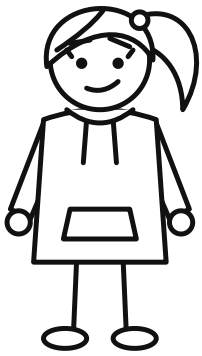
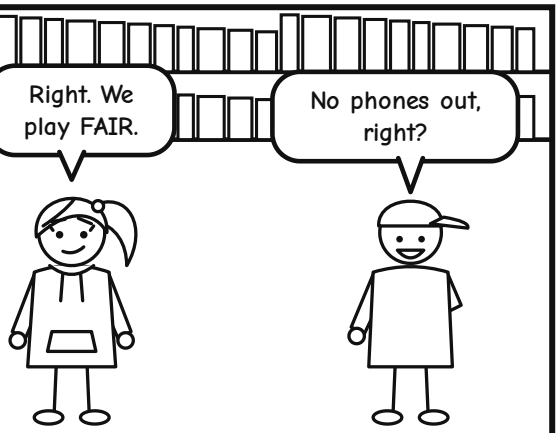
CHECKMAYA

EP. 11: MISSION: GLASSES

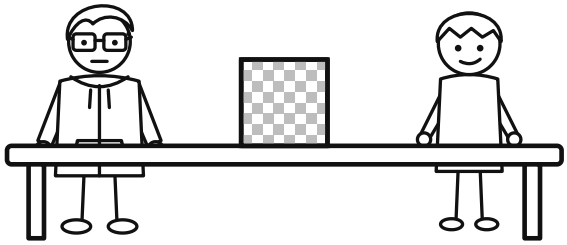


Saturday. The City Library tournament.
Mission: Glasses is GO.

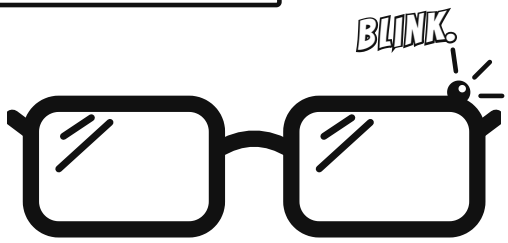


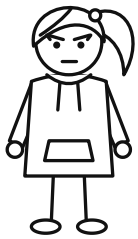


Board 1: Axel. Glasses ON.



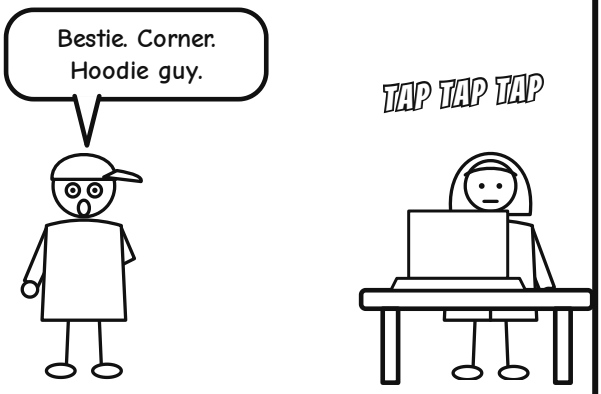
Before EVERY move...
the dot blinks.



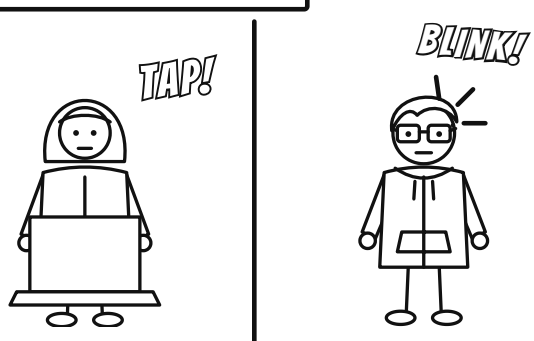


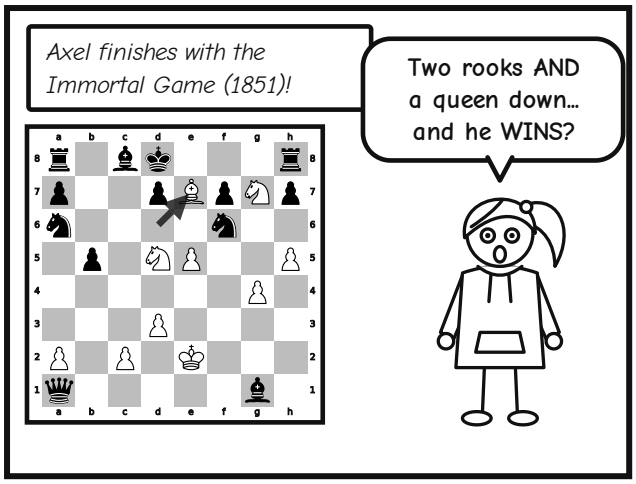
AXEL - NOTES

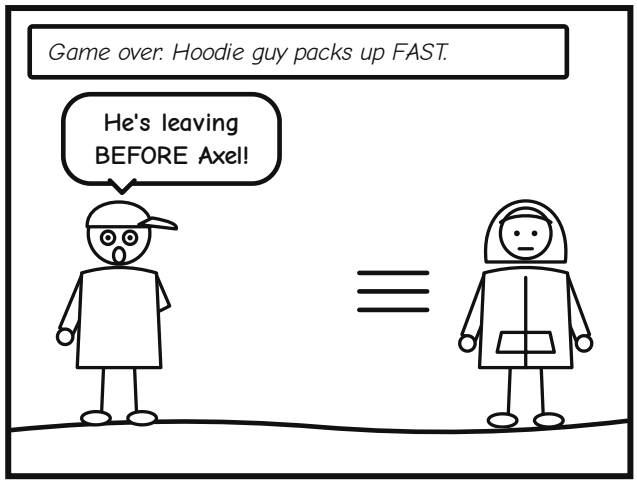
- Move 12: blink
- Move 13: blink
- Move 14: blink
- Move 15: blink
- Move 16: blink...

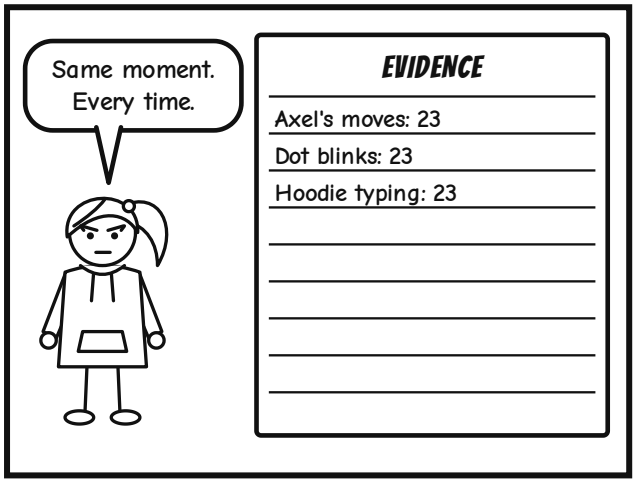


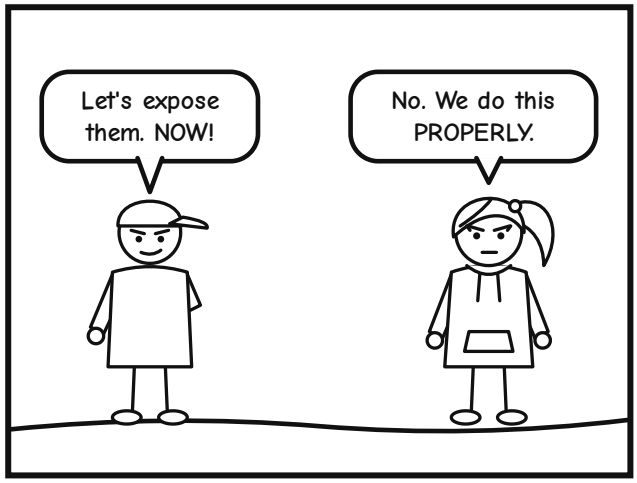
Hoodie guy types...
...and the dot blinks.

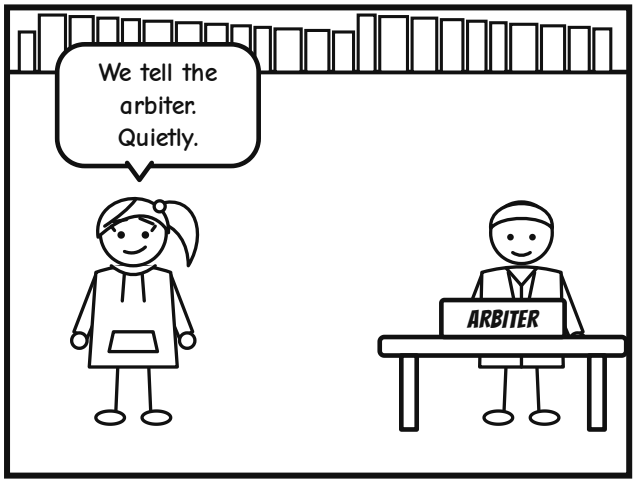


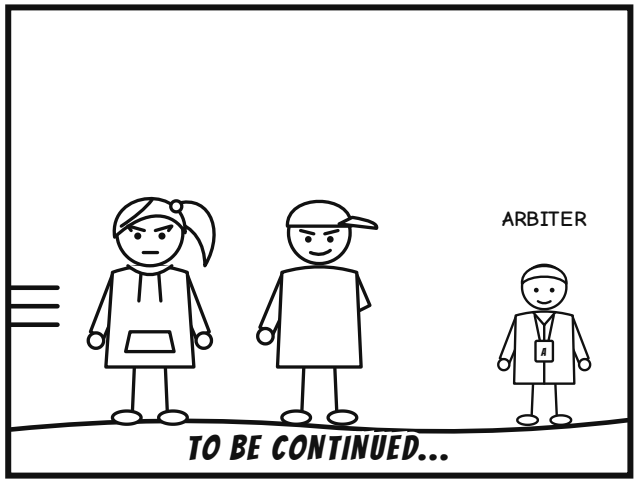












REAL CHESS CORNER

The Immortal Game - Anderssen vs Kieseritzky, London 1851: 1.e4 e5 2.f4 exf4 3.Bc4 Qh4+ 4.Kf1 b5 5.Bxb5 Nf6 6.Nf3 Qh6 7.d3 Nh5 8.Nh4 Qg5 9.Nf5 c6 10.g4 Nf6 11.Rg1 cxb5 12.h4 Qg6 13.h5 Qg5 14.Qf3 Ng8 15.Bxf4 Qf6 16.Nc3 Bc5 17.Nd5 Qxb2 18.Bd6 Bxg1 19.e5 Qxa1+ 20.Ke2 Na6 21.Nxg7+ Kd8 22.Qf6+ Nxf6 23.Be7#.

Why it's famous: White gave away both rooks and the queen, then mated with just a bishop and two knights. It was a friendly game played during the London 1851 tournament, and it's still one of the most famous attacks ever.

Detective tip: Maya and Zeke didn't film anyone or shout. They watched, wrote down what they saw and counted. Notes like that are evidence - a hunch isn't.

Next stop: the arbiter. Fair play means doing it the right way too.