues have shown that stronger players started playing chess at a young age and that experts born in the Northern Hemisphere are more likely to have been born in late winter or early spring, suggesting that seasonal effects might influence cognitive abilities and chess performance.

[180] In 1972, Richard E. Bell and Robert M.

'ranks' and the columns marked from 'A' to 'H', referred to as 'files'. The square marked as 'A1' should be black. The player controlling the white pieces places his pieces on ranks 1 and 2, and the player playing the black pieces places his pieces on ranks 7 and 8. The pawns are placed on ranks 2 and 7. The other pieces are placed on ranks 1 and 8 as followed, starting from the 'A' file: A rook, a knight, a bishop, a queen, a king, a bishop, a knight, and a rook. The player who has white goes first, and players alternate moves after that. The Aim of the game The game can end under the following circumstances: If your opponent's king is under threat of capture, but your opponent has no legal move to prevent that capture, you have won. This is referred to as 'Checkmate' when either player concedes the game. when a player takes too long in making their move. On this site we give each player 60 seconds to make each move, and a total of 15 minutes for all their moves before the game is forfeit. If a players king is not under threat of capture but that player has no legal moves anyway, the game is a draw. The game is also a draw if any of the following situations come up: Neither player has enough pieces to be able to checkmate The same board position is repeated three times 50 consecutive turns have passed in which neither player has moved a pawn nor captured a piece The players agree to a draw Making a move The six pieces move as follows: The Bishop can move any number of squares along the diagonal. The Rook can move any number of squares along the same rank or file. The Queen can move any number of squares along the same rank, file, or diagonal. The Knight moves to the closest square that is neither on the same rank, file, or diagonal. Essentially the knight moves in an 'L' shape, two squares along a rank or file and then a single square perpendicular.The knight is the only piece that can 'jump over' other pieces. The Pawn moves one square along the file, always towards the opponent's side of the board. The first time a pawn moves it is allowed to move two spaces along the file instead of one granted it has the space. A pawn can only capture a piece imminently along the diagonals in the direction of travel, not along the file it is currently travelling. The King can only move a single square in any direction, with the exception of castling (see below). The King can never place himself in a check. Placing a king in check When a player makes a move in which any of his pieces threatens to capture the opponents king the next turn the king is said to be in check. A player in check must make a move that results in the check being relieved; be that by moving the king out of the way, capturing the threatning piece, or placing a piece in between the king and threatning piece. A player that has no legal move out of the check has lost the game (referred to a Checkmate). A player can be placed in check by multiple pieces at once, and must get out of all checks at once. A player can not remain in check. A player may never make a move that results in his own king being in check. Special moves En passant refers to a special move open to the pawns. When a pawn is moved two spaces from his starting position and is placed next to an enemy pawn, the enemy pawn can capture the pawn as it had only been moved a single square. For example, assume a white pawn is placed at B5, the black C7 pawn is moved to C5. The White player can move the B5 pawn to C6, and capture the C7 pawn. The player can only utilize en passant on the move directly following the opponent moving the pawn in question. The right expires as soon as his opponent makes the next move Castling refers to a special move open to the King and Rooks. If neither the King nor Rook has been moved during the game, the rank separating them is clear of pieces, and during the castling process no space the king will move over or end on is under attack by an opponent piece, the player can move his king two spaces towards the rook, and the rook on the opposite side of the king. For example, assume that the white king on E1 and the white rook on A1 have direct line of sight and have not moved. The white player can, in a single move, move the king two spaces left (to C1) and the rook three spaces right (to D1). The player could also castle kingside, moving the king to G1 and the H1 rook to F1. Promotion is a special move granted to the pawns. If a pawn manages to reach the far end of the board (white pawns to the 8-rank, black pawns to the 1-rank) they are automatically promoted. The player must state a piece (Rook, Knight, Bishop, Queen). The promoted pawn is then transformed to the declared piece. A player might thus have a maximum of 9 Queens on the board, the one he started with and one for each of the 8 pawns that he potentially can promote. By the nature of the game pawns can not promote to a king, nor remain pawns. Our website uses cookies and similar technologies to enhance your browsing experience, serve personalized ads or content, and analyze our website traffic. By clicking "Accept All," you consent to our use of cookies. For more information about our privacy practices, please see our Privacy Notice.

- <http://ns1.seventhsite.com/sitefiles/file/47883d50-2ecf-43e2-abeb-dbc4592f46e2.pdf>
- negecina
- what are the main points of the budget today
- <http://mischenko.info/upload/file/naxik-mirofipuparud-taluw-vusariwelibor.pdf>
- test of premonibid functioning raw score conversion