

It's a race to save the honor of chess!

UNMASK THE
IMPOSTOR!

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Test your wits
against the

**TOP-SECRET
MATHEMATICAL
FORMULAS**

and

ADVANCED ALGORITHMS

of the amazing

Light TealTM

chess computer!

Warning:

Due to the risk of running into some really dumb jokes, it's recommended that students enlist the help of an adult while venturing through the following pages. Chess humor is not something to laugh about.

Preferably, the adult should know a thing or two or three about strategy for starting a game of chess.

The Reader's Task:

This booklet contains actual chess diagrams from fake games. Real blunders made by phony grandmasters are shown in candid, graphic detail.

Not all will be doom and gloom. You'll also see mock strong moves made by genuine grandmasters.

For each honest-to-goodness counterfeit diagram, you must make a decision about the moves shown: Which are fraudulent moves of a true grandmaster, and which are the authentic moves of a pretender? To choose, you must *Unmask the Impostor!*

INSTRUCTIONS

- This booklet presents a dozen cases of classic chess fraud.
- In each case, one of the players is pretending to be a grandmaster. The other is a legitimate competitor. These two players -- one weak, the other strong -- have just started a game. You'll see a diagram of their current position.
- Study these diagrams carefully. Use your expertise about principles for good openings to evaluate both White and Black. Decide which player has made weak moves -- that player is **The Impostor!**
- Beside each diagram are pictures of any chessmen who've been captured. Another important piece of information to look for is the box that indicates whose turn it is to move. Be sure to include these two pieces of information in your analysis of the position.
- Below each diagram is a checklist of some of the best-known characteristics of opening moves made by Impostors. Use this checklist as a guide for spotting weak moves. Mark each piece of evidence which you see demonstrated in the moves of **The Impostor**.
- A new prototype computer has also been used to analyze these cases. The *Light Teal* chess computer has been programmed to recognize 8,347 of the most common traits of chess impostors. Output from *Light Teal* is included at the end of this book, and shows how *Light Teal* analyzed the same 12 cases that you will be. You can compare your findings with those from the computer. Hopefully you'll agree with *Light Teal* about the most important clues in each position, and about which player is **The Impostor**.

8 Common Patterns Detected By Light Teal™ In Opening Positions Created By Grandmaster Impostors

(If you see the clues listed below in one of the opening positions you'll be studying, you're probably on the trail of the Impostor!)



Failure to attack or occupy the center squares

Impostors often insist on moving their *side* pawns, instead of fighting for the center. They end up with weakened, uncoordinated positions.



The king is left open to attack (vulnerable)

Impostors work hard chasing down pawns, knights, bishops, rooks, and queens. They lose to opponents who target *kings*.



Chessmen have been lost without clear benefit

Impostors can't stop themselves when they see a possible capture! They often make *poor trades* and give away material.



Placement of the knights or bishops is weak

Impostors don't place their knights on squares where they can jump in *all* directions. Their bishops get stuck *behind* their pawns.



Unnecessary pawn advances have been made

Impostors are known for racing across the board way too soon. They don't seem to notice that pawns *can't back up*.



The queen has been placed in needless danger

Impostors are always trying to *give* Scholar's Mate. Strong opponents just gobble up these players (and their foolhardy queens)!



The pawns are split into more than 2 groups

Impostors don't appreciate their pawns, and will *carelessly* let them become isolated or doubled, where they can't guard each other.



An unguarded man is left open for capture

Those who *always* play chess fast are Impostors! These Impostors don't study the whole board, and fail to notice many obvious threats.

TIPS FOR MAKING YOUR OWN OPENING MOVES

The player who controls the center of the chessboard can control the traffic between the two armies. If you're weak in the middle, you're likely to be facing an invasion soon! Before starting a successful attack, you first need to gain a firm foothold in the center.

- Bring out your knights and bishops as quickly as you can.
- Don't begin an attack until you have moved your chessmen into position -- your attack will be much stronger if your chessmen fight as a team.
- The beginning of the game is a race to see who gets their chessmen in position first. Don't move the same chessmen over and over.
- Knights and bishops don't need to be in the center but they should be attacking the center squares. Bishops can also be used to pin enemy knights against their king or queen, to prevent these knights from being able to attack the center.
- Be extremely careful when moving your pawns -- they can never back up! Work hard to place (and keep) a pawn in the center.

The whole game depends on who can trap the other player's king first. Make sure your king will not be trapped! Never forget that the game is about who can give checkmate first. Don't become overly distracted by unimportant side battles.

- Take the time at the beginning of a game to move your king to a safe location. Leave those king-side pawns close to home. Move out your king-side knight and bishop quickly. CASTLE!
- The player with the black pieces needs to keep a very close eye on his or her weakest square at the beginning of a game, f7. White needs to watch for surprise attacks on f2.
- Avoid having any of your chessmen pinned against your king. But use pins whenever you can against your opponent's men! Look for ways to attack the chessmen you've pinned.

Before trading chessmen, think about their value in your particular game.

- Knights which are firmly positioned in the middle of the board can be very valuable. (Use your pawns and bishops to keep enemy knights from moving onto your side -- guard those squares!)
- Bishops are most valuable when they are on long diagonals and when they are not blocked by their own pawns. (Try to block enemy bishops by blocking their pawns in front of them.)

Keep your pawns organized in a way which lets them work together.

Case #1: TV stations from all over the world have sent crews to cover today's chess tournament.

The games are being broadcast live to over 100 countries. Every hour, viewers are treated to slow-motion replays of key moves. Special equipment provides close-up views direct from the battlefield. (There are four mini "chesscams" neatly hidden in the hats of the bishops.)

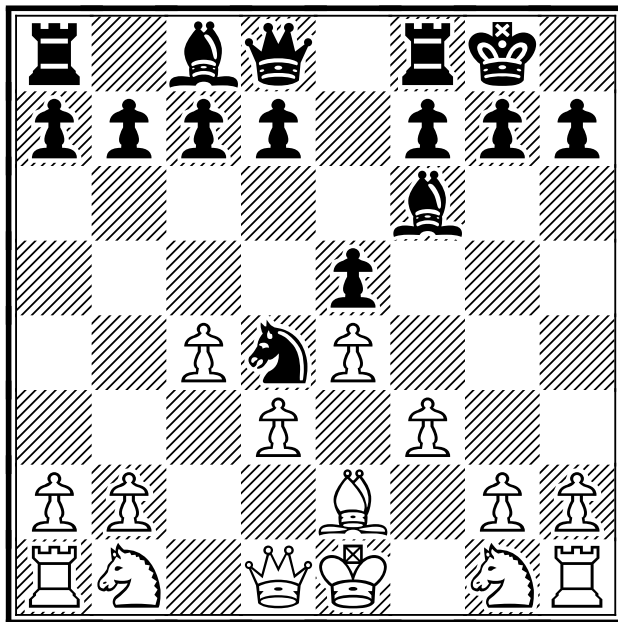
This level of attention would usually be great news for the organizers. Not today! Today the organizers are worried -- worried about bringing great embarrassment to themselves and to the rest of the chess world.

Reliable reports say that an impostor has slipped into the tournament, and will try to steal the diamond-studded champion trophy immediately after Round 1 (which is now in progress).

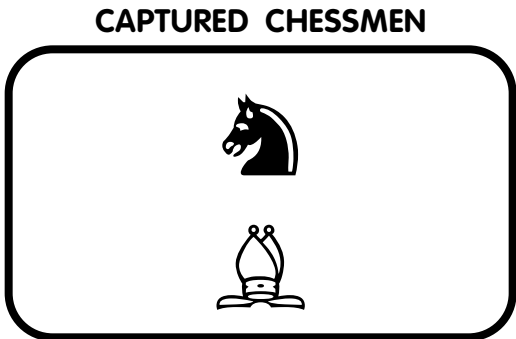
The organizers believe that the Impostor is one of the players shown on the next page. But which one???

From looking at the position on the board -- it's shown below -- can you tell which player is the weak chess player, The Impostor? Is The Impostor playing as Black or as White?

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WHITE'S turn to move.



Mark who you think is *The Impostor*: WHITE BLACK

Mark the incriminating evidence on the checklist below!

- Failure to attack or occupy the center squares
- Unnecessary pawn advances have been made
- The king is left open to attack (vulnerable)
- The queen has been placed in needless danger
- Chessmen have been lost without clear benefit
- The pawns are split into more than 2 groups
- Placement of the knights or bishops is weak
- An unguarded man is left open for capture

Case #2: Just minutes ago, the tournament hall was bustling with movement and voices. Now, you can hear a spider sneeze! The games have begun!

Again, your mission is to spot the Impostor before this player causes embarrassment. This time, you have a clue. The Impostor is known to have sent an e-mail this morning saying "I may not win, but I hear that if I'm lucky I'll get to draw a game or two. You know how much I like to draw!"

As you scan the chessboards in the tournament hall, a colorful object catches your eye. It's a big box of crayons. Next to it is a drawing tablet.

Most peculiar! But suddenly, it all makes sense.

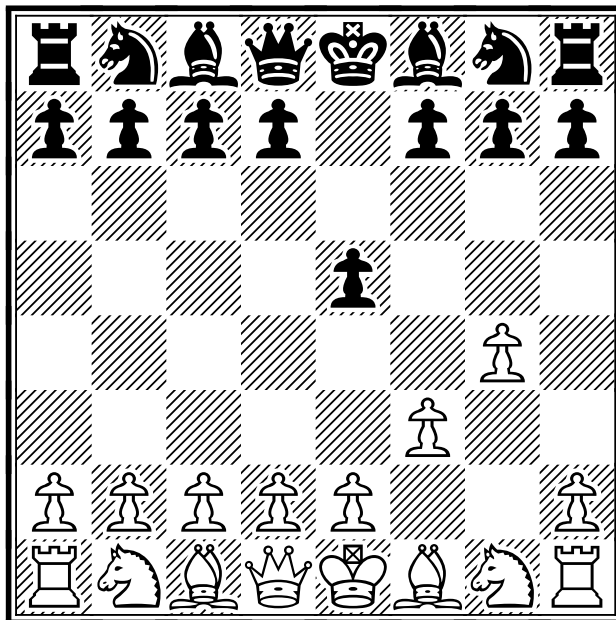
Aha! Someone wants a chance to draw today, indeed!

But which player would be lucky to draw this game (the current position is shown below)? Is it Black or White ... who is the Impostor?

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BLACK'S turn to move.

CAPTURED CHESSMEN

(none)

Mark who you think is *The Impostor*: WHITE
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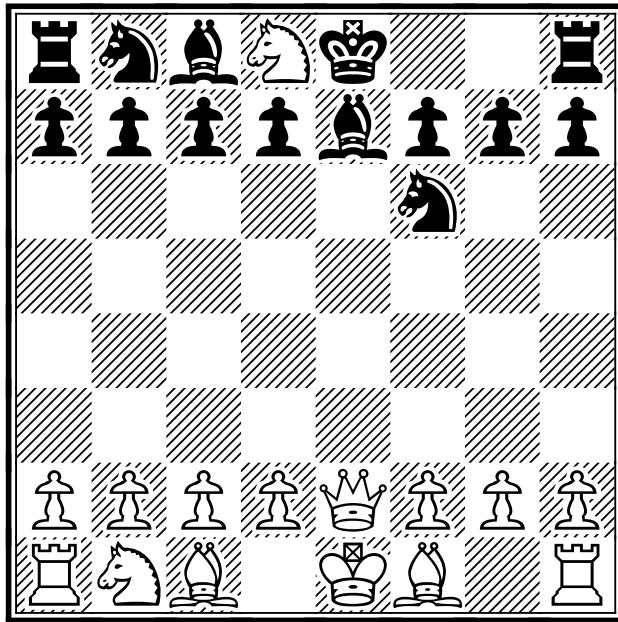
Case #3: At 3:48 AM this morning, Pentagon officials decided that the situation was serious enough that the President should be awakened. An alien spacecraft had been spotted hovering over the city's convention center. The convention center is currently hosting a large, mostly peaceful chess tournament.

Scientists have decoded a revealing transmission from the ship to its home planet. They can't rule out the possibility of an imminent invasion.

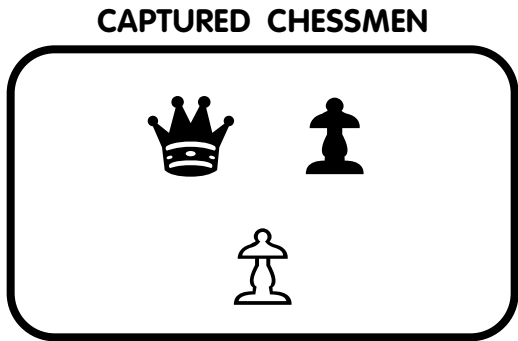
It's our understanding the intercepted message has 3 parts:

- The aliens came to the center after detecting a massive concentration of human brain wave activity.
- These brain waves were found to be emanating from a group of humans. X-rays seem to show that these humans have been maneuvering mysterious, small, black and white objects across a grid of squares.
- An alien has disguised itself as a human, has descended from the spaceship, and is now attempting to participate in the ongoing activity with black and white objects.

Which player in the game shown below is the space alien, trying to fake its way through a game of chess in hopes of finding a new source of brainpower?



BLACK'S turn to move.



Mark who you think is *The Impostor*: WHITE BLACK

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Case #4: Tables stretch row after row across the tournament hall. Each is covered with chess boards, chess clocks, scoring tablets, pencils.

This almost looks like assembly-line chess -- except for Board 127. At Board 127 are seated two elderly women, each appearing to be in her mid-80s. The organizers know that one of these women is a true chess champion in her native country of Bulgaria. The other is Molly Magoo, who has played a total of 3 games of chess in 85 years.

Molly forgot her eyeglasses this morning when she left for the annual Grandmothers Festival being held in the same block as the chess tournament. To Molly, the sign which read "Grandmasters Enter Here" said "Grandmothers Enter Here".

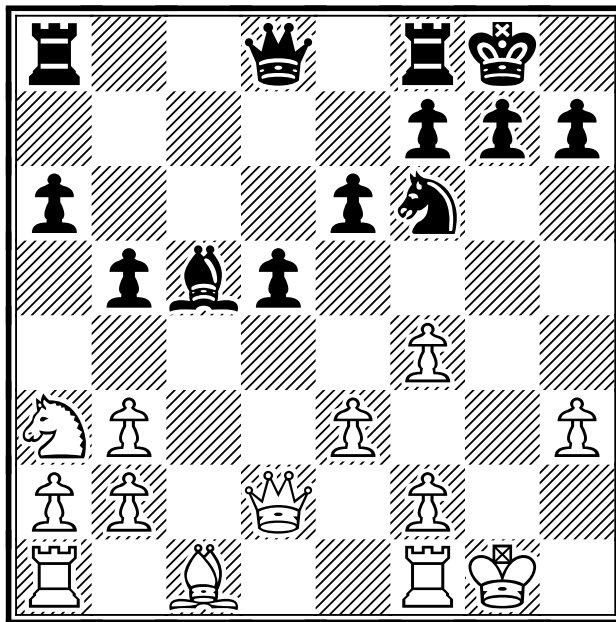
The organizers don't speak Bulgarian and, besides, they don't want to interrupt play and cause a commotion. But, to avoid embarrassment and ridicule, they must quickly determine which player is a true grandmaster so they can provide her with a worthy opponent.

Can you tell who is Molly Magoo by looking at the position shown below?

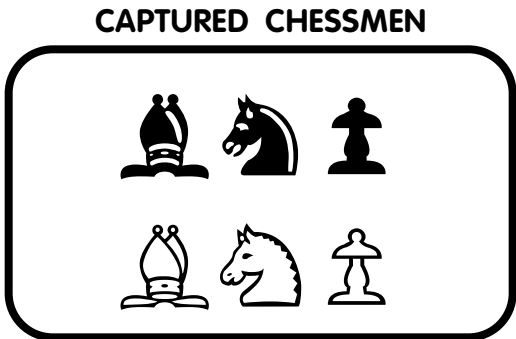
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WHITE'S turn to move.



Mark who you think is *The Impostor*: WHITE
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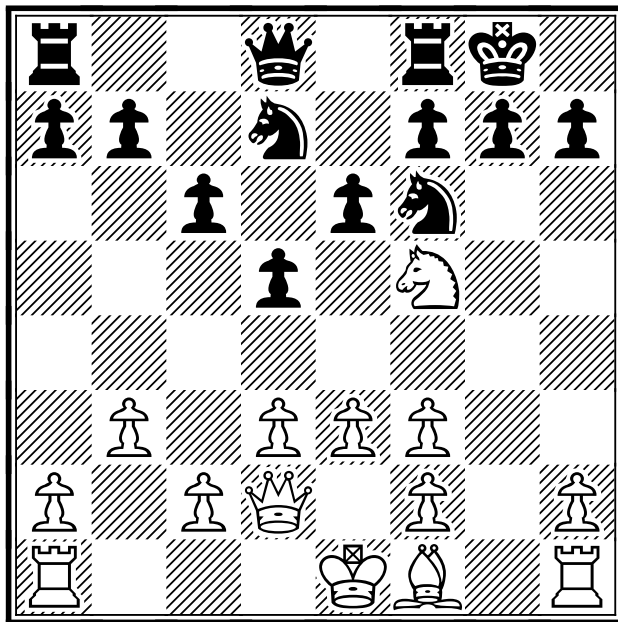
Case #5: The Bad Bishops rode their motorcycles nine straight hours to arrive in time for this tournament. Traveling shirtless, the conspicuous bishop tattoos on their chests clearly identified them as the bad boys of the chess world. But with neatly pressed polo shirts covering those tattoos, it's now impossible for the organizers to distinguish these slick gangsters from the other players.

One Bad Bishop arrived separately. Vlasik is the brains of the gang. He drove the van now parked right outside the tournament hall. In the van is a powerful chess computer and a cell phone.

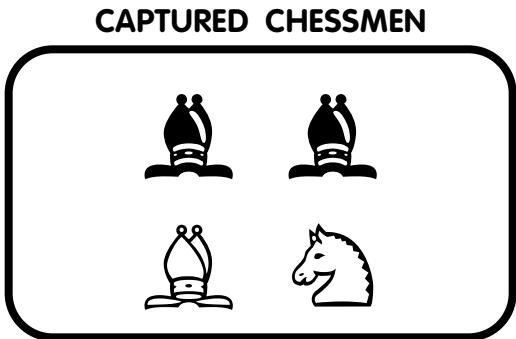
Vlasik and his henchmen make a dirty living by swindling the prize money at chess tournaments. The gang members are all lousy chess players -- but good cheaters. Each Bad Bishop wears a display pager on his belt, and simply plays the coded moves sent in from the van. Not even Vlasik is that good at chess. He relies on the computer to find the moves that he phones to the others. Fortunately, the organizers have been able to jam all signals being sent to pagers. But the jamming can last for only five more minutes.

One of the Bad Bishops is playing in the game shown below. He's been forced to find his own opening moves. It hasn't been pretty! Which player is he?

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BLACK'S turn to move.



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Case #6: The woman who delivers mail to 3265 Jalopy Street now carries a machete with her. It's not for self-defense. It's just her way of getting through that infamous, thick jungle of weeds in the front yard.

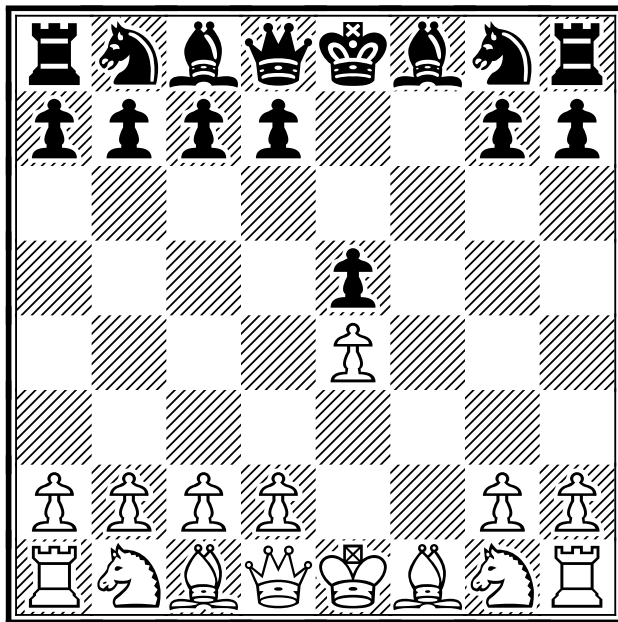
Bubba (his friends call him Winston) lives at 3265 Jalopy. As you might guess, Bubba hates to do yard work, and he'll do anything to avoid spending a Saturday cutting his lawn.

Every Friday morning, Bubba studies the paper to find some activity that he can go to the next day. Not because he's dying to learn how to knit socks, identify butterflies, or play the accordion. It's because he needs a reason for why he can't possibly mow the lawn over the weekend!

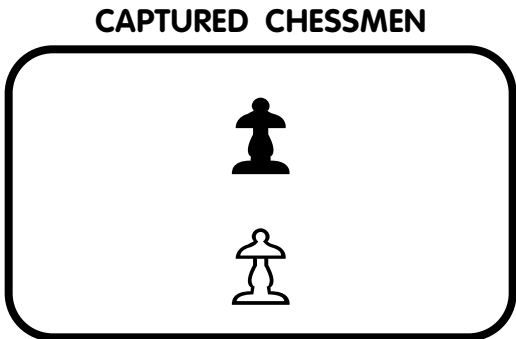
Today, Bubba signed up for a chess tournament. Bubba hates chess. Yet it sounded a little better than registering for a hog-calling contest, and a lot better than yard work.

The organizers just received an urgent message which must be delivered immediately to Bubba. (It appears to be a certified letter from his wife's lawyer.) Which player would you guess is Bubba in the game shown below -- is he playing White or Black?

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WHITE'S turn to move.



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Case #7: Today's tournament has attracted celebrities from all over the region. This is the 13th Annual Chess Tournament to be held in the beautiful Founder's Hall of the Museum of Precious Gemstones.

Alas, what promised to be a gala event now threatens to be a huge fiasco. Last night, the museum's showpiece, a 48 carat diamond, was stolen!

The museum's alarm system worked properly and security officers were able to immediately seal off the entire building. But the thief has not yet been found -- he or she is believed to be still in the building!

Security officials suspect that the thief is now disguised as one of the players in the chess tournament. These suspicions are correct! In fact, even as you sit there reading these words, the stolen diamond is cleverly hidden inside one of the over-sized rooks on Board 42.

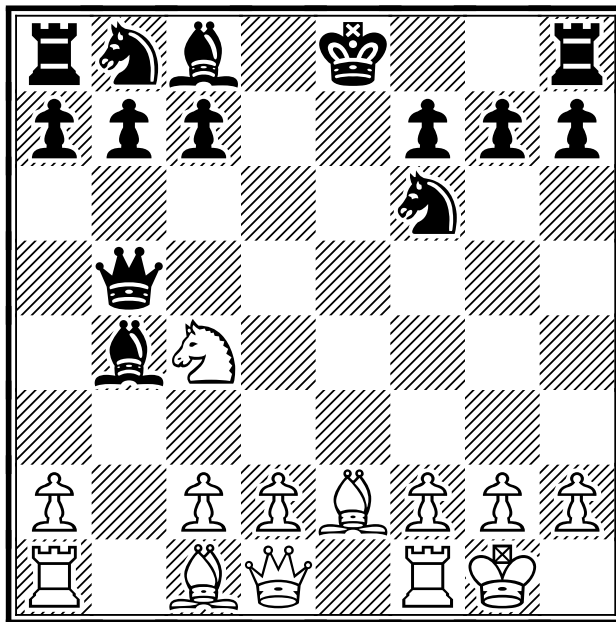
Which player at Board 42 is the chess impostor -- and the diamond thief?

To answer, look at the diagram below and decide who has been playing nervously, making weak opening moves.

Unmask the Impostor!

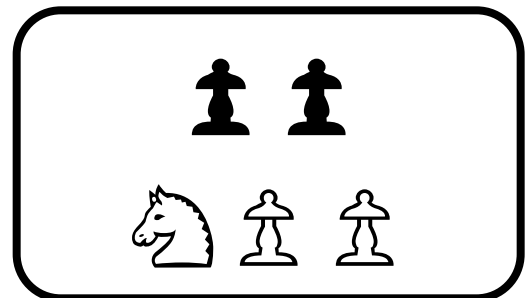
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WHITE'S turn to move.

CAPTURED CHESSMEN



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Case #8: The term *Impostor* may be a tad harsh for describing the young man in this case. He isn't mean, greedy, lazy, or a space alien. He's actually a thoughtful fellow who has crisscrossed the world on a desperate search for his long lost Uncle Bob. That's really quite an honorable and noble thing to do, don't you think?

This young man doesn't know much about the uncle that he's searching for, except that he loved chess. Not *liked* chess mind you. This fellow **LOVED** chess. In addition, his uncle had promised to take the young man along when he'd make his triumphant return to Iceland one day. That promise was made long ago, before his uncle skipped town.

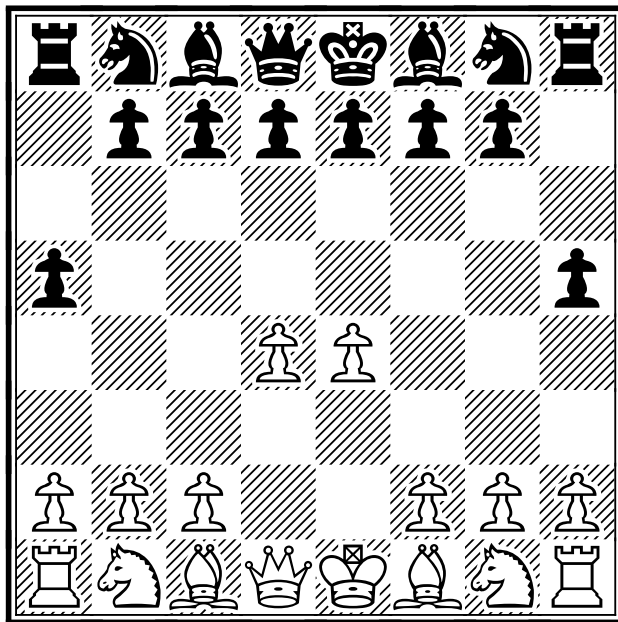
The search has taken the young man to chess hangouts all over the world, tracking down rumors that his uncle had surfaced. Brazil, Bolivia, Belgium, Budapest, Belgrade ... but not a glimpse of his reclusive uncle. He's convinced his uncle is deeply troubled, in trouble, causing trouble, or all three!

His latest strategy has been to enter chess tournaments himself, hoping he might recognize one of the other players as being his long lost uncle wearing a disguise. Unfortunately, he's never learned to play chess well, so he's unlikely to be paired against his uncle in a tournament. Can you tell which player from the game shown below is Sammy Fischer, the innocent chess Impostor?

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WHITE'S turn to move.

CAPTURED CHESSMEN

(none)

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Case #9: There's no time to lose for solving this case. Time is running out!

The last game of a major chess tournament is underway, and, as the world watches, the winner's prize of \$3 million is at stake.

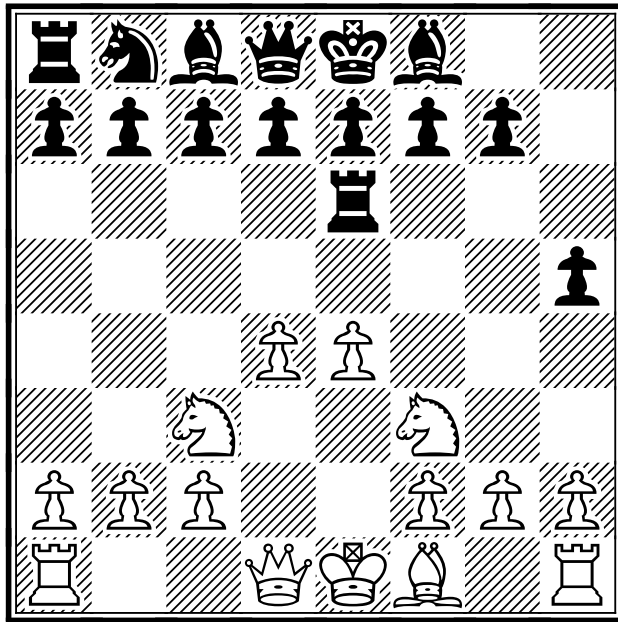
Actually, now that you mention it, a lot more than \$3 million is at stake. Another \$2 million has already been paid out -- by a rotten scoundrel who could defame the name of chess forever!

This ruthless hooligan, Mr. X, has bribed one of the players in today's game. That player is being paid to intentionally lose the championship game -- he'll get a guaranteed \$2 million, and Mr. X will collect the \$5 million in prize money.

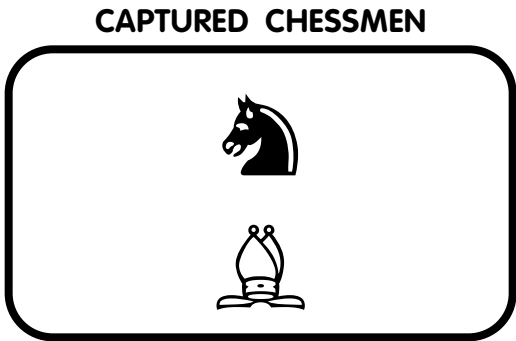
The game has started. Mr. X needs to get out of town in half an hour, so weak moves by the Impostor will appear early. (In fact, some blunders already have been played!)

In the game shown below, which player is playing to lose?

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BLACK'S turn to move.



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Case #10: For 28 long years, special agent Gordon Smithers has dreamed of receiving a promotion to the rank of captain for the F.B.I. He's had a solid career, but not spectacular. Then again, he's never worked on a case which has been dramatic enough to attract much attention from his supervisors.

So this morning, when Mr. Smithers noticed the strange code being scribbled by the man sitting next to him in the airplane, he felt a rush of excitement. This was the opportunity he had waited for. The chance to uncover an international spy ring! His bosses wouldn't be able to ignore him any longer, not after this dazzling discovery!

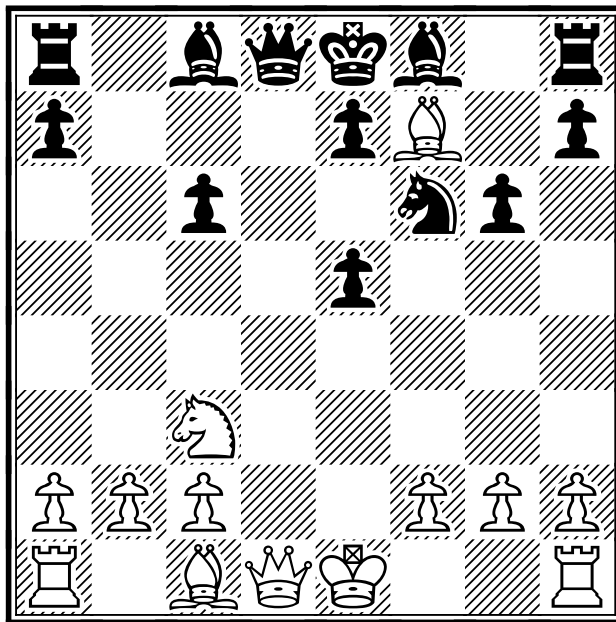
Had it not been for the odd muttering, Smithers wouldn't have even looked at the man's scribbles. But what he heard, and then saw, was astounding. The evidence clearly pointed to plans for a major crime, possibly an assassination. The strange man would mutter stuff like "ah yes, then the capture will be safe" while writing coded messages such as "N_xh7".

Smithers cut short his planned business in order to follow the man. When the man registered for a board at today's tournament, Smithers secretly arranged to sit across from him. The diagram below shows their game. Can you spot the weak play of Smithers? He must be stopped before he foolishly arrests a famous grandmaster!

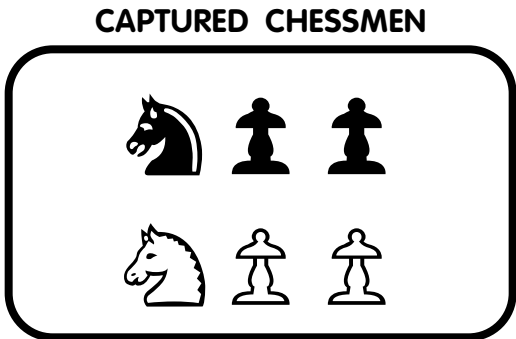
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BLACK'S turn to move.



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Case #11: Surely playing in the state chess tournament would impress her! Wayne smiled at the thought. He hadn't meant to eavesdrop last month on his co-workers, but he couldn't help but hear Sara remark to her friend at the water cooler "What I REALLY find attractive is someone who'll take calculated risks with fresh, imaginative ideas!"

Wayne had secretly admired Sara since he first met her. He'd often thought of trying to start a conversation with her in the lunch room, but never had. But on Monday he would! He'd tell Sara all about the chess tournament -- and how he creatively used his bold new ideas to duel in risky battles against chess grandmasters!

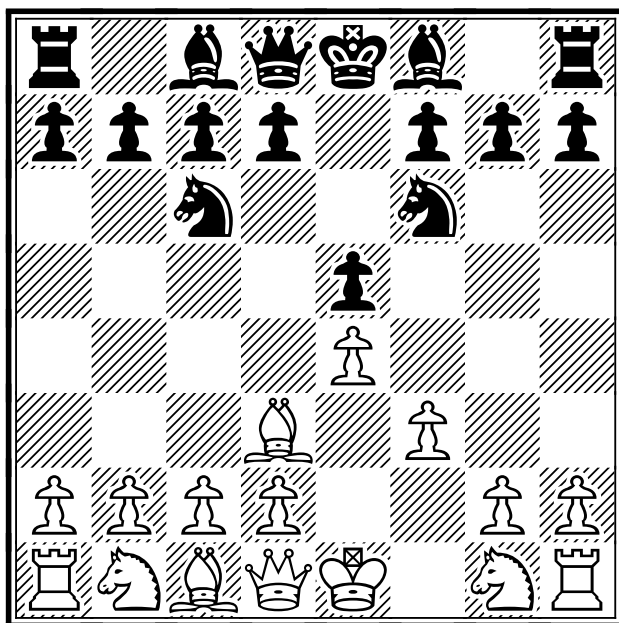
In his love-bitten state of mind, Wayne is going overboard! He has registered to compete in much too difficult of a section. If he switches into a lower level of competition, he'll have plenty of exciting stories to tell Sara about on Monday. But in the open section, competing against grandmasters?? There'd be only sad, short stories to tell.

Using the diagram below, figure out which player is Wayne. (Hint: he's the one who's NOT playing as strong as a grandmaster would!) Identify him, and the organizers will help him to restart the tournament in the reserved section. No doubt he'll have some success there, and before long he and Sara will begin living happily ever after.

Unmask the Impostor!

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WHITE'S turn to move.

CAPTURED CHESSMEN

(none)

Mark who you think is *The Impostor*: WHITE BLACK

Mark the incriminating evidence on the checklist below!

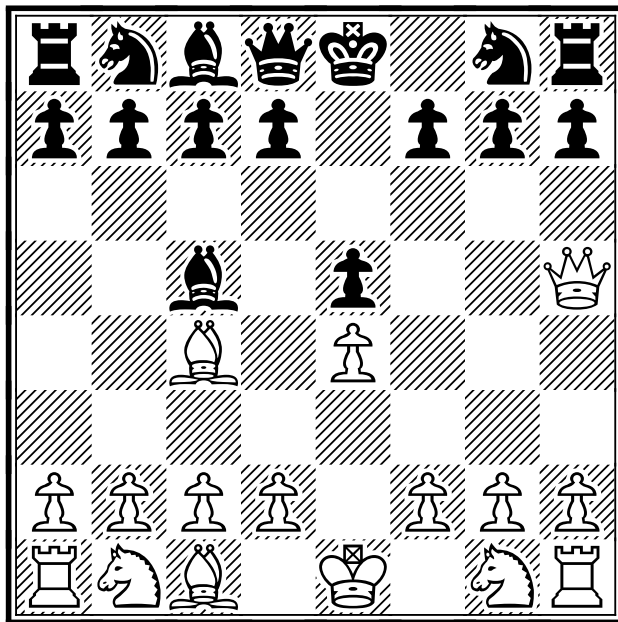
- | | |
|---|---|
| Failure to attack or occupy the center squares <input type="checkbox"/> | Unnecessary pawn advances have been made <input type="checkbox"/> |
| The king is left open to attack (vulnerable) <input type="checkbox"/> | The queen has been placed in needless danger <input type="checkbox"/> |
| Chessmen have been lost without clear benefit <input type="checkbox"/> | The pawns are split into more than 2 groups <input type="checkbox"/> |
| Placement of the knights or bishops is weak <input type="checkbox"/> | An unguarded man is left open for capture <input type="checkbox"/> |

Case #12: With piercing, unblinking eyes, Dr. Dmitri Grukaxbovechizy is able to peer endlessly at his opponents while they study the board for their next move. It's his rude but effective strategy for rattling the nerves of even the most calm opponents.

Recently, however, a dramatic change has been noticed in Grukaxbovechizy's behavior and performance at tournaments. His stare is much less obvious, barely noticeable. Although he seems to be playing at his customary level of strength, he's now winning every game he plays. Oddly, each of his victories seems to follow a terrible, unexplainable blunder by his opponent.

The organizers of today's tournament became particularly worried after learning that six months ago Dr. Grukaxbovechizy paid for personal training from Biff Rasputin, known to be an evil-minded hypnotist. The organizers fear that Grukaxbovechizy has developed the ability to lure his opponents across the board into hypnotic trances so that they'll fall for silly traps.

On the diagram on the next page, can you spot the player who has set a foolish trap? Who has made a move which would be weak against any non-hypnotized grandmaster?



BLACK'S turn to move.

CAPTURED CHESSMEN

(none)

Mark who you think is *The Impostor*: WHITE BLACK

Mark the incriminating evidence on the checklist below!

- | | |
|---|---|
| Failure to attack or occupy the center squares <input type="checkbox"/> | Unnecessary pawn advances have been made <input type="checkbox"/> |
| The king is left open to attack (vulnerable) <input type="checkbox"/> | The queen has been placed in needless danger <input type="checkbox"/> |
| Chessmen have been lost without clear benefit <input type="checkbox"/> | The pawns are split into more than 2 groups <input type="checkbox"/> |
| Placement of the knights or bishops is weak <input type="checkbox"/> | An unguarded man is left open for capture <input type="checkbox"/> |

Case #1**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>White will have great difficulty developing the king-side knight. The light-square bishop is badly blocked. Holes have been created by weak pawn moves (on the c and f files).</p> <p style="text-align: center;">SUSPECTED IMPOSTOR!</p>	<p>Black's king is safely tucked away. Black's knight on d4 is firmly placed. White will have plenty of trouble trying to get rid of this monster knight. The king-side rook is ready to give support on the central files.</p>

Case #2**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>White has made only two moves, but in that time has somehow managed to get into a completely lost position. After moving both the f and g pawns, White is open to a blitz from the king-side.</p> <p style="text-align: center;">SUSPECTED IMPOSTOR!</p>	<p>Black's opening move, moving a pawn from e7 to e5 was very strong. It claimed part of the center of the board and opened up paths for Black's queen and bishop to enter the game. Now Black can give checkmate on move number two -- just by moving the queen to h4!</p>

Case #3

Impostor Recognition By the *Light Teal*™ Chess Computer

Failure to attack or occupy the center squares

Unnecessary pawn advances have been made

The king is left open to attack (vulnerable)

The queen has been placed in needless danger

Chessmen have been lost without clear benefit

The pawns are split into more than 2 groups

Placement of the knights or bishops is weak

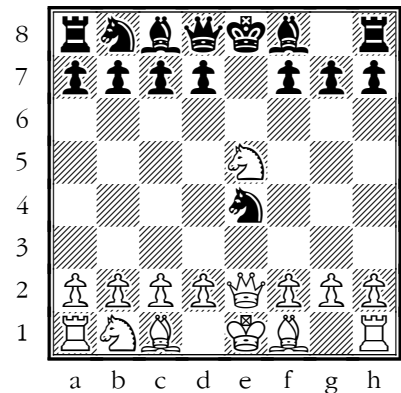
An unguarded man is left open for capture

Light Teal's™ Critique of WHITE

White appears to have caught Black in a common opening trap. Play began with the trading of the e-file pawns. White then challenged Black's knight with the queen. (See the diagram on right.) Black could NOT afford to move the knight off the e file.

Moving the knight back to f6 allowed a double attack (Nc6, with a discovered check!) which White used to trap the Black queen. **Black** is now lost, and is the

SUSPECTED IMPOSTOR!



Case #4

Impostor Recognition By the *Light Teal*™ Chess Computer

Failure to attack or occupy the center squares

Unnecessary pawn advances have been made

The king is left open to attack (vulnerable)

The queen has been placed in needless danger

Chessmen have been lost without clear benefit

The pawns are split into more than 2 groups

Placement of the knights or bishops is weak

An unguarded man is left open for capture

Light Teal's™ Critique of WHITE

White's king is likely to be feeling a draft. There are a lot of open doors around him, which the opposing army will no doubt soon enter. The knight and bishop are nearly useless.

SUSPECTED IMPOSTOR!

Light Teal's™ Critique of BLACK

Although both sides are working with the same chessmen (they're equal in material), Black's army is much better arranged for both offense and for defense. Before White can try to repair its position, Black should launch a coordinated, crushing attack.

Case #5**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>White has made too many pawn moves, and these have been timid. White didn't use its chance to claim part of the center of the board. White has left a knight en prise (undefended against easy capture.)</p> <p>SUSPECTED IMPOSTOR!</p>	<p>Black has successfully overcome White's advantage of having the first move. Black now controls the center of the board, and controls a larger portion of the board than White does. Black should be able to attack the cramped White forces without serious difficulty.</p>

Case #6**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>The position looks the same from both sides of the board. The side with the next move has a huge advantage, and that's White. Even though it's early in the game, White should make a bold move with the queen immediately, to attack Black from its weakened king-side.</p>	<p>Good luck! Black should expect White to make a winning forking move with Qh5+. Black MUST then play Ke7, because the other option (g7-g6) will lose a rook after White takes the e5 pawn.</p> <p>SUSPECTED IMPOSTOR!</p>

Case #7**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>White is down by a knight, but is in position to turn the tables. The move which White should play is Nd6+. This devastating check uncovers a hidden attack on Black's queen from the bishop. White will win the queen, and probably leave Black with a weak pawn on d6.</p>	<p>Black took the risk of ignoring two important recommendations for opening moves, and has lost the gamble. The king is an easy target in the middle. The queen's been too daring for her own health.</p> <p style="text-align: center;">SUSPECTED IMPOSTOR!</p>

Case #8**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>Both of White's moves so far are given the grade of A. No, make that an A+. White is now free to develop both bishops and the queen as needed, and will be able to start a winning attack before the black chessmen are even in the game. [Better make that an A++.]</p>	<p>Both of Black's moves are given the grade of F. No, make that F-. In several more moves, White's bishops, knights, and queen will have taken control of nearly the entire board. [Better make that an F--.]</p> <p style="text-align: center;">SUSPECTED IMPOSTOR!</p>

Case #9**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>White appears to have traded a perfectly good bishop for a poorly placed knight. Besides this error, White has done an excellent job in development and in taking control of the center of the board. White should have no difficulty winning this game.</p>	<p>Black's rook on e6 may look scary, but at this early stage of the game it's a sign of terrible weaknesses. Black can not castle on the king-side. The e7 pawn is blocked. Black will waste moves to dodge attacks on the rook.</p> <p style="text-align: center;">SUSPECTED IMPOSTOR!</p>

Case #10**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>White appears to have wisely postponed a chance to trade queens. White could have played Qxd8+, which would have forced Black to move the king to recapture. This would have prevented Black from castling. Playing Bxf7+ was much stronger. It pulls the queen's defender to f7!</p>	<p>Black has made an error often seen in the games of players who move too fast. Black wanted to get some pieces off the board, even if it meant no castling. But this is terrible -- the king must abandon his queen!</p> <p style="text-align: center;">SUSPECTED IMPOSTOR!</p>

Case #11**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>White has made 3 moves. Two of them have caused a mess. The bishop's path to the right side is blocked. The d pawn can't advance. The knight can't use f3. Defending the king-side will be difficult.</p> <p>SUSPECTED IMPOSTOR!</p>	<p>Black's team already has a nice advantage in development. After bringing out a few more men, Black will be able to send an overwhelming force -- and White's king will have a hard time finding a safe retreat! Black is in good shape to castle in the near future.</p>

Case #12**Impostor Recognition By the *Light Teal*™ Chess Computer**Failure to attack or occupy the center squares Unnecessary pawn advances have been made The king is left open to attack (vulnerable) The queen has been placed in needless danger Chessmen have been lost without clear benefit The pawns are split into more than 2 groups Placement of the knights or bishops is weak An unguarded man is left open for capture

Light Teal's™ Critique of WHITE	Light Teal's™ Critique of BLACK
<p>White obviously has a case of Scholar's Mate Addiction Syndrome. Most unfortunate. At this time, the only known cure is a series of painful losses to strong players. Or play only beginners.</p> <p>SUSPECTED IMPOSTOR!</p>	<p>Black has been given a generous opportunity to take the lead in development. Black should play Qe7 to stop the silly Scholar's Mate threat. Then Black can proceed with Nf6, bringing out another piece and causing White to spend a move retreating the queen.</p>