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<div align="center">Salutations</div>

    Attention all Toy Manufactures, Computer Science Engineers (Silicon Valley) and Investors (Business Model Planners).

    Message: Both the hardware prototype and the applications software (electronic applications for gaming) of this new dynamic game may generate tremendous rewards beyond one's wildest imagination. This space-age game will indeed be new on the market and holds tremendous potentials and promises. It is my hope, that one day, the classic of this game of which classic gamers would as a collector's item, may generate interest into an Olympic Sport, whereby, both humans and robots alike compete for the World Championship series.

    With this concept in mind, I extend my sincere greeting and salutations to all groups to whom this message concerns. It is likely, perhaps, that one day soon, this game may be the centerpiece of one of the recreational activities on the Martian colonies of the planet Mars and may be played for extended hours on end by Astronauts and Martian colonies alike.

    May the Forces of Goodness be with you! Do feel free to pass this message onwards to friends pending for patent and should be on the market in a short while.

    Enjoy and Have Fun.

    Sincerely,

    Siafa B. Neal

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The discovery of the 3-D Chess World, with the power of innovative creativity, our inspiration has always been and still is you. We fall in love with the game of chess again and again. It is no secret that the high-concept book of Advance 3-D Chess craze is now sweeping the continental United States, Europe and Asia.

The board game of the Longitudinal Star Gate 14 Model, Model III, which represents a quantum leap in design, innovation and the state-of-the-art engineering, delivers hours of fun and entertainment for seasoned players. This game receives a great deal of well-deserved hype. Besides the mind-blowing, mind-baffling and mind-boggling concepts of Advance Chess which the model offers to chess enthusiasts worldwide, the board game enables Advance thinkers to demonstrate their intellectual capabilities. The board game which is now becoming ubiquitous and famous for providing chess players who crave for hours of entertainment and for opportunities to divulge into the pseudo-dynamic and quasi-kinetic World of Advance Chess to test their spectral Logistics aptitude for Diagnostic and Prognostic intelligence analysis. This is the juncture where the Old concepts meets the new concepts of chess playing indulgence. Be a participant in making history by making your purchase of this book and the game boards.
http://www.coldcoffeepress.com/siafa-b-neal

Advance 3-D Chess is clearly a better way for intellectual stimulation. More and more of today's gamers are looking for immersive experiences that brings them right to the heart of unique gaming opportunities and challenges. This explains a great deal about the growth of the gaming industry and the demand for Advance 3-D Chess, Inc. business experiences, books and products. Our new game model is unparalleled and unrivaled both in design and innovation. We achieve the distinction of being the most innovative and unique in chess modeling designs and continue to advance and to promote unique, one-of-a-kind gaming experiences for Beginners, Intermediates, Semi-professionals and Professionals with our newest model, the Longitudinal Star Gate 14 Model, Model III. We understand the need to attain balances between pleasure and intellectual stimulation which makes the gaming experiences unforgettable. We deliver the expected and go beyond the unexpected in terms of value with our intricate gaming designs and models which includes but not limited to the intense psychological warfare gaming experiences, Logistics test experiences and intellectual stimulation experiences. These experiences allow players to gain access into the pseudo-dynamic and quasi-kinetic World of Chess. The journey awaits. Embark on a journey of discovery as you tap into the intellectual tapestry stimulation dynamics of chess gaming and test elastic coefficient of your cognitive capacities. Come discover for yourself why Advance 3-D Chess Inc. truly is the world's leading master in the art form of complex intellectual stimulation and intense psychological warfare. We offer Lessons and speaking engagements covering areas of Advance Logistics Chess Dynamics and Kinematics.

The essence of this book intends to synergize the Cognition Informatics thought processes of Chess Players to higher levels of mental awareness of alternatives to the game's possibilities which includes the Triple Set Games. Three-Dimensional Chess offers many beneficial effects. Most prominent of these include higher levels of cognitive cognition which improves a Player's mental aptitude and capacity to absorb and to absorb new data over time. This benefit aids to reduce the likelihood of age-related dementia which associates with the memory inability to

absorb new information. In addition, another beneficial attribute is it allows Players to develop sustainable focus strategies that results from constant practice of 3-Dimensional Chess games. The effect of constant practice increases the level of synaptic electrical activity in the neuro-synaptic spheres of the brain. As a wise conjecture stipulates, "If you don't use it, you lose it."

It is my sincere aspiration that readers worldwide find this book as informative and as interesting as my discovery of the concepts during the compilation and assemblage of the content materials for this book. I hope that it serves as an inspirational catalyst for Chess Enthusiasts in the near and not so distant future.

Custom Made Game Board Description and Pricing

Special Note: When buying Advance Matrix Chess – The Star Fish Model, Model I, Single Set Games 1-3, Book 1, Vol. 1 - by Siafa B. Neal, please purchase his custom game board (chess pieces included) so you can enjoy playing the games scripted in this book.

Classic 4 Wings Game Board Set # 1: This custom-made chess board folds up for easy storage and is designed for gamers on the go. The set includes the color coded (Orange-Blue/ Orange-Red / Red-Purple or other assorted colors) chess pieces (choking hazard for children under age 5).

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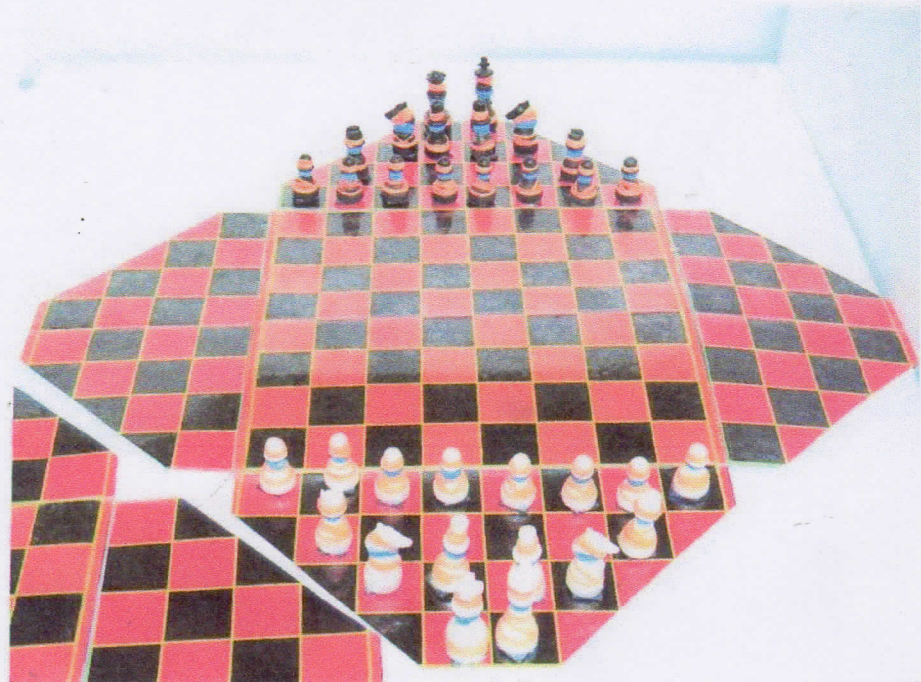
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To order please contact author/inventor Siafa B. Neal by email:
chessplayer3334@gmail.com

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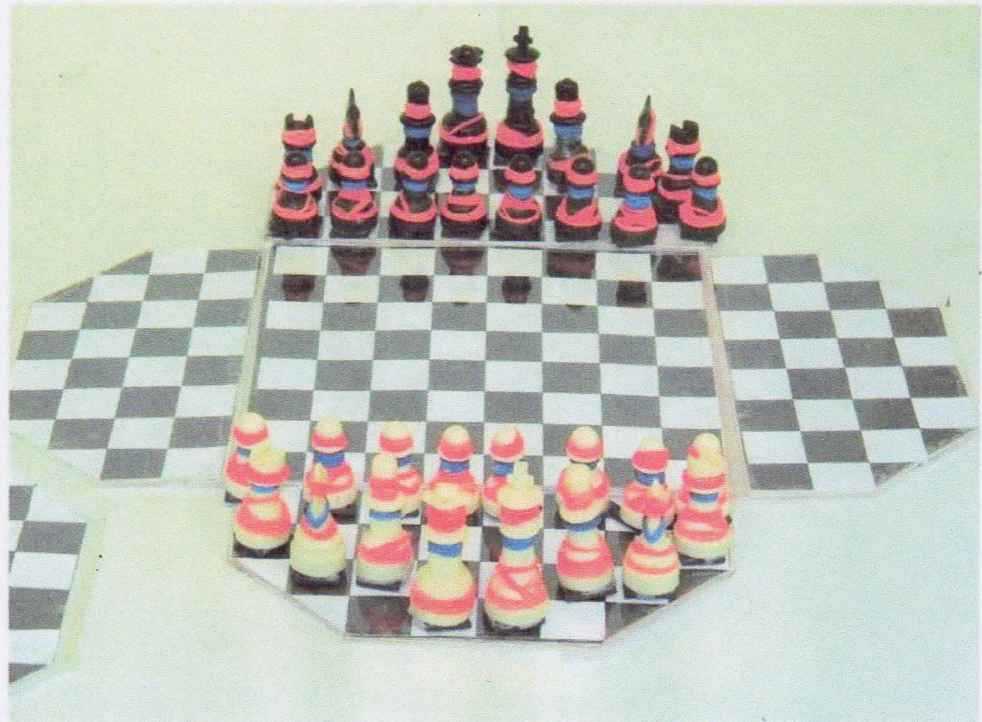
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Introduction to International Chess Tournaments

The first International Chess Tournament did happen in London in 1851. (Footnote 1). Today, both men and women are eligible to contest the title in the World Chess Championship to determine the world champion in the board game chess. Viswanathan Anand who is currently the world chess champion won against his challenger Vladimir Kramnik in the World Chess Championship 2008 and again against Veselin Tapolon in the World Chess Championship 2010. (Footnote 2). In addition, there is a separate competitions and titles for juniors, seniors and computers. Currently there is a restriction for the use of computers to compete for the open title.

On November 7 – 25, 2014, in the Russian city of Sochi, the World Chess Championship took place between World Champion Magnus Carlsen and Challenger Vishy Anand. Magnus Carlsen (Norway), defending his title for the first time, an incumbent World Chess Champion since 2013, is the youngest player ever to become a Grand-Master. Recognized as "The Mozart of chess" by fans and media alike, he is known for his amazing chess skills in the end game. Viswanathan Anand (India) who was a five times World Chess Champion, is considered one of the most versatile chess players in the world. He is the only world champion who won chess titles playing in all different formats such as matches, tournaments, and knockouts. Vishy is the first Indian Grandmaster (http://www.sochi2014.fide.com).

Today over 600 million people play chess. The Championship match, which is watched by over 3 million people from all over the world, is a culmination of a two years FIDE cycle played every two years between the incumbent Champion and the winner of the Candidates tournament. The winner of the match which is played over a maximum of twelve games, is the first player to score 6.5 points or more. If the scores are even after twelve games, a four tie-break is played(Footnote 3).
Chess tournaments today are the standard form of chess competition amongst avid players. Some of the most recognized chess tournaments pertaining to individual competition include the Linares chess tournament and the Tata Steel chess tournament, to name a few. The Chess Olympiad is the largest team chess tournament; in this regard, players compete for their country's team in a similar manner as the Olympic Games (Footnote 4).

The World Chess Federation, Ferderation Internationale des Echecs (FIDE) organizes and rules most chess tournaments in accordance to its published handbook. This handbook offers guidelines and regulations for conducting

tournaments. To determine the winning participant(s), chess tournaments may use the round-robin style, the Swiss system or the elimination style of play (Footnote 5).

Since the establishment of modern chess around 1475, the first structure competition (tournament) did not occur until 1841 in Leeds (Footnote 6). In 1849, there was a finalist tournament in London and likewise in 1851 a winner's tournament in Amsterdam (Footnotes 7,8). It was during the Great Exhibition which served as a guide for future international chess tournaments that the 1851 London tournament did occur. The London tournament did suffer from drawbacks because of the lack of a finalist elimination tournament format and the need for time controls (chess clocks) (Footnote 9). The winner of the 1851 London tournament was Adolf Andersen, the chess player from Germany whom the world regarded as the best chess player during that time (Footnote 10,11).

There was an exponential rapid exploding growth of international chess tournaments after the 1851 London tournament. Towards the end of the 1850's ubiquitous chess tournaments expanded world-wide to cities such as Berlin, Paris, Manchester, New York, San Francisco, Birmingham and Vienna (Footnotes 12,13,14).

CHESS OLYMPIAD

In 1924, there was a request to include chess at the Olympic Games. There was a denial of this request since it was problematic to distinguish an amateur chess player from a professional chess player. This problem was one of the leading problems for the cancellation of this proposal event (Footnote 15). The establishment of the first unofficial Chess Olympiad in Paris occurred separately from the 1924 Summer Paris Olympics also during that year (Footnote 16). The formation of the Federation Internationale des Echecs (FIDE) took place towards the closing day of the unofficial chess Olympiad (Footnote 17). In 1927, FIDE organized the first official Chess Olympiad that involved 16 participating countries (Footnote 15). This number continue to grow so that in 1990 during the 29 th Chess Olympiad 127-member countries were participating in the event (Footnote 18). Until 1950, FIDE continued to sponsor the Chess Olympiads at irregular intervals; thereafter, events of the tournament continue regularly every two years (Footnote 19).

CURRENT INTRODUCTION TO COMPUTER CHESS MATCH

According to Jennifer Latsen's Time magazine's article, "Did Deep Blue Beat Kasparov Because of a System Glitch?", (retrieval date 07/25/15 at 2:15 P.M.), which posts on February 17, 2015, claims that chess champion, Gary Kasparov, could defeat the IBM supercomputer "Deep Blue" in a six-game chess match (Footnote 20). Gary Kasparov comments in an essay to Time magazine's article, "The Day that I sensed a new Kind of Intelligence, "(Monday, March 25,1996), that he prefers all or nothing when he scoffs at an offer to split the $500,000 purse 60-40 between winner and loser of a computer chess challenge match (Footnote 21). Gary receives his "first glimpse of Artificial Intelligence on February 10,1996 at 4:45 P.M. E.S.T. "when in the first game match with Deep Blue, the computer sacrifices a White pawn to tactically fracture Black pawn structure and to create an opening on the board (Footnote 22,para.(1)). Gary further comments that, "although there did not appear to be a forced line of play, that would allow recovery of the pawn, my instincts told

me that with so many "loose" Black pawns and a somewhat exposed Black King, White could probably recover the material, with a better overall position to boot," (Footnote 22). Furthermore, Gary remarks, "But a computer, I thought, would never make such a move," and comments that, "A Computer can't "see" the long-term consequences of structural changes in the position or understand how the changes in pawn formations may be good or bad", (Footnote 22, para.(2)).

Gary further states that, "Humans do this sort of thing all the time. But computers generally calculate each line of play so far as possible within the time allocated". Commenting further, Gary remarks that, "Because chess is a game of virtually limitless possibilities, even a beast like Deep Blue, which can look at more than 100 million positions a second, can go only so deep. When computers reach that point, they evaluate the various resulting positions and select the move leading to the best one". Adding further, "and because computers' primary way of evaluating chess positions is by measuring material superiority, they are notoriously materialistic. If they "understood" the game, they might act differently, but they don't understand," (Footnote 22). Suggesting, "So I was stunned by this pawn (White) sacrifice". Asking to himself, "What could it mean?" Again remarking, "I had played a lot of computers but had never experienced anything like this. I could feel- I could smell – a new kind of intelligence across the table. While I played through the rest of the game as best as I could, I was lost; it played beautiful, flawless chess the rest of the way and won easily," (Footnote 22, para.(4) , retrieved 07/25/15 at 11:15 P.M.).

Surmising, "Later I discovered the truth. Deep Blue's computational powers were so great that it did in fact calculate every possible move all the way to the actual recovery of the pawn six move later. The computer didn't view the pawn sacrifice as a sacrifice at all. So the question is, "If the computer makes the same move that I would make for completely different reasons, has it made an "intelligent" move? Is the intelligence of an action dependent on who (or what) takes it?" (Footnote 22, para.(5)).

Adding, "This is a philosophical question I did not have time to answer. When I understood what had happened, however, I was reassured. In fact, I was able to exploit the traditional shortcomings of computers throughout the rest of the match. At one point, for example, I changed slightly the order of a well-known opening sequence". Suggesting further, "Because it was unable to compare this new position meaningfully with similar ones in its database, it had to start calculating away and was unable to find a good plan. A human would have wondered, "What's Gary up to?", judged the change to be meaningless and moved on," (Footnote 22, para.(6)).

Concluding, " Indeed my overall thrust in the last five games was to avoid giving the computer any concrete goal to calculate toward; if it can't find a way to win material, attack the kind or fulfill one of its other programmed priorities, the computer drifts and gets into trouble. In the end, that may have been my biggest advantage: I could figure out its priorities and adjust my play. It couldn't do the same to me. So although I think I did see some signs of intelligence, it's a weird kind, an inefficient, inflexible kind that makes me think I have (still) a few years left", (Footnote 22,para.(7)). After his initial loss, in the first time match with Deep Blue, winning three matches and drawing two, Kasparov wasn't ready to give up on the human race – or himself (Footnote 23).

According to Time magazine, the next year Gary plays a new and superior version of Deep Blue but did not win the match, although easily winning the first game. Deep Blue superior program enables its domination of the second game (Footnote 24).

The loss visibly disturbs Kasparov who sighs, rubbing his face, before he abruptly stands and walks away, thereby forfeiting the match (Footnote 25). Gary later states that, "he was again riled by the computer move that uses so surprising, so un-machine-like, that he was sure the IBM team had cheated". According to Time magazine, the actual cause may have been a glitch in Deep Blue's programming: Faced with too many options and no clear preference, the computer makes a random move. The move that causes Kasparov to lose, was not a feature, but in fact, a bug (Footnote 26).

HISTORY: COMPUTERS IN CHESS TOURNAMENTS

According to Wikipedia, (https://en.wikipedia.org/wiki/chess_tournament), the first chess engine, that is to say, a chess playing computer program, to defeat a person a person in a tournament occurs in 1967 by the program, Mac Hack Six (Footnote 27). After this event there were tournaments specifically for chess computers. In 1970, New York City sponsors the first North American Computer Chess Championship (NACCC). Later Stockholm, in 1974, sponsors the first World Computer Chess Championship (WCC). The world recognizes KAISSA, the Soviet Union's chess program as the world's first computer chess champion (Footnote 28/29). In 1995, Paderborn, Germany sponsors the world's first Computer Speed Chess Championship for blitz chess. Later, top commercial programs, some of which includes Shredder or Fritz surpasses world champion players in challenging games with short time controls. Since 2007, Rybka, continue to dominate every World Computer Chess Championship. The revocation of its titles later occurs upon *the discovery of the program's plagiarism of other types of computer chess program.* Since then, other champion level computer programs that later dominates the game includes: Fritz, HIARCS, Junior, Shredder and Zappa (Footnote 30).

PRESENT

In 1996, Gary Kasparov, the world chess champion, challenges the IBM super chess computer, IBM RS/6000 SP or "Deep Blue". Time magazine reports that Kasparov calls this machine, "the monster", at which time, during the challenge tournament, Kasparov, spends much of the week grimacing and holds his head in frustration sitting across the chess board from an IBM scientist taking instructions from Deep Blue. As the match turns out, Kasparov, wins the match, while Deep Blue only wins one of the games. The computer's only victory marks the first time that a computer is victorious under chess tournament Rules and conditions (Footnote 31). An upgrade to Deep Blue having evolution capabilities of 200 million chess positions per second wins a rematch against Kasparov in 1997 (Footnote 32).

Before the Deep Blue upgrade match, Kasparov comments, "In the article I wrote for Time (magazine) last year after my victorious match against IBM's Deep Blue supercomputer in Philadelphia, I expressed my surprise and amazement at seeing a kind of intelligence. I referred to Game 1, in which the computer's decision to sacrifice a pawn, based strictly on the machine's calculations, coincided with what a human would have done using human logic" (Footnote 32, ibid). After losing to the Deep Blue upgrade program match, Kasparov, comments, "Unfortunately, I based my preparation for this match, played two weeks ago in New York City, on the conventional wisdom of what would constitute good anti-computer strategy". Adding, "Conventional wisdom is - or was until the end of the match – to avoid early

confrontations, play a slow game, try to out-maneuver the machine, force positional mistakes, and then, when the climax comes, not lose your concentration and not make an any tactical mistakes". Lamenting his loss in the match, he comments, "It was my bad luck that this strategy worked perfectly in Game 1 – but never again for the rest of the match. By the middle of the match, I found myself unprepared for what turned out to be a totally new kind of intellectual challenge". Adding further, "The decisive game of the match was Game 2, which left a scar in my memory and prevented me from achieving my usual total concentration in the following games. In Deep Blue's Game 2, we saw something that went well beyond our wildest expectations of how well a computer would be able to foresee the long-term positional consequence of its decisions. The machine refused to move to a position that had a decisive short-term advantage - showing a very human sense of danger. I think this moment could mark a revolution in computer science that could earn IBM and the Deep Blue team a Noble Prize. Even today, weeks later, no other chess playing program in the world has been able to evaluate correctly the consequences of Deep Blue's position". Further suggesting, "Also, Game 2 had a very unfortunate finish. Deep Blue held a strategically winning position, but it made a tactical blunder that, if I had sacrificed a piece, could have given me a miraculous escape. But I trusted the machine's calculations, thinking it would not miss such a continuation, and resigned instead".

Later suggesting, "Game 2 created an enigma for me that I never solved and from which I never recovered. I would like the IBM team to start disclosing the secrets of how they achieved this unthinkable success in chess programing. They claim they developed software that enable them to change the style of the program in mid-match and the evaluation ability of the machine from game to game. This also is revolutionary, because any changes, any tweak in the computer normally need weeks of testing to avoid potential bugs. Adding, "I discovered that I was playing a very flexible, quickly changing opponent with an ability to avoid any mistakes in long-term calculations. My opponent was psychologically stable, undisturbed and unconcerned about anything going on around it, and it made almost none of the typical computer-chess errors. Further adding, "Now I would like to look to the future. I think we have to separate science and sport. I believe the IBM team owes the world of chess, and the world of science, a full explanation of how such a flexible machine was developed. They have to make all the scientific data available to allow other to judge their accomplishment". Still commenting, "I also think IBM owes me, and all of mankind, a rematch. I hereby challenge IBM to a match of 10 games, 20 days long, to play every second day. I would like to have access in advance to the log of 10 Deep Blue games played with a neutral player of another computer in the presence of my representative. I would like to play this fall, when I can be in my best form after a summer of vacation and preparation. And I'm ready to play for all or nothing, winner take all, just to show that it's not about money. Moreover, I think it would be advisable if IBM would step down as an organizer of the match. It should be organized independently". Suggesting further, "I think IBM was the big winner of this match. It scored many points in advertising and in the stock market. I also think the company owes something to chess. I think it would be great if IBM contributed to chess development; specifically, it could create scholarship to help talented kids study chess". Also adding, "I think this match proved that there should be no special anti-computer strategy. To beat this machine, I just have to play great chess. I need comprehensive, bullet-proof opening preparation that checks all sharp lines of play to avoid any flaws – which can be deadly when playing Deep Blue. I