

**09-1982** [A-1471] Applied Concepts - **The Mate** (elektronisch schaakbord + programma)  
In september 1982 kwam The Mate van Applied Concepts wereldwijd op de markt. In Duitsland werd The Mate aangeboden voor DM 789,00. The Mate was een heel bijzondere en vrij unieke configuratie voor die tijd. Een sensorschaakbordje (ter grootte van de Great Game Machine), welke verbonden was via een lintkabel met de 'home computer' Apple II. Het schaakprogramma is geschreven door de Finse programmeur Mika Korhonen met de toepasselijke naam 'The Mate 4F'. Een groot succes is The Mate nooit geworden, dus verzamelaars zullen veel moeite moeten doen om er een te bemachtigen. Onlangs werd een volledig exemplaar aangeboden in de USA en verkocht voor \$ 362,00! De afbeeldingen staan in dit item.

## **Destiny/Applied Concepts THE MATE A Chess Responsory Board for your Apple II**

**THE MATE: A Chess Responsory Board made by Destiny (Applied Concepts, Inc.)  
This peripheral device was made for the Apple II computer and includes:**

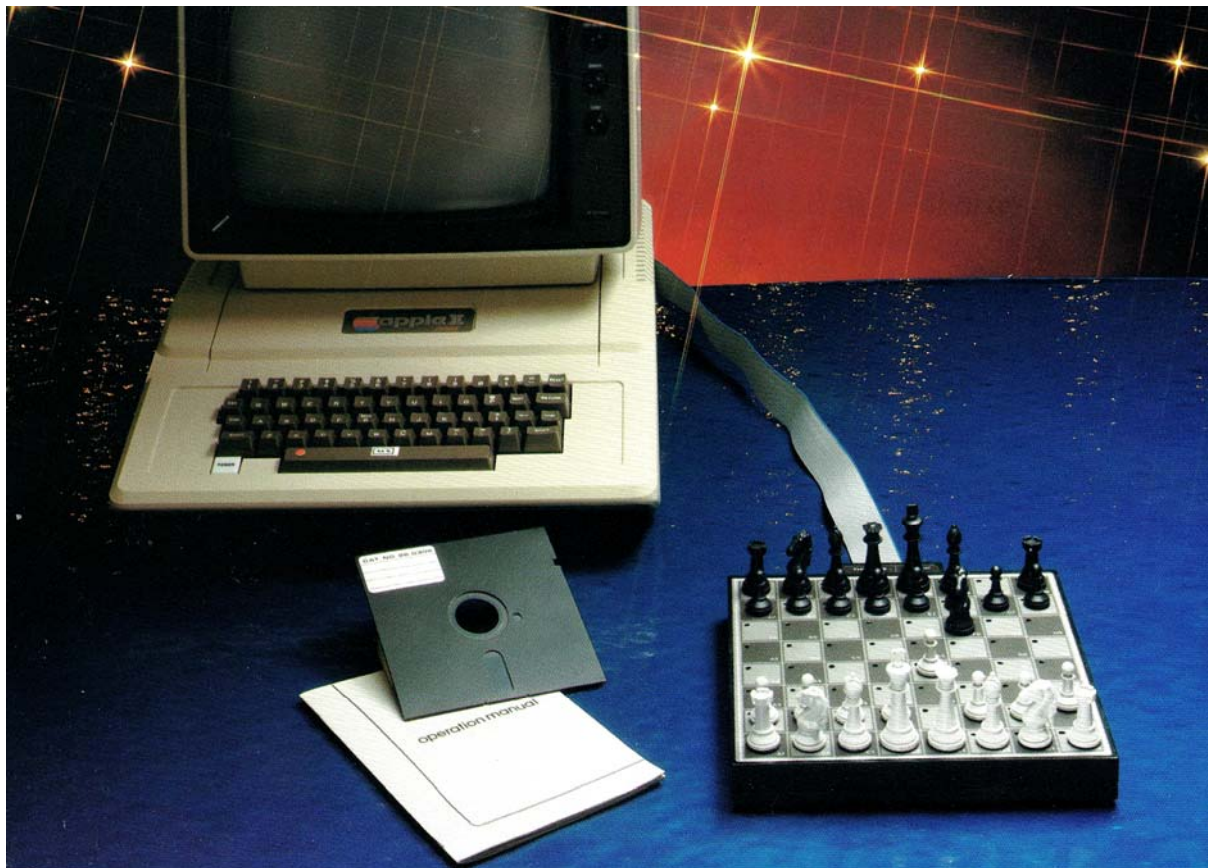
- THE MATE: Strategy Game Peripheral,
- Interface Board and Cable,
- Chess Program on Floppy Disk,
- Magnetic Chess Pieces,
- Operation Manual, and Warranty Card.

### **From the back of the original box**

#### **THE MATE: A Strategy Game Peripheral for Personal Computers**

- A Game Board for Computers: For centuries, the greatest games have been played on game boards, the greatest moves made by hand. The Mate combines the challenge of computer chess with the hands-on feel of board play.
- Fully Responsory: The Mate is a strategy game peripheral which comes complete with a powerful chess program on cassette. It is the only Responsory chessboard designed specifically to be interfaced to your Apple. All you do is move the pieces. Special sensors within the board sense your move and relay it to the computer Board-mounted LED's flash to indicate the computer's response.
- Video Display: As an extra feature, the game's progress is displayed on the computer's screen, as well.
- Easy Installation: Installation is simple. Just plug the Mate's interface card into a standard peripheral slot.
- Powerful Game Software: The Mate includes powerful software from Destiny products, famous for the Boris, Morphy, and other historic chess programs. Or, if you prefer, you can incorporate your own chess program using the interface documentation provided.
- Optional Printouts. The Mate stores the game for you in RAM, so it can later be displayed move-for-move on the screen or printed out in its entirety.
- A Strategy Peripheral: The Mate is a natural partner for your Apple and a necessity for those who want to play the game - not watch it.

Manufactured by Applied Concepts, Inc.  
207 N Kirby Garland, Texas 75042  
1982 Applied Concepts, Inc., Garland, Texas



## THE MATE™

Now, for the first time ever, Destiny introduces a hands-on chess peripheral that connects directly to the popular Apple II personal computer.

The Mate employs the first program worthy of being used with home computers. A top, world class chess program developed by Applied Concepts, makers of the world famous Boris and Morphy programs. A program that can be upgraded on a continuing basis, ensuring that it will never become obsolete.

The responsory chessboard magnetically senses the movement of a piece on the board. Then, the computer responds with its own move, indicated by LED lights on each square

of the board while also displaying its move on the computer's screen. The player thus bypasses cumbersome keyboard operations and is better able to concentrate on the game at hand.

And for the hobbyist who wants to write his own chess program, the manual completely describes the interface software used for The Mate.

The Mate. Strategy you can put your hands on.

**The Mate—TM-1**

Sensory board, magnetic chess pieces, computer interface card, interconnecting cable, game program (cassette or diskette), operation/programming manual.

**Applied Concepts, Inc. - 1982 (copyright © 2014 by historian Hein Veldhuis)**

# **Computer Chess Digest (1984)**

## **Bob Sostack**

### **Computers For Solving Chess Problems**

As chess computers continue to evolve, their programs have become increasingly sophisticated. Consequently, many mate solving algorithms have benefited from these improvements. Although they've come a long way over the years, today's commercial chess computers still lack the versatility needed to solve more than one type of problem- the orthodox directmate (e.g. White mates in 2). Since the demand for a stronger tournament playing program greatly exceeds the demand for one more comprehensive and more proficient at problem solving, it is doubtful that such a specialized program will be featured in a micro computer in the near future. There are, however, a few programs written by chess problem composers, that can solve several types of problems and stipulations; and some even help the human in composing compositions! One of the best programs available is the Mate 4F, written by Mika Korhonen from Finland. The Mate 4F can solve direct-mates, helpmates, and selfmates all up to 8 moves, including set play. Unfortunately, this program, and most others like it, run only on an Apple II or Apple II+ (64K) computer.

The only chess computers reviewed in this article are those current models that meet the requirement of being equipped with a special "mate mode" or level that incorporates at least the first of two essential features for problem solving: (1) solves all chess problems (except when retrograde analysis is required) only within the stipulated number of moves; and (2) will verify the soundness or correctness of a problem by displaying all possible "cooks" (extra unintended solutions), and "duals" (alternative continuations, including mating moves); and confirm the solution by signaling the absence of any cooks. The only current machines that meet this requirement are: Fidelity's Prestige, Elite A/S (EAS), and Super "9" (SU9); Scisys Philidor/Mark VI module, Novag's Constellation, and Milton Bradley's Grandmaster. Since the Scisys Mark V became the first micro computer fitted with the ability to execute both parts of the criterion in the fall of 1981, only Fidelity has followed with an equally efficient and "absolute" mate finding algorithm. It first appeared on the Prestige, which was released in October, 1982. However, the mate solving level (B6) was defective, and not corrected until the first 400 or so units were sold (Prestiges with serial numbers approximately between 400 and 500 stand a 50-50 chance of having a defective B6 level that's not too different from the non-iterative fixed depth level).

This year Fidelity came out with the Elite A/S and SU9, which like old wine in a new bottle, are identical to the Prestige in features and functions for mate solving, and differ only in the speed of their microprocessors and housing. The same thing is true for SciSys Philidor/Mark VI module. The only difference between it and its predecessor the Mark V, is the time it takes to solve problems. Philidor is substantially faster. The Constellation and the Grandmaster are the only two computers reviewed here that aren't programmed to search for cooks. This can be downplayed as something of minor importance to the average chessplayer, but it is a factor which is unacceptable to problem composers, those who "participate" in published solving contests, and cheat by letting their computers do the solving, and general problem enthusiasts. Therefore, the Constellation and Grandmaster can be eliminated as choices for the best state-of-the-art problem solving machines on the market. As for the Constellation, this does not mean that it is not good for solving most problems. It is usually the fastest computer for working out "game-like" problems where being 100% accurate is unnecessary.

Since it has a solve mate option that limits the depth of search, the Constellation can solve virtually all problems that have been cured of cooks. However, in a few rare cases, a mate problem, completely sound, will be solved a move beyond the stipulation despite entering the position and move stipulation correctly. Set play is where in the initial position, if it were black's turn to move, some of the moves would allow White to mate in the stipulated number of moves. Discovering the many intricacies of each computer is a time consuming and very difficult task. It involves extensive testing by using a wide variety of chess problems. Chess compositions are usually grouped into two general categories: composed positions, and combination or game-like positions. In order to evaluate the performance of all 6 computers, a large number of problems from both categories had to be used as a test. This test, or survey of problems is by no means statistically valid, since the sample hardly represents a majority of all possible configurations. But it will give a general rule of thumb of how well each computer does in solving problems of varying magnitudes.

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Source: Computer Chess Digest Annual 1984,  
Bob Sostack: Computers For Solving Chess Problems

## **Tim Harding (1985)**

### **The new chess computer book**

### **It crawled out of the video screen**

... Computer chess is no longer restricted to dedicated machines. You can now buy some chess-playing programs for under £10 and may even consider writing your own. In this chapter we look at the rapidly developing world of chess on the low-price home computer. First I shall survey some of the available programs, give some sample games, and then move on to discuss the possibility of writing your own program. When the home computer began its explosive development in the late 1970s and early 1980s you were lucky if you could find one half-way competent chess program to run on most models. This was the era of the dreadful Microchess program (that used to run on the Tandy Radio Shack TRS-80 series and other machines) which finally came to an end when Sargon II (originally restricted to the Apple II and TRS-80) was marketed in versions for many cheaper machines, including the Commodore VIC-20 which was one of the biggest selling personal computers of 1982-83.

Indeed, even in early 1984 the VIC/Sargon II combination was still among the strongest home computer chess programs. Yet this is an old program, given an 'Indian summer' thanks to the faster chips in the newer computers. In 1983 Cyrus became available for a number of machines, but even this was a two-year-old program. Also in 1983 the first of a new generation of programs (White Knight II) came on sale but it was not significantly stronger than Cyrus. Many of the programs available were still not worth buying - unless it was a case of 'this or nothing'.

The time-gap between a good program appearing in a 'dedicated' chess computer and becoming available on tape or disc for a microcomputer did not seem to get much shorter. Programs written by hobbyists to play in such events as the Personal Computer World exhibition tournament, or specifically written by professional freelance programmers for machines like Sinclair, Apple, Dragon and the BBC microcomputer began to proliferate, although the emphasis was often more on the colour graphics than the playing strength.

One of the advantages of using a general-purpose micro instead of a dedicated machine is the extra computing power available in many cases, and the extra memory (especially if disc backing store is used to hold a much more extensive opening library than is possible with the dedicated machines). The disadvantages are the loss of portability (a Spectrum can be taken to a tournament, club or a friend's home, but it is hardly practical to move the bigger machines regularly), and the user interface. On a personal computer this usually means a more-or-less unsuccessful graphic representation of a chessboard on the computer's screen, and the need to key in moves. The ideal would be perhaps to have a portable sensory board which could be linked to a computer of the right model by means of a couple of plugs and leads, with the program then being loaded into the host computer's memory, either from tape or disc, or (for commercial models) automatically from a read-only-memory built into the portable board.

This idea was tried commercially for the first time in a machine called The Mate, from Applied Concepts/Destiny. It links to the popular Apple II computer which actually does the calculations for it, and when launched it retailed for about \$270 in the USA, about £300 in Britain. (Such horrific transatlantic price differentials are typical of the microcomputer field in general, it seems!) Versions of The Mate for other popular computers like the Commodore 64 and Tandy TRS-80 series may be available by now, but perhaps only in the USA. However, I have never seen The Mate in action and suspect it has not been very successful. Photographs of The Mate reveal a board looking much like that of the GGM (Great Game Machine) but perhaps slightly larger and with light-emitting diodes on the squares to show the computer's move (similar to the Fidelity system). One advantage of a machine like The Mate, for brave people who write their own chess programs, would be that they could run them with the sensory board as a alternative to The Mate's own chess program, but this could be technically difficult to arrange. For home computer owners with only a casual interest in chess, The Mate would be an expensive peripheral. ...

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Source: Tim D. Harding (1985), The new chess computer book, page 155 ~ 157:

It crawled out of the video screen. (Synopsis.)

(Tim Harding's homepage: <http://www.chessmail.com/timsite/index.html>)

## **International Players Chess News (1986)**

### **Applied Concepts**

... After being a leader in the chess computer field, Applied Concepts ironically changed their name to Destiny shortly before sidestepping the chess business. Well, "all luck don't have to be good." However, we're told that their Blackjack, Checkers, Othello and Kriegspiel are still top-of-the-line in their not so fast-paced marketplace. One viable chess product is The Mate, a sensory chess board which links up to any Apple 2 series computer. Hence, it can be used as a means of practicing programming or as a training device for storing master games permanently - or, for that matter, for storing your own games that fall into your opening repertoire. This allows the student to create a huge database of GM and/or personal games and in future call up all games that fall into a particular line when studying that variation. ...

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Source: PCN (International Players Chess News), from November 1986. (Synopsis.)



Apple II on YouTube: <https://www.youtube.com/watch?v=CxJwy8NsXF8>

- 1974 Mark-8
- 1974 MITS Altair 8800
- 1974 SwTPC 6800
- 1975 Sphere
- 1975 IMSAI 8080
- 1975 IBM 5100
- 1975 MOS KIM-1
- 1975 Sol-20
- 1975 Hewlett-Packard 9825
- 1975 PolyMorphic
- 1975 Cromemco Z-1
- 1976 Apple I
- 1976 The Digital Group
- 1976 Rockwell AIM 65
- 1976 CompuColor 8001
- 1976 ELF, SuperELF
- 1976 Wameco QM-1A
- 1976 Vector Graphic
- 1976 Vector-1
- 1976 RCA COSMAC VIP
- 1976 Apple II
- 1977 Commodore PET
- 1977 Radio Shack TRS-80
- 1977 Atari VCS (2600)
- 1977 NorthStar Horizon
- 1977 Heathkit H8
- 1977 Intel MCS-85
- 1977 Heathkit H11
- 1977 Bally Astrocade
- 1977 Netronics ELF II
- 1977 IBM 5110
- 1977 VideoBrain Family Computer
- 1977 CompuColor II
- 1977 Exidy Sorcerer
- 1977 Ohio Scientific
- 1977 Superboard II
- 1978 Synertek SYM-1
- 1978 Interact Model One
- 1978 Research Machines 380Z

**CPU:** MOS 6502, 1.0 MHz  
**RAM:** 4K min, 48K max  
**Display:** 280 X 192, 40 X 24 text  
 6 colors maximum  
**Ports:** composite video output  
 cassette interface  
 8 internal expansion slots  
**Storage:** generic cassette drive  
 external 143K floppy (1978)  
**OS:** Voz Integer BASIC in ROM



The Apple II, or Apple II, became one of the most popular computers ever. Although it is a vast improvement over the Apple I, it contains the same processor and runs at the same speed.

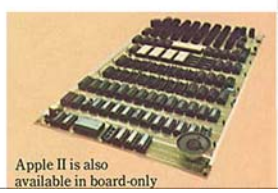
New features include a color display, eight internal expansion slots, and a case with a keyboard. That may sound funny, but the Apple I and many other early computers didn't necessarily have a case or even a keyboard. On some systems you had to add your own keyboard, if possible, and on others you toggled switches to enter programs and issue commands.

In the spirit of the original computer hacker, the Apple II was also available as a circuit-board only, without keyboard, power supply, or case, as seen here on the right.

The Apple II was one of the first computers with a color display, and it has the BASIC programming language built-in, so it is ready-to-run right out of the box. The Apple II was probably the first user-friendly system.

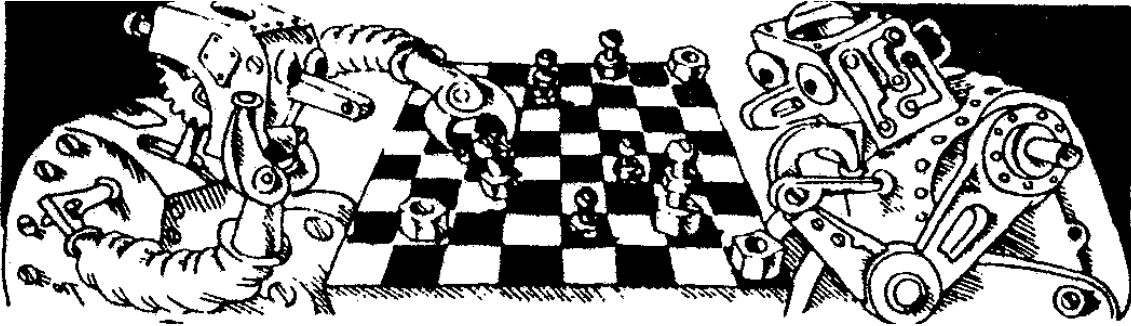
The most important feature of the Apple II was probably its eight expansion slots. No other computer had this kind of flexibility or expansion possibilities. The top of the computer isn't even attached, it lifts off with little effort allowing easy access to the system motherboard and expansion slots. Dozens of different expansion cards were made by Apple and other manufacturers to add to the Apple II's capabilities.

These include - memory expansion, floppy disk controllers, PASCAL and CP/M emulator cards, parallel, serial, and SCSI cards.



Apple II is also available in board-only

Old computers: <http://oldcomputers.net/>



## **Rochade (1982)**

### **Hans-Peter Ketterling**

### **Computer auf dem Vormarsch**

... Applied Concepts hat mit der Serie Destiny einige Neuheiten angekündigt. Prodigy ist eine batteriebetriebene preiswerte Kreuzung von Boris Diplomat mit einem verbesserten Morphy-Programm, angereichert durch Sensortechnik. Für Hobbycomputer wie TRS-80, Commodore PET und Apple II wird es ein elektronisches Schachbrett The Mate mit einem eigenen Programm geben, wobei die Möglichkeit geschaffen werden soll, selbst ins Programm einzugreifen. ...

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Quelle: Rochade Nr. 217, August 1982, H.-P. Ketterling: Computer auf dem Vormarsch (11).  
(Ein zusammengefasster Bericht.)  
[Rochade, Oktober 1982, H.-P. Ketterling: The Mate kostet DM 789,00]

## **Schach Magazin (1982)**

### **Jürgen Reelitz**

### **Schachcomputer auf dem Vormarsch**

### **The Mate: Nur für den "Apple II"**

... Für die Besitzer des Computers "Apple II" hat Sandy eine Überraschung parat, den MATE, der für ca. 800 DM ab September 1982 auf dem Markt sein soll. Das Gerät wird über eine Adapterleitung an den Computer angeschlossen und bietet u. a. folgende Vorteile:

- Ausnutzung der Speicherkapazität des Apple II
- Zugeingabe über Sensortechnik
- automatische Spielnotizen
- Möglichkeit, eigene Schachprogramme zu verwenden ...

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Quelle: Schach Magazin 64, Nr. 18/82, September 1982, Seite 490,  
Jürgen Reelitz: Schachcomputer auf dem Vormarsch - Teil II.  
(Ein zusammengefasster Bericht.)

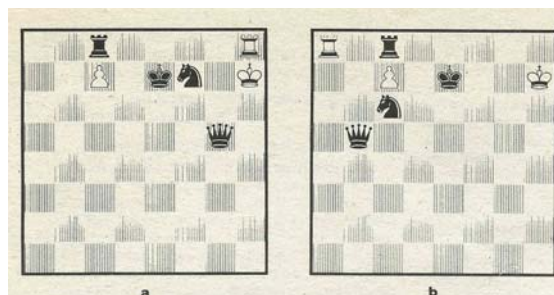
## Rochade (März 1983) - Dr. László Lindner: Erwartungen der Problemisten gegenüber den Schachcomputern

In der November-Nummer erschien der zweite Teil meines Artikels über die Lösefähigkeit des Mark V., und gleichzeitig waren einige Bemerkungen und Ergänzungen zum ersten Teil seitens Dipl.-Ing. Ketterling zu lesen. Ich bedanke diesen wertvollen Beitrag. Eigentlich bin ich mit allem einverstanden; die Berichtigungen, die die Kenntnisse der Allumwandlung einiger weiterer Geräte betrifft, sind sicher genau. Ich habe aber selbst erwähnt, daß die noch vorhandenen diesbezüglichen Mängel einiger Spitzengeräte sicher binnen ganz kurzer Zeit beseitigt werden. Ich möchte es nochmals betonen, daß in dieser Frage kein Kompromiss annehmbar ist, wie es Ing. Ketterling bemerkt: „Unterverwandlung sollte ... heute wie alle anderen Regeln in jedem Schachcomputer realisiert sein...“ Obzwar in diesem Thema ein jeder einverstanden ist, um zu prüfen, daß eine Unterverwandlung im praktischen Spiel auch heutzutage vorkommt, möchte ich eine an der diesjährigen Jugend-Weltmeisterschaft zwischen **Tempone/Argentinien** und **Gil/Spanien** entstandene Stellung vorstellen. (Übernommen von Europe Echecs, November 1982.)



Schwarz zog im 30. Zuge:  $CDxh3 \cdot !!$ , mit der Folge  $31.gxh3 g2+$   $32.Kh2 gxf1S$  **Matt!** Noch pikanter ist die Sache dadurch, daß auf  $32. \dots gxf1D$  noch er mattgesetzt würde:  $33.Df6+$  **usw.** Zu den Erläuterungen von Ing. Ketterling bezüglich Nebenlösungen, namentlich, daß neben Mark V auch Intelligent Chess diese -wenn auch nicht alle- uns zeigt; darüber habe ich von **David Levy**, Programmierer beider Geräte gewußt. Er hat den noch bei Intelligent Chess vorhandenen kleinen Programmfehler bei Mark V beseitigt. Das habe ich in meinem Artikel darum nicht erwähnt, weil in diesem Bereich gibt es auch keinen Kompromiß; der Computer soll alle Lösungen und störenden Abspiele (Duale) zeigen, sonst hat die Lösefähigkeit des Computers praktisch keinen Wert. Probleme zu lösen ist und bleibt ein Hobby; wer das gerne tut, wird fortsetzen, auch wenn er einen Probleme gut lösenden Computer besitzt. Aber: jawohl, bei der Komposition von Schachproblemen kann der Computer unwahrscheinlich viel helfen, durch Auffinden der unerwünschten Nebenlösungen und Duale. Nicht nur, wenn der Problemist seine für fertiggebrachte gehaltene Aufgabe kontrolliert, sondern schon bei dem Bauen, wenn er ein Schema ausgearbeitet hat. Der Computer zeigt, welche Nebenlösungen das Schema enthält, das kann man ausbessern, dann wieder prüfen, usw., bis dann die Aufgabe tatsächlich reif und fertig ist. Und das hat nichts mit der schöpferischen Tätigkeit zu tun, der Computer hilft in der zeitraubenden mechanischen Arbeit.

Ich möchte eine Aufgabe von eigener Praxis vorstellen, die es zeigt, inwieweit der Computer dem Komponisten behilflich sein kann. Es handelt sich um einen Hilfsmatt-Zweizüger, wo ich dem die Blockade eines auf der 7. Reihe stehenden weißen Bauern auflösenden Zuges entsprechend, verschiedene Umwandlungen in Miniaturform vorzustellen beabsichtigte. Es gelang mir, zur Stellung A anzukommen. Es ist ein Drilling:





## Rochade (März 1983) - Dr. László Lindner: Erwartungen der Problemisten gegenüber den Schachcomputern

a) Bild! b) sD von g5 nach b5. c) wT von h8 nach a8. Lösung: Hilfsmatt in 2 Zügen. Die Lösungen: a) 1.Td8 exd8T! 2.Df6 The8 Matt! b) 1.Tg8 c8S+! 2.Kf8 Txd8 Matt! c) 1.Tb8 cxb8L! 2.Kf8 Ld6 Matt! Leider gelang es mir nicht, einen vierten Zwilling zu finden - mit Damenumwandlung. Die Aufgabe habe ich mittels eines Computers überprüft, und der hat in der dritten Stellung eine Nebenlösung aufgefunden: 1.Te8 c8D! 2.Tf8 Dxe8 Matt!

Welch ein Malheur! Oder doch nicht? Das ist ja ein Mattbild mit Dame... Um zu erkennen, daß zu diesem Mattbild der Sf7 nicht nötig ist, und von der Nebenlösung den vierten Mehrling zu schaffen - die Not zur Tugend umzuwandeln - war nur noch eine Frage der Technik. Es entstand die Stellung B. Dies ist jetzt ein Vierling, wo die nächste Stellung immer vor der vorigen entsteht: a) Bild; b) sS von c6 nach f7; c) ferner wT von a8 nach h8; d) ferner sD von b5 nach g5. Die Lösungen: a) 1.Te8 c8d! 2.Kf8 Dxe8 Matt; b) 1.Tb8 cxb8L! 2.Kf8 Ld6 Matt. c) 1.Tg8 c8S+! 2.Kf8 Txd8 Matt; d) 1.Td8 cxd8T! 2.Df6 The8 Matt! Dem Computer ist es zu verdanken, daß es mir doch gelungen ist, in diesem Schema die Allumwandlung darzustellen.

Um Mißverständnisse zu vermeiden, das war nicht der Mark V. Es war ein Apple II Mikrocomputer mit einem vom finnischen Problem- und Computerfreund **Mika Korhonen** geschriebenen Löseprogramm. Die Schachcomputer kennen bis heute noch keine Hilfsmatts, Selbstmatts, oder andere unorthodoxe Gattungen.

Kehren wir aber zur im Titel gestellten Frage zurück. Ich denke, daß die Fortsetzung meines Artikels die Leser - und unter ihnen auch Ing. Ketterling - davon überzeugt hat, wie komplizierte Aufgaben Mark V durch- und durchanalysieren kann, und wie nutzvoll diese Fähigkeit den Problemisten ist. Darf ich noch beifügen: nicht nur dem Komponisten, sondern dem Sachbearbeiter, der die Aufgaben kontrolliert und über ihre Veröffentlichung entscheidet, und zuletzt - aber nicht an letzter Stelle - dem Preisrichter. Der Computer spart auch ihnen enorm viel Zeit ein, und es ist keine Nebensache: er vermeidet, daß unkorrekte Aufgaben veröffentlicht werden und - preisgekrönt werden. Wie oft das heute noch vorkommt, wissen wir alle.

Unsere Erwartung eines Schachcomputers entgegen, ist also; daß er die Probleme einwandfrei löst, beim Lösen in allen Stellungen alle Züge (die vom Autor nicht vorgesehenen auch), die binnen der angegebenen Zügezahl zum Matt führen, auf findet. Dieser Bedingung entspricht augenblicklich nur noch Mark V, ich weiß aber, daß sich auch andere hervorragende Programmierer, z.B. das Ehepaar **Spracklen** von Fidelity, bestreben, in ihren nächsten Entwicklungen eine gesonderte Stufe für Problemlösen einzubauen. Bis dann aber sagt uns so ein Test, wie welches z.B. DM im Heft 11/82 veröffentlicht hat, nicht vieles. Bitte, mich wieder nicht mißzuverstehen: ich bin nicht der Meinung von IGM **Dr. Pfleger**, wie er an anderer Stelle des November-Heftes schreibt, daß „ein komplexes, letztendlich kaum noch bestimmbares Bündel von Fähigkeiten“ eigentlich nicht sondern nur „Wettkämpfe untereinander ein genaues Bild geben“; ich bin stark für Tests, diese sind äußerst interessant, amüsant und auch lehrreich, wenn ich über die Computer ein vielseitiges Bild haben möchte. Beim Problemlösen ist aber heute ein Vergleich der Lösezeiten noch unrealistisch (das betrifft auch meinen,

den ich über die Bakcsi-Aufgabe veröffentlichte), da - um nur einige Beispiele einander entgegenzustellen - Mark V Lösungen und auch alle Nebenlösungen findet, Mephisto II eine gesonderte Problemlösestufe hat, aber nicht nach Nebenlösungen forscht; Sensory 9 hat eigentlich keine Stufe, und findet die Lösung einer Aufgabe einfach als den besten Zug bzw. die beste Fortsetzung in einer gegebenen Stellung. Ich wäre - und jeder Problemfreund wäre - sehr glücklich, wenn es bald mehrere Computer am Markt gäbe, mit welchen die Fähigkeit im Problemlösen des Mark V vergleichbar wäre.

Unsere weitere Erwartung ist dann, daß die Programmstufen der Computer mindestens auch Selbstmatts und Hilfsmatts lösen können. Das ist bei den Programmierern auch schon vorgesehen, sie sind aber noch nicht davon überzeugt, daß diese Fähigkeit für genug viele Menschen - potentielle Käufer - interessant wäre. Ich stelle es dagegen: nicht allzusehr vile Plusarbeit und Plusmemorie im Computer brauchten sie dazu. Es wäre weitaus der Mühe und der Investition auch wert.

Dr.László Lindner

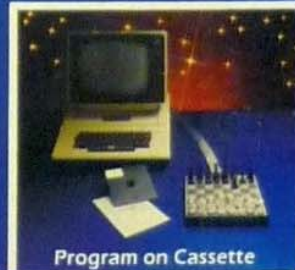
# THE MATE™

A Chess Responsory Board for your Apple



Play hands on chess with the strongest program available for your Apple.

**DESTINY**



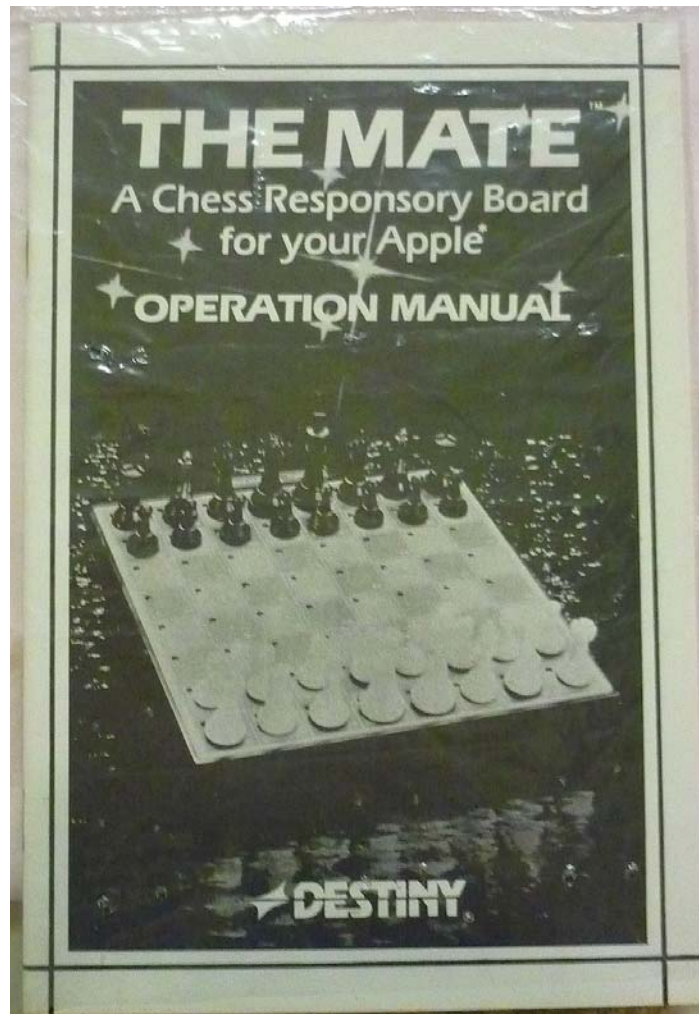
Program on Cassette

Brand and Trademark 'Destiny' of Applied Concepts: THE MATE  
Original image Packaging

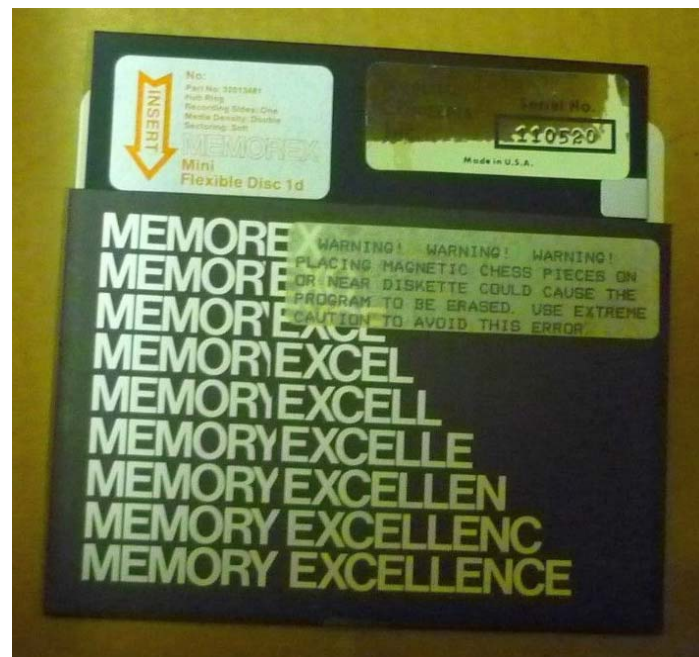


Brand and trademark 'Destiny' of Applied Concepts: THE MATE

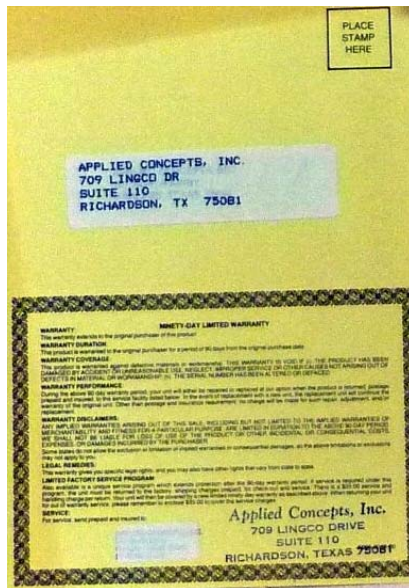




Operation Manual



Chess Program on 5.25 Floppy Disk



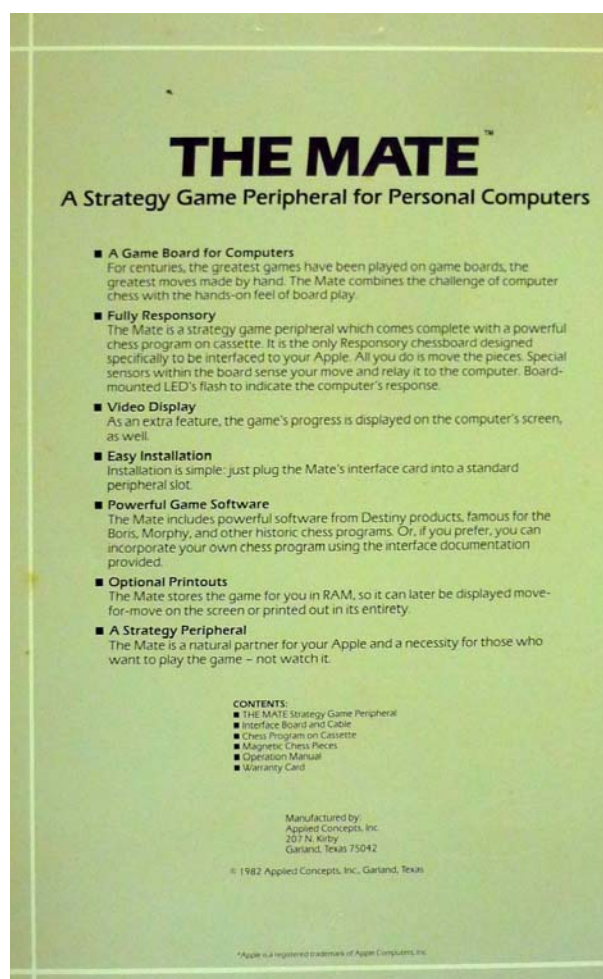
**Warranty Card**



**Magnetic Chess Pieces**



**Interface Board and Cable**



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... Mika Korhonen, a Finnish chess player, chess composer, and programmer. He is author of one of the world's first chess problem solving programs, Mika's 'Mate', for the Apple II ...

<http://chessprogramming.wikispaces.com/Mika+Korhonen>