

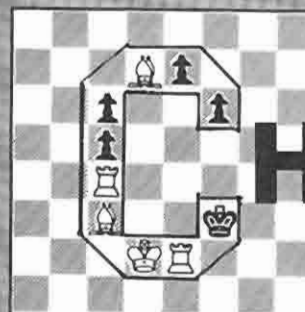
Computer Chess Reports

FALL/WINTER
1986 EDITION

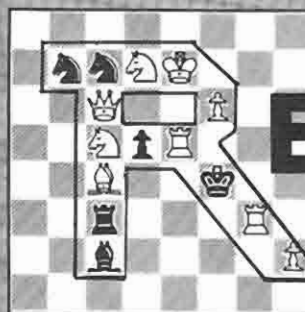
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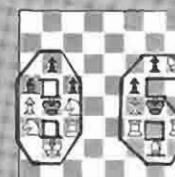
COMPUTER



CHES



REPORTS



ALL MATES IN THREE.
SOLUTIONS ON PAGE 109

COMPUTER CHESS REPORTS 1986 **Fall/Winter Edition**

Volume 4

| | |
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COMPUTER CHESS REPORTS

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NEW DEVELOPMENTS IN COMMERCIAL CHESS COMPUTERS by IM Larry Kaufman

Although some pundits had been claiming that chess computers had reached a plateau, this proved not to be the case this year. A giant leap was made by the first successful program to run on a Motorola 68000 chip, the Mephisto "S" (Amsterdam). It also proved to be the first selective search program to be an unqualified success. I believe it points the way to future developments, as it has always seemed to me that only a selective search approach offers any hope of reaching really top levels in chess. Mephisto is also switching to selective search in their moderately priced models, as they found that the selective search MM III is noticeably stronger than the brute force MM II. The SciSys Turbostar also employs selective search.

While Mephisto blazed new trails, Novag and Fidelity concentrated on improving existing models. Better, faster chips have made it possible for all 6502 based programs to run at 5MHz. or more, and that is now the standard. Fidelity achieved great success with the Par Excellence, primarily by using the opening book to achieve open positions suitable for its style, while other manufacturers prefer to use the book to provide variety. Novag keeps improving the Super Connie program, with the Expert and now with the Forte.

Ever since the first commercial chess computer came out, I have enjoyed tracking their improving strength. As an International Master, the only way for me to enjoy a game with a weak opponent is to give a handicap, and the size of the handicap needed to balance the chances is an excellent measure of the strength of the opponent. The first model required at least queen and two rook odds!!!, and after a year or two, the best still needed about a queen and a knight. Fidelity's Sensory Challenger 9 was the first one to which I could not give a queen--- it needed about a rook and knight (all odds quoted are at the 30 second/move levels, and I refrain from winning by playing on known weaknesses of a machine; I play as if my opponent were human). The Novag Constellation 3.6 was the first to play me fairly evenly at rook odds, and the Super Constellation at knight odds. Of the current models, the Excellence 3.0 needs a rook, while most of the others take a knight, although the MM III beats me at knight odds! The Mephisto "S" (Amsterdam) is too strong for me to give even pawn odds to, and it is the only program I normally play on even terms-- I just play black and give draw odds. In fact, it is so strong that it can give pawn and move to its rivals (removing its KBP and playing black, at time controls ranging from 60/15 to 30 moves per hour!) -- it scored 2-2 against the Expert 6.0, 1 1/2- 1/2 against the Turbostar 540, and 3 1/2- 1/2 against the Par Excellence. It is precisely because of the Mephisto "S" (Amsterdam) that my interest in computer chess, somewhat dormant since my work on "MacHack 6" at M.I.T. nearly twenty years ago, revived-- hence my role in this publication. At last, microcomputers can play real chess!!!

THE 5th WORLD MICROCOMPUTER CHESS CHAMPIONSHIP Amsterdam, Holland: September 7-15, 1985

This tournament will undoubtedly go down as the single most one-sided contest in history. Never has one company so completely dominated the opposition as Hegener + Glaser's team of Mephisto computers did in this event --- winning the championship with a perfect score of 8-0-0, and the overall team championship with an unprecedented 22 out of 24 points!

Analogous to the proverbial "men against boys", this mismatch was so thorough, so devastating, and so humiliating to the rest of the field, that most people gave up any hope of seeing a closely competitive tournament by the fourth round!

The 8 round Swiss tournament featured 16 microcomputers by 6 manufacturers from three countries: Mephisto and Orwell from West Germany; Novag and SciSys from Hong Kong; and Plymate and Princess from Sweden. Conspicuous by their absence was Fidelity. This was to be known as the "Main Group", or Open Section where no restrictions were placed on the participating computers except that there be no multi-chip microprocessors, and no bit-slice machines. Although any microcomputer was allowed to enter, the manufacturers put forth only their strongest experimental models.

Another section was set up for amateur programs. The "Amateur Group" consisted only of chess computers with programs that were written by authors whose programs have never been commercially available. There were only five computers entered in this section. The top two-- Nona and Rebel, were later purchased by Mephisto; with Nona becoming the Mephisto Mondial, and a much improved Rebel coming out as the Mephisto Rebel (MM III).

Interesting as the amateur group may have been, most of the attention was on the main group, with the official title of World Champion on the line. Clearly, the caliber of play here was far superior to that of any other microcomputer ever held before--- as the games demonstrate.

In the main group, the Mephisto team entered three computers: one 32 bit (Amsterdam 1), and two 16 bit units (Amsterdam 2 and 3). The latter two were identical to each other, and are now commercially available as Munich "S", Exclusive "S", and Modular "S". Programmer Richard Lang gained worldwide recognition through these programs. The company of "Nitsche and Henne" is named after the two former Mephisto programmers who started up their own firm in Munich and created the three Orwell programs: "X", "Y", and "Z". Novag was represented by three machines: Blitz Monster "C", "X", and "Y"-- all programmed by David Kittenger. SciSys entered the Turbostar 440, and the Turbostar "G" and "K" by Julio Kaplan and Graig Barnes. And finally there were the Swedish computers of Plymate and Princess -- both programmed by Ulf Rathsmann, with Lars Hjorth helping out on the Plymate programs. The manufacturer of Plymate is Systemhuset while Princess (which most people know as Conchess) was distributed by Contemporary Chess. Ulf Rathsmann now does his work for Mephisto.

NOTE:

Wit = White
Zwart = Black
P = Knight
L = Bishop
T = Rook
D = Queen

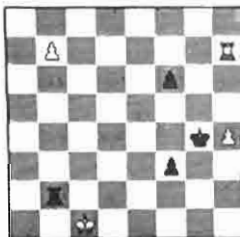
7 september 1985

Round 1: Main Group

Blitz Monster Y - Turbostar K rem
Orwell I - Blitz Monster X 1-0
Plymate I - Orwell X rem
Plymate Y - Mephisto A'dam 3 0-1
Mephisto A'dam 1 - Plymate X 1-0
Blitz Monster C - Turbostar 6 1-0
Mephisto A'dam 2 - Princhess 6 1-0
Orwell Y - Turbostar 440 1-0

1. wit : Blitz Monster Y

zwart: Turbostar K
1. d4 Pf6 2. c4 e6 3. Pf3 c5 4. d5 exd5
5. cxd5 d6 6. Pc3 g6 7. g3 Lg7 8. Lg2
0-0 9. 0-0 Lg4 10. h3 Lxf3 11. Lxf3 Pbd7
12. Te1 Pe5 13. Lg2 Db6 14. e4 c4
15. Tb1 Pd3 16. Le3 Db4 17. Tf1 Pd7
18. Dc2 Da5 19. a3 Tfe8 20. b4 Da6
21. a4 Tec8 22. Pb5 Kf8 23. f4 Kg8
24. Ld4 Lxd4+ 25. Pxd4 Kf8 26. Kh2 Tab8
27. Pb5 Db6 28. Dc3 f6 29. Pd4 Da6
30. b5 Dxa4 31. Ta1 Db4 32. Dxb4 Pxb4
33. Txa7 Pd3 34. Tf3 Kg8 35. Lf1 P7c5
36. Lxd3 cxd3 37. Ta2 Pxe4 38. Txd3 Pc3
39. Tb2 Pxd5 40. Pf5 Pxf4 41. gxf4 gxf5
42. Txd6 Kf7 43. Td7+ Ke6 44. Txb7 Tc4
45. Kg3 Tg8+ 46. Kh2 b6 47. Tb7 Txf4
48. Txb6+ Ke5 49. Tc6 Td4 50. b6 Tgd8
51. b7 Td2+ 52. Txd2 Txd2+ 53. Kg3 Tb2
54. Tc7 Tb3+ 55. Kg2 Kf4 56. Kf1 Tb2
57. h4 Kf3 58. Ke1 Kg4 59. Th7 f4
60. Kd1 f3 61. Kc1



61. ... Tb6 62. Tg7+ Kxh4 63. Kd2 f2
64. Ke2 Tb2+ 65. Kf1 Kh5 66. Kg2 f1d+
67. Kxf1 Kh6

1/2-1/2

wit: 2.52, zwart: 2.34

The 5th World Microcomputer Chess Championship, sept 7-15, 1985

2. wit : Orwell I

zwart: Blitz Monster X
1. d4 Pf6 2. c4 e6 3. g3 d5 4. Pf3 Lb4+
5. Ld2 Lxd2+ 6. Pbx2 c6 7. Lg2 Pbd7
8. 0-0 0-0 9. Dc2 De7 10. Tac1 Dd6
11. Pg5 h6 12. c5 De7 13. Pg3 e5 14. e4
dxe4 15. Pxe4 Pxe4 16. Dxe4 f5 17. Dc2
e4 18. Db3+ Kh8 19. Ph4 Kh7 20. Lh3 Pb8
21. f3 Pa6 22. fxe4 fxe4 23. Txf8 Dxf8
24. Lg2 De7 25. Te1 e3 26. Txe3 Dd7
27. Le4+ g6 28. Lxg6+
1-0 (time)
wit: 1.06, zwart: 2.05



54. ... a5 55. Kg3 Ke4 56. Lc3 a4
57. Lg7 Pe5 58. Lxe5 Kxe5 59. Kf3 Kd4
60. Kf2 Kc3 61. Ke3 Kb2 62. Kd4 c3
63. Kc4 c2 64. Kb4 c1d 65. Kxa4 Dc4+
66. Ka5 Kxa3 67. Kb6 Kb4 68. g5 hxg5
69. Ka7 Dc8 70. Kb6 g4 71. Ka7 g3
72. Kb6 g2 73. Ka7 g1d+
0-1
wit: 3.00, zwart: 3.13

5. wit : Mephisto A'dam 1

zwart: Plymate X
1. c4 c5 2. Pc3 Pc6 3. g3 g6 4. Lg2 Lg7
5. Pf3 Pf6 6. d4 cxd4 7. Pxd4 Pa5 8. b3
e5 9. Pdb5 0-0 10. La3 a6 11. Lxf8 Lxf8
12. Pd6 Dc7 13. Pde4 Pxe4 14. Lxe4 Lb4
15. Dd3 Ta7 16. 0-0 Lxc3 17. Dxc3 b5
18. Tac1 Lb7 19. Lxb7 Pxb7 20. Dc3 Db8
21. Db6 Da8 22. Tf1 Pd8 23. cxb5 Pe6
24. Dc3 axb5 25. Dxe5 b4 26. e4 Txa2
27. Txd7 Ta3 28. Df6 Pg5 29. Td8+ Dxd8
30. Dxd8+ Kg7 31. Dng5 Txb3 32. De5+ Kh6
33. Df6 Tc3 34. Txc3 bxc3 35. Dxc3 f5
36. Df6 fxe4 37. Kg2 e3 38. fxe3 Kh5
39. Dh4+
1-0
wit: 1.11, zwart: 1.25

6. wit : Blitz Monster C

zwart: Turbostar 6
1. d4 Pf6 2. c4 c5 3. d5 b5 4. cxb5 a6
5. bxa6 g6 6. Pf3 Lg7 7. e4 Pxe4 8. Da4
Pd6 9. a7



9. ... Db6 10. axb8 Txb8 11. Pc3 Lb7
12. Dc2 0-0 13. Le2 Lxc3+ 14. Dxc3 Lxd5
15. Lh6 Dxb2 16. Dxb2 Txb2 17. Lxf8 Kxf8
18. Pe5 Ke8 19. Pd3 Tc2 20. Kd1 Tc4
21. Tc1 Txc1+ 22. Kxc1 Lxg2 23. Tg1 Ld5
24. Pxc5 Lxa2 25. Td1 f6 26. Lg4 f5
27. Lf3 Lc4 28. Kc2 Kd8 29. Kc3 La2
30. Kb4 Lf7 31. Ld5 Lxd5 32. Txd5 Ke8
33. Td3 h6 34. Kb3 f4 35. Kc3 Pb5+
36. Kb4 Pd6 37. Ta3 Pc8 38. Th3 h5
39. Pd3 Pa7 40. Pe5 Pcb+ 41. Pxc6 dxc6
42. Kc5 Kf7 43. Kxc6 Kf6 44. Kd5 Kf5
45. Tc3 g5 46. Tc7 Kg4 47. Txe7 Kf3
48. Te5 g4 49. Txb5 Kxf2 50. Th4 f3
51. Tg4 Ke2 52. Te4+ Kd1 53. h4 f2
54. Tf4 Ke1 55. h5
1-0
wit: 2.09, zwart: 2.09

7. wit : Mephisto A'dam 2

zwart: Princhess 6
1. c4 Pf6 2. Pc3 c6 3. e4 d5 4. cxd5
cxd5 5. e5 d4 6. exf6 dxc3 7. fxg7 cxd2+
8. Lxd2 Lxg7 9. Dc2 0-0 10. Pf3 Pd7
11. Ld3 h6 12. 0-0 Pf6 13. Lc3 Le6
14. Tf1 Tc8 15. De2 Ld5 16. a3 e6
17. Tac1 Dd7 18. Pe5 Da4 19. Lb4 Tfd8
20. Lb5 Db3 21. Le7 Txc1 22. Txc1 Ta8
23. Lxf6 Lxf6 24. Tc3 Da2 25. Tg3+ Kf8
26. Pd7+ Ke7 27. Pxf6 Da1+ 28. Df1 Dxf1+
29. Lxf1 Kxf1 30. Th3 Kg5 31. Tc3 a5
32. Tc7 f5 33. g3 Lf3 34. Lg2 Lxg2
35. Kxg2 Ta7 36. f4+ Kf6 37. Kh3 e5
38. fxe5+ Kxe5 39. Th7 Ta6 40. Te7+ Kd4
41. Txb7 Kd3 42. a4 Ke4 43. b4 axb4
44. Txb4+ Kd5 45. Tf4 Ke5 46. Kh4 Tb6
47. Kh5 Ta6 48. Tc4 Kd5 49. Th4 Ke5
50. Tf4 Ta8 51. Tb4 Kf6 52. Tc4 Kg7
53. Tc7+ Kf6 54. Tc6+ Ke7 55. Txb6 Txa4
56. Kg5 Ta5 57. h4 Ta3 58. Kf4 Ta5
59. h5 Kf7 60. Tc6 Kg7 61. Td6 Tb5
62. Te6 Tc5 63. Tb6 Td5 64. Ta6 Tb5
65. Tg6+ Kf7 66. Tc6 Kg7 67. Td6 Tc5

68. Te6 Tb5 69. Ta6 Tc5 70. h6+ Kh7
71. Td6 Tb5 72. Tc6 Td5 73. Te6 Tc5
74. Tf6 Ta5 75. Tb6 Td5 76. Tc6 Tb5
77. Td6 Ta5 78. Kg5 f4+ 79. Kxf4 Th5
80. g4 Txb6 81. Txb6+ Kxb6 82. Kf5 Kg7
83. Kg5 Kh7 84. Kf6 Kh6 85. g5+ Kh7
86. Kf7 Kh8 87. Kg6 Kg8 88. Kh6 Kh8
89. g6 Kg8 90. g7 Kf7 91. Kh7 Kf6
92. g8d
1-0
wit: 4.31, zwart: 3.40

8. wit : Orwell Y

zwart: Turbostar 440
1. d4 Pf6 2. c4 e6 3. g3 d5 4. Pf3 dxc4
5. Da4+ Pbd7 6. Lg2 a6 7. Dxc4 b5 8. Dc2
Lb7 9. 0-0 Ld6 10. Pc3 b4 11. Pa4 Le4
12. Dc4 Ld5 13. Dd3 0-0 14. Ld2 Db8
15. Tf1 Le4 16. Dc4 Ld5 17. Dd3 Le4
18. Dc4 Db5 19. Pc5 Dxc4 20. Txc4 Lxc5
21. dxc5 a5 22. Lf4 Ld5 23. Tcc1 c6
24. a3 Pe4 25. Ld6 Tfd8 26. Lc7 Tdc8
27. Ld6 Td8 28. Pd4 e5 29. Pf5 Pxd6
30. cxd6 Lxg2 31. Kxg2 c5 32. e4 f6
33. Pe7+ Kf7 34. axb4 axb4 35. Pc6 Th8
36. Ta5 Ke6 37. Td1 Txa5 38. Pxa5 Ta8
39. Pc4 Ta4 40. b3 Ta2 41. Kf3 h6 42. h4
g5 43. h5 g4+ 44. Kxg4 Txf2 45. Pe3 Te2
46. Kf3 Ta2 47. Td3 Ta3 48. Kg4 Kf7
49. Kf5 Ta1 50. Td1 Ta3 51. Tb1 Ta6
52. Pc4 Ta8 53. Kg4 Ke6 54. Tf1 Ta2
55. Tf3 Pb8 56. Td3 Tf2 57. Pe3 Pc6
d8, d7



58. ... Te2 59. Kf3 Th2 60. d8P+ Pxd8
61. Txd8 Txb5 62. Pf5 Th2 63. Td6+ Kf7
64. Td7+ Kf8 65. Tc7 Tb2 66. Kg4 Txb3
67. Txc5 Tb2 68. Tc8+ Kf7 69. Tc7+ Ke8
70. Te7+ Kd8 71. Tb7 Th2 72. Pd6 Td2
73. Pf7+ Kc8 74. Txb4 Td4 75. Txd4 exd4
76. Ph6 Kd7 77. Pf5 d3 78. Kf3 d2
79. Ke2 d1d+ 80. Kxd1 Ke6 81. Ke2 Kd7
1-0
wit: 3.05, zwart: 3.30

Amateur Group

2. wit : Nona

zwart: Tumult
1. d4 Pf6 2. Pf3 g6 3. c4 Lg7 4. g3 b6
5. Lg2 Lb7 6. 0-0 0-0 7. Pc3 Pa6 8. Lf4
Ph5 9. Le3 c5 10. Pd5 e6 11. Pc3 Dc8
12. d5 exd5 13. cxd5 Pc7 14. Ph4 Dd8
15. d6 Lxg2 16. dxc7 Dxc7 17. Pxd7 Tae8
18. Pb5 Dc6 19. Pxa7 Dd7 20. Pb5 Lxb2
21. Pd6 Da6 22. Tb1 Txe3 23. Pxe3 Lg7
24. a4 Pf6 25. Tb5 Tb8 26. Db3 Tf8
27. Td1 Ta8 28. Dxf7+ Kh8 29. Dc4 Lf8
30. Pf7+ Kg7 31. Pe5 d6 32. Df7+ Kh8
33. Dxf6+ Lg7 34. Dxd6 Dxa4 35. Txb6 De8
36. Dd5 Lxe5 37. Te6 Dd8 38. Txe5 Ta7
39. Dd8+ Dxd8 40. Txd8+ Kg7 41. Txc5 Te7
42. h4 Tb7 43. Tcd5 Te7 44. h5 Kf7
45. h6 Ke6 46. T5d6+ Ke5 47. f3 Td7
48. T8d7 g5 49. Tc6 g4 50. Td5+
1-0
wit: 2.00, zwart: 1.37

3. wit : Rebel

zwart: Mampelen I
1. e4 c5 2. Pf3 d6 3. d4 cxd4 4. Pxd4
Pf6 5. Pc3 a6 6. Lg5 e6 7. f4 Db6 8. Dd2
Dxb2 9. Tb1 Da3 10. Lxf6 gxf6 11. Le2
Lh6 12. 0-0 e5



13. Pd5 Dc5 14. Db4 Dxb4 15. Txb4 Kd8
16. Pb6 Ta7 17. Pxc8 Kxc8 18. Pf5 Lf8
19. Tc4+ Pc6 20. fxe5 dxe5 21. Pe3 Lg7
22. Pd5 h5 23. Pxf6 Lxf6 24. Txf6 Kd8
25. Txf7 b5 26. Txa7 Pxa7 27. Tc5 Th6
28. Td5+ Kc7 29. Txe5 h4 30. Tf5 Pc6
31. c3 Pe7 32. Th5 Txb5 33. Lxh5 Kd6
34. Kf2 a5 35. Le8 Kc5 36. Ke3 Kc4
37. Kd2 b4 38. Lf7+ Kc5 39. e5
1-0 (time)
wit: 1.17, zwart: 2.00

Main Group

8 september 1985

Round 2:

| | | |
|------------------|--------------------|-----|
| Mephisto A'dam 3 | - Orwell 2 | 0-1 |
| Orwell Y | - Mephisto A'dam 1 | 0-1 |
| Mephisto A'dam 2 | - Blitz Monster C | 1-0 |
| Turbostar K | - Plymate 2 | 0-1 |
| Orwell X | - Blitz Monster Y | rem |
| Blitz Monster X | - Princess 6 | rem |
| Plymate X | - Turbostar 440 | 0-1 |
| Turbostar 6 | - Plymate Y | rem |

Standings after round 2:

| | |
|-------|---------------------|
| 1/3 | Mephisto A'dam 1 2 |
| | Mephisto A'dam 2 |
| | Orwell 2 |
| 4 | Plymate 2 1.5 |
| 5/10 | Blitz Monster C 1 |
| | Blitz Monster Y |
| | Mephisto A'dam 3 |
| | Orwell X |
| | Orwell Y |
| | Turbostar 440 |
| 11/15 | Blitz Monster X 0.5 |
| | Plymate Y |
| | Princess 6 |
| | Turbostar 6 |
| | Turbostar K |
| 16 | Plymate X 0 |

9. wit : Mephisto A'dam 3
zwart: Orwell 2

1. c4 c5 2. Pf3 g6 3. Pc3 Lg7 4. a3 d6
5. d4 cxd4 6. Pxd4 Pc6 7. e3 Ld7 8. Le2
Ph6 9. 0-0 Pxd4 10. exd4 Pf5 11. d5 Db6
12. Ld3 0-0 13. Te1 Le5 14. De2 Tfe8
15. Ta2 Tac8 16. Ld2 Db3 17. Dd1 La4
18. Db1 Ld7 19. Dd1 Dxd1 20. Txd1 a6
21. a4 Pd4 22. Pe4 Pb3 23. Le3 Lf5
24. Pg5 Pa5 25. Lxf5 gxf5 26. Ld4 Lxd4
27. Txd4 Txc4 28. Txc4 Pxc4 29. b3 Pb6
30. Tc2 h6 31. Pf3 Pxd5 32. Kh1 Kg7
33. g3 Td8 34. Kg2 Kg6 35. h3 Kf6
36. Td2 e6 37. Tc2 e5 38. Pd2 e4 39. Kf1
Ke6 40. Ke2 h5 41. h4 b6 42. Tc4 Pe7
43. Tc7 d5 44. Tb7 Td6 45. Ta7 b5
46. Tb7 f4 47. gxf4 bxa4 48. bxa4 Pg6
49. f5+ Kxf5 50. Tf7+ Kg4 51. f3+ exf3+
52. Pxf3 Te6+ 53. Kf2 Pxf4 54. Pxf4 Kxf4
55. Td7 Te5 56. Td6 a5 57. Ta6 d4
58. Td6 Te4 59. Kf3 Tg4 60. Td5 d3
61. Ke3 Txa4 62. Kxd3 Kg6 63. Kc3 h4
64. Kb3 Ta1 65. Kb2 Te1 66. Txa5 h3
67. Ta4+ Kg3 68. Ta3+ Kg2 69. Ta8 h2
70. Tg8+ Kh3 71. Th8+ Kg3 72. Tg8+ Kf4

73. Tf8+ Ke3 74. Te8+ Kd2 75. Td8+ Ke2
76. Te8+ Kf1 77. Tf8+ Kg1 78. Tg8+ Kh1
79. Kc3 Tg1 80. Te8 Kg2 81. Tg8+ Kh3
82. Th8+ Kg3 83. Tg8+ Kf4 84. Tf8+ Ke4
85. Te8+ Kd5 86. Td8+ Ke5 87. Te8+ Kd6
88. Td8+ Kc5 89. Tc8+ Kb5 90. Th8 h10
0-1
wit: 4.00 , zwart: 3.40

10. wit : Orwell Y

zwart: Mephisto A'dam 1
1. e4 e6 2. d4 d5 3. Pd2 c5 4. exd5 Dxd5
5. Pgf3 cxd4 6. Lc4 Dd6 7. 0-0 Pf6
8. Pb3 Le7 9. Pbx4 a6 10. Pe2 Ld7
11. Dxd6 Lxd6 12. Td1 Lc5 13. Pe5 b5
14. Ld3 Pc6 15. Pxd7 Pxd7 16. a4 b4
17. Lf4 Pf6 18. Lg5 Pg4 19. Le4 Pge5
20. Lf4 Tc8 21. Lxe5 Pxe5 22. Lb7 Td8
23. Lxa6 0-0 24. h3 Ta8 25. Lb5 Tfd8
26. b3 Lb6 27. c3 bxc3 28. Txd8+ Txd8
29. Pxc3 Td2 30. Pe4 Tb2 31. a5 La7
32. Tc1 g6 33. Tc3 Ld4 34. Tc7 Txb3
35. Le2 Tb1+ 36. Lf1 h5 37. a6 Ta1
38. Pf6+ Kg7 39. Pe8+ Kf8 40. Pd6 Ta2



41. Pe4 h4 42. Lb5 Ta1+ 43. Lf1 Ke8
44. Tb7 f5 45. Pd6+ Kd8 46. Tb4 Pc6
47. Pf7+ Ke7 48. Tb7+ Kf6 49. Pd6 Ta2
50. Lc4 Txf2 51. Kh2 Le5+ 52. Mg1 Tc2
53. Pe8+ Kg5 54. Lb3 Ld4+ 55. Kf1 Tf2+
56. Ke1 Tg2 57. Tc7 Tg3 58. Lc4 Pe5
59. Pg7 Lb6 60. Tc8 Pxc4 61. Txc4 Kf6
62. Tc6 Ld4 63. Pe8+ Ke7 64. Pc7 Txb3
65. Pb5 Th1+ 66. Ke2 Th2+ 67. Kf1 Le3
68. Ke1 h3 69. Tc7+ Kf6 70. Th7 Ke5
71. Pa3 Th1+ 72. Ke2 Ta1 73. Pc4+ Ke4
74. Txb3 Ta2+ 75. Kd1 Lc5 76. Tg3 g5
77. Tg5 Kd5 78. Pd2 Le3 79. Tg2 Lf4
80. a7 Txa7 81. Tf2 e5 82. Pb1 Kd4
83. Tb2 e4 84. Tb4+ Ke3 85. Tb5 Tf2
86. Pc3 Kf3 87. Td5 e3 88. Pe2 Lh7
89. Ke1 f4 90. Td8 Tb7 91. Pd4+ Ke4
92. Kf1 f3
0-1
wit: 3.52 , zwart: 4.20

11. wit : Mephisto A'dam 2

zwart: Blitz Monster C
1. c4 Pf6 2. Pc3 e5 3. Pf3 Pc6 4. e3 Lb4
5. Dc2 0-0 6. Pd5 Te8 7. Df5 d6 8. Pxf6+
gxf6 9. Dh5 d5 10. Ld3 h6 11. cxd5 Dxd5
12. Le2 Lf8 13. 0-0 Le6 14. d3 f5
15. Ph4 Dd7 16. Ld2 Lg7 17. Lc3 Tf8



18. f4 f6 19. b3 Tad8 20. Tf2 De8
21. Dxe8 Tfxe8 22. fxe5 fxe5 23. Pxf5
Lxf5 24. Txf5 Pe7 25. Th5 Pd5 26. Ld2 c6
27. Tf1 Tf8 28. Txf8+ Txf8 29. g3 Kh7
30. e4 Pb6 31. Lc3 Pd7 32. Tf5 Txf5
33. exf5 Kg8 34. Kf2 Kf7 35. h3 Kf6
36. g4 h5 37. Kf3 Lh8 38. b4 c5 39. bxc5
hxc5+ 40. hxc4 Pxc5 41. d4 e4+ 42. Ke3
Pa4 43. Ld2 Pb6 44. Kxe4 Pd7 45. g5+ Kg7
46. Lh5 Kg8 47. Le8 Pb8 48. f6 Kf8
49. f7 Pc6 50. d5 Pe7 51. d6
1-0
wit: 2.10 , zwart: 2.35

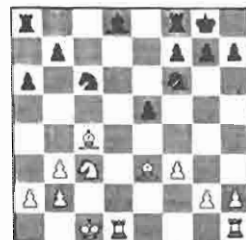
12. wit : Turbostar K

zwart: Plymate 2
1. d4 Pf6 2. Pc3 d5 3. Lg5 Lf5 4. Lxf6
exf6 5. e3 Lb4 6. Ld3 Lxc3+ 7. bxc3 Lxd3
8. cxd3 0-0 9. Tb1 b6 10. Pe2 Dd7
11. 0-0 Pc6 12. c4 Pa5 13. cxd5 Dxd5
14. Dc2 c6 15. e4 Dg5 16. f4 Dg4 17. h3
Dg6 18. f5 Dg5 19. Pf4 Tfe8 20. d5 c5
21. Dd2 Pb7 22. Tf1 Pd6 23. Df2 Tad8
24. Df3 Te5 25. a4 c4 26. Tb4 Tde8
27. Tc2 cxd3 28. Pxd3 Tse7 29. Tc6 a5
30. Td4 Td8 31. Txb6 Tc7 32. Ta6 Dd2
33. Df2 Pxe4 34. Dxd2 Pxd2 35. d6 Tb7
36. Pc5 Tb1+ 37. Kf2 Tb2 38. Ke3 Pf1+
39. Kf3 Ph2+ 40. Ke4 Tg2 41. Txa5 Te2+
42. Kf4 g5+ 43. fxg6ep fxg6 44. Ta7 g5+
45. Kf5 Te5+ 46. Kx16 Txc5 47. Tg7+ Kh8
48. Tc7 Ta5 49. d7 Taa8 50. Tdc4 Tf8+
51. Kxg5 Pf3+ 52. Kh6 Pe5 53. Te4 Ta6+
54. Kh5 Ta5 55. d8D Txd8 56. Kh4 Td3
57. Kg5 Txb3 58. Kf6 Th6+ 59. Kg5 Te6
60. Kf5 Te8 61. Kf6 Tf8+ 62. Ke6 Tg8
63. Tb7 Pd3 64. Te7 Pc5+ 65. Kd6 Pxe4+
66. Txe4 Tg6+ 67. Kc7 Ta7+ 68. Kb8 Tga6

69. Te8+ Kg7 70. Te2 Txa4 71. Tg2+ Kf8
72. Tf2+ Ke8 73. Te2+ Kd8 74. Tg2 Te7
75. Tg8+ Kd7 76. Tg2 Tb4+ 77. Ka8 Kc8
78. Tg8+ Kc7 79. Tc8+ Kb6 80. Tc6+ Kb5
81. Tf6 Tc4 82. Tf5+ Kb6 83. Tf6+ Tc6
84. Tf8 Ka8 85. Kb8 Tb7+ 86. Ka8 Tcb6
87. Tf5 Ta7+
0-1
wit: 3.57 , zwart: 3.18

13. wit : Orwell X

zwart: Blitz Monster Y
1. e4 c5 2. Pf3 d6 3. d4 cxd4 4. Pxd4
Pf6 5. Pc3 a6 6. f3 e5 7. Pb3 Le6 8. Le3
Le7 9. Dd2 d5 10. exd5 Lxd5 11. 0-0-0
Lxb3 12. Dxd8+ Lxd8 13. cxb3 0-0 14. Lc4
Pc6



15. g4 b5 16. Le2 h6 17. h4 Te8 18. g5
Ph5 19. gxh6 g6 20. Pe4 Pb4 21. Pd6 Tf8
22. a3 Pg3 23. Th2 Pc6 24. Td5 Pxe2+
25. Txe2 Lxh4 26. Th2 Lg3 27. Tg2 Le1
28. Kd1 Lh4 29. Tc2 Pe7 30. Txe5 Tf8
31. Td2 Lf6 32. Tc5 Lxb2 33. Ld4 Lxd4
34. Txd4 Kh7 35. Tc7 Pg8 36. Txf7+ Kxh6
37. Tc7 Tf8 38. Pf7+ Kg7 39. Pe5+ Kh6
40. Th4+ Kg5 41. Tg4+ Kf5 42. Pxd6 Tad8+
43. Kc2 Tf6 44. Pf4 Th6 45. b4 Tf8
46. Tc5+ Kf6 47. Tc6+ Kf5 48. Pg6 Th2+
49. Kb3 Tf6 50. Tc8 Te6 51. Tc5+ Kf6
52. Pf4 Te3+ 53. Tc3 Txc3+ 54. Kxc3 Pe7
55. Tg2 Th4 56. Pd3 Pd5+ 57. Kd2 a5
58. Te2 axb4 59. axb4 Pxb4 60. Pxb4 Txb4
1/2-1/2
wit: 2.30 , zwart: 2.43

14. wit : Blitz Monster X

zwart: Princess 6
1. f4 Pf6 2. Pf3 d5 3. d4 Pc6 4. c4 dxc4
5. Pc3 Le6 6. e4 Lg4 7. Le3 Lxf3 8. gxf3
Pa5 9. Da4+ c6 10. Ld2 b6 11. Pd1 Tc8
12. Lf3 e6 13. f5 Dxd4 14. fxe6 fxe6
15. Lxe6 Tc7 16. Lxa5 bxa5 17. Dxc4 Lb4+
18. Kf1 Dxc4+ 19. Lxc4 Pd7 20. Pe3 Pe5
21. Le2 0-0 22. Kg2 Td7 23. Tad1 Tf8
24. Tnd7 Tnd7 25. Td1 Txd1 26. Pxd1 g5

27. h4 gxh4 28. f4 Pg6 29. Kf3 Kf7
30. e5 Ld2 31. Ld3 Pxf4 32. Lxh7 h3
33. Kg3 Ke6 34. Pf2 Kxe5 35. Pxf3 Ph5+
36. Kf3 Pf6 37. Lg6 Pd5 38. b3 Le3
39. Pf2 Lxf2 40. Kxf2 Kd4 41. Kf3 Kc3
42. Kf2 Pb4 43. a3 Pd5 44. Le8 Kxb3
45. Lxc6 Pe7 46. Ld7 Kxa3 47. Ke2 a4
48. Kd2 Kd4 49. Kc1 a3 50. Le6 Pc6
51. Kb1 Pd4 52. Lf7 Pb3 53. Ka2 Pc1+
54. Kb1 Pd3 55. Ka2 Pc5 56. Ld5 a6
57. Lf7 Pe4 58. Lb3 a5 59. Lf7 Pd2
60. Ld5 a4 61. Lf7 Pf3 62. Ld5 Pd4
63. Lf7 Pb5
1/2-1/2
wit: 2.45 , zwart: 2.38

15. wit : Plymate X

zwart: Turbostar 440
1. e4 e5 2. Pf3 Pc6 3. d4 exd4 4. Pxd4
Pf6 5. Pc3 Lb4 6. Pxc6 bxc6 7. Ld3 d5
8. exd5 cxd5 9. Lb5+ Kf8 10. Lc6 Tb8
11. Dd4 Dd6 12. La4 De6+ 13. Le3 c5
14. Df4 Db6 15. a3 Lxc3+ 16. bxc3 Pe4
17. Lc6 Le6 18. c4 d4 19. Lxe4 dxe3
20. fxe3 Lxc4 21. Lxh7 Le6 22. Ld3 c4
23. Le2 Da5+ 24. Kf1 Td8 25. Td1 Txd1+
26. Lxd1 Ke7 27. e4 Td8 28. Lf3 Td2
29. e5 Kf8 30. a4 Db4 31. De4 Dxa4
32. Da8+ Ke7 33. Db7+ Ld7 34. De6 Kf8
35. c3 Da1+ 36. De1 Dxc3 37. h4 Dd4
38. e6 Lxe6 39. Le2 Kg8 40. Dg3 c3
41. Df2



41. ... Td1+ 42. Lxd1 Dxd1+ 43. De1 c2
44. Kf2 Lb3 45. g3 c10 46. De8+ Kh7
47. Txd1 Dc2+ 48. De2 Dxd1 49. Dxd1 Lxd1
50. Ke1 Lg4 51. Kd2 Kg6 52. Kc3 Kf5
53. Kd4 Lh5 54. Ke3 Kg4 55. Ke4 Kxg3
56. Ke5 a5 57. Ke4 a4 58. Kd4 a3 59. Kc3
Ld1 60. Kd2 a2 61. Kxd1 a10+ 62. Kc2
Kxh4 63. Kd3 Da4 64. Ke3 Kg3 65. Kd3 Kf3
66. Kc3 Ke3 67. Kb2 Kd2 68. Kb1 Kc3
69. Kc1 Dc2+
0-1
wit: 2.52 , zwart: 2.16

Amateur Group

8 september 1985

Round 2:

Kempelen 1 bye
Tumult - Rebel
PK83 - Nona

1 Rebel 1.5 (2)
2 Nona 1 + 1u (2)
3 Tumult 0.5 (2)
4 PK83 0 + 1u (1)
5 Kempelen 1 0 (1)

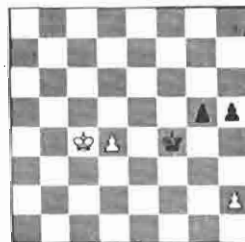
Standings after round 2:

5. wit : Tumult
zwart: Rebel

1. d4 d5 2. c4 e6 3. Pc3 Pf6 4. Lg5 Pbd7
5. e3 c6 6. Pf3 Da5 7. cxd5 Pxd5 8. Dd2
Lb4 9. Tc1 0-0 10. e4 Pxc3 11. bxc3 Ld6
12. Ld3 e5 13. Tb1 h6 14. Le3 Te8
15. 0-0 exd4 16. cxd4 Dxd2 17. Lxd2 Pb6
18. Tfcl Lg4 19. e5 Lxf3 20. gxf3 Lc7
21. f4 Tad8 22. Lc3 Te7 23. Le4 Tee8
24. Kh1 Te6 25. f5 Tee8 26. Lg2 Kh7
27. a4 Tb8 28. a5 Pd5 29. Lxd5 cxd5
30. Ld2 Ld8 31. Tb5 b6 32. axb6 Lxb6
33. Lc3 Tb8 34. Tc6 g6 35. fxb6+ fxb6



36. Td6 Txd6 37. exd6 Td8 38. Txd5 a5
39. d7 Lc7 40. Ld2 Kg7 41. Kg2 Kf6
42. Lxa5 Lxa5 43. Txa5 Txd7 44. Ta4 Td8
45. Kf3 Td7 46. Ta6+ Kf5 47. Ta5+ Kf6
48. Ke4 Te7+ 49. Kd3 Te1 50. Ta2 Th1
51. f4 Kf5 52. Tf2 h5 53. Ke3 Te1+
54. Kd2 Te4 55. Kd3 Txf4 56. Txf4+ Kxf4
57. Kc4 g5



58. Kc50 g4 59. d5 h4 60. d6 g3
61. hxg3+ hxg3 62. d7 g2 63. d8d g1d+
64. Kb4 Db1+ 65. Kc3
1/2-1/2
wit: 0.51, zwart: 2.57

6. wit : PK83
zwart: Nona

1. e4 e5 2. Pf3 Pc6 3. Lb5 a6 4. La4 Pf6
5. 0-0 Le7 6. Te1 b5 7. Lb3 0-0 8. c3 d6
9. h3 Pa5 10. Lc2 c5 11. d4 cxd4
12. cxd4 Dc7 13. Lg5 Ld7 14. dxe5 dxe5
15. Pxe5 Dxe5 16. Lxf6 Lxf6 17. Dxd7
Tfd8 18. Df5 Dxf5 19. exf5 Lxb2 20. Pa3
Lxa3 21. Tad1 Pc6 22. Te4 Lc5 23. a4 Pd4
24. Te5 Ld6 25. Txd4 Lxe5 26. Te4 Lf6
27. axb5 axb5 28. g4 Td2 29. Lb3 Lh4
30. Tf4 Te8 31. Kg2 Te1 32. Tf3 Tb1
33. g5 Lxg5 34. Kg3 Lf6 35. Kf4 Tg1
36. Tg3 Txf2+

0-1
wit: 1.48, zwart: 1.15

The 5th World Microcomputer Chess Championship, sept 7-15, 1985

Main Group

9 september 1985

Round 3:

Orwell Z - Mephisto A'dam 2 rem
Plymate Z - Mephisto A'dam 1 0-1
Blitz Monster Y - Orwell Y rem
Turbostar 440 - Orwell X 1-0
Blitz Monster C - Mephisto A'dam 3 0-1
Turbostar K - Plymate X 1-0
Prin chess 6 - Turbostar 6 1-0
Plymate Y - Blitz Monster X 1-0

Standings after round 3:

1 Mephisto A'dam 1 3
2/3 Mephisto A'dam 2 2.5
Orwell Z
4/5 Mephisto A'dam 3 2
Turbostar 440
6/11 Blitz Monster Y 1.5
Orwell Y
Plymate Y
Prin chess 6
Turbostar K
12/13 Blitz Monster C 1
Orwell X
14/15 Blitz Monster X 0.5
Turbostar 6
16 Plymate X 0

17. wit : Orwell Z
zwart: Mephisto A'dam 2

1. Pf3 c6 2. d4 d5 3. c4 Pf6 4. Db3 e6
5. g3 Ld6 6. Lg2 0-0 7. 0-0 Pbd7 8. Lf4
Lxf4 9. gxf4 Pe4 10. Pc3 Pdf6 11. e3 De7
12. Pxe4 Pxe4 13. Tfcl f6 14. Lf1 Df7
15. Ld3 Dg6+ 16. Kf1 Dh5 17. Ke2



17. ... Pd2 18. Kxd2 Dxf3 19. Tf1 Dh3
20. Th1 dxc4 21. Lxc4 b5 22. Ld3 Dg2

23. Ta1 f5 24. h4 Ld7 25. Thg1 Dh2
26. Th1 Dg2 27. Thg1 Dh3 28. Th1 Dg2
1/2-1/2
wit: 0.45, zwart: 1.09

18. wit : Plymate Z
zwart: Mephisto A'dam 1
1. d4 c6 2. e4 d5 3. Pc3 dxe4 4. Pxe4
Lf5 5. Pg3 Lg6 6. Pf3 Pd7 7. Ld3 Lxd3
8. Dxd3 e6 9. 0-0 Pgf6 10. Te1 Le7
11. Le3 0-0 12. c4 Dc7 13. Ld2 Ld6
14. Pe4 Pxe4 15. Txe4 c5 16. Th4 h6
17. Lc3 Le7 18. Th5 cxd4 19. Pxd4 a6
20. Td1 Pc5 21. Dc2 Tfd8 22. b4 Pd7
23. c5 Pf6 24. Th3 Pd5 25. Ld2 Lf6
26. Pe2 Le5 27. De4 Pf4 28. Pxf4 Lxf4
29. De2 Lxd2 30. Txd2 Df4 31. Thd3 Txd3
32. Txd3 Dxb4 33. Tb3 Dxc5 34. Txb7 Dc1+
35. Df1 Dc2 36. Db1 Tc8 37. g3 Dxb1+
38. Txb1 Tc2 39. a4 Tc4 40. Ta1 a5
41. Kf1 Kh7 42. Ta2 Kg6 43. Ke2 Kf5
44. Kd3 Tb4 45. h4 Kg4 46. Kc2 Kf3
47. Kc3 g6 48. Kd3 f5 49. Kc3 e5 50. Kd3
f4 51. gxf4 Txf4 52. Kc3 Txb4 53. Kb3
Tb4+ 54. Ka3 h5 55. Tc2 h4 56. Tc5 Kxf2
57. Txa5 h3 58. Kxb4 h2 59. Txe5 h10
60. a5 Db1+ 61. Kc5 Da1 62. Kd6 g5
63. Ke6 g4 64. Tf5+ Kg2 65. Kd6 g3
66. Ke6 Db1 67. Kf6 Kf1 68. a6 g2 69. a7
Da1+ 70. Ke6 Dxa7 71. Kf6 Dh7 72. Ke5
De7+ 73. Kd5 Kh2 74. Tf2 Kg3 75. Txd2+
Kxd2 76. Kc4 De5 77. Kb4 Kf3 78. Kc4 Ke4
79. Kb3 Dc5 80. Ka4 Db6 81. Ka3 Kd4
82. Ka4 Kc3 83. Ka3 Da5+

0-1
wit: 3.35, zwart: 3.34
19. wit : Blitz Monster Y
zwart: Orwell Y
1. d4 Pf6 2. c4 e6 3. Pf3 d5 4. Pc3 c5
5. cxd5 Pxd5 6. e3 Pc6 7. Ld3 Le7 8. 0-0
0-0 9. a3 Pxc3 10. bxc3 b6 11. Dc2 f5
12. Lb5 Dd5 13. Lxc6 Dxc6 14. Pe5 Dd6
15. Ld2 Lb7 16. f4 Dd5 17. Tf2 Lh4
18. Te2 Tad8 19. c4 De4 20. Dxe4 Lxe4
21. dxc5 bxc5 22. La5 Td6 23. Lc7 Ta6
24. Pd7 Tc8 25. Pxc5 Lf6 26. Tc1 Txa3
27. Ld6 La8 28. Pxe6 Tc3 29. Txc3 Lxc3
30. c5 Lb4 31. Tc2 Ld5 32. Pc7 Le4
33. Tc4 a5 34. Kf2 Lc6 35. h3 Kf7 36. g4
g6 37. Ke2 Td8 38. gxf5 gxf5 39. h4 Tg8
40. Kd3 h5 41. Le5 Tg1 42. Kc2 Tg2+
43. Kb3 Te2 44. Lc3 Txe3 45. Kb2 Lxc3+
46. Txc3 Te7 47. Pa6 Lb5 48. Pb8 Tb7
49. Tb3 Txb8 50. c6 a4 51. c7 Tc8

20. wit : Turbostar 440
zwart: Orwell X
1. d4 Pf6 2. c4 e6 3. g3 d5 4. Lg2 dxc4
5. Pf3 Le7 6. 0-0 0-0 7. Dc2 a6 8. Dxc4
b5 9. Dc2 Lb7 10. Ld2 Pc6 11. e3 Pb4
12. Lxb4 Lxb4 13. a3 Le4 14. Db3 Le7
15. Pc3 Ld3 16. Tfcl Lc4 17. Dc2 Tc8
18. b3 Ld5 19. Pxd5 Pxd5 20. b4 Dd6
21. e4 Pb6 22. e5 Dd7 23. Dc6 Tfd8
24. Db7 a5 25. bxa5 Pc4 26. De4 Ta8
27. a4 Txa5 28. Lf1 Dd5 29. Dxd5 exd5
30. axb5 Tda8 31. Txa5 Txa5 32. Lxc4 La3
33. Ta1 dxc4 34. Pd2 c3 35. Pc4 c2
36. Pxa5 Lb2 37. Te1 c10 38. Txc1 Lxc1
39. d5 Lb2 40. Pc4 Ld4 41. d6 cxd6
42. exd6 Kf8 43. b6 Ke8 44. b7 La7
45. Pe5 Lb8 46. d7+ Kd8 47. Pc6+ Kxd7
48. Pxb8+ Kc7 49. Pc6 Kxb7 50. Pd8+ Kb6
51. Pxf7 Kc6 52. f4 Kd5 53. Kf2 h6
54. Ke3 Ke6 55. Pe5 Kd5 56. g4 Kc5
57. Ke4 Kd6 58. Kf5 Kd5 59. Pf7 Kd4
60. Kg6 Ke4 61. Kxg7 Kxf4 62. Pxb6 Kg5
63. Kh7 Kh4 64. h3 Kg5 65. Pf7+ Kf4
66. g5 Kg3 67. g6 Kxh3 68. g7 Kg3
69. g8D+ Kf4 70. Kg6 Ke3 71. Kf5 Kd3
1-0
wit: 1.51, zwart: 3.32

21. wit : Blitz Monster C
zwart: Mephisto A'dam 3
1. d4 c6 2. e4 d5 3. Pc3 dxe4 4. Pxe4
Lf5 5. Pg3 Lg6 6. h4 h6 7. Pf3 Pd7 8. h5
Lh7 9. Ld3 Lxd3 10. Dxd3 Dc7 11. Ld2 e6
12. De2 Pgf6 13. c4 Ld6 14. Pf5 0-0
15. Pxd6 Dxd6 16. b4 Tfe8 17. 0-0 0-0 b5
18. c5 Dd5 19. Kb2 Pxb5 20. g4 Phf6
21. g5 hxg5 22. Tdgl g4 23. Pe5 a5
24. Pxd7 Dxd7 25. De5 axb6 26. Lg5 Da7
27. a4



27. ... bxa3ep+ 28. Ka1 Da4 29. Lxf6 Db4
30. d5 gx16 31. Dxf6 Db2+ 32. Dxb2 axb2+
33. Kxb2 exd5 34. Txxg+ Kf8 35. Kb3 Ta7
36. Th6 Te6 37. Th8+ Ke7 38. Tgg8 Kf6
39. Th7 Ke5 40. Kc3 d4+ 41. Kb3 Td7
42. Tf8 Kd5 43. Txf17 Txf17 44. Txf1 Kxc5
45. Tf5+ Kd6 46. Kc2 c5 47. f4 Te3
48. Kd2 b4 49. Kc2 c4 50. Kd1 b3 51. Tb5
d3 52. f5 Te5 53. Tb6+ Kc5 54. Tb8 Txf5
55. Kd2 Tf2+ 56. Ke1 Ta2 57. Tf8 b2
0-1
wit: 2.29 , zwart: 2.35

22. wit : Turbostar K
zwart: Plymate X
1. Pf3 d5 2. d4 Pf6 3. c4 dxc4 4. e3 e6
5. Lxc4 c5 6. D-O cxd4 7. exd4 Dc7
8. De2 Le7 9. Lg5 D-O 10. Pc3 Pc6
11. Pb5 Dd8 12. Lf4 a6 13. Pc3 b5
14. Lb3 b4 15. Pa4 Pxd4 16. Pxd4 Dxd4
17. Le3 De5 18. Pb6 Tb8 19. f4 Da5
20. Pc4 Df5 21. La7 Lc5+ 22. Lxc5 Dxc5+
23. Kh1 Lb7 24. Tad1 Tf8 25. Tc1 Tbc8
26. h3 Df5 27. Kh2 De4 28. Df2 Dd4
29. Dxd4 Txd4 30. Pa5 Txc1 31. Txc1 Txf4
32. Pxb7 g5 33. Tc8+ Kg7 34. Pc5 a5
35. Lxe6 Kg6 36. Lb3 Tf2 37. Pd3 Td2
38. Pe5+ Kf5 39. Tc5 Kf4 40. Pc4 Tf2
41. Txa5 g4 42. Pd6 gxh3 43. Tf5+ Ke3
44. Kxh3 Txf5 45. Pxf5+ Kf2 46. Lxf7 Pe4
47. Lc4 Pg5 48. Kg4 Pe4 49. g3 Pd2
50. Ld5 Ke1 51. Kg5 Kd1 52. a3 bxa3
53. bxa3 Kc1 54. a4 Pbl 55. Lg8 Pc3
56. a5 Pe4+ 57. Kh6 Pc5 58. Kxh7 Kd2
59. Lc4 Pd7 60. a6 Pb6 61. a7 Kc3
62. Ld5 Pxd5 63. a8D Pe3 64. Df3 Kb2
65. Dxe3 Ka2 66. Kh8 Kb2 67. Kg7 Ka2
68. Dc3 Kb1 69. Pd4 Ka2 70. Db3+ Ka1
71. Pc2+
0-1
wit: 2.38 , zwart: 3.03

23. wit : Princhess 6
zwart: Turbostar B
1. e4 c5 2. Pe2 d6 3. d4 cxd4 4. Pxd4
Pf6 5. Pc3 Pc6 6. Le2 e5 7. Pxc6 bxc6
8. f4 Db6 9. Dd2 Pg4 10. Lxg4 Lxg4
11. fxe5 dxe5 12. Dg+ Le6 13. Dxe5 D-O-D
14. Tb1 Lb4 15. a3 Lxc3+ 16. Dxc3 Lg4
17. Lf4 Th8 18. e5 Dd5 19. Kf2 De2+
20. Kg3 Ld7 21. Le3 Te6 22. h4 Tg6+
23. Lg5 h6 24. Tb1f1 hxg5 25. h5 Dg4+
26. Kf2 Th6 27. De3 Le6 28. Dc3 Lc4
29. Ter1 Df4+ 30. Kg1 Td2 31. Df3 Dd4+
32. De3 Dxe3+ 33. Txe3 Txc2 34. e6 Tc1+

35. Kf2 Tc2+ 36. Kg1 fxe6 37. Thh3 Txb2
38. Te5 Tb5 39. Txb5 cxb5 40. Tf3



1-0 (time)
wit: 1.49 , zwart: 2.05

24. wit : Plymate Y
zwart: Blitz Monster X
1. e4 c5 2. Pf3 d6 3. d4 cxd4 4. Pxd4
Pf6 5. Pc3 a6 6. Lg5 e6 7. f4 Le7 8. Df3
Dc7 9. D-O-D Pbd7 10. Kb1 h6 11. Lxf6
Lxf6 12. f5 Pe5 13. Dh3 D-O 14. fxe6
fxe6 15. Le2 b5 16. Lh5 Kh8 17. Thf1 b4
18. Pce2 Db7 19. Pxe6 b3 20. axb3 Dxe4
21. Txd6 Db4 22. Dg3 Lxe6 23. Txe6 Pc4



24. Txf6 Pd2+ 25. Kc1 Txf6 26. Txf6 Pe4
27. Txb6+ gxh6 28. De5+ Kh7 29. c3 Pxc3
30. Df5+ Kg8 31. Dg6+ Kh8 32. Df6+ Kg8
33. Lf7+ Kf8 34. Ld5+ Ke8 35. Lc6+
1-0
wit: 1.15 , zwart: 1.23

10. ... Lxe3 11. Dd1 Df5 12. Tc1 Lxc1
13. Dxc1 Dxc2 14. Dxc2 Pxc2+ 15. Kd2 Pb4
16. e4 b6 17. a3 Pc6 18. Lb5 Lb7
19. Lxc6 dxc6 20. Pe5 c5 21. Tf1 f6
22. Pd3 D-O-D 23. b3 Txd3+ 24. Kxd3 La6+
25. Ke3 Lxf1 26. Kf2 Ld3 27. Ke3 Td8
28. Kf4 Td4 29. Kf3 La6 30. Kf4 Td3
31. Pa2 Txb3 32. h4 e5+ 33. Kg4 Txa3
34. Pc1 Tc3 35. Pa2 Le2+ 36. Kf5 Tg3
37. Ke6 Lc4+ 38. Ke7 Lxa2 39. h5 c4
40. h6 gxh6 41. Kxf6 Tg5 42. Ke6 c3+
43. Kf6 c2 44. g3 c1D 45. g4 Dd2 46.
Dd8+
0-1
wit: 2.05 , zwart: 1.39

Amateur Group

9 september 1985

Round 3:

Nona bye
Rebel - PKB3 1-0 (regl.)
Keempelen I - Tumult 0-1

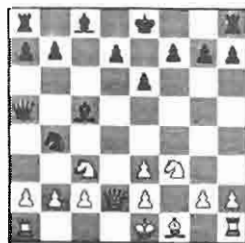
Standings after round 3:

| | | | |
|---|-------------|-----|----------|
| 1 | Rebel | 2.5 | (3) |
| 2 | Tumult | 1.5 | (3) |
| 3 | Nona | 1 | + 1u (2) |
| 4 | PKB3 | 0 | + 1u (2) |
| 5 | Keempelen I | 0 | (2) |

8. wit : Rebel
zwart: PKB3
regl. 1-0

9. wit : Keempelen I
zwart: Tumult

1. d4 Pf6 2. Pc3 c5 3. dxc5 Da5 4. Dd4
Pc6 5. Dc4 e6 6. Le3 Pd5 7. Dd3 Pcb4
8. Dd2 Pxe3 9. fxe3 Lxc5 10. Pf3



10. ... Lxe3 11. Dd1 Df5 12. Tc1 Lxc1
13. Dxc1 Dxc2 14. Dxc2 Pxc2+ 15. Kd2 Pb4
16. e4 b6 17. a3 Pc6 18. Lb5 Lb7
19. Lxc6 dxc6 20. Pe5 c5 21. Tf1 f6
22. Pd3 D-O-D 23. b3 Txd3+ 24. Kxd3 La6+
25. Ke3 Lxf1 26. Kf2 Ld3 27. Ke3 Td8
28. Kf4 Td4 29. Kf3 La6 30. Kf4 Td3
31. Pa2 Txb3 32. h4 e5+ 33. Kg4 Txa3
34. Pc1 Tc3 35. Pa2 Le2+ 36. Kf5 Tg3
37. Ke6 Lc4+ 38. Ke7 Lxa2 39. h5 c4
40. h6 gxh6 41. Kxf6 Tg5 42. Ke6 c3+
43. Kf6 c2 44. g3 c1D 45. g4 Dd2 46.
Dd8+
0-1
wit: 2.05 , zwart: 1.39

Main Group

10 september 1985

Round 4:

Mephisto A'dam 1 - Orvell Z 1-0
Turbostar 440 - Mephisto A'dam 2 0-1
Mephisto A'dam 3 - Turbostar K 1-0
Princhess 6 - Orvell Y 1-0
Plymate Z - Blitz Monster Y rem
Orvell X - Plymate Y rem
Plymate X - Blitz Monster C 1-0
Turbostar G - Blitz Monster X rem

Standings after round 4:

| | | |
|-------|------------------|-----|
| 1 | Mephisto A'dam 1 | 4 |
| 2 | Mephisto A'dam 2 | 3.5 |
| 3 | Mephisto A'dam 3 | 3 |
| 4/5 | Orvell Z | 2.5 |
| | Princhess 6 | |
| 6/9 | Blitz Monster Y | 2 |
| | Plymate Z | |
| | Plymate X | |
| | Turbostar 440 | |
| 10/12 | Orvell X | 1.5 |
| | Orvell Y | |
| | Turbostar K | |
| 13/16 | Blitz Monster C | 1 |
| | Blitz Monster X | |
| | Plymate X | |
| | Turbostar G | |

25. wit : Mephisto A'dam 1
zwart: Orvell Z

1. c4 g6 2. e4 c5 3. Pf3 Lg7 4. d3 d6
5. Pc3 Pc6 6. Le2 Ld7 7. D-O Db6 8. Pd5
Dd8 9. Ld2 e6 10. Pc3 Db6 11. Dc2 Ph6
12. Dc1
1-0
wit: 0.19 , zwart: 0.40

26. wit : Turbostar 440
zwart: Mephisto A'dam 2
1. d4 d5 2. c4 c6 3. cxd5 cxd5 4. Pc3
Pc6 5. Lf4 Lf5 6. e3 e6 7. Lb5 Ld6
8. Lxc6+ bxc6 9. Pge2 Pf6 10. Da4 Dc7
11. D-O D-O 12. Lxd6 Dxd6 13. Pg3 Lg6
14. Tac1 Tf8 15. b3 a5 16. Pce2 Tb5
17. Pf4 Tab8 18. Pge2 Dc7 19. Pxxg6 hxg6
20. f3 c5 21. Da3 Tc8 22. Pc3 Tb4
23. dxc5 Th4 24. g3 Tb4 25. Kf2 Pd7
26. Pa4 Tbb8 27. Tc2 Tb5 28. Ke2 Dc6
29. Tf1 Pf5 30. Pb2 d4 31. e4 f5
32. Kf2 fxe4 33. f4 e3+ 34. Kg1 d3

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35. fxe5 dxc2 36. Txc2 De4 37. Tc1 e2
38. Te1 Tf8 39. h4



39. ... De3+ 40. Kh2 Df2+ 41. Kh3 Df1+
42. Txf1 exf1D+ 43. Kg4 Df5+
0-1
wit: 1.43 , zwart: 1.36

27. wit : Mephisto A'dam 3
zwart: Turbostar K

1. c4 Pf6 2. Pc3 e5 3. Pf3 Pc6 4. e3 Le7
5. d4 exd4 6. exd4 d5 7. Lg5 Lg4 8. Le3
D-O 9. h3 Lxf3 10. Dxf3 dxc4 11. D-O-D
Pa5 12. Df5 Lb4 13. h4 De7 14. Dc2 Tfe8
15. g3 c6 16. Lg2 Pg4 17. The1 Pxe3
18. Txe3 Dc7 19. Le4 g6 20. De2 f5
21. Ld5+ Kf8 22. Le6 Dd6 23. Kb1 b5
24. h5 Lxc3 25. bxc3 c5



26. hxg6 hxg6 27. dxc5 Dxc5 28. Td7 Dc6
29. Tf7+ Kg8 30. Tc7+ Txe6 31. Txc6 Txc6
32. Te8+ Txe8 33. Dxe8+ Kh7 34. De7+ Kh6
35. Dxa7 Pb3 36. De3+ g5 37. axb3 cxb3
38. Kb2 Td6 39. Kxb3 Kg6 40. f4 gx14
41. gx14 Ta6 42. De8+ Kf6 43. Df8+ Kg6
44. Dg8+ Kf6 45. Dg5+ Kf7 46. Dxf5+
1-0
wit: 1.58 , zwart: 1.47

28. wit : Princhess 6
zwart: Orvell Y

1. e4 Pf6 2. e5 Pd5 3. d4 d6 4. exd6
exd6 5. Pf3 Lf5 6. Pa3 Pc6 7. Lb5 De7+
8. Le2 Pdb4 9. D-O h6 10. c3 Pd5 11. Db3
Pb6 12. Te1 Le4 13. Ld3 Lxd3 14. Txe7+
Lxe7 15. c4 Le2 16. d5 Lxf3 17. Dxf3 Pe5
18. De4 D-O 19. Ld2 Lf6 20. Te1 Tfe8
21. De3 c6 22. dxc6 bxc6 23. Db3 Tab8
24. Dc2 Ped7 25. Txe8+ Txe8 26. g3 Te2
27. Dd3 Te6 28. b3 Pc5 29. Df3 Pe4
30. Le3 Ld8 31. Pc2 c5 32. a4 a5 33. Dg4
Pf6 34. Dd1 Pe4 35. Df3 Lf6 36. Dg4 Kh8
37. Dh5 Kg8 38. Df5 Te5 39. Dg4 Kh8
40. Dd1 Pc8 41. Dd3 Te8 42. Dd5 Kg8
43. Dc6 Kf8 44. Dc7 Lc3 45. Lf4 g5
46. Lc1 Kg7 47. Le3 Pf6 48. Pa3 Lb4
49. Pb5 Pg4 50. Dd7 Pf6 51. Dc6 Pe7
52. Dxb6 Pf5 53. Dd3 Pxe3 54. fxe3 Pg4
55. Pd6 Te6 56. Pf5+ Kf6 57. e4 Kg6
58. Pe3 Pxe3 59. Dxe3 Te5 60. h4 La3
61. hxg5 hxg5 62. Dc3 Txe4 63. Dxa5 Lb4
64. Da6+ Te6 65. Dc8 Te3 66. g4 Kg7
67. Df5 f6 68. a5 Tg3+ 69. Kf1 Txb3
70. a6 Ta3 71. Dd7+ Kg6 72. a7 Ta1+
73. Kf2 Ta2+ 74. Kf3 Ta3+ 75. Ke4 Lc3
76. De8+
1-0
wit: 3.17 , zwart: 3.10

29. wit : Plymate Z
zwart: Blitz Monster Y

1. e4 e5 2. Pf3 Pc6 3. Lb5 a6 4. Lxc6
dxc6 5. d4 exd4 6. Dxd4 Ld7 7. Pe5 Le6
8. Dxd8+ Txd8 9. D-O Pf6 10. Lg5 Le7
11. Pc3 D-O 12. Pf3 Lc4 13. Tf1d1 h6
14. Lh4 Txd1+ 15. Txd1 Te8 16. Td4 b5
17. b3 Le6 18. Lxf6 Lxf6 19. e5 Le7
20. Pe4 f5 21. exf6e6 gx16 22. Td3 Kf7
23. Pd4 Ld5 24. Pg3 Ld6 25. Kf1 Lxg3
26. Txxg3 Te5 27. Th3 Kg6 28. a3 c5
29. f4 Te4 30. Pe2 c4 31. Tg3+ Kf7
32. b4 c5 33. bxc5 Te7 34. Pc3 Lb7
35. Th3 Kg6 36. g4 Kg7 37. Kf2 Tc7
38. Th5 Lc8 39. Kf3 Ld7 40. Pd5 Txc5
41. Pxf6 Txf5 42. Pxf5+ Kf8 43. f5 a5
44. c3 Ke7 45. h4 Le8 46. Pg3 Kf8
47. Kf4 Kf7 48. g5 hxg5+ 49. hxg5 Kg7
50. g6



50. ... b4 51. Kg5 bxa3 52. f6+ Kg8
53. Pf5 Lxg6 54. Kxg6 a2 55. f7+ Kf8
56. Pg7 a1d 57. Pe6+ Ke7 58. f8d+ Kxe6
59. Df6+ Kd7 60. Dd4+ Ke8 61. Dh8+ Kd7
1/2-1/2
wit: 2.30 , zwart: 2.40

30. wit : Orwell X
zwart: Plymate Y

1. e4 e5 2. Pf3 Pc6 3. Lb5 Pf6 4. O-O d6
5. d4 Ld7 6. Pc3 exd4 7. Pxd4 Le7 8. Le3
Pxd4 9. Dxd4 Lxb5 10. Pxb5 c5 11. Dd3
O-O 12. Tf1d1 a6 13. Pa3 b5 14. f3 Db6
15. c4 Tab8 16. cxb5 axb5 17. Tac1 Da5
18. Lf4 Tb6 19. Db3 Ta8 20. Ta1 c4
21. De3 Tc6 22. De2 Ph5 23. Le3 Tb8
24. Td2 c3 25. Td5 cxb2 26. Dxb2 Lf6
27. Ld4 Lxd4+ 28. Txd4 Pf4 29. Tb1 Tc3
30. Pxb5 Db6 31. Kf1 Dxd4 32. Dxc3 Dc5
33. Db3 Dh5 34. h3 Dg5 35. Dc2 d5
36. Pc3 Txb1+ 37. Pxb1 h6 38. Dc8+ Kh7
39. Df5+ Dxf5 40. exf5 d4 41. a4 Pd5
42. Pd2 Pe3+ 43. Ke2 Pxd2 44. Kd3 Pf4+
45. Kxd4 g6 46. Pe4 gxf5 47. Pd6 Pxd3
48. Pxf7 Kg6 49. Pd6 Pg5 50. a5 Pe6+
51. Ke5 Pc5 52. Pxf5 h5 53. Pd6 h4
54. Kf4 Kh5 55. Pe4 Pa6 56. Pg5 Pc7
57. Kf5 Pb5 58. a6 Pd6+ 59. Ke5 Pb5
60. Ph3 Kg6 61. Ke4 Kh5 62. Kf4 Kg6
63. Kg4 Kf6 64. Kxh4 Kxh6 65. Kg5 Kd6
66. f4 Kc7 67. f5 Pd6 68. a7 Kb7 69. a8T
Kxa8 70. f6 Pe4+ 71. Kf5 Pxf6
1/2-1/2
wit: 2.59 , zwart: 3.16

31. wit : Plymate X
zwart: Blitz Monster C

1. e4 c5 2. Pc3 Pc6 3. g3 g6 4. Lg2 Lg7
5. d3 d6 6. Pge2 Pf6 7. O-O O-O 8. De1
Pd4 9. Pxd4 cxd4 10. Pd5 Pxd5 11. exd5
Te8 12. b3 Dc7 13. De2 Ld7 14. Lb2 Lb5
15. a4 La6 16. Tac1 e5 17. dxe6ep Txe6
18. Dd2 Tae8 19. Lf3 Dc5 20. b4 Df5

21. Dd1 d5 22. Lg4 De5 23. Lxe6 Dxe6
24. b5 Lxb5 25. axb5 Db6 26. Tb1 Dc5
27. La1 Te6 28. Tb2 De7 29. Dg4 Dc5
30. Tc1 Te7 31. Ta2 Lf6 32. Df4 Le5
33. Dh4 Te8 34. Dg4 Lg7 35. Dd7 Te7
36. Dd8+ Lf8 37. Ta4 Dxb5 38. Txa7 Te8
39. Txb7



1-0 (time)

wit: 1.30 , zwart: 2.05

32. wit : Turbostar G
zwart: Blitz Monster X

1. d4 Pf6 2. c4 e6 3. g3 d5 4. Lg2 Le7
5. Pf3 O-O 6. Dc2 c5 7. O-O cxd4 8. Pxd4
Pc6 9. Pxc6 bxc6 10. b3 e5 11. Lb2 e4
12. cxd5 cxd5 13. Pc3 Lf5 14. Tf1d1 Tc8
15. Dd2 Le6 16. Tac1 Db6 17. Pa4 Db7
18. Df4 Ld7 19. Lxf6 gxf6 20. f3 f5
21. De5 Txc1 22. Txc1 Lxa4 23. bxa4 La3
24. Td1 Da6 25. Dxd5 Dxe2 26. fxe4 f4
27. gx14 De3+ 28. Kh1 Dxf4 29. Dd4 a5
30. Tg1 Le7 31. Dc3 Tb8 32. Lf3+ Lg5
33. a3 Tb6 34. Lg2 Th6 35. h3 Ld8
36. Tf1 Dd6 37. e5 Dd7 38. Tg1 Tg6
39. Dc4 Lc7 40. Te1 Te6 41. Dc5 De7
42. Tc1 Ld8 43. Dxe7 Lxe7 44. Te1
1/2-1/2

wit: 2.01 , zwart: 2.12

Amateur Group

10 september 1985

Round 4:

Tumult bye
PK83 - Keapelen I 0-1
Nona - Rebel 1-0

Standings after round 4:

| | | | |
|---|------------|-----|----------|
| 1 | Rebel | 2.5 | (4) |
| 2 | Nona | 2 | + 1u (3) |
| 3 | Tumult | 1.5 | (3) |
| 4 | Keapelen I | 1 | (3) |
| 5 | PK83 | 0 | + 1u (3) |

11. wit : PK83

zwart: Keapelen I

1. e4 e5 2. Pf3 Pc6 3. Lb5 a6 4. La4 d6
5. c3 Ld7 6. d4 Pf6 7. d5 Pa7 8. Lg5 Le7
9. Lxf6 Lxf6 10. Pbd2 b5 11. Lc2 O-O
12. O-O De7 13. De2 c5 14. a4 Tfe8
15. axb5 axb5 16. Ta5 Lg4 17. b4 cxb4
18. cxb4 Tac8 19. Ld3 Tc3 20. Lxb5 Pxb5
21. Txb5 Tec8 22. h3 Ld7 23. Tb7 De8
24. g4 g6 25. g5



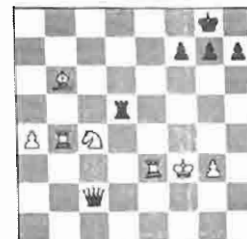
25. ... Lxh3 26. gx16 Lxf1 27. Kxf1 h5
28. Ta7 Tc1+ 29. Kg2 Tfc3 30. Pg5 T8c7
31. Txc7 Txc7 32. Dd3 Dd8 33. Db5 Tc3
34. Pb1 Tc1 35. Pa3 Dxf6 36. Pf3 Tc3
37. De8+ Kg7 38. Pxe5 dxe5 39. Pb5 Df3+
O-1

wit: 1.55 , zwart: 1.55

12. wit : Nona
zwart: Rebel

1. d4 Pf6 2. c4 e6 3. g3 d5 4. Lg2 dxc4
5. Pf3 Pc6 6. D-O Lb4 7. a3 Ld6 8. Pbd2
c3 9. bxc3 O-O 10. c4 e5 11. d5 Pe7
12. Lb2 Pg6 13. Dc2 De7 14. Pb3 b6

15. Tfc1 a5 16. Pfd2 Lg4 17. Pf3 e4
18. Pfd4 e3 19. Pc6 exf2+ 20. Kxf2 Lc5+
21. Pxc5 Dxc5+ 22. Ld4 Dd6 23. c5 Dd7
24. cxb6 cxb6 25. e4 Tfe8 26. Lxb6 Pxd5
27. exd5 Te2+ 28. Dxe2 Lxe2 29. Kxe2 Df5
30. Kd2 Dg5+ 31. Le3 Dh5 32. h3 Df5
33. Tab1 Df6 34. Tc3 Dd6 35. Lc5 Df6
36. Pxa5 Ph4 37. Tcb3 Dg5+ 38. Ke2 De5+
39. Te3 Dh5+ 40. Lf3 Pxf3 41. Txf3 Dxd5
42. Tb5 De4+ 43. Te3 Dg2+ 44. Ke1 Dxb3
45. Pc4 Td8 46. Lb6 Dh1+ 47. Kf2 Dh2+
48. Kf3 Dh1+ 49. Kg4 Dd1+ 50. Kh4 Dh1+
51. Kg4 Dc6 52. Tb4 Td5 53. a4 Dd7+
54. Kf3 Df5+ 55. Ke2 Dc2+ 56. Kf3



56. ... Td3 57. Txd3 Dxd3+ 58. Le3 Kf8
59. a5 Df5+ 60. Ke2 h6 61. a6 Dh5+
62. Kd2 Dh2+ 63. Kd3 Dxd3 64. a7 Dg6+
65. Kc3 Df6+ 66. Kb3 Df3 67. Tb8+ Ke7
1-0
wit: 3.05 , zwart: 3.10

Main Group

11 september 1985

Round 5:

| | | | |
|------------------|---|-----------------|-----|
| Mephisto A'dam 1 | - | Prin chess 6 | 1-0 |
| Mephisto A'dam 2 | - | Blitz Monster Y | 1-0 |
| Mephisto A'dam 3 | - | Turbostar 440 | 1-0 |
| Orwell Y | - | Plymate Z | 0-1 |
| Plymate Y | - | Turbostar K | 1-0 |
| Orwell Y | - | Blitz Monster C | 0-1 |
| Orwell X | - | Turbostar G | 1-0 |
| Blitz Monster X | - | Plymate X | 0-1 |

Standings after round 5:

| | | |
|-------|------------------|-----|
| 1 | Mephisto A'dam 1 | 5 |
| 2 | Mephisto A'dam 2 | 4.5 |
| 3 | Mephisto A'dam 3 | 4 |
| 4/5 | Plymate Y | 3 |
| | Plymate Z | |
| 6/8 | Orwell X | 2.5 |
| | Orwell Z | |
| | Prin chess 6 | |
| 9/12 | Blitz Monster C | 2 |
| | Blitz Monster Y | |
| | Plymate X | |
| | Turbostar 440 | |
| 13/14 | Orwell Y | 1.5 |
| | Turbostar K | |
| 15/16 | Blitz Monster X | 1 |
| | Turbostar G | |

33. wit : Mephisto A'dam 1
zwart: Prin chess 6

1. e4 e6 2. Pc3 d5 3. d4 Pf6 4. cxd5
exd5 5. e3 Lb4 6. Pf3 0-0 7. Ld3 Pe4
8. Ld2 Pxd2 9. Dxd2 Pc6 10. a3 Lxc3
11. Dxc3 Lg4 12. Pe5 Pxe5 13. dxe5 Te8
14. 0-0 c6 15. Tac1 Dg5 16. f4 Dh6
17. Db3 Te7 18. Dc2 Tae8 19. Dc5 a6
20. e4 Dg6 21. De3 dxe4 22. Lxe4 Dh5
23. h3 Le6 24. Tfd1 Td7 25. Txd7 Lxd7
26. b4 Le6 27. Tc3 g6 28. Dd2 Dh4
29. Td3 Te8 30. Kh2 Tf8 31. Lf3 Lf5
32. Td6 Tc8 33. a4 Le6 34. Dd4 Te8
35. b5 c5 36. De3 axb5 37. axb5 Tb8
38. b6 Dh6 39. Ld5 Lxd5 40. Txd5 c4
41. e6 Df8 42. Td7 fxe6 43. Dxe6+ Kh8
44. De5+ Kg8 45. Dd5+ Kh8 46. Dd4+ Kg8
47. Dxc4+ Kh8 48. Tf7 Dh6 49. Txb7 Td8
50. Tf7 g5 51. b7 gxh4 52. Dd4+ Kg8
53. Dxd8+ Kxf7 54. b80 Dxb3+ 55. Kxb3 h5
56. Dxf4+ Kg7 57. De7+ Kg6 58. Dfg5+
1-0
wit: 2.21, zwart: 2.40

34. wit : Mephisto A'dam 2
zwart: Blitz Monster Y

1. c4 g6 2. e4 Lg7 3. d4 d6 4. Pc3 Pf6
5. Le2 0-0 6. Lg5 e5 7. dxe5 dxe5
8. Dxd8 Txd8 9. Lxf6 Lxf6 10. Pd5 Pd7
11. Td1 Lh8 12. Lg4 Kg7 13. Pxc7 Tb8
14. Pf3 Kg8 15. 0-0 h6 16. Td5 Kf8
17. Pb5 a6 18. Pc3 Ke8 19. Tfd1 Ke7
20. Lxd7 Lxd7 21. Pxe5 Le6 22. Te1 Lxd5
23. exd5 Kf8 24. c5 Tbc8 25. b4 a5
26. a3 Te8 27. f4 axb4 28. axb4 Ted8
29. d6 b6 30. Pa4 bxc5 31. bxc5 Kg7
32. Kf2 h5 33. Kf3 Ta8 34. Pb6 Ta3+
35. Te3 Ta1 36. Pc6 Tf8 37. d7 Kh7
38. d80 Txd8 39. Pxd8 Ld4 40. Tb3 Lxc5
41. Px17 Kg7 42. Pe5 Lg1 43. Pd5 Lxh2



44. Tb7+ Kh6 45. Pf7+ Kg7 46. Pg5+ Kh8
47. Th7+ Kg8 48. Pf6+ Kf8 49. Pe6+
1-0
wit: 1.47, zwart: 1.55

35. wit : Mephisto A'dam 3
zwart: Turbostar 440

1. c4 e6 2. Pc3 d5 3. d4 c5 4. cxd5 exd5
5. Pf3 Pc6 6. g3 Pf6 7. Lg2 Le7 8. 0-0
0-0 9. dxc5 Lxc5 10. Lg5 d4 11. Pe4 Le7
12. Pxf6+ Lxf6 13. Dd2 Lxg5 14. Pxg5 Lf5
15. Df4 Dd7 16. Le4 Lxe4 17. Dxe4 f5
18. Dc2 Dd5 19. Tfd1 Tf8 20. a3 Pa5
21. Pf3 Pb3 22. Tab1 Tac8 23. Dd3 h6
24. Te1 Te4 25. e3 Pc5 26. Dd1 Pe6
27. Tc1 Txc1 28. Dxc1 dxe3 29. Txe3 Kh7
30. Dc3 b6 31. Td3 Db7 32. Td2 f4
33. Dc2 Kg8 34. Td6 Kh8 35. b4 fxg3
36. hxg3 Kg8 37. Dd3 Pf8 38. Td8 Te6
39. Dc4 De7 40. Dd5 Kh8 41. Tc8 Td6
42. De5 Te6 43. Dd8 Kg8 44. Df4 Tf6
45. Dc4+ Tf7 46. Tc6 b5 47. Dd3 Tf6
48. Dd5+ Kh7 49. Pe5 Txc6 50. Pxc6 Db7
51. f3 Da6 52. Dd3+ g6 53. Pe5 Kg7
54. Kg2 Db6 55. f4 a6 56. Dc3 Pe6
57. Dc8 Dd6 58. Db7+ Pc7 59. Pd3
1-0 (time)
wit: 2.47, zwart: 3.05

36. wit : Orwell Z
zwart: Plymate Z

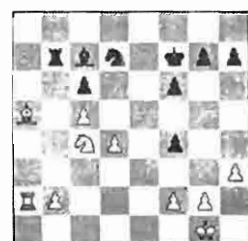
1. e4 e5 2. Pf3 Pc6 3. Lb5 a6 4. La4 d6
5. c4 Ld7 6. Pc3 Pf6 7. d4 Pxd4 8. Pxd4
exd4 9. Lxd7+ Dxd7 10. Dxd4 c5 11. Dd3
Le7 12. Lf4 Dg4 13. Lg3 Ph5 14. Dd5 Pxd3
15. Lxg3 Dd7 16. Td1 Td8 17. 0-0 Lf6
18. Td2 Ld4+ 19. Kh1 0-0 20. Pe2 Tf8
21. Df5 Le5 22. b3 b5 23. Kg1 bxc4
24. bxc4 Dc7 25. Tf3 Tb8 26. Tf1 Tb4
27. Tc1 Teb8 28. Df3 Ta4 29. Dd3 Da5
30. Tcc2 Tb1+ 31. Kf2 Tab4 32. Dd5 Tb7
33. Td1



33. ... Ld4+ 34. Pxd4 Txd1 35. Dxb7 De1+
36. Kf3 Df1+ 37. Kg4 h5+ 38. Kg5 Dh6+
39. Kxh5 Dg6+ 40. Kh4 Txd4 41. Te2 f5
42. Dc8+ Kh7
0-1
wit: 1.36, zwart: 1.48

37. wit : Plymate Y
zwart: Turbostar K

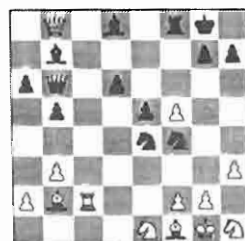
1. e4 c6 2. Pc3 d5 3. Pf3 Lg4 4. Le2
dxe4 5. Pxe4 Pf6 6. Pxf6+ exf6 7. 0-0
Ld6 8. d4 0-0 9. c4 Te8 10. c5 Lc7
11. Le3 Dd5 12. Te1 Pd7 13. Dd2 b6
14. Dc3 b5 15. h3 Lh5 16. a4 a6 17. Dd2
bxa4 18. Txa4 a5 19. Dc3 Tab8 20. Lc4
Df5 21. Pd2 Lg6 22. Lb3 Dd3 23. Dxd3
Lxd3 24. Ta3 f5 25. La4 Lb5 26. Lxb5
Txb5 27. Pc4 f4 28. Ld2 Txe1+ 29. Lxe1
f6 30. Ta2 Kf7 31. Lxa5 Tb7



32. d5 Pxc5 33. dxc6 Ta7 34. Ta3 Pe6
35. b4 Pd4 36. Td3 Lxa5 37. Pxa5 Pe6
38. Td1 Ke8 39. Pb7 Ta6 40. b5 Ta7
41. Te1 Ke7 42. Pc5 Kd6 43. Pxe6 Ta5
44. c7 Ta8 45. b6
1-0
wit: 1.51, zwart: 2.06

38. wit : Orwell Y
zwart: Blitz Monster C

1. e4 e5 2. Pf3 Pc6 3. Lb5 a6 4. La4 Pf6
5. 0-0 Le7 6. Te1 b5 7. Lb3 d6 8. c3 0-0
9. h3 Pa5 10. Lc2 c5 11. d4 Dc7 12. Pbd2
cxd4 13. cxd4 Lb7 14. d5 Tac8 15. Ld3
Pd7 16. Pf1 Pc4 17. b3 Pcb6 18. Lb2 f5
19. Te1 Dd8 20. Txc8 Dxc8 21. Db1 Pf6
22. Tc1 Dd7 23. exf5 Pbx5 24. Pe1 Pf4
25. Pg3 Ld5 26. Dc2 Dd7 27. Lf1 Pe8
28. Dc8 Db6 29. Dd7 Ld8 30. Tc2 Pf6
31. Dc8 Pe4 32. Ph1 Lb7 33. Dd8



33. ... Pd5 34. Ld3 Lg5 35. Dxb7 Dxb7
36. Lxe4 Df7 37. Tc6 Pf6 38. Lc2 Ld2
39. Pf3 Dd5 40. Txa6 Tc8 41. Pd4 Lc3
42. Txd6 Dxd6 43. Pxb5 Dd2 44. Pxc3 Dxc2
45. Pa4 Db1+ 46. Kh2 Pd7 47. f6 Dxa2
0-1
wit: 2.05, zwart: 2.04

39. wit : Orwell X
zwart: Turbostar G

1. e4 e6 2. d4 d5 3. Pd2 dxe4 4. Pxe4
Pd7 5. Pf3 Pg6 6. Ld3 Le7 7. 0-0 Pxe4
8. Lxe4 Pf6 9. Dd3 Pxe4 10. Dxe4 f5
11. De2 c6 12. Lf4 Lf6 13. c3 Ld7
14. Ld6 Le7 15. Lxe7 Dxe7 16. De5 0-0
17. Dc7 Tab8 18. Pe5 Tfd8 19. Tf1 Te8
20. Dd6 h6 21. Kf1 a6 22. Tad1 f4
23. Pxd7 Dxd7 24. Dxf4 Tf8 25. Dg4 Tbe8
26. Te5 Tf5 27. Tdelt Txe5 28. Txe5 Df7
29. Kg1 Df6 30. f3 Te7 31. b3 Te8
32. De4 Te7 33. f4 g6 34. c4 Df7 35. b4
Df6 36. a4 Te8 37. d5 cxd5 38. cxd5 Tc8
39. Kf2 Dh4+ 40. Ke2 Dg4+ 41. Kd2 exd5
42. Dxd5+ Kh8 43. Dd4 Kg8 44. De4 Dd7+
45. Ke2 Dg4+ 46. Ke3 Tc3+ 47. Kd2 Tc7
48. g3 Dd7+ 49. Td5 Df7 50. De5 Td7
51. Txd7 Dxd7+ 52. Ke3 Dxa4 53. De6+ Kg7
54. De7+ Kg8 55. Dxb7 Db3+ 56. Ke4 Dc2+
57. Ke5 Dxb2 58. Kf6 Db2+ 59. Kxg6 Dc2+
60. f5 Dxf5+ 61. Kxf5
1-0
wit: 2.25, zwart: 2.36

40. wit : Blitz Monster X
zwart: Plymate X

1. e4 e5 2. Pf3 Pc6 3. Lb5 d6 4. d4 Ld7
5. Pc3 exd4 6. Pxd4 Pf6 7. 0-0 Le7 8. f4
Pxd4 9. Lxd7+ Dxd7 10. Dxd4 0-0 11. Kh1
b5 12. Td1 c5 13. Dd3 b4 14. Pd5 Pxd5
15. Dxd5 Tac8 16. Le3 Dc6 17. Dxc6 Txc6
18. a3 a6 19. Td5 Te8 20. Te1 bxa3
21. bxa3 Tb8 22. h3 Tb2 23. Te2 Ta2
24. Lc1 Tb6 25. Td1 Tb1 26. Tg1 c4
27. g4 Kf8 28. g5 f6 29. gxh6 gxh6
30. Tg2 Ke8 31. Te2 Taal 32. Teel Kf7
33. Kg2 Ld8 34. Tgfl La5 35. Td1 Ta2
36. Kf3 Txc2 37. Kg4 Ke7 38. h4 c3
39. Kf3 Th2 40. Kg3 Ta2 41. Td5 Lb6
42. Td3 Tc2 43. Tdd1 Lc5 44. e5 Ta1
45. Kf3 fxe5 46. fxe5 Taa2 47. exd6+
Lxd6 48. Ke4 Tf2 49. Tf1 c2 50. Kd4+
Kf7 51. Td3 Lf4 52. Kc4 Ta1 53. Td7+ Kg6
54. Tg1+ Kf6 55. Lb2+ Ke6 56. Txa1 Kxd7
57. Kb3 a5 58. Te1 Kd6 59. Lc1 Le5
60. Lg5 Th2 61. a4 h6 62. Lxb6 Txb4
63. Lf8+ Kd5 64. Tc1 Th3+ 65. Kxc2 Kc4
66. Te1 Th2+ 67. Kd1 Lc3 68. Tf1 Kb3
69. Tf3 Td2+ 70. Kc1 Te2 71. Td3 Te1+
72. Td1 Te8 73. Ld6 Te2 74. Td5 Te1+
75. Td1 Te4 76. Td5 Tc4 77. Kd1 Txa4
78. Ke2 Th4 79. Lg3 Th6 80. Kd3 Th3
81. Tb5+ Ka4 82. Kc4 Tg3 83. Tb8 Lf6
84. Ta8
0-1
wit: 4.13, zwart: 3.41

Amateur Group

11 september 1985

Round 5:

| | |
|------------|------------|
| Rebel | bye |
| Kempelen I | - Nona 0-1 |
| Tumult | - PKB3 1-0 |

Standings after round 5:

| | | |
|-----|------------|-----|
| 1 | Nona | 4 |
| 2/3 | Rebel | 2.5 |
| | Tumult | |
| 4 | Kempelen I | 1 |
| 5 | PKB3 | 0 |

14. wit : Kempelen I
zwart: Nona

1. Pf3 Pf6 2. g3 c5 3. d4 cxd4 4. Pxd4
d5 5. Lf4 Ph5 6. Lxb8 Txb8 7. e3 Pf6
8. Lb5+ Ld7 9. Pc3 e5 10. Pf3 Lxb5
11. Pxb5 Db6 12. a4 a6 13. Pc3 Dxb2
14. Pa2 Ld6 15. 0-0 Td8 16. Dd2 Tc8
17. c3 Dxd2 18. Pxd2 0-0 19. Tab1 Tc7
20. Tb2 La3 21. Tb3 Lc5 22. Tf1b1 Tb8
23. c4 d4 24. exd4 Lxd4 25. Pb4 Td8
26. Pd5 Pxd5 27. cxd5 Tc2 28. Td3



28. ... b5 29. axb5 Tb8 30. d6 axb5
31. g4 Kf8 32. h3 Td8 33. Txb5 Txd6
34. Tb8+ Ke7 35. Tb7+ Ke8 36. Tb8+ Kd7
37. Tb7+ Kc6 38. Tbb3 Lx12+ 39. Kxf2
Txd2+ 40. Txd2 Txd2+ 41. Ke3 Ta2
42. Tc3+ Kd6 43. Td3+ Ke7 44. Ke4 Ke6
45. Te3 g6 46. Tc3 f5+ 47. gxif5+ gxif5+
48. Kd3 Kd5 49. Tc2 e4+ 50. Kd2 e3+
51. Kd3 Txc2 52. Kxc2 Ke4
0-1
wit: 2.23, zwart: 1.57

15. wit : Tumult
zwart: PKB3

1. d4 d5 2. c4 e6 3. Pc3 Pf6 4. Lg5 Le7
5. e3 0-0 6. Pf3 h6 7. Lh4 b6 8. cxd5
Pxd5 9. Lxe7 Dxe7 10. Pxd5 exd5 11. Tc1
Le6 12. Ld3 c5 13. dxc5 bxc5 14. 0-0 c4
15. Lb1 Pc6 16. Dc2 f5 17. Da4 Tac8
18. Lc2 Tf6 19. Tcd1 Kf7 20. b3 g5
21. bxc4 dxc4 22. Tf1e1 a5 23. e4 Db4
24. e5 Tg6 25. Te3 g4 26. Ph4 Dxa4
27. Lxa4 f4 28. Te4 Tg5 29. Txf1+ Ke7
30. Lxc6 Txc6 31. Tb1 Ld7 32. Te4 Th5
33. g3 Tg5 34. Tb7 Ke6 35. f4 Th5
36. Td4 Le8 37. Te8 Lf7 38. Tf8



38. ... Txb4 39. gxh4 Lh5 40. Tf6+ Kd5
41. Tb5+ Tc5 42. Td6+
1-0
wit: 1.25, zwart: 1.55

Main Group

13 september 1985

Round 6:

| | | |
|-----------------|--------------------|-----|
| Plymate Z | - Mephisto A'dam 2 | 0-1 |
| Plymate Y | - Mephisto A'dam 1 | 0-1 |
| PrinChess 6 | - Mephisto A'dam 3 | 0-1 |
| Plymate X | - Orwell Z | 1-0 |
| Blitz Monster C | - Orwell X | rem |
| Blitz Monster Y | - Turbostar 440 | 1-0 |
| Turbostar K | - Blitz Monster X | 1-0 |
| Turbostar G | - Orwell Y | rem |

Standings after round 6:

| | | |
|-------|------------------|-----|
| 1 | Mephisto A'dam 1 | 6 |
| 2 | Mephisto A'dam 2 | 5.5 |
| 3 | Mephisto A'dam 3 | 5 |
| 4/8 | Blitz Monster Y | 3 |
| | Orwell X | |
| | Plymate X | |
| | Plymate Y | |
| | Plymate Z | |
| 9/12 | Blitz Monster C | 2.5 |
| | Orwell Z | |
| | PrinChess 6 | |
| | Turbostar K | |
| 13/14 | Orwell Y | 2 |
| | Turbostar 440 | |
| 15 | Turbostar G | 1.5 |
| 16 | Blitz Monster X | 1 |

41. wit : Plymate Z

zwart: Mephisto A'dam 2
 1. e4 Pf6 2. e5 Pd5 3. d4 d6 4. Pf3 Pc6
 5. Lb5 Lf5 6. Lxc6+ bxc6 7. 0-0 e6 8. c4
 Pb6 9. Db3 Le7 10. Dc3 0-0 11. Le3 Pd7
 12. Pbd2 c5 13. a4 cxd4 14. Lxd4 Pxe5
 15. Pxe5 dxe5 16. Lxe5 f6 17. Lg3 e5
 18. Tfd1 Dd3 19. Dxd3 Lxd3 20. Ta2 Tfd8
 21. b3 Lc5 22. h4 Tab8 23. Kh2 Lb4
 24. Pbl a5 25. Pa3 c6 26. Pbl Lf5
 27. Tc1 Td3 28. Tf1 Txb3 29. Pd2 Lxd2
 30. Txd2 Tb6 31. Td8+ Kf7 32. Tc1 Td3
 33. Txd3 Lxd3 34. c5 Txa4 35. Tc3 Lf5
 36. Tc1 h6 37. Kgl Ta2 38. Kf1 a4
 39. Tc3 Ke6 40. Ke1 Kd5 41. Lh2 a3
 42. Lg3 Kd4 43. Tc1 Tc2 44. Ta1 a2
 45. f4 Tb2 46. Txa2 Txa2 47. Lf2+ Kd3
 48. Kf1 Ta1+ 49. Le1 Ke3 50. fxe5 fxe5
 51. g4 Lxg4 52. Kg2 Txe1 53. Kg3 Lf3
 54. h5 Tc1 55. Kh3 Kf4 56. Kh4 Th1+
 0-1
 wit: 2.19 , zwart: 2.22

42. wit : Plymate Y

zwart: Mephisto A'dam 1
 1. e4 c6 2. c4 d5 3. exd5 cxd5 4. d4 Pf6
 5. Pc3 e6 6. Lf4 Pc6 7. cxd5 Pxd5
 8. Pxd5 Dxd5 9. Pf3 De4+ 10. Le3 Lb4+



11. Ke2 0-0 12. Pg5 Df5 13. f4 Le7
 14. Db1 Dg4+ 15. Pf3 Ld6 16. h3 Dg3
 17. Pg5 f5 18. Dc1 Ld7 19. Pf3 Tac8
 20. Dd1 Lxf4 21. Lxf4 Dxf4 22. Kf2 Pb4
 23. g3 De4 24. Th2 Tc2+ 25. Kgl De3+
 26. Kh1 Lc6 27. Lg2 Pd3 28. Dxc2 Pf2+
 29. Dxf2 Dxf2 30. Pe5 Dxb2 31. Td1 Lax
 32. Lf3 Dc3 33. Tbl Dxd4 34. Te2 Ld1
 35. Tg2 Lxf3 36. Pxf3 De4 37. Pd2 Dd5
 38. Pb3 Dd3 39. Pd2 b6 40. Tb3 Dc2
 41. Pf3 Dc7 42. Td3 e5 43. Tdd2 e4
 44. Tc2 Dd6 45. Pd2 e3 46. Pc4 Dd3
 47. Pb2 Dd5 48. a4 Td8 49. Kh2 g5
 50. Tc3 De5 51. Tcc2 Kf8 52. Pc4 De4
 53. Pb2 h5 54. Tge2 f4 55. gxf4 gxf4
 56. Tc4 Df3 57. Tcc2 Dg3+ 58. Kh1 h4
 59. a5 bxa5 60. Tg2 Dxb3+ 61. Kgl f3
 62. Th2 Dg3+ 63. Kf1
 0-1
 wit: 2.44 , zwart: 2.41

43. wit : PrinChess 6

zwart: Mephisto A'dam 3
 1. e4 e6 2. d4 d5 3. Pc3 Lb4 4. e5 c5
 5. a3 Lxc3+ 6. bxc3 Dc7 7. Pf3 Pe7
 8. Lb5+ Ld7 9. Lxd7+ Pxd7 10. Lg5 cxd4
 11. cxd4 Tc8 12. Ta2 Dc4 13. Da1 Pf5
 14. Ld2 0-0 15. Lb4 Tfe8 16. La5 f6
 17. exf6 Pxf6 18. c3 b6 19. Pe5 Dc7
 20. g4



20. ... Pxd4 21. Pxd4 bxa5 22. 0-0 Dxc3
 23. Dxc3 Txc3 24. Td1 Tec8 25. Pe5 a4
 26. Kg2 a5 27. Pf3 Kf7 28. Te1 Kf6
 29. Td1 Tb3 30. Pe1 Tc4 31. Pc2 Tbc3
 32. Td2 Ph4+ 33. Kh1 Pf3 34. Te2 Pxd4
 35. Pxd4 Txd4 36. Tec2 Tdc4 37. Txc3
 Txc3 38. Kg2 h5 39. Kf1 g5 40. Ta1 d4
 41. Ta2 Ke5 42. Ta1 d3 43. Kg2 Kf4
 44. Ta2 g4 45. Ta1 d2 46. Td1 Td3 47. f3
 gxf3+ 48. Kf2 e5 49. h3 e4 50. Kgl Kg3
 51. Tf1 d10 52. h4 f2+ 53. Kh1 Df3+
 0-1
 wit: 2.40 , zwart: 2.15

44. wit : Plymate X

zwart: Orwell Z
 1. e4 Pf6 2. e5 Pd5 3. d4 d6 4. Pf3 Lg4
 5. Le2 e6 6. 0-0 Le7 7. c4 Pb6 8. Pc3
 0-0 9. Le3 Pc6 10. exd6 cxd6 11. d5 Pa5
 12. Pd2 Lxe2 13. Dxe2 Lf6 14. dxe6 Lxc3
 15. bxc3 Pa4 16. Lxa7 De7 17. exf7+ Txf7
 18. Dxe7 Txe7 19. Ld4 Te2 20. Tfd1 Pb2
 21. Kf1 Tae8 22. Te1 Txe1+ 23. Txe1
 Txe1+ 24. Kxe1 Pa4 25. Ke2 h6 26. f4 Kf7
 27. g4 g6 28. f5 gxf5 29. gxf5 Pb2
 30. c5 d5 31. Pf1 Pbc4 32. Pe3 Pxe3
 33. Kxe3 Pc4+ 34. Kf4 Kf8 35. Kg4 Pd2
 36. Kh5 Kf7 37. Kxh6 Pf3 38. h3 Pd2
 39. Kg5 Pe4+ 40. Kf4 Pd2 41. Ke5 Ke7
 42. Kxd5 Pf3 43. c6 bxc6+ 44. Kxc6 Pd2
 45. a4 Pc4 46. f6+ Kf7 47. h4 Pa5+
 48. Kb5 Pb7 49. a5 Pd8 50. a6 Pe6 51. a7
 Pc7+ 52. Kc6 Pa8
 1-0
 wit: 2.23 , zwart: 2.15

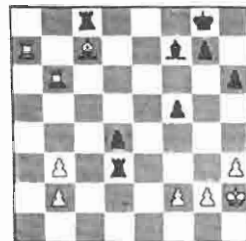
45. wit : Blitz Monster C

zwart: Orwell X
 1. e4 Pf6 2. e5 Pd5 3. d4 d6 4. Pf3 Lg4
 5. Le2 e6 6. 0-0 Le7 7. c4 Pb6 8. Pc3
 0-0 9. Le3 Pc6 10. exd6 cxd6 11. b3 Lf5
 12. d5 Lf6 13. dxc6 Lxc3 14. Tc1 Lb2
 15. c5 Lxc1 16. Dxc1 dxc5 17. Lxc5 bxc6

18. Lxf8 Dxf8 19. Pd4 Dd6 20. Pxf5 exf5
 21. Dc2 f4 22. Ld3 h6 23. Tc1 Tc8
 24. Lh7+ Kf8 25. h3 Pd5 26. Td1 Tb8
 27. Le4 Te8 28. Lf3 Kg8 29. Dc4 Te5
 30. Td4 Te1+ 31. Kh2 Te5 32. Kgl Te1+
 33. Kh2 Te5 34. Kgl
 1/2-1/2
 wit: 1.33 , zwart: 1.17

46. wit : Blitz Monster Y

zwart: Turbostar 440
 1. e4 e6 2. d4 d5 3. e5 c5 4. c3 cxd4
 5. cxd4 Pe7 6. Pf3 Db6 7. Pc3 Ld7 8. Le2
 Pbc6 9. 0-0 Pf5 10. Pa4 Da5 11. Ld2 Dc7
 12. Tc1 Le7 13. Ld3 0-0 14. Lxf5 exf5
 15. Db3 Le6 16. Pc5 Lxc5 17. Txc5 Tfe8
 18. h3 Tac8 19. Tf1 h6 20. Lf4 f6
 21. Lg3 fxe5 22. Pxe5 Db6 23. Pxc6 Dxb3
 24. axb3 bxc6 25. Ta1 Lf7 26. Txa7 Te1+
 27. Kh2 Te4 28. Lc7 Txd4 29. Txc6 Td3
 30. Tb6 d4



31. Le5 Te8 32. Tbb7 Txe5 33. Txf7 Txb3
 34. Txf7+ Nh8 35. Th7+ Kg8 36. Thd7 Te8
 37. Txd4 Txb2 38. Kg3 Tb3+ 39. f3 Tb6
 40. Kf4 Tb2 41. g3 Th2 42. h4 Tf2
 43. Td6 h5 44. Tg6+ Kf8 45. Tf6+ Kg8
 46. Txf5 Tf8 47. Txf8+ Kxf8 48. Th7 Tg2
 49. Txb5 Kg7 50. Td5 Kf7 51. g4 Kf6
 52. h5
 1-0
 wit: 2.12 , zwart: 2.06

47. wit : Turbostar K

zwart: Blitz Monster X
 1. e4 e5 2. Pf3 Pc6 3. Pc3 Pf6 4. Lb5
 Pd4 5. Pxd4 exd4 6. e5 dxc3 7. exf6 Dxf6
 8. dxc3 De5+ 9. Le2 Lc5 10. 0-0 0-0
 11. Ld3 Te8 12. Df3 d6 13. Ld2 De7
 14. Tf1 Df8 15. Txe8 Dxe8 16. Te1 Df8
 17. Lc4 Le6 18. Lxe6 fxe6 19. b4 Df3
 20. gxf3 Lb6 21. Txe6 a5 22. b5 Kf7
 23. Te2 Td8 24. Kg2 d5 25. Kg3 Td6

26. Te5 c6 27. Lg5 Te6 28. Txe6 Kxe6
 29. bxc6 bxc6 30. Le3 Lc7+ 31. Lf4 Ld8
 32. Kxg4 g6 33. Lh6 c5 34. a4 Lf6 35. Ld2
 Lg7



36. c4 dxc4 37. Lxa5 Kd5 38. f4 Lf6
 39. Le1 c3 40. f3 Kc4 41. f5 Kb4 42. Lf2
 c4 43. Kf4 Kxa4 44. Lc5 Kb5 45. Ld6 Kc6
 46. Le5 Le7 47. f6 Ld6 48. Ke4 Lxe5
 49. Kxe5 Kd7 50. Kd5 h6 51. h3
 1-0
 wit: 1.57 , zwart: 2.20

48. wit : Turbostar G

zwart: Orwell Y
 1. Pf3 d5 2. d4 Lf5 3. c4 e6 4. Db3 Pc6
 5. c5 Tb8 6. e3 Pge7 7. Lb5 a6 8. Lxc6+
 Pxc6 9. 0-0 Le7 10. Pc3 0-0 11. h3 b6
 12. Da4 Dd7 13. cxb6 Txb6 14. Te1 Ld3
 15. Dd1 Lg6 16. b3 Lb4 17. Lb2 f6
 18. Tc1 Dd6 19. Tf1 Pe7 20. De2 Ta8
 21. Pa4 Tbb8 22. Pc5 Tb5 23. a4 Tb6
 24. Ph4 Le8 25. e4 a5 26. e5 fxe5
 27. dxe5 Dd8 28. Pd3 Pc6 29. Pf3 Le7
 30. Pd2 Lg5 31. f4 Le7 32. f5 exf5
 33. Txf5 Lg6 34. Tf1 d4 35. Pf4 Lg5
 36. Dc4+ Kh8 37. Tf2 Pxe5 38. Dxd4 Dxd4
 39. Lxd4 Lxf4 40. Txf4 Pd3 41. Txc7 Pxf4
 42. Lxb6 Pd5 43. Tb7 Pxb6 44. Txb6 Ld3
 45. Pc4 Lxc4 46. bxc4 Kg8 47. Tb5 Kf7
 48. Kf2 Ke7 49. Ke3 Kf8 50. Tb7 Te8+
 51. Kd3 Td8+ 52. Kc2 Td4 53. Tb8+ Kf7
 54. Kc3 Te4 55. Kd3 Te1 56. Tb7+ Te7
 57. Tb5 Td7+ 58. Ke4 Te7+ 59. Kd5 Td7+
 60. Ke5 Td2 61. g4 Td3 62. h4 Te3+
 63. Kd5 Tg3 64. g5 Td3+ 65. Ke5 Te3+
 66. Kf5 Tf3+ 67. Kg4 Tc3 68. Tc5 Ke7
 69. Tc7+ Kf8 70. Kf5 Th3 71. Ke6 Te3+
 72. Kd6 Ta3 73. Ta7 Txa4 74. Ke6 g6
 75. Kf6 Ke8 76. Txb7 Txc4 77. Kxg6 a4
 78. Th8+ Ke7 79. h5 Tc6+ 80. Kg7 Ta6
 81. Tb8 a3 82. Tbl Ta5 83. Kq6 Ta6+
 84. Kh7 Ta5 85. Te1+ Kf8 86. Tf1+ Ke7

87. Kg6 a2 88. Te1+ Kf8 89. Ta1 Ta6+
 90. Kf5 Kf7 91. Ke5 Ta4 92. Kf5 Ta6
 93. g6+ Kg7 94. Kg5 Ta5+ 95. Kg4 Kf6
 1/2-1/2
 wit: 4.05 , zwart: 4.15

13 september 1985

Round 6:

Tumult - Nona 0-1
Kempelen 1 - Rebel rem

Standings after round 6:

| | | |
|---|------------|-----|
| 1 | Nona | 5 |
| 2 | Rebel | 3 |
| 3 | Tumult | 2.5 |
| 4 | Kempelen 1 | 1.5 |

16. wit : Tumult
zwart: Nona

1. d4 d5 2. c4 e6 3. Pc3 Pf6 4. Lq5 Le7
5. e3 0-0 6. Pf3 Pbd7 7. Tc1 h6 8. Lxf6
Px16 9. Ld3 c5 10. cxd5 exd5 11. dxc5
Lxc5 12. Db3 b6 13. 0-0 Te8 14. Lb5 Ld7
15. La6 Lc6 16. Pk4 Lxd4 17. exd4 Dd7
18. Ld3 Te7 19. Tfe1 Tae8 20. Txe7 Txe7
21. Dd1 Pe4 22. Dc2 Pxc3 23. Dxc3 Lb7
24. Da3 Lc6 25. Db3 La4 26. Db4 Te8
27. b3 Lc6 28. a3 De6 29. Kf1 Ld7
30. Tc7 a5 31. Dd2 a4 32. bxa4 Lxa4
33. Dc3 Ld7 34. Da1 Dd6 35. Dc3 Dxb6
36. f3 Dd6 37. Dc1 Ta8 38. Ke2 Kf8
39. Tb7 Txa3 40. Db1 b5 41. Kd1 Lc6
42. Tb6 Dc7 43. Db4+ Kg8 44. Dxa3 Dxb6
45. Db4 Da6 46. Dd6 Db6 47. Db4 Da7
48. Dd6 Dd7 49. Dc5 g6 50. Kd2 De8
51. g4 Kg7 52. f4 h5 53. gnh5 gnh5
54. Dd6 De6 55. De5+ Dxe5 56. fxe5 h4
57. Lf5 Kh6 58. Kc2 Kg5 59. Lh3 Kf4
60. Kd3 b4 61. Lg2 Kg3 62. Lh1 h3
63. Kc2 Kh2 64. Lf3 Kg1 65. Kb3 Kf2
66. Lh1 Kg1 67. Lf3 h2 68. Kxb4 Ld7
69. Lxd5 Lh3 70. Kc5 Lg2 71. Lx17 h10
72. Le6 Kf2 73. Kd6 Ke3 74. Ld7 Kxd4
75. e6 Ld5 76. Kc7 De1 77. Kd6 Db4+
78. Kc7 Ke5
0-1
wit: 3.20 , zwart: 3.10

17. wit : Kempelen 1
zwart: Rebel

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. Lf4
Pc6 5. Pc3 e6 6. Pf3 Lb4 7. Dd3 Da5
8. Le2 Lxc3+ 9. Dxc3 Dxc3+ 10. bxc3 Pge7
11. 0-0 a5 12. Tab1 0-0 13. Ld3 Pg6
14. Lxg6 fng6 15. Ld6 Td8 16. Lg3 a4
17. Tfe1 Ta7 18. Pg5 Te8 19. Ld6 Ta6
20. Lc5 Ta8 21. Pf3 Ta6 22. Te2 Td8

23. Pg5 Te8 24. Pf3 Td8 25. Te3 Te8
26. Tb5 Td8 27. Pg5 Te8 28. La3 Pa5
29. Lb4 Pc4 30. Te2 h6 31. Pf3 Td8
32. Pe5 Pxe5 33. Txe5 Kf7 34. Te3 b6
35. Tf3+ Kg8 36. Le7 Te8 37. Ld6 Ld7
38. Tb4 g5 39. a3 Tc8 40. Te3 g4 41. Tb1
g5 42. Tg3 Tc6 43. Lb4 Kf7 44. Tng4 e5
45. Tg3 exd4 46. Te1 Lf5 47. Tf3 Kg6
48. exd4 Txc2 49. Te5 Tc1+ 50. Le1 Ld7
51. Tc3 Td1 52. Tc7 Lb5 53. Te6+ Kf5
54. Te5+ Kf6 55. Tc7 h5 56. T5e6+ Kf5
57. Te5+ Kf6 58. T5e6+ Kf5



59. g4+ Kxg4 60. Tf6 Ld3 61. f3+ Kh3
62. Th6 h4 63. Th5 Lc4 64. Tng5 Ta7
65. Tg4 Txe1+ 66. Txe1 Tf7 67. Te3 Lb3
68. Tg6 Tf4 69. Txb6 Txd4 70. Tbe6 Lc4
71. Kh1 Td1+ 72. Te1 Td2 73. Kg1 Tg2+
74. Kh1 Txb2+ 75. Kg1 Tg2+ 76. Kh1 Ta2
77. T6e3 d4 78. Te4 Ld5 79. Txd4 Lxf3+
80. Kg1 Kg3 81. Td3 h3 82. Txf3+ Kxf3
83. Tc1 Txa3 84. Tc5 Ta2 85. Tc3+ Kg4
86. Tc4+ Kf5 87. Th4 h2+ 88. Kh1 a3
89. Th5+ Kg6 90. Th6+ Kf5 91. Th5+ Kf6
92. Th6+ Ke5 93. Th5+ Kf4 94. Th4+ Kg5
95. Th5+ Kg4 96. Th4+ Kg3 97. Th3+ Kg4
98. Th4+ Kf5 99. Th5+ Ke4 100. Th3 Kd4
101. Th4+ Kd5 102. Th5+ Kc4 103. Th4+
Kc5 104. Th5+ Kb4 105. Th4+ Kc3
106. Th3+ Kc4
1/2-1/2
wit: 4.20 , zwart: 4.36

Main Group

14 september 1985

Round 7:

Orwell X - Mephisto A'dam 1 0-1
Mephisto A'dam 2 - Plymate X 1-0
Mephisto A'dam 3 - Plymate Z 1-0
Blitz Monster Y - Plymate Y 1-0
Orwell Z - Turbostar G rem
Turbostar 440 - Princess 6 0-1
Blitz Monster X - Orwell Y 0-1
Blitz Monster C - Turbostar K rem

Standings after round 7:

| | | |
|------|------------------|-----|
| 1 | Mephisto A'dam 1 | 7 |
| 2 | Mephisto A'dam 2 | 6.5 |
| 3 | Mephisto A'dam 3 | 6 |
| 4 | Blitz Monster Y | 4 |
| 5 | Princess 6 | 3.5 |
| 6/13 | Blitz Monster C | 3 |

Orwell X
Orwell Y
Orwell Z
Plymate X
Plymate Y
Plymate Z
Turbostar K
14/15 Turbostar G 2
Turbostar 440
16 Blitz Monster X 1

49. wit : Orwell X

zwart: Mephisto A'dam 1
1. Pf3 d5 2. b3 Lg4 3. e3 e5 4. Le2 Pc6
5. 0-0 e4 6. Pd4 Lxe2 7. Dxe2 Pxd4
8. exd4 De7 9. La3 Dd7 10. Lxf8 Kxf8
11. Pc3 Pf6 12. f3 c6 13. Tael Te8
14. d3 exf3 15. Dxf3 Dg4 16. Txe8+ Kxe8
17. De3+ Kd7 18. Tf4 Dg5 19. De5 h6
20. De3 Te8 21. Dh3+ Kd8 22. g3 Te1+
23. Kf2 Tc1 24. Pe2 Txc2 25. a4 Tb2
26. Dg2 Txb3 27. Df1 Dg6 28. Pcl Tb4
29. Dd1 Ph5 30. Th4



30. ... Df5+ 31. Kg2 Tb2+ 32. Pe2 g5
33. Txb5 Dg4 34. Kf2 Dxb5 35. Df1 Dxb2+
36. Kf3 f5 37. a5 c5 38. a6 c4 39. De1
cxd3
0-1
wit: 1.35 , zwart: 1.45

50. wit : Mephisto A'dam 2
zwart: Plymate X
1. c4 c5 2. Pc3 Pf6 3. Pf3 d5 4. cxd5
Pxd5 5. e4 Pb4 6. Lb5+ Ld7 7. a3 P4c6
8. d4 cxd4 9. Pxd4 e5 10. Pf3 Lc5 11. b4
Lb6 12. 0-0 a6 13. Lc4 Lg4 14. Dxd8+
Lxd8 15. Pg5 0-0 16. h3 Lh5 17. g4 Lg6
18. Pf3 Pd7 19. Ld5 Tc8 20. Lb2 Lb6
21. Tac1 Ld4 22. Tf1 Pb6 23. Pxd4 exd4
24. Pe2 Tfe8 25. Lxc6 Txc6 26. Txc6 bxc6
27. f3 Pc4 28. Lxd4 Pxa3 29. Ta1 Pc2
30. Txb6 Pxb4 31. Tb6 Pc2 32. Txc6 Pxd4
33. Pxd4 Kf8 34. Kf2 Ke7 35. Ke3 h5
36. Tc7+ Kd8 37. Ta7 hxg4 38. hxg4 Kc8
39. Pf5 Kb8



40. Tb7+ Ka8 41. Pd6 Tg8 42. Te7 f4
43. f4 Td8 44. Tng7 Txd6 45. Tng6 Ta6
46. f5 Kb7 47. g5 Ta3+ 48. Kf4 fng5+
49. Tng5 Kc6 50. Tg2 Kd7 51. e5 Ke7
52. Tg7+ Kf8 53. f6 Ta6 54. Kf5 Ta2
55. Th7 Kg8 56. Td7 Tb2 57. Td8+ Kh7
58. f7 Tf2+ 59. Ke6 Kg7 60. Tg8+ Kh7
1-0
wit: 2.40 , zwart: 2.40

51. wit : Mephisto A'dam 3

zwart: Plymate Z
1. c4 c5 2. Pc3 Pc6 3. g3 g6 4. Lg2 Lg7
5. e3 e5 6. d3 Pf6 7. e4 0-0 8. Pf3 d6
9. Lg5 Dd6 10. Dd2 Da5 11. 0-0 Le6
12. a3 Dd8 13. Pd5 Te8 14. Tf1 a5
15. Te1 Lg4 16. Tac1 Lxf3 17. Lxf3 Pd4
18. Ld1 Lh8 19. Tf1 Lg7 20. f4 Fe6
21. Lxf6 Lxf6 22. La4 Tf8 23. Pxf6+ Dxf6
24. f5 Pd4 25. fng6 Dng6 26. Tf2 Kh8
27. Tc1 f6 28. Ld7 Tf7 29. Lh3 a4
30. De3 Tg8 31. Lg2 Tg7 32. Dd2 Pb3
33. Dd1 Dh6 34. Dc2 Tg6 35. De2 Tf7

36. Te1 Dg5 37. Dc3 Pd4 38. Dng5 fng5
39. Tf8+ Tg8 40. Tf7 Tg7 41. Tf6 Td7
42. Te1 g4 43. Th6 Kg7 44. Th4 Kh8
45. Tf6 Pc2 46. Kf2 Pd4 47. Th6 Kg7
48. Ke3 Pc2+ 49. Kd2 Pd4 50. Kd1 Tf8
51. Txf8 Kxf8 52. Lf1 Pf3 53. h3 Kg7
54. Th5 gnh3 55. Lxh3 Te7 56. Lf5 h6
57. Ke2 Pd4+ 58. Kd2 Te8 59. Ke3 Tf8
60. g4 b6 61. Th3 Tb6 62. Ld7 Ta8
63. Th2 Pb3 64. Th5 Ta7 65. Lf5 Ta8
66. g5 hxg5 67. Th7+ Kg8 68. Td7 Pcl
69. Txd6 Tb8 70. Ld7 Kf7 71. Lxa4 g4
72. Th6 Td8 73. Lc2 g3 74. Th1 Pa2
75. Lb3 g2 76. Tg1 Pb4 77. axb4 cxb4
78. Tng2 Kf6 79. Tf2+ Kg7 80. Tf5 Te8
1-0
wit: 3.54 , zwart: 3.35

52. wit : Blitz Monster Y
zwart: Plymate Y

1. e4 e5 2. Pf3 Pc6 3. Lc4 d6 4. c3 Pf6
5. Pg5 d5 6. exd5 Pxd5 7. d4 exd4
8. De2+ Le7 9. De4 Pf6 10. Lxf7+ Kf8
11. De2 dxc3 12. bxc3 Dd6 13. Lb3 Pe5
14. 0-0 Lg4 15. Dd5 Lc8 16. La3 c5
17. f4 Dc6 18. De2 Pg6 19. Dc4 De8
20. f5 Pe5 21. Dxc5 Pc6 22. Df2 Dh5
23. Lxe7+ Pxe7 24. Pf7 Tg8 25. Pd6 Th8
26. Pd2 b6 27. Tae1 La6 28. c4 Td8
29. Te6 Pc8 30. P6e4 Pxe4 31. Pxe4 Df7
32. Pc5 Lb7



33. f6 g6 34. Te7 Lxg2 35. Df4 bxc5
36. Dc7 Pxe7 37. fxe7+ Kg7 38. Txf7+ Kh6
39. exd8 Txd8 40. h4 Kh5 41. De5+ Kg4
42. Dg5+ Kh3 43. Dng2+ Kxh4 44. Txb7+
1-0
wit: 1.49 , zwart: 1.38

53. wit : Orwell Z
zwart: Turbostar G

1. Pf3 d5 2. b3 Pf6 3. e3 e6 4. Lb2 Ld6
5. c4 0-0 6. Pc3 c5 7. Ld3 Pc6 8. 0-0 d4
9. exd4 cxd4 10. Pb5 Lc5 11. De2 a6
12. La3 Pd7 13. Lxc5 Pxc5 14. Pa3 e5
15. Le4 d3 16. De3 Da5 17. Lxc6 bxc6

18. Pb5 e4



19. Dxc5 axb5 20. Pe5 Dxd2 21. Pxc6 Lg4
22. Pe7+ Kh8 23. cxb5 Le6 24. Tfd1 De2
25. b6 Tfd8 26. Pc6 Td7 27. Pd4 Dg4
28. f3 exf3 29. Pxf3 Tdd8 30. De3 Db4
31. Pe5 Td6 32. Pxd3 Dxb6 33. Dxb6 Txb6
34. Pc5 Lg4 35. Te1 g6 36. Te7 Tb5
37. Pa4 Kg7 38. Tc1 Td8 39. h3 Le6
40. Tcc7 Kf6 41. Pc3 Te5 42. Ta7 Td2
43. Tec7 Kg7 44. Kh1 Te3 45. b4 Tc2
46. Pd5 Te1+ 47. Kh2 Tec1 48. Txc2 Txc2
49. Pc7 Lxa2 50. Pe8+ Kf8 51. Pf6 Kg7
52. Ta6 Tb2 53. Tb6 Lc4 54. Pe8+ Kf8
55. Pf6 Lf1 56. Kg3 Txxg2+ 57. Kf4 h5
58. Tb8+ Ke7 59. Pe4 Lc4 60. Ke5 Te2
61. Tb7+ Kf8 62. Kd4 Le6 63. Pg5 Lb3
64. b5 Tc2 65. b6 Tc4+ 66. Kd3 Tb4
67. Kc3 Tb5 68. h4 Ld5 69. Tb8+ Ke7
70. Kd4 Lf6 71. Ph7 Lg2 72. Kc4 Tf5
73. Tf8 Tf4+ 74. Kb5 Txxh4 75. Txf6 Tg4
76. Ka6 Tg3 77. Ka7 Ta3+ 78. Kb8 Le4
79. Tf4 Lf5 80. b7 Kd6 81. Pf8 Ke7
82. Ph7 Kd7 83. Pf8+ Ke8 84. Ph7 Kd7
85. Pf8+ Ke8 86. Ph7 Kd8 87. Td4+ Ke7
88. Tf4
1/2-1/2
wit: 3.47 , zwart: 3.48

54. wit : Turbostar 440
zwart: Princhess 6

1. d4 d5 2. c4 e6 3. Pc3 Pf6 4. Pf3 c5
5. cxd5 Pxd5 6. e4 Pxc3 7. bxc3 cxd4
8. Pxd4 e5 9. Da4+ Ld7 10. Pb5 Le7
11. Le3 a6 12. Tc1 Pc6 13. Pa3 Pa5
14. Lb5 axb5 15. Pxb5 0-0 16. 0-0 Pc6
17. Db3 Le6 18. c4 Pa5 19. Db1 Pxc4
20. Tf1 Da5 21. Pc3 Pxe3 22. fxe3 Lc5
23. Dd3 Db6 24. Te1 Lxa2 25. Pd5 Lxd5
26. exd5 Ta2 27. De4 Db2 28. Tb1 Df2+
29. Kh1 b6 30. Tbc1 Td8 31. Tf1 Dxe3
32. Df5 f6 33. De6+ Kh8 34. Tf1 Txxg2
35. Df5 Tg5 36. Dd3 Tg1+ 37. Txxg1 Dxd3
0-1
wit: 1.27 , zwart: 1.41

55. wit : Blitz Monster X
zwart: Orwell Y

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Pc6
5. Pf3 Db6 6. a3 c4 7. g3 f6 8. exf6
Pxf6 9. Lg2 Ld6 10. 0-0 0-1 11. De2 Pe4
12. Pe1 Pf6 13. Lg5 h6 14. Lxf6 Txf6
15. Dc2 Ld7 16. Pd2 Pe7 17. Pef3 Txf8
18. Tac1 Le8 19. Pxc4 dxc4 20. Pd2 Lg6
21. Pxc4 Da6 22. De2 Tc8 23. b3 Pd5
24. Dd2 Lb8 25. a4 Lc7 26. Pe5 La5
27. Pxxg6 Txxg6 28. b4 Ld8 29. Db2 Dxa4
30. Ta1 Dc6 31. Le4 Tf6 32. Tf1 Dc4
33. Lxd5 exd5 34. Txa7 Lb6 35. Txb7 Lxd4
36. Tf1 Lxc3 37. Dc2 Da6 38. Td7 Lxb4
39. Db3 Td6 40. Te7 Dc4 41. Db2 Lc3
42. Db1 Lf6 43. Tb7 Ld4 44. Te7 Ta6
45. De1 Tf8 46. Te8 Tf6 47. Te2 Tf3
48. Dd1 Dc5 49. De1 T8f5 50. Ta2 Db6
51. Te2 Lc5 52. Dd2 Db5 53. Da2 Dc4
54. Db2 Ld4 55. Dd2 Tf7 56. De1 La7
57. Dd2 T3f5 58. Kg2 Dc6 59. Kg1 Dd6
60. De1 Db6 61. Ta2 Kh7 62. Tc2 g6
63. Te2 Db5 64. Kg2 Db3 65. f4 d4 66. h3
Dd5+ 67. Kh2 Dd7 68. Tf3 g5 69. Te4 Dd5
70. De2 gxf4 71. Txxf4 Txf4 72. gxf4 Df5
73. Dc4 Lb8 74. De2 Lxf4+ 75. Kg2 Dg6+
76. Kh1 Dd1+ 77. Tf1 Df5 78. Df3 d3
0-1 (time)
wit: 4.05 , zwart: 3.05

56. wit : Blitz Monster C
zwart: Turbostar K

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4 Pf6
5. Pc3 Pc6 6. Lg5 dxc4 7. d5 Pa5 8. Lxc4
Pxc4 9. Da4+ Ld7 10. Dxc4 h6 11. Lxf6
gxf6 12. Pf3 Lg7 13. Tc1 Tc8 14. Db4 a5
15. Db3 Lg4 16. Db5+ Ld7 17. De2 f5
18. 0-0 Db6 19. Tf1 Lf6 20. Pe5 Td8
21. Pxd7 Txd7 22. Pe4 Dd8 23. Pc3 Lg5
24. Tc2 f4 25. Dg4 Dc7 26. h4 Lf6
27. Pe4 De5 28. Pxf6+ Dxf6 29. Tc8+ Td8
30. Tc7 b6 31. Txxe7+ Dxxe7 32. Txxe7+
Kxxe7 33. Dd2+ Kd6 34. Db5 Tb8 35. Dc6+
Ke5 36. Dd7 Thf8 37. d6 f5 38. Kh2 Th8
39. Dd7+ Kd5 40. Kh3 Thf8 41. Dd7 Ke5
42. Dc7 Kd5 43. d7 f3 44. g4 fxxg4+
45. Kxxg4 Ke6 46. Kh5 Th8 47. Kg4 Thf8
48. h5 Kd5 49. b3 Ke6 50. a4 Kd5 51. Kg3
Ke6 52. Kh3 Th8 53. Kg4 Thf8 54. Kg3 Kd5
55. Kg4 Ke6 56. Dc6+ Ke7 57. Kg3 Tf6
58. Dc8 Tf8 59. Dc7 Ke6 60. Kh4 Th8
61. Dc6+ Ke7 62. Dc7 Ke6 63. Kg3 Thf8
1/2-1/2
wit: 2.35 , zwart: 2.48

Amateur Group

14 september 1985

Round 7:

Rebel - Nona 0-1
Tumult - Kempelen I 1-0

Standings after round 7:

| | | |
|---|------------|-----|
| 1 | Nona | 6 |
| 2 | Tumult | 3.5 |
| 3 | Rebel | 3 |
| 4 | Kempelen I | 1.5 |

18. wit : Rebel

zwart: Nona

1. e4 e5 2. Pf3 Pc6 3. Lb5 a6 4. La4 Pf6
5. 0-0 Le7 6. Te1 b5 7. Lb3 0-0 8. c3 d6
9. h3 Pb8 10. d3 a5 11. a4 b4 12. Lg5
Pbd7 13. cxb4 axb4 14. Dd2 Pc5 15. Lc4
La6 16. Dxb4 Pxd3 17. Lxd3 Lxd3 18. Db3
La6 19. Dc2 Lb7 20. Pc3 c6 21. Ted1 h6
22. Le3



22. ... Db8 23. Pe2 d5 24. Pg3 Pxe4
25. Pxe4 dxe4 26. Dxe4 c5 27. Dc4 Lxf3
28. gxf3 Dc8 29. Kg2 Tb8 30. b3 Tb4
31. Dc3 De6 32. Td3 Tfb8 33. Tb1 c4
34. Tdd1 cxb3 35. a5 Th4 36. Th1 Tc4
37. De1 Tc2 38. Ld2 b2 39. Lc3 Ld6
40. f4 exf4 41. Dxe6 fxe6 42. Ld4 e5
43. Lb6 e4 44. Thd1 f3+ 45. Kf1 Lf4
46. La7 Tb3 47. Kg1 Tc1 48. Tdxc1 bxc1+
49. Txc1 Lxc1
0-1
wit: 2.29 , zwart: 2.23

19. wit : Tumult
zwart: Kempelen I

1. d4 d5 2. c4 e6 3. Pc3 c5 4. cxd5 exd5
5. Pf3 Pf6 6. Lg5 Le6 7. Lxf6 gxf6
8. dxc5 Lxc5 9. e3 Pc6 10. Lb5 0-0

11. Tc1 Dd6 12. Ph4 d4 13. Pe4 Lb4+



14. Kf1 De5 15. Lxc6 bxc6 16. Dxd4 Da5
17. Kg1 Tfd8 18. Pxf6+ Kg7 19. Pd5+ Kg8
20. Dxb4 Dxd5 21. b3 Dd1+ 22. De1 Dxe1+
23. Txe1 Td2 24. Ta1 Tad8 25. h3 Td1+
26. Kh2 Txxh1+ 27. Kxxh1 Kg7 28. Pf3 Kf6
29. e4 Td3 30. Tc1 Ld7 31. Kh2 Ke7
32. Tc4 Td1 33. Ta4 Tf1 34. Kg3 c5
35. Txa7 Td1 36. a4 Td3 37. Kf4 Txb3
38. Pe5 Tb2 39. Txxd7+
1-0 (time)
wit: 1.29 , zwart: 2.05

Main Group

15 september 1985

Round 8:

Mephisto A'dam 1 - Blitz Monster Y 1-0
Orwell Y - Mephisto A'dam 2 rem
Plymate X - Mephisto A'dam 3 0-1
Plymate Y - Orwell Z 1-0
Turbostar 440 - Blitz Monster X 1-0
Plymate Z - Turbostar G rem
Turbostar K - Orwell X rem
Princess 6 - Blitz Monster C 1-0

Standings after round 8: Final Standings

1 Mephisto A'dam 1 8
2/3 Mephisto A'dam 2 7
Mephisto A'dam 3
4 Princess 6 4.5
5/6 Blitz Monster Y 4
Plymate Y
7/10 Orwell X 3.5
Orwell Y
Plymate Z
Turbostar K
11/14 Blitz Monster C 3
Orwell Z
Plymate X
Turbostar 440
15 Turbostar G 2.5
16 Blitz Monster X 1

63. a6 Lf7 64. a7 Ld5 65. Kc5 Lg2
66. Kxc4 Kd7 67. Kb5 Kc8 68. c4 Kd7
69. c5 Lb7 70. Kb6 Kc8 71. c6 La8
1-0 e3 h4 73. gnh4 g3 74. hng3

wit: 3.02, zwart: 3.27

58. wit : Orwell Y

zwart: Mephisto A'dam 2

1. d4 d5 2. Lg5 Pf6 3. Lxf6 exf6 4. e3
c6 5. c4 Lb4+ 6. Pc3 0-0 7. Db3 Lxc3+
8. bxc3 Te8 9. Ld3 b6 10. Pf3 Lg4
11. Pd2 dxc4 12. Lxc4 Le6 13. 0-0 Pd7
14. Lxe6 Txe6 15. Tf1e1 Dc7 16. Dc4 Tae6
17. Dd3 Pf8 18. c4 Pg6 19. Da3 T6e7
20. Da4 Dd7 21. Tab1 De6 22. h3 Td8
23. Thd1 h6 24. Tb1 Dd6 25. Tb3 Tdd7
26. Da6 Te8 27. Td3 Dc7 28. Da4 Tde7
29. Ta3 Dd6 30. Tb1 Td8 31. Pf1 Tdd7
32. Pg3 Ph4



57. wit : Mephisto A'dam 1

zwart: Blitz Monster Y

1. c4 Pf6 2. Pc3 e5 3. Pf3 Pc6 4. e3 Le7
5. d4 exd4 6. Pxd4 0-0 7. Ld3 d5 8. cxd5
Pxd4 9. exd4 Lb4 10. 0-0 Lxc3 11. bxc3
Pxd5 12. Te1 Le6 13. Dc2 Dh4 14. Te4 Df6
15. Te5 g6 16. Lh6 Tfe8 17. Lg5 Dg7
18. Lc4 c6 19. Tae1 h6 20. Lc1 b5
21. Ld3 Ld7 22. Ld2 Txe5 23. Txe5 Te8
24. Txe8+ Lxe8 25. Db3 Pb6 26. Da3 f5
27. Dd6 Kh7 28. Db8 Df7 29. Lc2 c5
30. dxc5 Pc4 31. Lb3 Dd7 32. Lf4 g5
33. Lxc4 bxc4 34. Ld6 Kg6 35. f3 Da4
36. Db2 Dd1+ 37. Kf2 Lc6 38. De2 Dxe2+
39. Kxe2 Kf6 40. Ke3 Ke6 41. Kd4 g4
42. fxg4 fxg4 43. g3 a6 44. Lf4 h5
45. Ld6 Lb5 46. Lf8 Kf7 47. Lh6 Ke6
48. Le3 Lc6 49. Lf4 Lb5 50. Ld2 Lc6
51. Le3 Lf3 52. a4 Lc6 53. a5 Lb5
54. Lf4 Kf6 55. Kd5 Ke7 56. c6 Kd8
57. Kc5 Kc8 58. Kb6 La4 59. c7 Lb5
60. Ka7 Lc6 61. Kxa6 Ld7 62. Kb6 Le6

wit: 4.05, zwart: 3.35

59. wit : Plymate X

zwart: Mephisto A'dam 3

1. e4 e5 2. Pc3 Lc5 3. Pf3 d6 4. Pa4 Pc6
5. Pxc5 dxc5 6. Lb5 Lg4 7. Lxc6+ bxc6
8. 0-0 Pf6 9. h3 Lxf3 10. Dxf3 0-0
11. d3 Tb8 12. b3 Te8 13. Lb2 Dd7 14. c4
Dd6 15. Tacl Te6 16. Tc3 Pd7 17. a4 Tg6
18. a5 Pf8 19. h4 Pe6 20. h5 Tf6 21. Dg4
Pd4 22. Dd1 h6 23. La3 Td8 24. Te1 Pe6
25. Te3 a6 26. Dg4 Tf4 27. De2 Pd4
28. Df1 Tb8 29. Db1 De7 30. Dd1 Df6
31. f3 De7 32. Te1 Dh4 33. Tf1 Dg3
34. Te1 Txb3 35. Ta1 Th4 36. De1 Dh2+
37. Kf2 Txd3 38. Dd1



38. ... Tx13+ 39. Dxf3 Tf4

0-1 (time)

wit: 2.05, zwart: 1.25

60. wit : Plymate Y

zwart: Orwell Z

1. e4 e6 2. g3 d5 3. Lg2 Pc6 4. Pc3 d4
5. Pce2 e5 6. Pf3 d3 7. cxd3 Dxd3 8. Da4
Lg4 9. Pf1g1 Ld7 10. Db3 Dxb3 11. axb3
Lb4 12. Pf3 Pf6 13. 0-0 Lc5 14. d3 Td8
15. Lg5 Le6 16. Tf1e1 Le7 17. Tc3 Lg4
18. Pc1 h6 19. Le3 Lxf3 20. Lxf3 a6
21. Pa2 0-0 22. Le2 Pe8 23. Tc2 Pd4
24. Lxd4 Txd4 25. Pc3 Pf6 26. h4 c6
27. h5 Tb4 28. Ta5 Ld6 29. Ta3 Tb8
30. Kd2 Pd7 31. Pa4 Td4 32. Ta2 f6
33. Kh3 b5 34. Pc3 Pc5 35. Pbl Lf8
36. Kg4 Ta8 37. Tc3 Ld6 38. Kf5 Le7
39. Pd2 Tad8 40. Pf3 Tb4 41. Pd2 Lf8
42. Kg6 Te8 43. Ta1 Le7 44. Tacl



44. ... f5 45. Txc5 Lxc5 46. Txc5 Te6+
47. Kxf5 Tf6+ 48. Kxe5 Tf2 49. Lg4 Txd2
50. Txc6 Txd3 51. Le6+ Kf8 52. Txa6 Tng3
53. Ta1 Ke7 54. Ta7+ Kd8 55. Ld5 Td3
56. Kd6 Txd5+ 57. exd5 Ke8 58. Kc6 Txb3
59. d6 Td3 60. Ta8+ Kf7 61. d7 Ke7
62. Te8+ Kf6 63. d8d+ Txd8 64. Txd8 b4
65. Td6+ Kg5 66. Tg6+ Kxh5 67. Tng7 Kh4
68. Kc5 b3 69. Kd4 Kh3 70. Kc4 h5
71. Kxb3 h4 72. Kc3 Kh2 73. Kd3 Kh3
74. b4 Kh2 75. b5 Kh3 76. b6 Kh2 77. b7
Kh3 78. Ke3 Kh2 79. b8d+ Kh3 80. Dd8 Kh2
81. Dnh4+
1-0

wit: 3.25, zwart: 3.03

61. wit : Turbostar 440

zwart: Blitz Monster X

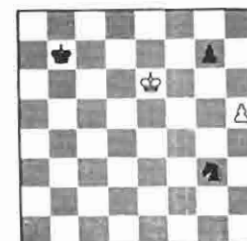
1. d4 Pf6 2. Pc3 d5 3. Lg5 Pbd7 4. Pf3
g6 5. e3 Lg7 6. Ld3 h6 7. Lxf6 Pxf6
8. 0-0 0-0 9. Dd2 Lg4 10. Pe5 c5 11. f3
Lc8 12. dxc5 Dc7 13. f4 Dxc5 14. Pa4 Dd6
15. Pc3 Le6 16. h3 Tfd8 17. Pb5 Db6
18. c3 Lf5 19. Lxf5 Dxb5 20. Ld3 Pe4
21. Lxb5 Pxd2 22. Tf1d1 Pe4 23. Td4 e6
24. Tad1 Pc5 25. Kh2 a6 26. La4 Lxe5
27. fxe5 Pxa4 28. Txa4 b5 29. Ta5 Tdc8
30. Kg3 Tc4 31. Td4 Kf8 32. Kf3 Ke7
33. e4 Ta7 34. exd5 Txd4 35. cxd4 exd5
36. Kf4 Ke6 37. a4 bxa4 38. Txa4 f6
39. exf6 Kxf6 40. Ta5 Ke6 41. b4 Kd6
42. Kg4 Kc6 43. b5+ Kb6 44. Txa6+ Txa6
45. bxa6 Kxa6 46. Kf4 Kb5 47. Ke5 Kc6
48. Ke6 g5 49. g4 Kb6 50. Kxd5 Kc7
51. Ke6 Kd8 52. d5 Ke8 53. d6 Kd8 54. d7
h5 55. gnh5 g4 56. hng4 Kc7 57. h6
1-0

wit: 1.46, zwart: 2.40

62. wit : Plymate Z

zwart: Turbostar G

1. e4 e5 2. Pc3 Pf6 3. Lc4 Le7 4. Pf3 d6
5. d4 exd4 6. Pxd4 c5 7. Pf3 0-0 8. 0-0
Le6 9. Lxe6 fxe6 10. Pg5 Dc8 11. b3 Pc6
12. Lb2 Dd7 13. a4 h6 14. Pf3 d5
15. exd5 exd5 16. Te1 d4 17. Pe2 Ld6
18. c3 dxc3 19. Pxc3 Pb4 20. Pb5 Pf5
21. Pxd6 Dxd6 22. De2 Tad8 23. Tad1 b6
24. Pe5 Tfe8 25. Dh5 Df6 26. Pd3 Txe1+
27. Txe1 Pc3 28. Te8+ Txe8 29. Dxe8+ Kh7
30. Dd7 Pc6 31. g3 Pe2+ 32. Kg2 Ped4
33. f4 Dg6 34. Pf2 Db1 35. Lxd4 Pxd4
36. b4 Dxb4 37. Dxa7 Kg6 38. Da8 De1
39. h3 De6 40. a5 bxa5 41. Dxa5 Dd5+
42. Kf1 Dc4+ 43. Kg1 Dc3 44. Dxc3 Pe2+
45. Kg2 Pxc3 46. Pd3 Pa4 47. Pe5+ Kf5
48. Pc4 Ke4 49. Kf2 Kd3 50. Pe5+ Kd4
51. Pc6+ Kd5 52. Pa7 Pc3 53. Ke3 Pe4
54. g4 Pd6 55. g5 hxg5 56. fxg5 c4
57. Kd2 Pe4+ 58. Kc2 Png5 59. h4 Pf3
60. h5 Pd4+ 61. Kd2 Kc5 62. Pc8 Pf5
63. Kc3 Kb5 64. Kc2 Kc6 65. Kc3 Kb7
66. Pe7 Pxe7 67. Kxc4 Pf5 68. Kd5 Pg3
69. Ke6



69. ... Ph1 70. Kf7 Pg3 71. Ke6 Kc6
72. Kf7 Pf5 73. Kg6 Ph4+ 74. Kxg7 Pf5+
75. Kg6 Pe7+ 76. Kf7 Pf5 77. h6 Pnh6+
1/2-1/2

wit: 3.32, zwart: 3.04

63. wit : Turbostar K

zwart: Orwell X

1. e4 e6 2. d4 d5 3. Pd2 Pf6 4. e5 Pf7
5. Ld3 c5 6. c3 Pc6 7. Pe2 cxd4 8. cxd4
Dd6 9. Pf3 f6 10. exf6 Pxf6 11. 0-0 Ld6
12. Tb1 0-0 13. Lg5 Ld7 14. Le3 Pg4
15. Dc2 Pb4



16. Lxh7+ Kh8 17. Dg6 Pxe3 18. fxe3 Tf6
19. Dg4 Kxh7 20. Pg5+ Kg8 21. Tf6 gxf6
22. Pe4+ Kf7 23. Dh5+ Ke7 24. Dh7+ Kd8
25. Pxf6 Lc8 26. Dg8+ Kc7 27. Tc1+ Pc6
28. Pe8+ Kd7 29. Df7+ Le7 30. Pf6+ Kd6
31. Pe8+ Kd7 32. Pf6+ Kd6 33. Pe8+ Kd7
1/2-1/2

wit: 1.25, zwart: 1.10

64. wit : Princess 6

zwart: Blitz Monster C

1. e4 e5 2. f4 exf4 3. Df3 d5 4. Dxf4
dxe4 5. Dxe4+ Le7 6. Pc3 Pf6 7. De2 0-0
8. d3 Pc6 9. Pf3 Te8 10. Dd1 Pd5 11. Le2
Lg4 12. 0-0 Lc5+ 13. Kh1 Pe3 14. Lxe3
Lxe3 15. Pg1 Le6 16. Lf3 Pd4 17. Te1 Lf2
18. Tf1 Pxf3 19. Pxf3 Lb6 20. d4 Lc4
21. Tf2 Dd6 22. b3 La6 23. Pa4 La5
24. Pe5 f6 25. Pf3 Tad8 26. c4 b5
27. Pb2 Lb7 28. d5 c6 29. dxc6 Dxc6
30. Df1 Lb6 31. cxb5 Dc5 32. Te2 Dxb5
33. Txe8+ Dxe8 34. Te1 Df7 35. Pc4 Lc5
36. a3 La6 37. a4 Lb4 38. Tc1 Lb7
39. Df2 De7 40. Dxa7 Lxf3 41. Dxe7 Lxg2+
42. Kxg2 Lxe7 43. a5 Ta8 44. Ta1 Ta6
45. Pe3 Kf7 46. Ta4 g6 47. b4 f5 48. b5
Ta8 49. a6 Ld8 50. Pc4 Le7 51. a7 Lc5
52. b6 h6 53. Ta5 Txa7 54. bxa7 Lxa7
55. Txa7+ Ke6
1-0

wit: 2.21, zwart: 2.23

1-0
wit: 1.35 , zwart: 2.05

Third place went to David Levy's Intelligent Software Experimental. It did much better than anyone expected, losing only one game (to Cray Blitz), and earning a performance rating of 2005. Here are a sample of the best games:

2nd U.S. OPEN COMPUTER CHESS CHAMPIONSHIP
Mobile, Alabama June 17-21, 1986

Cray Blitz - Bebe 1.e4 c5 2.Nf3 d6 3.d4 cd 4.Nd4 Nf6 5.Nc3 g6 6.Bg5 Bg7 7.Qd2 Nc6 8.O-O-O O-O 9.Nb3 Re8 10.Bc4 Ng4 11.h3 Nge5 12.Bb5 a6 13.Be2 a5 14.Bb5 Be6 15.Nd5 a4 16.Nd4 Bd7 17.Nc6 bc 18.Ne7+ Re7 19.Be7 Qe7 20.Be2 Qe6 21.Kb1 Rb8 22.b3 ab 23.cb Be8 24.Kc2 Nd7 25.f3 Ra8 26.Kc1 Nc5 27.Qc2 Qf6 28.Bc4 Qa1+ 29.Kd2 Qa2 30.Qa2 Ra2+ 31.Kc1 d5 32.ed cd 33.Bd5 Bb5 34.Rhe1 Nd3+ 35.Rd3 Bd3 36.Re8+ Bf8 37.g4 Kg7 38.Re3 Ba3+ 39.Kd1 Ral+ 40.Kd2 Bf1 41.Kc3 Rcl+ 42.Kd2 Rc5 43.Ke1 Bh3 44.Bc4 h5 45.gh gh 46.Kf2 h4 47.Rd3 Bf5 48.Rd4 h3 49.Rh4 Rc7 50.Rh5 0-1

Phoenix - Hitech 1.d4 d5 2.Bg5 Nf6 3.Bf6 ef 4.e3 Bf5 5.c4 Bb1 6.Qb1 Bb4+ 7.Kd1 Be7 8.cd Qd5 9.Nf3 Nd7 10.Bd3 h6 11.Be4 Qb5 12.Qc2 c6 13.Bd3 Qb6 14.Nd2 Qc7 15.Rc1 a5 16.Bc4 O-O 17.Qf5 a4 18.Bd3 g6 19.Qg4 f5 20.Qg3 Qd8 21.Rf1 a3 22.b3 Bf6 23.Nc4 Bh4 24.Qf4 Bg5 25.Qd6 c5 26.d5 Ra6 27.Qg3 Nf6 28.Nd2 Rd6 29.Rc5 Nd5 30.Rc8 Qc8 31.Qd6 Nc3+ 32.Ke1 Rd8 33.Qa3 Qd7 34.f3 Qd3 0-1

Bebe - Hitech 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O b5 6.Bb3 Bb7 7.Re1 Bc5 8.c3 d6 9.d4 Bb6 10.a4 h6 11.ab ab 12.Ra8 Qa8 13.Na3 ed 14.cd Ba6 15.e5 de 16.de Ng4 17.Bf7+ Ke7 18.Kf1 b4+ 19.Nc4 Rd8 20.Qc2 Kf7 21.Qf5+ Nf6 22.Qc2 b3 23.Qe2 Nd4 24.Nd4 Rd4 25.Kg1 Bc4 26.Qf3 Qf3 27.gf 0-1

Hitech - Cray Blitz 1.e4 e5 2.Nf3 Nc6 3.d4 ed 4.Nd4 Nf6 5.Nc6 bc 6.Bd3 d5 7.Qe2 Bg4 8.f3 Be6 9.ed Nd5 10.Bf5 Qh4+ 11.Kf1 Qf6 12.Be6 Qe6 13.c4 Qe2+ 14.Ke2 Nb6 15.b3 Bd6 16.Nc3 O-O 17.Be3 Be5 18.Ra1 Rfe8 19.Kf2 Rad8 20.f4 Bg6 21.Rhd1 Rd1 22.Nd1 h5 23.Nc3 Kh7 24.Ne2 Rd8 25.Kf3 Kg6 26.Ng3 h4 27.f5+ Kh7 28.Ne4 Be7 29.Kg4 Re8 30.Bf2 Nd7 31.Kh3 a6 32.Rd1 Nf6 33.Re1 Ne4 34.Re4 Kg8 35.Bd4 Kf8 36.c5 f6 37.Rh4 Rd8 38.Rh8+ Kf7 39.Rd8 Bd8 40.Kg4 Be7 41.h4 Ke8 42.Kf4 Bd8 43.g4 Be7 44.Ke4 Bd8 45.Be3 Be7 46.a4 Kd8 47.Kd4 Kc8 48.g5 fg 49.hg Kd8 50.Ke5 Kd7 51.f6 Bf8 52.a5 g6 53.Bd4 1-0

Bebe - Phoenix 1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Ng8 5.Ngf3 c5 6.dc Bc5 7.Bb5+ Bd7 8.Bd7+ Nd7 9.O-O Bb6 10.c4 Ne7 11.cd ed 12.Qb3 Rc8 13.Rd1 O-O 14.Nf1 Nc5 15.Qb5 a6 16.Qe2 Ne6 17.Ng3 f6 18.ef Rf6 19.a3 Qd7 20.Ne4 Rf5 21.Qd2 Qc6 22.Ng3 Rf6 23.Qe1 Qc2 24.Bd2 Rc4 25.Ra1 Qa4 26.Nh5 Rg6 27.Rc4 dc 28.Ne5 Nd4 29.Ng6 hg 30.Ng7 Qc2 31.Ne6 Nb3 32.Ng5 Nd4 33.Rc1 Qd3 34.Qe7 1-0

Despite the absence of any of the well-known "super computers" (Belle, Bebe, Cray Blitz), this year's event was quite strong. In my opinion, the average strength was around 2100, although every program entered as unrated. As in last year's event, entries totaled 18, of which all but two (which finished tied for last with 1 point each) were from commercial chess computer companies. Many of the entries were far from commercial, using very expensive, sophisticated technology. One, Fidelity's "Challenger N", was apparently so complex that Fidelity (quite properly) entered it as a "Super Computer". As it was the only such entrant, Mephisto switched one of its micros, Janus X, to the "Super" class at the last minute to avert a Fidelity win by default. The two made quite a contrasting pair, as the Challenger was a massive conglomeration of hardware (two boxes plus a terminal), while Janus was nearly small enough to fit in one's shirt pocket. Fidelity's other four entrants were "Private Line Expert Mach II", a dedicated unit said to employ "bit slice" technology; "Fidelity PC"; "Elite 86M"; and "Excellence 86M". As best I can determine by move comparisons, the last two contained the Par Excellence program running at between 8 and 10 MHz, in "Avant Garde" and "Par Excellence" housings respectively. Mephisto also had five entries. Janus X and "Mephisto Experimental" were apparently new versions of the Amsterdam program, last year's World Champion. I don't know how much faster they ran than the commercial unit. The other three Mephisto entrants were the new "Rebel" program which is featured in the MM3 line. Two were essentially identical to the commercial unit, except for opening book and running 20% faster (6 MHz vs. 5), while the third was a "bit slice". All Mephisto entrants except Janus X were housed in the same boards as their commercial models (4 different boards were used). Novag entered three, "Expert M", which I believe was identical to ICD's commercial "Expert 6.0"; "Forte X", a not yet fully debugged prototype of the Forte, and "Blitz Monster M", an experimental version of the Expert, also said to be 6 MHz. Novag's programmer Dave Kittinger also was the programmer of the three PC software entries under the name "Chessmaster". As they employ a version of the rather dated "Constellation" program they were not expected to be competitive with the dedicated units, except for "Chessmaster 2000 Apple" which employed expensive technology to run at high speed. Finally, "EGA Chess" and "Zsuzsa", two individual PC programs, although outclassed, each had their moment of glory.

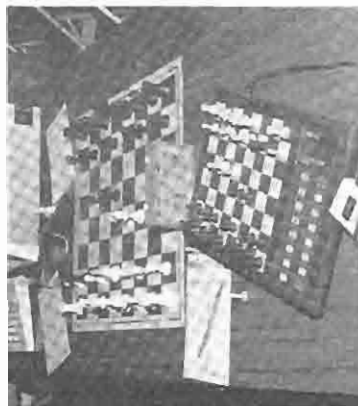
Three machines totally outclassed the field. Fidelity's two fastest units, Challenger N and Private Line Mach II, finished 1st and 2nd respectively at 5-1, while Janus X took 3rd with 4.5-1.5. Janus beat Challenger,



Of mice and computers. Mephisto X is involved in a battle of wits with Mickey Mouse.



Novag programmer Dave Kittinger (front right) converses with TD Jack Mallory as his Novag Expert X plays on. The Mephisto Janis X (foreground).



The Novag Forte X in the opening phase of another exciting game.



Fidelity operator Ron Nelson and president Sid Samole check out the position in the Mephisto Janis vs. Fidelity Challenger "N" game.

Challenger beat Private Line, and Private Line beat Janus. Except for Janus drawing with Fidelity PC, these three annihilated all opposition. As these three were running much faster than almost all the others, it proves once again that among computers, speed is king. Of course, a good program is necessary for success, but between closely competitive programs, the faster one usually wins.

Four units tied for fourth at 3.5. Chessmaster 2000 won the PC title, beating out Fidelity PC on tiebreak. Novag Monster and Mephisto Exclusive Rebel were the other two at 3.5. They were thus the top scoring dedicated machines not employing expensive technology, beating out the two such Fidelity machines which scored 3 points each, along with the Mephisto Mobil Rebel and Novag Expert. Forte and Mephisto Experimental, both of which were plagued by costly mechanical failures, scored 2.5 along with Chessmaster 2000 IBM. In by far the biggest shock of the tournament, the sophisticated "Mephisto Rebel", running at at least twice the speed of its fellow rebels, scored only 2 points, along with Chessmaster MSDOS. The big Rebel was nearly the same as the one which came within one move of winning the 1986 World Computer Chess Championship ahead of such giants as HITECH and Cray Blitz; its total failure here is inexplicable. This was the only instance of a faster program finishing below a slower one of the same family.

The tournament had no real scandals such as last year's, but plenty of problems. All three of the dedicated companies suffered misfortunes. Fidelity's problem was the clock. To gain extra thinking time, they allowed little margin for operating time, especially in the units that had to have the moves typed in. As a result, in three games (including one between two Fidelitys), they lost on time, in part because of time lost on operator errors. Surely Fidelity has enough experience to know that operator errors are unavoidable, so I can only surmise that the extra strength gained by taking extra time justified the risk of time forfeiture in their planning. Mephisto and Novag both experienced numerous breakdowns apparently due to running at too high a speed. The Forte failed repeatedly at high speed and had to be cut back to near commercial levels. It lost another game due to a program bug relating to the repetition rule, and yet another on time due to operator Kittinger having to deal with too many machines and problems at once. The Mephisto Experimental lost one game when after a mechanical failure in the opening the operator made the mistake of re-entering the position rather than the moves. This resulted in the program playing by its middle game heuristics instead of the proper opening heuristics, with tragic/comic results, depending on one's point of view. The Mephisto Exclusive Rebel also broke down countless times, with unknown consequences. One of Fidelity's time losses occurred because after a breakdown, when the position was re-entered the operator neglected to tell the computer that it had already castled, although the king was back to K1 at the time. So the machine promptly tried to castle again



IM Larry Kaufman, Senior Editor of the Computer Chess Reports (right), with Sid Samole and Teri Everett of Fidelity.



Sid Samole (left), and an unidentified operator, intensely monitor their game.



Two Fidelity experimental challengers on display in between rounds.



The Fidelity team proudly displays its plaques: 1) 1st place; 2) Top Super Computer; 3) Best New Program; 4) Top Dedicated Micro.

(long, this time), and the time lost fixing this proved fatal. Finally, perhaps the biggest operator error was by yours truly. After setting the time controls for Zsuzsa against Forte, I inadvertently erased them, with the result that the program reverted to speed chess settings. Poor Zsuzsa was mated in 6 moves, thusly: 1 e4 c5 2 d4 e6 3 Bf4? Qb6 4 dc5? Bc5 5 Bxb8??? Bxf2 6 Kd2 Qe3 mate. Fortunately, Kittinger agreed to a rematch at proper settings, with Forte again winning but only after first getting into grave difficulties. Despite its bad score, Zsuzsa (named after Zsuzsa Polgar who contributed to its small opening book) showed some promise with a splendid attacking win over EGA chess, which in turn showed strength in a surprisingly close battle with the mighty Janus.

To minimize the possibilities of fraud, the organizers this year required the director's approval for any resignation or draw by agreement, and this approval was not granted until the result was obvious beyond any reasonable doubt. Unfortunately, in my opinion, despite almost unanimous request, the organizers refused to ban pairings of machines of the same company. Aside from the obvious possibility of fraud, it seems to be well established that when two machines with very similar programs play, the faster one has an enormous advantage, way out of proportion to the speed difference. This is because the machines think on each other's time, and since the faster one will usually predict the other one's move, it can generally move instantly, building up a huge time reservoir to use later in critical positions. I believe that in every such instance, all involving Fidelity units, the faster machine won. This puts a bit of a cloud around the results of the two winning Fidelity units, though I don't blame Fidelity for this situation, as they also were opposed to company self-pairings.

Because none of the programs entered as rated, it is not clear if the tournament can be rated by USCF. Based on those machines whose strength is known with fair accuracy, the top three machines performed at around the 2600 level! In my opinion, the rating these machines would earn against humans is a bit over 2200. This demonstrates that machine-machine matches overstate the relative differences, and perhaps the 25% adjustment I use in my ratings is too low. Fidelity plans to get an official CRA rating for one of their new programs at the U.S. Open, but as this is presumably a commercial one, it will surely be well below these giants in strength.

I want to thank the organizers for their hospitality and for a job well done. I share their wish that, in the future, some means can be found to eliminate the human element and make these tournaments a pure test of computers' chess playing ability. I also wish to congratulate Fidelity for a splendid result. It is my hope that someone will choose to organize a similar tournament for commercial machines only, so that we can learn which programs are the best, not who can afford the most expensive hardware.



Operators for ChessMaster 2000 show their plaque for winning the "Best Personal Computer" award.



IM Larry Kaufman, Senior Editor of the Computer Chess Reports (seated left), analyzes the moves in a key game of Mephisto vs. Fidelity.



Mephisto Janis X (left) is dwarfed by the Fidelity Challenger "N" as they sit next to each other during their individual encounter.



Mephisto operator Jan Lowman prepares to make a move for the Janis X.

THE 5th WORLD COMPUTER CHESS CHAMPIONSHIP Cologne, West Germany, June 11-15, 1986

For only the fifth time in history, the world's leading computers assembled in a single room to battle it out for the highest title in computer chess--World Champion. Most of the big name computers were there, including World Champion, Cray Blitz, the new sensation, Hitech, Bebe, Phoenix, and many micros including four Mephisto programs. However, several prominent computers did not play, among them former champions Belle and Nuchess.

The first World Computer Chess Championship was in 1974 and is held every 3 years. A Soviet computer by the name of Kaissa won the first tournament, but American computers have won it ever since. It is open to any computer--micro or mainframe, with no restrictions on the type, size, or speed of the program or processor(s). The only commercial manufacturer to participate in the tournament was Hegener & Glaser's "Mephisto" line of home chess computers. There were four Mephisto programs in all:

Mephisto Cologne: New experimental program from Richard Lang, author of the only chess computer with a USCF national master rating (Amsterdam, ELO 2229).

Plymate: Tournament version of the popular MM II program by Ulf Rathsmann.

Nona: Experimental version of the Mondial chess computer (author: Frans Morsch).

Rebel: Another experimental program, which after alterations will be marketed in the U.S. as the MM III.

Although the tournament was dominated by the American mainframes, taking six out of the top ten places, Mephisto took the rest, with each of the four programs winning 3 out of 5 points--just one point behind the winner Hitech, and runner-up, Cray Blitz! This is truly amazing when one considers the odds Mephisto had to overcome to compete and win against some of the most powerful mainframe computers in the world.

Mephisto had its best chance during the final round when the Mephisto Rebel played Bebe. Despite its winning position, Rebel played a weak move in a complicated and difficult ending and went on to lose. This one strategically weak move prevented Mephisto from winning the World Championship title!!

This tournament shows that good micros, with their "intelligent" programs can defend themselves against the mere "brute force" programs of most of the mainframes.

Another point of interest was that the other major chess-computer manufacturers, Fidelity, Novag, and SciSys, decided not to compete. Perhaps Mephisto's overwhelming victory (first, second, and third place) at Amsterdam was too much for them.

The 5th World Computer Chess Championship

First Round: Wednesday, June 11, 1986

| | rate | perf | 1 | 2 | 3 | 4 | 5 | total |
|----------------|------|------|------|------|------|------|------|-------|
| 1 Cray Blitz | 2200 | 2290 | 20+□ | 6-■ | 3+□ | 14+■ | 2+□ | 4 |
| 2 Hitech | 2270 | 2303 | 18+■ | 14+□ | 7+■ | 5+□ | 1-■ | 4 |
| 3 Bebe | 2100 | 2215 | 16+■ | 15+□ | 1-■ | 11+□ | 5+■ | 4 |
| 4 Sun Phoenix | 0 | 2318 | 5-■ | 11+□ | 18+■ | 7+□ | 6+■ | 4 |
| 5 Rebel | 0 | 2235 | 4+□ | 12+■ | 6+□ | 2-■ | 3-□ | 3 |
| 6 Bobby | 0 | 2188 | 19+■ | 1+□ | 5-■ | 8+□ | 4-□ | 3 |
| 7 Plymate | 0 | 2102 | 21+■ | 8+□ | 2-□ | 4-■ | 12+□ | 3 |
| 8 Mephisto | 0 | 1973 | 9+□ | 7-■ | 17+□ | 6-■ | 14+□ | 3 |
| 9 Dutch | 0 | 1828 | 8-■ | 19+□ | 11=■ | 15=□ | 13+□ | 3 |
| 10 Nona | 0 | 1552 | 14-■ | 18-□ | 21+■ | 22+■ | 15+□ | 3 |
| 11 Advance 68K | 0 | 1855 | 17+□ | 4-■ | 9=□ | 3-■ | 19+□ | 2½ |
| 12 Lachex | 0 | 1840 | 13+■ | 5-□ | 16=■ | 18+□ | 7-■ | 2½ |
| 13 Ostrich | 1750 | 1689 | 12-□ | 20+■ | 15=■ | 16+□ | 9-■ | 2½ |
| 14 Schach 2.7 | 0 | 1716 | 10+□ | 2-■ | 22+□ | 1-□ | 8-■ | 2 |
| 15 Cyrus 68K | 0 | 1572 | 22+□ | 3-■ | 13=□ | 9=■ | 10-■ | 2 |
| 16 Vaxchess | 0 | 1561 | 3-□ | 23+■ | 12=□ | 13-■ | 17=□ | 2 |
| 17 Chat | 0 | 1533 | 11-■ | 21+□ | 8-■ | 19=□ | 16=■ | 2 |
| 18 BCP | 0 | 1645 | 2-□ | 10+■ | 4-□ | 12-■ | 20=□ | 1½ |
| 19 Enterprise | 0 | 1591 | 6-□ | 9-■ | 20+□ | 17=■ | 11-■ | 1½ |
| 20 Awit | 1600 | 1476 | 1-■ | 13-□ | 19-■ | 21+□ | 18=■ | 1½ |
| 21 Rex | 0 | 1157 | 7-□ | 17-■ | 10-□ | 20-■ | 22+■ | 1 |
| 22 Shess | 1000 | 855 | 15-■ | + | 14-■ | 10-□ | 21-□ | 1 |
| 23 Kempelen | 0 | 767 | - | 16-□ | | | | 0 |

Results:

| | | | |
|--------------------------------|---|---|---|
| Rex -- Plymate..... | 0 | : | 1 |
| Vaxchess -- Bebe..... | 0 | : | 1 |
| Ostrich -- Lachex..... | 0 | : | 1 |
| Advance 68K -- Chat..... | 1 | : | 0 |
| Cray Blitz -- Awit..... | 1 | : | 0 |
| BCP -- Hitech..... | 0 | : | 1 |
| Rebel -- Phoenix..... | 1 | : | 0 |
| Enterprise -- Bobby..... | 0 | : | 1 |
| Mephisto Cologne -- Dutch..... | 1 | : | 0 |
| Schach 2.7 -- Nona..... | 1 | : | 0 |
| Cyrus 68K -- Shess..... | 1 | : | 0 |

White: Rex
Black: Plymate
1.e4 e5 2.d4 exd4 3.Qxd4 Nc6
4.Qa4 Nf6 5.Bg5 Bc5 6.Be2 h6
7.Bf4 O-O 8.Nc3 Re8 9.Nf3 Bb4
10.O-O Bxc3 11.bxc3 Rxe4 12.Bxc7
Qxc7 13.Qb5 Ne5 14.Nxe5 Rxe5
15.Qd3 Nd5 16.Bf3 Nxc3 17.Bg4 d5
18.Bxc8 Rxc8 19.Rfe1 Rxe1+
20.Rxe1 Nxa2 21.Qb5 Nc3 22.Re8+
Rxe8 23.Qxe8+ Kh7 24.h4 a5 25.h5
a4 26.g3 Ne4 27.Qxa4 Qc5 re-
signs. 0:1

White: Vaxchess
Black: Be-Be
1.e4 c5 2.Nf3 d6 3.d4 cxd4
4.Nxd4 Nf6 5.Nc3 g6 6.Be2 Bg7
7.Be3 Nc6 8.O-O O-O 9.Nxc6 bxc6
10.a4 Qa5 11.Qd3 Rb8 12.b3 Ng4
13.Bd2 Qe5 14.Qh3 h5 15.Bc4 Nxf2
16.Qf3 Ng4 17.Bxf7+ Kh8 18.Qg3
Qd4+ 19.Kh1 Qxd2 20.Nb1 Qe3
21.Ra2



21...Rxf7 22.Qxe3 Rxf1+ 23.Qg1
Nf2+ mate. 0:1

White: Ostrich
Black: LACHEX
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6
4.Bxc6 dxc6 5.d4 exd4 6.Qxd4
Qxd4 7.Nxd4 Nf6 8.O-O Bc5 9.c3
O-O 10.f3 Bd6 11.Bg5 c5 12.Bxf6
Qxf6 13.Ne2 Be6 14.Nd2 Rfd8
15.Rfd1 Kh8 16.a4 b5 17.axb5
axb5 18.Rxa8 Rxa8 19.g3 f5
20.Kf2 Ra2 21.Rb1 Bd7 22.Ke3 Ra8
23.Re1 Kg8 24.f4 Re8 25.Kd3

fxe4+ 26.Nxe4 Bf5 27.Nc1 Bf8
28.b3 c4+ 29.bxc4 bxc4+ 30.Kxc4
Bxe4 31.Rd1 c6 32.Rd2 Bd5+
33.Kd3 Bc5 34.Re2 Rb8 35.c4 Be6
36.Kc3 Bb4+ 37.Kc2 Bxc4 38.Re5
f6 39.Rf5 Rd8 40.Rxf6 Rd2+
41.Kb1 Bc3 resigns. 0:1

White: Advance 68K
Black: Chat
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4
Nf6 5.O-O Be7 6.Re1 b5 7.Bb3 O-O
8.c3 d6 9.h3 Na5 10.Bc2 c5 11.d4
Nd7 12.Nbd2 cxd4 13.cxd4 Nc6
14.Nb3 a5 15.Bd3 Qb6 16.Be3 exd4
17.Nfxd4 Nc5 18.Nxb5 Be6 19.Be2
Bxb3 20.axb3 Nb4 21.Bc4 Qc6
22.Bd4 Kh8 23.Ra3 Nxe4 24.Bxg7+
Kxg7 25.Qg4+ Bg5 26.Nd4 h5
27.Nxc6 hxc6 28.Nxb4 axb4
29.Rxa8 Rxa8 30.Rxe4 Ral+ 31.Kh2
f5 32.Re6 gxh3 33.Kxh3 Rd1
34.Kg3 d5 35.Rd6 d4 36.f4 Be7
37.Rd5 Kf6 38.Re5 Bd8 39.Rb5 Be7
40.Rb6+ Kg7 41.Be6 Rd3+ 42.Kh2
Re3 43.Bxf5 Rxb3 44.Rg6+ Kf7
45.Be6+ Kxg6 46.Bxb3 d3 47.Be6
Bf6 48.b3 d2 49.Bg4 Bd4 50.Bf3
Kf5 51.g3 Bf6 52.Kg1 Bg7 53.Kf2
Bd4+ 54.Kf1 Bf6 55.Bd1 Bd4
56.Ke2 Bc3 57.Ke3 Kg6 58.Bf3 Kf5
59.g4+ Kg6 60.Kd3 Kf6 61.Kc4 Kg6
62.Kd5 Bb2 63.Ke4 Bg7 64.Kd3 Bc3
65.Ke2 Kf6 66.Bd5 Kg6 67.Be6 Kf6
68.Bf5 Kf7 69.g5 Kg7 70.Bd3 Kf7
71.f5 Kg7 72.f6+ Kf7 73.Bc2 Be5
74.Kf3 Ke6 75.Ke4 Bg3 76.Bd1 Bf2
77.Bg4+ adjudicated 1:0

White: Cray Blitz

Black: Awit

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6
4.Nf3 Nxe4 5.Qe2 Qe7 6.d3 Nf6
7.Bg5 Qxe2+ 8.Bxe2 Be7 9.Nc3 c6
10.0-0-0 Be6 11.Rd1 h6 12.Bf4
0-0 13.Nd4 Bd7 14.Bf3 Re8



15.Ncb5 Na6 16.Nxd6 Bxd6 17.Bxd6
Kh8 18.Kd2 Ng4 19.Nb3 Nxf2
20.Rxe8+ Rxe8 21.Rf1 Ng4 22.Na5
Bc8 23.Nxb7 Nxb2 24.Bxb2 Bxb7
25.Bg1 Nc7 26.Bxa7 Ne6 27.Bh5 c5
28.g3 g6 29.Rxf7 Be4 30.Bg4 Bd5
31.c4 Ng5 32.Rc7 Be6 33.Be2 Rd8
34.Kc3 Ra8 35.Bxc5 Bh3 36.Bd4+
Kg8 37.Rg7+ Kf8 38.Rxg6 Kf7
39.Rxb6 Ra5 40.Bf6 Ne6 and re-
signs. 1:0

White: BCP

Black: HiTech

1.e4 e5 2.Nf3 Nc6 3.d4 exd4
4.Nxd4 Nf6 5.Nxc6 bxc6 6.e5 Qe7
7.Qe2 Nd5 8.c4 Ba6 9.Nd2 Nb4
10.Nf3 c5 11.Bf4 Bb7 12.a3 Nc6
13.0-0-0 h6 14.Kb1 g5 15.Bg3 Bg7
16.Qe4 Na5 17.Qe3 0-0-0 18.Ka1
Rde8 19.h4 g4 20.Nh2 h5 21.f3
gxf3 22.Nxf3 f6 23.Qc3 Nc6
24.exf6 Bxf6 25.Qd2 Qg7 26.Bf2
d6 27.Re1 Ne5 28.Nxe5 Bxe5
29.Be3 Rhf8 30.Rb1 Re6 31.Bg5
Bd4 32.Qd1 Rf2 33.Qb3



33...Be4 34.Bd3 Bxd3 35.Qxd3
Bxb2+ 36.Ka2 Bc1+ 37.Kb3 Bxg5
38.hxg5 Qxg5 39.Qh3 Qg4 40.Qxg4
hxg4 41.Rh8+ Kd7 42.Ra8 Re3+
43.Ka4 Rc2 44.Rxa7 Rxc4+ 45.Kb5
Rc2 46.Rf1 Rb2+ 47.Ka4 Kc6
48.Rf4 Ra2 49.Ra6+ Kb7 50.Rxd6
cxd6 resigns. 0:1

White: Rebel

Black: Sun Phoenix

1.d4 c5 2.d5 e5 3.e4 d6 4.Bd2
Nf6 5.Nc3 Bd7 6.Be2 Qb6 7.Rb1
Na6 8.Be3 0-0-0 9.b4 Nb8 10.Nf3
Ng4 11.bxc5 Qc7 12.Bd2 Qxc5
13.0-0 Be7 14.Nb5 f5 15.Rb3 Bxb5
16.Bxb5 fxe4 17.Rc3 exf3 18.Qxf3
Nf6 19.Rxc5+ dxc5 20.Qf5+ Nbd7
21.c4 a6



22.Bxa6 Nxd5 23.cxd5 resigns.
1:0

White: Enterprise

Black: Bobby

1.d4 Nf6 2.c4 d6 3.Nf3 Bf5 4.Nc3
Nbd7 5.g3 e5 6.Bg2 c6 7.0-0 h6
8.c5 e4 9.Nd2 dxc5 10.Ndxe4 Bxe4
11.Bxe4 cxd4 12.Qxd4 Bc5 13.Qd2
Nxe4 14.Nxe4 Qe7 15.Nxc5 Nxc5
16.Rd1 0-0 17.Qc2 Na6 18.Bf4
Rfd8 19.Qc4 Qf6 20.Qb3 Nc5
21.Qe3 b6 22.Be5 Qf5 23.Bd6 Ne4
24.Bf4 Re8 25.Rd4 g5 26.Bc7 Rac8
27.g4 Qxg4+ 28.Bg3 c5 29.Ra4 b5
30.f3 Nxg3 31.Qxe8+ Rxe8 32.Rxg4
Nxe2+ 33.Kf1 f5 34.Rg2 Nd4 35.f4
Ne6 36.fxg5 hxg5 37.h4 g4 38.h5
Nf4 39.Rc2 Nd3 40.Rd1 Re3 41.h6
Kh7 42.Rh2 f4 43.b3 c4 44.bxc4
bxc4 45.Rh4 c3 46.Rh2 g3 47.Rc2
f3 48.Rb1 Re6 resigns. 0:1

White: Mephisto

Black: DUTCH

1.c4 d6 2.d4 Nf6 3.Nc3 g6 4.e4
Bg7 5.Nf3 0-0 6.Be2 e5 7.dxe5
dxe5 8.Qxd8 Rxd8 9.Bg5 Re8
10.Nd5 Nxd5 11.cxd5 c6 12.Bc4
cxd5 13.Bxd5 Nd7 14.Rc1 h6
15.Bh4 Nb6 16.Bb3 Be6 17.Bxe6
Rxe6 18.Bg3 Rc8 19.0-0 Rc4
20.Rfel Rxc1 21.Rxc1 f6 22.Nh4
Kh7 23.f3 Rd6 24.Be1 h5 25.Ba5
Na4 26.b3 Nb2 27.Rc2 Nd3 28.g3
b6 29.Bd2 Nc5 30.Be3 Ne6 31.Kf2
Bh6 32.Ke2 Bg5 33.Ng2 Bh6 34.f4
Nd4+ 35.Bxd4 Rxd4 36.Rc7+ Bg7
37.Rxa7 Rxe4+ 38.Kf3 Rd4 39.Ke3
Rd1 40.fxe5 fxe5 41.Rb7 Rc1
42.Rxb6 Rc2 43.Nh4 Rxa2 44.Nf3
Rb2 45.Ng5+ Kh6 46.Nf7+ Kh7
47.h4 Rg2 48.Ng5+ Kh6 49.Kf3 Rd2
50.Rb7 Rd3+ 51.Kf2 Rd2+ 52.Ke3
Rd1



53.Nf7+ Kh7 54.Nxe5 Re1+ 55.Kf4
Rxe5 56.Rxg7+ Kxg7 57.Kxe5 Kf7
58.b4 Ke7 59.b5 Kd7 60.Kf6 Kd6
61.Kxg6 resigns. 1:0

White: Schach 2.7

Black: Nona

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4
4.Nf3 Bc5 5.e3 Nc6 6.a3 Ngxe5
7.Nxe5 Nxe5 8.Be2 d6 9.b4 Bb6
10.Bb2 f6 11.0-0 Bf5 12.a4 a5
13.Bd4 axb4 14.Bxb6 cxb6 15.Qb3
Kd7 16.Qxb4 Kc8 17.Rd1 Nf7
18.Qb2 Ne5 19.Nc3 Re8 20.Nb5 Nf7
21.Rd4 Kb8 22.Bh5 g6 23.Bf3 Qe7
24.Rad1 Rd8 25.Rid2 h5 26.Qb3
Ng5 27.Bd5 Ra5 28.Rb2 Ra6 29.Rd1
Bg4 30.Rdb1 Time. 1:0

White: Cyrus 68K

Black: SNESS

1.e4 e5 2.Nc3 Nf6 3.Nf3 Nc6 4.a3
Bd6 5.Bc4 0-0 6.d3 a6 7.Be3 b5
8.Bb3 Qe7 9.a4 Rb8 10.0-0 h5
11.Qd2 Rb7 12.axb5 axb5 13.Rfc1
Re8 14.Nd5 Nxd5 15.exd5 Nd8
16.Ra8 e4 17.dxe4 f5 18.e5 f4



19.Bxf4 Nf7 20.exd6 Nxd6 21.Re1
Qd8 22.Rxe8+ Qxe8 23.Bxd6 cxd6
24.Qc3 b4 25.Qc4 Kf7 26.Rxc8
resigns. 1:0

The 5th World Computer Chess Championship

Second Round: Thursday, June 12, 1986

Results:

| | |
|-----------------------------|-------|
| Chat -- Rex | 1 : 0 |
| Kempelen -- Vaxchess | 0 : 1 |
| Nona -- BCP | 0 : 1 |
| Sun Phoenix -- Advance 68K | 1 : 0 |
| BE-BE -- Cyrus 68K | 1 : 0 |
| Bobby -- Cray Blitz | 1 : 0 |
| Plymate -- Mephisto Cologne | 1 : 0 |
| Awit -- Ostrich | 0 : 1 |
| Dutch -- Enterprise | 1 : 0 |
| Hitech -- Schach 2.7 | 1 : 0 |
| Lachex -- Rebel | 0 : 1 |

Current scores:

Hitech, Bebe, Bobby, Plymate, Rebel: 2 points

Cray Blitz, Mephisto, Sun Phoenix, Advance, Lachex, Schach 2.7, Cyrus, BCP, Vaxchess, Dutch, Chat, Ostrich, Shess: 1 point

Awit, Nona, Enterprise, Kempelen, Rex: 0 points

Pairings for the third round:

| | |
|-------------------|------------------|
| Plymate--Hitech | Advance--Shess |
| Cray Blitz--Bebe | Vaxchess--Lachex |
| Rebel--Bobby | Schach--Chat |
| Mephisto--Phoenix | Enterprise--Awit |
| BCP--Dutch | Kempelen--Nona |
| Cyrus--Ostrich | Rex -- bye |

White: Hitech
Black: Schach 2.7
1.e4 c5 2.Nf3 d6 3.Bc4 e6 4.d4
cxd4 5.Nxd4 Nf6 6.Nc3 Be7 7.Be3
Nbd7 8.Qd2 Ne5 9.Be2 0-0 10.h3
Bd7 11.Nf3 Nxf3+ 12.gxf3 Qa5
13.0-0-0 Rac8 14.Rhg1 Rfe8
15.Bh6 g6 16.Bg5 Qc5 17.Qf4 Nh5
18.Qh4 f6 19.Be3 Qa5



20.Bb5 Bxb5 21.Qxh5 g5



22.Bxg5 fxc5 23.Rxg5+ Kh8
24.Rdgl resigns. 1:0

White: Lachex
Black: Rebel
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6
4.Bxc6 dxc6 5.d4 exd4 6.Qxd4
Qxd4 7.Nxd4 c5 8.Nf3 Bg4 9.Bf4
Bxf3 10.gxf3 0-0-0 11.0-0 Bd6
12.e5 Be7 13.Nc3 f6 14.Rad1 fxe5
15.Bxe5 Nf6 16.Kh1 Rhf8 17.Rde1
Rf7 18.Re3 Rd2 19.Re2 Rxe2
20.Nxe2 Bd6 21.Bxd6 cxd6 22.Nc3
d5 23.Kg2 Re7 24.Rd1 d4 25.Ne4
b6 26.Nxf6 gxf6 27.c3 dxc3
28.bxc3 Kc7 29.Rd5 Re2 30.Rf5
Rxa2 31.Rxf6 Rc2 32.Rf7+ Kc6
33.Rxh7 Rxc3 34.Rh6+ Kb5 35.f4
Rd3 36.f5 a5 37.f6 Rd7 38.Rh3
Kb4 39.Re3 Rf7 40.Re4+ c4 41.Re6
b5 42.Re4 Rxf6 43.h4 a4 44.h5
Rh6 45.f4 Rxh5 46.Re2 c3 47.f5
resigns. 0:1

White: Dutch
Black: Enterprise
1.Nf3 d5 2.g3 c6 3.Bg2 Bg4 4.0-0
Nd7 5.d3 e5 6.Nbd2 Bc5 7.h3 Bf5
8.c3 f6 9.d4 Bb6 10.dxe5 fxe5
11.c4 Ne7 12.Nh4 Be6 13.cxd5
cxd5 14.Nb3 0-0 15.Bg5 Nf6
16.Rc1 Rc8 17.Nf3 Rxc1 18.Bxc1
Ne4 19.e3 Qc7 20.Qe2 Rc8 21.Nbd2
Bf5 22.Rd1 Nxd2 23.Nxd2 Qc2
24.Kh1 Qa4 25.a3 Bd3 26.Qh5 Qc2
27.b3 Ba5 28.b4 Bb6 29.Qg4 Bf5
30.Qe2 Rc3 31.Kh2 Bg6 32.Qg4 Rc6
33.Kg1 Bf5 34.Qh5 g6 35.Qe2 Rc3
36.Qf1 a5 37.bxa5 Bxa5 38.g4 Bd3
39.Qe1 Qa2 40.e4 dxe4 41.a4 Rxc1
42.Rxc1 Bxd2 43.Ra1 Qc2 44.Qd1
Qxd1+ 45.Rxd1 e3 46.fxe3 Bxe3+
47.Kh1 e4 48.Bf1 Bxf1 49.Rxf1
Bc5 50.Rc1 b6 51.a5 e3 52.Kg2
Bd4 53.a6 b5 54.a7 Bxa7 55.Rc7
Nd5 56.Rxa7 b4 57.Kf3 b3 58.Rb7
h5 59.gxh5 gxh5 60.h4 Kf8 61.Rb5
b2 62.Rxb2 Ke7 63.Rg2 Kd6 64.Rg5
Kc5 65.Rxh5 Kd4 66.Rh8 Ne7
67.Rd8+ Kc5 68.h5 Nf5 69.Rf8 Nh6
70.Kxe3 Kd5 71.Ra8 Ng4+ 72.Kf4
Nf6 73.Kf5 Nxh5 74.Rg8 resigns.
1:0

White: Awit
Black: Ostrich
1.c4 e5 2.Nc3 d6 3.g3 g6 4.Bg2
Bg7 5.d3 Ne7 6.Nf3 0-0 7.e4 Bg4
8.Be3 Bxf3 9.Qxf3 Nbc6 10.Qg4 h5
11.Qh4 Re8 12.0-0-0 a5 13.f4
exf4 14.Qxf4 Bxc3 15.bxc3 Qd7
16.Rhf1 Qe6 17.Qg5 Ne5 18.Kc2
Ng4 19.Bg1 f6 20.Qb5 b6 21.Rb1
Rad8 22.d4 f5 23.Rfel c6 24.exf5
Qxe1 25.Rxe1 cxb5 26.h3 Nf6
27.Re6 Kf7 28.cxb5 Nxf5 29.d5
Rxe6 30.dxe6+ Kxe6 31.c4 Rb8
32.Bf2 d5 33.g4 Nd6 34.Bxd5+
Nxd5 35.cxd5+ Kxd5 36.gxh5 gxh5

37.a4 Ne4 38.Bg1 Kc4 39.Be3 Nc3
40.Bd2 Nxa4 resigns. 0:1

White: Plymate
Black: Mephisto
1.e4 c6 2.d4 d5 3.Nc3 dxe4
4.Nxe4 Bf5 5.Ng3 Bg6 6.Bc4 e6
7.Nle2 Nf6 8.Nf4 Bd6 9.Nxg6 hxg6
10.0-0 b5 11.Be2 Ne4 12.Bg4 Qh4
13.Bh3 Ng5 14.Bxg5 Qxg5 15.Qd3
Nd7 16.Ne4 Qd5 17.a4 Bc7 18.axb5
cxb5 19.Nc3 Qd6 20.f4 b4 21.Nb5
Qb6 22.Qc4 Kd8 23.Kh1 a6 24.Nxc7
Qxc7 25.Qb3 Qc6



26.Qxb4 Rxh3 27.Qa5+ Ke8 28.d5
Qxc2 29.gxh3 Qe4+ 30.Kg1 Qd4+
31.Rf2 exd5 32.Qc7 Qe3 33.Qd6
Rb8 34.b4 Qe4 35.Qxa6 Qxb4
36.Qc6 Qd4 37.Re1+ Kd8 38.Qc2
Nf6 39.Rc1 Qb6 40.Kh1 Ne4
41.Rff1 Rb7 42.Qc8+ Ke7 43.Rfe1
Rd7 44.Qh8 Qf6 45.Rf1 Rd8 46.Qh7
Kd7 47.Rcd1 Nc3 48.Rd3 Ra8
49.Rc1 Rc8 50.Re1 d4 51.Rg3 Ra8
52.Rg2 Nd5 53.f5 Ne3 54.Rd2 Qc6+
55.Kg1 Qc3 56.Rde2 Ral 57.Qh4
gxf5 58.Rxa1 Qxal+ 59.Re1 Qb2
60.Qg3 g6 61.Qf3 f6 62.Qa8 f4
63.Ral Qb5 64.Qe4 Qg5+ 65.Kh1
Qd5 66.Qxd5+ Nxd5 67.Rd1 Ke6
68.Rxd4 Ke5 69.Ra4 Nc3 70.Ra3
Nd5 71.Kg1 Ke4 72.Kf2 g5 73.h4
Ne3 74.Ra4+ Kf5 75.h5 Ng4+
76.Kg2 Ne5 77.Ra7 Ng4 78.h3 Nh6
79.Rh7 Ng8 80.h6 Kg6 81.Rg7+
Kxh6 82.Rxg8 Kh7 83.Rc8 f5
84.Rf8 Kg7 85.Rxf5 Kg6 86.Rd5
resigns. 1:0

White: Bobby
Black: Cray Blitz
1.e4 e5 2.Nc3 Nf6 3.f4 d5 4.fxe5
Nxe4 5.Nf3 Be7 6.d4 0-0 7.Bd3 f5
8.exf6 Bxf6 9.0-0 Nc6 10.Nxe4
dxe4 11.Bxe4 Nxd4 12.c3 Nxf3+
13.Bxf3 Qxd1 14.Rxd1 Re8 15.Bf4
c6 16.g4 Bd8 17.Kg2 Be6 18.a4
Rf8 19.Bd6 Rf7 20.Re1 Bd7
21.Rad1 Bh4 22.Re2 Kh8 23.c4 Kg8
24.Rd3 Rd8 25.b4 Rc8 26.Ree3 Bg5
27.Re1 Rd8 28.Bc5 b6 29.Bd6 Bh4
30.Re5 Bf6 31.Re2 Bg5 32.h3 Rc8
33.a5 bxa5 34.Re5 Bd8 35.bxa5
Bf6 36.Re1 Bd8 37.a6 Bh4 38.Re2
Rd8 39.Bc5 Bg5 40.Rb2 Rc8 41.Rb7
Be6 42.Rd6 Bxc4 43.Rxc6 Rd8
44.Rxf7 Kxf7 45.Bxa7 Rd2+ 46.Kg3
Bd5 47.Rc7+ Kg8 48.Bxd5+ Rxd5
49.Bb6 Rd8 50.Rb7 Rd3+ 51.Kg2
Rd2+ 52.Kf3 Rd3+ 53.Ke4 Rxh3 and
resigns. 1:0

White: Be-Be
Black: Cyrus 68K
1.e4 Nc6 2.d4 e6 3.d5 exd5
4.exd5 Ne5 5.Nc3 Bb4 6.Qd4 Qe7
7.Be3 Nf6 8.0-0-0 0-0 9.Be2 Qd6
10.Nb5 Qxd5 11.Qxd5 Nxd5 12.Rxd5
Nc6 13.Nxc7 Rb8 14.Nf3 f6 15.a3
Ba5



16.Rxa5 Nxa5 17.Bxa7 Nc6 18.Bxb8
Nxb8 19.Rd1 resigns. 1:0

White: SUN Phoenix
Black: Advance 68K
1.d4 Nf6 2.Bg5 Ne4 3.Bh4 d5 4.f3
Nd6 5.e3 Nf5 6.Bf2 Qd6 7.Nc3 e6

8.e4 dxe4 9.fxe4 Nh6 10.Qd2 Qb4
11.0-0-0 Bd7 12.Qg5 a6 13.a3 Qe7
14.Qf4 Qf6 15.Qxf6 gxf6 16.Bh4
Ng4 17.Be2 Bh6+ 18.Kb1 Ne3
19.Re1 Nxg2 20.Bxf6 Nxe1 21.Bxh8
Nc6 22.Bf6 Rb8 23.Nh3 Bd2 24.Rg1
Ne7 25.Bg5 Bxg5 26.Nxg5 Nxc2
27.Kxc2 h6 28.Nh7 Rd8 29.Bh5 Bc8
30.Ne2 Nc6 31.Nf6+ Ke7 32.Ng8+
Ke8 33.Nxh6 Nxd4+ 34.Nxd4 Rxd4
35.Rg8+ Kd7 36.Nxf7 c5 37.Rd8+
Kc7 38.Rxd4 cxd4 39.Kd3 b5 40.h4
Kd7 41.Kxd4 Ke7 42.Ke5 a5 43.Ng5
a4 44.Bg4 Bd7 45.h5 Kf8 46.h6
Kg8 47.Bxe6+ Bxe6 48.Kxe6 b4
49.Kf6 b3 50.e5 Kh8 51.e6
resigns. 1:0

White: Nona
Black: BCP
1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Nf3
Bg7 5.Qb3 e6 6.cxd5 Nxd5 7.e4
Nxc3 8.Qxc3 0-0 9.Bf4 Nc6 10.Rd1
Bd7 11.Bc4 Nxd4 12.Nxd4 c5
13.Be3 cxd4 14.Bxd4 Bxd4 15.Rxd4
Qc7 16.0-0 Rac8 17.f4 Qb6 18.Kh1
Rfd8 19.Rfd1 Ba4 20.Rxd8+ Rxd8
21.Rxd8+ Qxd8 22.Be2 Bc6 23.Qe3
Qa5 24.Bc4 Qa4 25.Qd3 b5 26.Qd8+
Kg7 27.Bf1 Qxe4 28.Qd2 e5
29.fxe5 Qxe5 30.Qf2 Kg8 31.Qxa7
Qxb2 32.Kg1 Qe5 33.Qb6 Qe4
34.Qd8+ Qe8 35.Qxe8+ Bxe8 36.a3
Bc6 37.Kf2 h5 38.Ke3 g5 39.Kd4
f5 40.Kc5 Be4 41.Kxb5 f4 42.a4
Kf8 43.a5 Ke8 44.a6 Kd7 45.a7
Kd6



46.Ka6 Kc5 47.Ka5 Bd5 48.Be2
Bxg2 49.Bb5 Bd5 50.Bd3 f3 51.Bf1

f2 52.Be2 Be4 53.Bb5 Bf3 54.Bd3
Kd4 55.Bb5 Kc3 56.Ba6 Bd5 57.Bf1
Be4 58.Kb5 Kd4 59.Ka4 Kc5 60.Ka5
h4 61.h3 Bd5 62.Ka6 Kd4 63.Kb6
Be4 64.Kb5 Kc3 65.Ka4 Bd5 66.Kb5
Bh1 67.Ka4 Be4 68.Ka3 Bd5 69.Ka4
Kd4 70.Kb5 Be4 71.Kb6 Kc3 72.Kb5
Kc2 73.Kc4 Kd2 74.Kc5 Ke1 75.Bc4
f1Q resigns. 0:1

White: Kempelen Atari
Black: VAX Chess
1.e4 Nf6 2.d4 Nc6 3.Bd3 d6 4.Bg5
Nxd4 time. 0:1

White: Chat
Black: Rex
1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5
a6 5.bxa6 Bxa6 6.Nc3 e5 7.e4
Bxf1 8.Kxf1 Bd6 9.Nf3 0-0 10.Bg5
h6 11.Be3 Qb6 12.Qe2 Na6 13.a4
Rfb8 14.Ra2 Nb4 15.Ral g5 16.h4
g4 17.Nd2 Nc2 18.Nc4 Qb3 19.Rd1
Nxe3+ 20.fxe3 Bc7 21.g3 Rb4
22.d6 Qxc4 23.dxc7 Qxe2+ 24.Kxe2
Rxb2+ 25.Rd2 Rxd2+ 26.Kxd2 Rc8
27.Rf1 Kg7 28.Rf5 d6 29.Nb5
Nxe4+ 30.Kd3 Nxg3



31.Rxf7+ Kxf7 32.Nxd6+ Ke7
33.Nxc8+ Kd7 34.Ne7 Kxc7 35.a5
e4+ 36.Kc4 Kd6 37.Nc8+ Ke6 38.a6
Kd7 39.a7 Kxc8 40.a8Q+ Kc7
41.Qf8 Kd7 42.Qf2 Nh1 43.Qe1 Kd6
44.Qxh1 Ke5 45.Kxc5 h5 46.Qg2
Kf5 47.Kd6 Kf6 48.Qxe4 Kg7
49.Qe5+ Kg8 50.Qxh5 g3 51.Qg6+
Kh8 52.e4 g2 53.e5 g1Q 54.Qxg1
Kh7 55.e6 Kh8 and resigns. 1:0

The 5th World Computer Chess Championship

Third Round: Friday, June 13, 1986

Results:

| | |
|---------------------|-----------|
| Rex -- Nona | 0 : 1 |
| Enterprise--Awit | 1 : 0 |
| Vaxchess -- Lachex | 1/2 : 1/2 |
| Mephisto -- Chat | 1 : 0 |
| Cray Blitz -- BE-BE | 1 : 0 |
| Plymate -- Hitech | 0 : 1 |
| Rebel -- Bobby | 1 : 0 |
| Cyrus -- Ostrich | 1/2 : 1/2 |
| BCP -- Dutch | 0 : 1 |
| Schach -- Shess | 1 : 0 |
| Advance -- Dutch | 1/2 : 1/2 |

Current scores:

| | | | |
|------------|-------|------------|-------|
| Hitech | 3 | Lachex | 1 1/2 |
| Rebel | 3 | Vaxchess | 1 1/2 |
| Cray Blitz | 2 | Dutch | 1 1/2 |
| Bebe | 2 | Cyrus | 1 1/2 |
| Mephisto | 2 | BCP | 1 |
| Phoenix | 2 | Chat | 1 |
| Schach 2.7 | 2 | Nona | 1 |
| Bobby | 2 | Enterprise | 1 |
| Plymate | 2 | Shess | 1 |
| Ostrich | 1 1/2 | Awit | 0 |
| Advance | 1 1/2 | Rex | 0 |

Pairings for the fourth round:

| | |
|----------------------|--------------------|
| Hitech -- Rebel | Ostrich -- Advance |
| Schach -- Cray Blitz | Dutch -- Cyrus |
| BE-BE -- Plymate | Vaxchess -- BCP |
| Bobby -- Mephisto | Chat -- Enterprise |
| Phoenix -- Lachex | Shess -- Nona |
| | Awit -- Rex |

Re4+ 82.Kf3 Rh4 adjudicated
draw. 1/2:1/2

White: VAX Chess

Black: Lachex

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5
Nbd7 5.e3 c6 6.Nf3 Qa5 7.cxd5
Nxd5 8.Qd2 Bb4 9.Rc1 h6 10.Bf4
0-0 11.Bg3 c5 12.Bd3 f5 13.0-0
cxd4 14.exd4 f4 15.Qe1 N7f6
16.Bh4 g5 17.Bxg5 hxg5 18.Qe5
Nxc3 19.bxc3 Bxc3 20.Qxa5 Bxa5
21.Rc5 Bb4 22.Re5 g4 23.Rg5+ Kf7
24.Ne5+ Ke8 25.Rc1 Kd8 26.Rg7
Ba3 27.Rb1 f3 28.Rb3 Bc1 29.gxf3
gxf3



30.Nf7+ Ke7 31.Bg6 Nd5 32.Ne5+
Kf6 33.Rh7 a5 34.Rxf3+ Bf4 35.h4
Ra6 36.Kf1 Rc6 37.Be4 Rc1+
38.Ke2 Rg1 39.Bxd5 Kf5 40.Rh5+
Kf6 41.Be4 Kg7 42.Nd3 Bd6
43.Rxf8 Kxf8 44.Rg5 Rxg5 45.hxg5
b6 46.g6 Ba6 47.a4 e5 48.dxe5
Bxe5 49.Ke3 Bc7 50.f3 Bc8 51.Nf4
Bxf4+ 52.Kxf4 Bd7 53.Bc2 Kg7
54.Kg5 b5 55.axb5 Bxb5 56.f4 Bc4
57.f5 Kg8 58.f6 Kf8 59.Kf4 Ke8
60.Ke5 Kf8 61.Kd4 Ba2 62.g7+ Kf7
63.Bh7 Kxf6 64.g8B Bxg8 draw.
1/2:1/2

White: Schach 2.7

Black: Shess

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5
Be7 5.e3 0-0 6.Nf3 h6 7.Bh4 b6
8.cxd5 Nxd5 9.Bxe7 Qxe7 10.Nxd5
exd5 11.Rc1 Be6 12.Qa4 c5 13.Be2
Nd7 14.0-0 Kh8 15.Qd1 Rae8
16.Bb5 Rd8 17.Re1 g5 18.Qa4 g4
19.Nd2 Nf6 20.Rc3 Bf5 21.dxc5
bxc5 22.Qa3 Rc8 23.Recl Qe5
24.Rxc5 Rfd8 25.Rxc8 Bxc8 26.Nb3
a6 27.Bd3 Bb7 28.Nd4 Rb8 29.Qa5
Ne4 30.Qc7 f6 31.Qd7 h5 32.Rc7
Bc6 33.Qh7+ mate. 1:0

White: Enterprise

Black: Awit

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.cxd5
Nxd5 5.e4 Nxc3 6.bxc3 c5 7.Bc4
Bg7 8.Ne2 0-0 9.0-0 Nc6 10.d5
Na5 11.Bb5 a6 12.Ba4 b5 13.Bc2
Qd6 14.a4 b4 15.Bf4 Qb6 16.Rb1
Bg4 17.cxb4 cxb4 18.Be3 Qd6
19.f3 Bd7 20.Bd4 Rfc8 21.e5 Qc7
22.Be4 Rab8 23.e6 fxe6 24.dxe6
Bc6 25.Bzg7 Bxe4 26.fxe4 Qc4
27.Be5 Rd8 28.Nd4 Rbc8 29.Rc1
Qxc1 30.Qxc1 Rxc1 31.Rxc1 b3
32.Rb1 Nc4 33.Nc6 Rd3 34.Nxe7+
Kf8 35.Nc6 Nd2 36.Re1 a5 37.Nxa5
Ke7 38.Nb7 Kxe6 39.Nc5+ Kxe5
40.Nxd3+ Kd4 41.Nb2 Nxe4 42.a5
Nc5 43.Ra1 Kc3 44.Rc1+ Kb4
45.Kf2 g5 46.Ke3 Kb5 47.Ra1 Ka6
48.Nd3 Nb7 49.Nb4+ Kb5 50.a6 Na5
51.Rxa5+ Kxa5 52.a7 Kxb4 53.a8Q
h6 54.Qb7+ Kc3 55.Qc6+ Kb2
56.Qxh6 Ka2 57.Qa6+ Kb1 58.Qg6+
Ka1 59.Qxg5 b2 60.Qa5+ Kb1
61.Kd3 Kc1 62.Qe1+ mate. 1:0

White: Rex

Black: Nona

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4
d6 5.Bxc6+ bxc6 6.d4 exd4 7.Qxd4
Nf6 8.Qa4 Bd7 9.0-0 c5 10.Qa5
Nxe4 11.Na3 Be7 12.Re1 f5 13.Bf4
0-0 14.Nc4 Bb5 15.Ncd2 Bf6
16.Nxe4 fxe4 17.Rxe4 Bxb2 18.Rd1
Bc6 19.Bg5 Bf6 20.Bxf6 Rxf6
21.Re3 Bxf3 22.gxf3 Rg6+ 23.Kf1
Rh6 24.Kg1 Qg5+ 25.Kf1 Rxh2
26.Ke2 Qh4 27.Rf1 Qc4+ 28.Ke1
Qxc2 29.Qd2 Qb1+ 30.Ke2 Qb5+
31.Ke1 Rb8 32.Qd5+ Kh8 33.Qd2
Qc4 34.Rd3 Rh5 35.f4 Rd5 36.Rxd5
Rb1+ 37.Qd1 Qe4+ 38.Kd2 Qxd5+
39.Kc2 Qxa2+ 40.Kc3 Qa3+ 41.Kd2
Rb2+ 42.Qc2 Qa5+ 43.Kd1 Qa1+
44.Kd2 Rxc2+ 45.Kxc2 Qxf1 46.Kc3
h5 47.f5 h4 48.f4 h3 49.f6 gxf6
resigns. 0:1

White: Plymate
Black: Hitech
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4
Nf6 5.O-O b5 6.Bb3 Bb7 7.d3 Bc5
8.Nc3 O-O 9.Bg5 h6 10.Bh4 Be7
11.Qe2 Nd4 12.Nxd4 exd4 13.Nb1
d5 14.Nd2 dxe4 15.dxe4 c5
16.Bxf6 Bxf6 17.e5 Qe8 18.Rae1
Qc6 19.Qf3 Qxf3 20.Nxf3 Be7
21.a3 c4 22.Ba2 Bc5 23.Nh4 Rfe8
24.Nf5 Rad8 25.Kh1 Bc8 26.Ng3



26...d3 27.cxd3 cxd3 28.f4 d2
29.Rb1 Be3 30.Bb3 Be6 31.Bc2 Re7
32.Bd1 Rc7 33.f5 Bc4 34.Be2 Re7
35.e6 fxe6 36.fxe6 Rxe6 37.Rbd1
Bg5 38.Bxc4 bxc4 39.Nf5 Bf6
40.Ng3 Bxb2 resigns. 0:1

White: Rebel
Black: Bobby
1.d4 Nf6 2.c4 d6 3.Nf3 Bf5 4.Nc3
Nbd7 5.g3 e5 6.Bg2 c6 7.O-O h6
8.d5 cxd5 9.Nxd5 Be7 10.Nh4 Be4
11.Bxe4 Nxe4 12.Nxe7 Qxe7 13.f3
Nec5 14.b4 Na6 15.Nf5 Qf6
16.Nxd6+ Ke7 17.c5 Nxb4 18.Be3
b6 19.f4 Qe6 20.Qd2 Na6 21.fxe5
Nxe5 22.Nf5+ Kf8 23.Qd6+ Qxd6
24.cxd6 f6 25.Bd4 Nd7 26.e4 Nac5
27.Ne7 Nxe4 28.Ng6+ Kg8 29.Nxh8
Kxh8 30.Rad1 Rd8 31.Rf3 Kg8
32.Ra3 a5 33.Rb3 a4 34.Rb4 Nf8
35.Bxb6 Rxd6 36.Rxd6 Nxd6 37.Bc5
resigns. 1:0

White: Mephisto
Black: Chat
1.c4 e5 2.Nc3 Nf6 3.Nf3 Nc6 4.e3
d5 5.cxd5 Nxd5 6.Bb5 Nxc3 7.bxc3

Bd7 8.d4 e4 9.Nd2 Qg5 10.Bf1 Qg6
11.Qc2 f5 12.Rb1 b6 13.g3 Be7
14.Be2 O-O 15.Qb3+ Be6 16.Bc4
Bxc4 17.Qxc4+ Kh8 18.O-O Rac8
19.a4 Na5 20.Qa6 Qc6 21.Bb2 Qxa4
22.Qxa7 Qc2 23.Rfd1 h6 24.Qa6
Ra8 25.Qb5 Qd3 26.Qxd3 exd3
27.Bc1 Nc6 28.Nf3 f4 29.exf4 Ra2
30.Rxd3 Rfa8 31.d5 Nd8 32.Be3
Nb7 33.Bd4 Nd6 34.Re3 Nf5 35.Re6
Nxd4 36.Nxd4 Bc5 37.Rc6 Bxd4
38.cxd4 R8a7 39.d6 Ra1



40.d7 Rxb1+ 41.Kg2 Ra8 42.Rxc7
Rg8 43.Rc8 Kh7 44.Rxg8 Kxg8
45.d8Q+ Kh7 46.d5 b5 47.d6 b4
48.Qc8 Ra1 49.d7 Rd1 50.Qc2+ g6
51.Qxd1 g5 52.d8Q gxf4 53.Qe7+
resign. 1:0

White: Cyrus 68K
Black: Ostrich
1.e4 c5 2.Nf3 Nc6 3.Nc3 Nf6 4.d4
Nxd4 5.Nxd4 cxd4 6.Qxd4 d6 7.Qb4
Qc7 8.Be3 a5 9.Qa4+ Bd7 10.Bb5
O-O-O 11.Bxd7+ Nxd7 12.O-O-O e6
13.Qa3 d5 14.Qb3 dxe4 15.Nxe4
Qc6 16.Qc3 Qxc3 17.Nxc3 Bb4
18.Ne4 f5 19.Nd6+ Bxd6 20.Rxd6
Rhe8 21.Bd2 Kc7 22.Rd3 Ra8
23.Rg3 g6 24.Rh3 h5 25.Rg3 Rg8
26.Rc3+ Kd6 27.Bg5 Nc5 28.Rd1+
Kc6 29.Be3 b6 30.Re1 Kd6
31.Bxc5+ bxc5 32.Rce3 Rae8
33.Ra3 Ra8 34.Rd3+ Ke7 35.Rd5 c4
36.Rde5 Rgd8 37.Rxe6+ Kf7
38.Re7+ Kf8 39.c3 Re8 40.Rxe8+
Rxe8 41.Rd1 Re2 42.Rd8+ Ke7
43.Rd2 Re1+ 44.Kc2 a4 45.f4 h4
46.Rf2 Kd6 47.h3 Kd5 48.Kd2 Ra1

49.Re2 Rxa2 50.Kc1 a3 51.Rd2+
Kc6 52.bxa3 Rxa3 53.Kb2 Ra7
54.Re2 Kd6 55.Kc2 Ra5 56.Kb1 Ra3
57.Re3 Ra7 58.Kb2 Ra8 59.Re2 Ra6
60.Re5 Ra4 61.Re8 Kd5 62.Re7 Ra6
63.Re5+ Kc6 64.Re6+ Kb5 65.Rxa6
Kxa6 66.Ka2 Kb5 67.Kb2 Ka4
68.Ka2 Ka5 69.Kb2 draw. 1/2:1/2

White: Cray Blitz
Black: Be-Be
1.e4 c5 2.Nf3 d6 3.d4 cxd4
4.Nxd4 Nf6 5.Nc3 g6 6.Be2 Bg7
7.O-O O-O 8.Bg5 Nc6 9.Nb3 Be6
10.f4 Nd7 11.Qd3 h6 12.Bh4 Bxb3
13.axb3 a6 14.Bf2 Nb4 15.Qd2 Qc7
16.Ra4 a5 17.Rd1 Nc5 18.Ra1 Qc6
19.Bf3 Qc7 20.f5 Kh7 21.fxg6+
fxg6 22.Be3 g5 23.Qe2 Nd7 24.Bg4
Kh8 25.Bf5 Nf6 26.Rf1 Qc6 27.Rf3
Ng8 28.Qd2 Be5



29.Bxg5 Bg7 30.Rh3 Qc5+ 31.Be3
Rxf5 32.Bxc5 Rxc5 33.Rf1 Rf8
34.Rxf8 Bxf8 35.g4 Kh7 36.g5 Kg6
37.gxh6 Bxh6 38.Qd1 Nf6 39.Kg2
Re5 40.Kh1 Rg5 41.Qf1 Kg7 42.Qe2
Rc5 43.Qf2 b6 44.Qg1+ Kh7 45.Ne2
Nh5 46.Qg4 resigns. 1:0

White: BCP
Black: SUN Phoenix
1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Qb6
5.Nf3 Bd7 6.Bd3 cxd4 7.Nxd4 Nc6
8.Nxc6 Bxc6 9.O-O O-O-O 10.Nd2
f6 11.Qg4 Re8 12.Re1 Nh6 13.Qh3
Bc5 14.Qg3

14...Ng4 15.Qxg4 Bxf2+ 16.Kf1
Bxe1 17.Kxe1 fxe5 18.Qxg7 Qe3+
19.Be2 Rhg8 20.Qf7 Bb5 21.Qf2
Qxe2+ 22.Qxe2 Bxe2 23.Kxe2 Rxg2+
24.Ke3 Rxh2 25.a4 Rf8 26.a5 h5
27.Ra4 Rh1 28.Ra1 h4 29.Rb1 Re1+
30.Kd3 h3 31.Nf1 Rxf1 resigns.
0:1

White: Advance 68K
Black: Dutch
1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.f4
Bg7 5.Nf3 O-O 6.Bd3 Nc6 7.O-O e5
8.dxe5 dxe5 9.f5 gxf5 10.exf5 e4
11.Nxe4 Bxf5 12.Nxf6+ Qxf6
13.Ng5 Qd4+ 14.Rf2 Bxd3 15.Nf3
Bxc2 16.Qxc2 Qd6 17.Qb3 Qb4
18.Qc2 Rae8 19.Bg5 Nd4 20.Qxc7
Nxf3+ 21.Rxf3 Be5 22.Qd7 Bd4+
23.Kh1 Re1+ 24.Rf1 Rxa1 25.Rxa1
Bg7 26.Qd2 Qxb2 27.Qxb2 Bxb2
28.Rb1 Re8 29.Bd2 Bd4 30.Rb4 Rd8
31.Ra4 h5 32.g3 b5 33.Ra6 Be5
34.Be3 h4 35.gxh4 Bd4 36.Bxd4
Rxd4 37.Rxa7 Rxh4 38.Rb7 b4
39.Kg2 Rg4+ 40.Kf2 f6 41.h3 Re4
42.Rb8+ Kg7 43.Kf3 f5 44.Rb6 Rd4
45.Ke3 Rh4 46.Kf3 Rc4 47.Kg3 Rd4
48.Ra6 Rd3+ 49.Kh4 Re3 50.Rb6
Re4+ 51.Kg5 f4 52.Rg6+ Kh7
53.Rf6 Re2 54.Rf7+ Kg8 55.Rxf4
Rg2+ 56.Kh5 Kg7 57.Rxb4 Rxa2
58.Rb7+ Kf6 59.h4 Ra4 60.Rd7 Rf4
61.Ra7 Rc4 62.Rh7 Rd4 63.Rh6+
Kf5 64.Rb6 Re4 65.Rb7 Kf4 66.Rg7
Kf5 67.Rg5+ Kf6 68.Rg4 Re8
69.Rf4+ Ke5 70.Kg4 Rg8+ 71.Kf3
Rg1 72.Re4+ Kf5 73.Rb4 Rd1
74.Rb5+ Kg6 75.h5+ Kh6 76.Kg2
Re1 77.Ra5 Re2+ 78.Kg3 Re3+
79.Kh4 Re4+ 80.Kh3 Re3+ 81.Kg4

The 5th World Computer Chess Championship

Fourth Round: Saturday, June 14, 1986

Results:

| | |
|---------------------------|-----------|
| Hitech -- Rebel | 1 : 0 |
| Schach 2.7 -- Cray Blitz | 0 : 1 |
| BE-BE -- Advance | 1 : 0 |
| Bobby -- Mephisto Cologne | 1 : 0 |
| Sun Phoenix -- Plymate | 1 : 0 |
| Ostrich -- Vaxchess | 1 : 0 |
| Lachex -- BCP | 1 : 0 |
| Dutch -- Cyrus | 1/2 : 1/2 |
| Chat -- Enterprise | 1/2 : 1/2 |
| Awit -- Rex | 1 : 0 |
| Shess -- Nona | 0 : 1 |

Current scores:

| | | | |
|------------|-------|------------|-------|
| Hitech | 4 | Cyrus | 2 |
| Rebel | 3 | Dutch | 2 |
| Cray Blitz | 3 | Nona | 2 |
| Bebe | 3 | Advance | 1 1/2 |
| Bobby | 3 | Chat | 1 1/2 |
| Phoenix | 3 | Vaxchess | 1 1/2 |
| Lachex | 2 1/2 | Enterprise | 1 1/2 |
| Ostrich | 2 1/2 | BCP | 1 |
| Plymate | 2 | Shess | 1 |
| Mephisto | 2 | Awit | 1 |
| Schach 2.7 | 2 | Rex | 0 |

White: Awit

Black: Rex

1.b3 e5 2.Bb2 Nc6 3.e3 d5 4.Bb5
Qg5 5.Nf3 Qxg2 6.Rg1 Qh3 7.Bxe5
Bg4 8.Rg3 Bxf3 9.Qxf3 Qh6
10.Qxd5 Nge7 11.Bxc6+ bxc6
12.Qf3 Nd5 13.Qg4 Qxh2 14.Bxg7
Bxg7 15.Qxg7 Ke7 16.Qe5+ Kd7
17.Na3 Ne7 18.Qd4+ Ke6 19.Qe4+
Kd7 20.Rg7 Qh5 21.Nc4 Ke8 22.Ne5
f5 23.Qg2 Qh6



24.Nxc6 Nxc6 25.Rxc7 Kf8 26.Rxc6
Qg7 27.Rf6+ Qxf6 28.Qxa8+ Kf7
29.Qxa7+ Kf8 30.d4 Ke8 31.Ke2
Kf8 32.c4 h6 33.a4 Rg8 34.a5 Rg7
35.Qc5+ Re7 36.a6 f4 37.a7 f3+
38.Kf1 Kg8 39.a8Q+ Kh7 40.Qh5
Rf7 41.Ra6 Kg7 42.Rxf6 Rxf6
43.Qe5 h5 44.Qxf3 resigns. 1:0

White: Chat

Black: Enterprise

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3
0-0 5.Bd3 c5 6.Nf3 Nc6 7.Bd2
cxd4 8.exd4 d5 9.c5 Bxc3 10.Bxc3
Ne4 11.Qc2 f5 12.0-0 Qc7 13.Kh1
Rf6 14.b4 Rh6 15.b5 Ne7 16.Bb4
Ng6 17.c6 Nf4 18.cxb7 Qxb7 19.g3
Nxd3 20.Qxd3 a6 21.a4 axb5
22.Qxb5 Qxb5 23.axb5 Rxa1
24.Rxa1 Nxf2+ 25.Kg2 Nd3 26.Bd2
Rf6 27.Rb1 e5 28.Nxe5 Nxe5
29.dxe5 Rf7 30.Rc1 Rf8 31.Rc7 d4
32.Re7 d3 33.b6 Ba6 34.Ra7 Bb5
35.Kf3 Bc6+ 36.Kf4 Rb8 37.Ba5
Rd8 38.Bd2 g6 39.Ke3 Rc8 40.Bc3
Be4 41.Rc7 Rb8 42.e6 Kf8 43.Bg7+
Ke8 44.Bd4 h6 45.Rg7 d2 46.Rg8+

Ke7 47.Rg7+ Kxe6 48.Kxd2 Kd5
49.Bf2 g5 50.Rh7 f4 51.Rxh6 Rd8
52.Ke1 Bf3 53.Rh7 Re8+ 54.Kf1
Be2+ 55.Kg1 Ke6 56.Rg7 Kf6
57.Bd4+ Kf5 58.Kf2 Bd1 59.Rf7+
Ke6 60.Rc7 Kd6 61.Bc5+ Kd5
62.Be7 fxf3+ 63.Kxg3 Ra8 64.b7
Ba4 65.Rc5+ Ke6 66.Rc7 Kd5
67.Rc5+ Ke6 68.Rc7 Kd5 draw.
1/2:1/2

White: Lachex

Black: BCP

1.e4 c5 2.c3 Nf6 3.e5 Nd5 4.d4
cxd4 5.cxd4 d6 6.Nf3 Nc6 7.Na3
e6 8.Bg5 Be7 9.Bxe7 Ndx7 10.Nb5
dxe5 11.dxe5 0-0 12.Qxd8 Rxd8
13.Nc7 Rb8 14.Bb5 Ng6 15.0-0
Ncxe5 16.Nxe5 Nxe5 17.Rfel Ng4
18.Rad1 Rxd1 19.Rxd1 Kf8 20.f3
Ne3 21.Rd3 Nf5 22.g4 Nh4 23.Kf2
e5 24.Rd5 Ng6 25.Rd8+ Ke7 26.Rd1
Be6 27.Nxe6 Kxe6 28.Ke3 Nf4
29.Ke4 h6 30.Bc4+ Kf6 31.Rd7 Ne6
32.Ke3 a5 33.a4 g6 34.h4 b6
35.b3 g5 36.h5 Nd8 37.Rd6+ Kg7
38.Bd5 f6 39.Ke4 Nf7 40.Rd7 Rf8
41.Kf5



41...e4 42.fxe4 b5 43.axb5 a4
44.bxa4 Kh8 45.Bxf7 Rc8 46.Kg6
Rg8+ 47.Bxg8 f5 48.Rd8 fxe4
49.Bh7+ mate. 1:0

White: Bobby

Black: Mephisto

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4
Nb6 5.exd6 exd6 6.Nc3 Be7 7.h3

0-0 8.Nf3 Nc6 9.Be2 Bf5 10.0-0 Qd7 11.Bf4 Rae8 12.a4 Bf6 13.a5 Nc8 14.a6 b6 15.g4 Bxg4 16.hxg4 Qxg4+ 17.Bg3 Nxd4 18.Nxd4 Qxd4 19.Qc2 h6 20.Rfd1 Qc5 21.Nb5 Be5 22.Rd5 Qc6 23.Bxe5 Rxe5 24.Rxe5 dxe5 25.Bg4 Nd6 26.Nxa7 Qc5 27.Bd7 e4 28.Nb5 Nxb5 29.Bxb5 Qg5+ 30.Kf1 Qh4 31.Rd1 Qh1+ 32.Ke2 Qf3+ 33.Ke1 Qh1+ 34.Kd2 Qg2 35.Kc1 Qg6 36.Qb3 c6 37.Ba4 c5 38.Qg3 Ra8 39.Qxg6 fxg6 40.Bb5 g5 41.Rd7 h5 42.a7 e3 43.fxe3 Rf8 44.Bc6 h4 45.a8Q Rxa8 46.Bxa8 h3 47.Rd5 resigns. 1:0

White: Hitech

Black: Rebel

1.e4 e5 2.f4 exf4 3.Be2 Qh4+ 4.Kf1 Nf6 5.Nc3 Bb4 6.e5



6...Bxc3 7.dxc3 Ng8 8.Nf3 Qh6 9.Qd4 g5 10.h4 Nc6 11.Qe4 Qg6 12.Nxg5 Qxe4 13.Nxe4 f3 14.gxf3 Nxe5 15.Bf4 d6 16.Re1 Bd7 17.Bc4 Kf8 18.Bxe5 dxe5 19.Nc5 Bc6 20.Rxe5 Rd8 21.Kf2 Nf6 22.Rf5 Rd2+ 23.Ke3 Rd6 24.Ne4 Bxe4 25.fxe4 Rg8 26.e5 Rc6 27.exf6 resigns. 1:0

White: Be-Be

Black: Advance 68K

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be2 Bg7 7.0-0 Nc6 8.Nb3 0-0 9.Be3 Bd7

10.f4 Be6 11.f5 gxf5 12.exf5 Bd7 13.Qd2 Qc7 14.Bg5 Nb4 15.Rf2 h6 16.Bxh6 Bxh6 17.Qxh6 Qb6 18.Rd1 Nxc2 19.Qg5+ Kh7 20.Rd3 Qxf2+ 21.Kxf2 Ne4+ 22.Nxe4 Ne3 23.Rxe3 Bxf5 24.Qxf5+ Kh6 25.Rg3 Rad8 26.Qh3+ mate. 1:0

White: SUN Phoenix

Black: Plymate

1.d4 d5 2.Bg5 Nf6 3.Bxf6 exf6 4.e3 c6 5.c4 Bb4+ 6.Nc3 0-0 7.cxd5 cxd5 8.Qb3 Nc6 9.Bd3 Bg4 10.Nge2 Bxe2 11.Bxe2 Bxc3+ 12.Qxc3 Rc8 13.Bg4 Rc7 14.Rc1 Re8 15.0-0 Ree7 16.Qd2 Qd6 17.f3 b5 18.Rc5 a6 19.Rfcl Nd8 20.Qa5 Rb7 21.Bc8 Ra7 22.Qc3 a5 23.Qb3 Rec7 24.Qxb5 Kf8 25.Rlc3 Qe7 26.Kf1 Rxc5 27.Qxc5 Kg8 28.Qxd5 Qe8 29.Qc5 Ra8 30.Qb6 a4 31.d5 Qe7 32.d6 Qf8 33.Bg4 a3 34.bxa3 Qe8 35.d7 Qe7 36.Rc8 Qxd7 resigns. 1:0

White: Ostrich

Black: VAX Chess

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.d4 exd4 6.Qxd4 Qxd4 7.Nxd4 Bd6 8.Nc3 Ne7 9.0-0 h5 10.Re1 Bg4 11.e5 Bb4 12.f3 0-0 13.Be3 Bxc3 14.bxc3 Bd7 15.Rab1 Ng6 16.Bg5 Rdf8 17.Rbd1 Re8 18.f4 c5 19.Nf3 Bg4 20.Rf1 h4 21.h3 Bf5 22.Rf2 Be4 23.Nh2 b6 24.Rfd2 Ne7 25.Rd7 Nf5 26.Rxf7 resigns. 1:0

White: Shess

Black: Nona

1.e4 e5 2.Nf3 Nf6 3.d4 exd4 4.e5 Ne4 5.Qxd4 d5 6.exd6 Nxd6 7.Nc3 Nc6 8.Qf4 Bf5 9.Bd3 Bxd3 10.cxd3 Be7 11.0-0 0-0 12.Be3 Bf6 13.h4 Ne7 14.h5 Nef5 15.g4 Bxc3 16.bxc3 Nxe3 17.fxe3 Nb5 18.c4 Nc3 19.Qf5 g6 20.Qe5 Qxd3 21.c5 Rae8 22.Qxc7 Qxe3+ 23.Kg2 Qe6 24.Kg3 Ne4+ 25.Kh4 Nf2 26.Rxf2 Qf6+ 27.Kg3 Qxa1 28.Qxb7 Qc3 29.Qxa7 Ra8 30.Qe7 Rfe8 31.Qd6 Rad8 32.Re2 Rf8 33.Qe5 Rd3 34.Qe4 f5 35.Qe6+ Kh8 time. 0:1

White: Schach 2.7

Black: Cray Blitz

1.d4 Nf6 2.c4 e5 3.Nf3 d5 4.Nc3 Be7 5.Bg5 0-0 6.e3 Ne4 7.Bxe7 Qxe7 8.Nxe4 dxe4 9.Nd2 e5 10.dxe5 Qxe5 11.Qc2 Na6 12.0-0-0 Bg4 13.f3 exf3 14.gxf3 Bh5 15.Bd3 f5 16.Rhe1 Rad8 17.Bf1 Qxh2 18.c5 Qe5 19.c6 Kh8 20.cxb7 Nc5 21.Nc4 Qg3 22.Qxf5 Rxd1+ 23.Rxd1 Qxf3 24.Qxf3 Bxf3 25.Rd4 Bxb7 26.Be2 g6 27.Ne5 Re8 28.Ng4 Re4 29.Kd2 h5 30.Nf6 Rxd4+ 31.exd4 Ne4+ 32.Nxe4 Bxe4 33.Ke3 Bd5 34.Kf4 Bxa2 35.Bd3 Kg7 36.Kg5 Bf7 37.Be4 a5 38.Bc6 Bg8 39.Be4 Bh7 40.Bd3 h4 41.Bf1 Bg8 42.Bh3 Bd5 43.Bg4 Be4 44.Kxh4 Kf6 45.Bd7 Bf5 46.Bc6 g5+ 47.Kg3



adjudicated. 0:1

White: Dutch

Black: Cyrus 68K

1.Nf3 d5 2.g3 Nc6 3.d4 Nf6 4.Bg2 Ne4 5.0-0 h6 6.Qd3 e6 7.Nbd2 Nd6 8.Rd1 a6 9.c4 Nf5 10.cxd5 exd5 11.e3 Be7 12.Ne5 Nxe5 13.dxe5 c6 14.e4 dxe4 15.Qxd8+ Bxd8 16.Nxe4 0-0 17.b3 Bb6 18.Bb2 Be6 19.Rac1 Rfd8 20.h3 Kh7 21.h4 Ne7 22.Nd6 Rdb8 23.Be4+ Kg8 24.Bf3 Nd5 25.a3 a5 26.Nxb7 Rxb7 27.Rxc6 Rd8 28.Rd6 Rxd6 29.exd6 Bd8 30.Bxd5 Bxd5 31.Rxd5 Rxb3 32.Rd2 a4 33.d7 Kh7 34.Kg2 Kg8 35.Re2 Kh7 36.Re8 Rxb2 37.Rxd8 Rd2 38.Kf3 Kg6 39.Ra8 Rxd7 40.Rxa4 Rd3+ 41.Ke2 Rb3 42.Ra6+ Kf5 43.a4 Rb1 44.Ra7 Rb2+ 45.Ke3 Rb3+ 46.Kd4 Kg6 47.Ra6+ Kh7 48.Ke4 Rb2 49.f3 Rb4+ 50.Ke3 Rb3+ 51.Kf4 Rb4+ 52.Ke5 Rb3 53.a5 Rxf3 54.g4 Rh3 55.h5 Rc3 56.Ra7 f6+ 57.Ke4 Rc4+ 58.Kf5 Rc5+ 59.Kf4 Rc4+ 60.Kg3 Rc3+ 61.Kf2 Rc2+ 62.Kf3 Rc3+ 63.Kg2 Rc2+ 64.Kh3 Rc3+ 65.Kh2 Rc4 66.Kh3 draw. 1/2:1/2

The 5th World Computer Chess Championship

Fifth Round: Sunday, June 15, 1986

Results:

| | |
|--------------------------------|-----------|
| Cray Blitz -- Hitech | 1 : 0 |
| Rebel -- BE-BE | 0 : 1 |
| Bobby -- Sun Phoenix | 0 : 1 |
| Plymate -- Lachex | 1 : 0 |
| Dutch -- Ostrich | 1 : 0 |
| Mephisto Cologne -- Schach 2.7 | 1 : 0 |
| Nona -- Cyrus 68K | 1 : 0 |
| Vaxchess -- Chat | 1/2 : 1/2 |
| Advance 68K -- Enterprise | 1 : 0 |
| BCP -- Awit | 1/2 : 1/2 |
| Shess -- Rex | 0 : 1 |

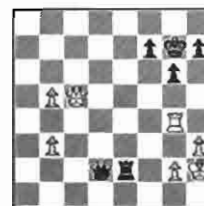
| Team | Points | Buchholz | |
|--------------------|--------|----------|-------|
| • 1. Cray Blitz | 4 | 14.5 | |
| • 2. Hitech | 4 | 13.5 | SB=10 |
| • 3. BE-BE | 4 | 13.5 | SB= 8 |
| • 4. Phoenix | 4 | 12.5 | |
| 5. Rebel | 3 | 17.5 | |
| • 6. Bobby | 3 | 15.5 | |
| 7. Plymate | 3 | 14.5 | |
| 8. Mephisto | 3 | 13 | |
| • 9. Dutch | 3 | 11.5 | |
| 10. Nona | 3 | 7.5 | |
| 11. Advance | 2 1/2 | 14.5 | |
| • 12. Lachex | 2 1/2 | 14 | |
| • 13. Ostrich | 2 1/2 | 11 | |
| • 14. Schach 2.7 | 2 | 15 | |
| 15. Cyrus 68K | 2 | 13.5 | |
| • 16. Vaxchess | 2 | 11 | |
| • 17. Chat | 2 | 11 | |
| 18. BCP | 1 1/2 | 15 | |
| 19. Enterprise | 1 1/2 | 12 | |
| • 20. Awit | 1 1/2 | 10.5 | |
| • 21. Rex | 1 | 10.5 | |
| 22. Shess | 1 | 8 | |
| 23. Kempelen Atari | 0 | 2 | |

•) Mainframe

White: Cray Blitz

Black: Hitech

1.d4 d5 2.c4 dxc4 3.Nf3 Nf6 4.e3
e6 5.Bxc4 c5 6.Qe2 a6 7.dxc5
Bxc5 8.0-0 b5 9.Rd1 Qe7 10.Bd3
e5 11.e4 Nc6 12.Nc3 Bg4 13.Be3
Rd8 14.h3 Bxe3 15.Qxe3 Bxf3
16.Qxf3 Nd4 17.Qg3 0-0 18.a4 b4
19.Nd5 Nxd5 20.exd5 Rxd5 21.Bxa6
b3 22.Qe3 Rfd8 23.Bc4 Nc2 24.Qe2
Rc5 25.Rxd8+ Qxd8 26.Rb1 Nd4
27.Qf1 Qd7 28.Ra1 Qc6 29.Bb5
Nxb5 30.axb5 Qb7 31.Ra3 g6
32.Rxb3 Qd5 33.Rb4 Rc2 34.b3 Qd2
35.Rc4 Rb2 36.Re4 Qd5 37.Qc4
Qd1+ 38.Kh2 Rxf2 39.Rxe5 Qd6
40.Qc8+ Kg7 41.Qc5 Qd2 42.Rg5
Re2 43.Rg4



43...Qa2 44.Qc3+ Kg8 45.b6 Qa8
46.Qc7 Qf8 47.b7 Re8 48.Rc4 Kg7
49.Rc6 Rb8 50.Qc8 Rxc8 51.bxc8Q
Qb4 52.Qc7 Qxb3 53.Qe5+ Kh6
54.Qf4+ Kg7 55.Qd4+ Kh6 56.Rb6
Qc2 57.Qf4+ Kg7 58.Qf6+ Kh6
59.Qxf7 Qc8 60.Rd6 resigns. 1:0

White: Rebel

Black: Be-Be

1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3
exd5 5.cxd5 d6 6.e4 g6 7.Bf4 a6
8.Nf3 Bg4 9.Be2 Qb6 10.Qd2 Bg7
11.0-0 0-0 12.h3 Bxf3 13.Bxf3
Nbd7 14.Rad1 Rfe8 15.b3 Ne5
16.Be2 Qb4 17.Qc2 Re7 18.Bg3
Rae8 19.Rfe1 g5 20.Rf1 Kh8
21.Rc1 h5 22.f4 gxf4 23.Rxf4 Ng6
24.Rf5 Nxe4 25.Nxe4 Qxe4 26.Qxe4
Rxe4 27.Bxh5 Ne7 28.Rxf7 Bd4+
29.Kh1 Nxd5 30.Rxb7 Rd8 31.Bf3
Re3 32.Bh4 Nf6 33.Rf7 Re6 34.Bd5

Nxd5 35.Bxd8 Nb4 36.a3 Kg8
37.Rcf1 Nc2 38.Rf8+ Kg7 39.a4 d5
40.h4 Ne3 41.Rlf7+ Kg6 42.Rc7
Nd1 43.Rg8+ Kf5 44.Rf7+ Ke4
45.g4 Kd3 46.h5 Re1+ 47.Kg2 Ne3+
48.Kg3 Be5+ 49.Kh4 Rh1+ 50.Kg5
Rg1 51.Kg6 Rrg4+ 52.Bg5 Rb4
53.Bxe3 Kxe3 54.Re8 Rg4+ 55.Kh7
Re4 56.Ra7 d4 57.Rxa6 d3 58.Rg6
d2 59.Rg1 Kf2 60.Reg8 Re1
61.Rlg2+ Ke3 62.Rxd2 Kxd2 63.Rc8
Bd4 64.Rb8 Re6 65.Rb7 Kc2 66.b4
c4 67.b5 c3 68.Rd7 Kd3 69.b6 c2
70.b7 c1Q resigns. 0:1

White: Bobby

Black: Sun Phoenix

1.e4 e6 2.b3 d5 3.Bb2 dxe4 4.Nc3
Nf6 5.Qe2 Be7 6.0-0-0 Qd4 7.Re1
0-0 8.Nxe4 Qxe4 9.Qxe4 Nxe4
10.Rxe4 Nd7 11.Nf3 Bc5 12.d4 Nf6
13.Rh4 Be7 14.Kb1 e5 15.h3 e4
16.Ne5 Be6 17.Bc4 Bxc4 18.bxc4
c5 19.d5 e3 20.Rf4 exf2 21.Rxf2
Ne4 22.Rf4 Nd2+ 23.Ka1 Bd6
24.Re1 Rae8 25.Re2 f5 26.Rh4 Ne4
27.Nd3 Re7 28.Re3 g6 29.Nc1 Rfe8
30.a4 h5 31.Nb3 Kh7 32.Na5 Kh6
33.Rf3 Ng3 34.Rb3 b6 35.Nc6 Re1+
36.Ka2 g5 37.Nxa7 Ra8 38.Nb5
Rxa4+ 39.Ba3 Be5 40.Nd4 resigns.
0:1

White: Plymate

Black: Lachex

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4
Nf6 5.0-0 Nxe4 6.d4 b5 7.Bb3 d5
8.dxe5 Be6 9.Be3 Nc5 10.Qd2 Nxb3
11.cxb3 h6 12.Qc3 Bd7 13.Qc2 Nb4
14.Qd2 Bf5 15.Rc1 Nd3 16.Rd1 c5
17.Qc2 g6 18.Qe2 c4 19.Nd4 Bc8
20.bxc4 bxc4 21.b3 a5 22.Nc3 Bb7
23.e6 Bb4 24.exf7+ Kxf7 25.Ncb5
Qd7 26.Rab1 Kg8 27.Qc2 Qf7 28.a3
Bf8 29.Qe2 Rh7 30.bxc4 dxc4
31.Nc2 Ra6 32.Qd2 Bc6 33.Ncd4
Be8 34.Qa2 g5 35.Nc3 Ne5 36.Nde2
Qe6 37.Rd5 Rf7 38.Bd4 Ng4
39.Qxc4 Bxa3 40.Rb8 Rc6 41.Qd3
Rf8 42.Rb7 Rf7 43.Rxf7 Bxf7
44.Rd8+ Bf8 45.Qb5 Rd6 46.Rxf8+
Kxf8 47.Qb8+ Ke7 48.Bc5 Be8
49.Qc7+ Bd7 50.Nb5 Kf6 51.Qd8+
Kg6 52.Nxd6 Qd5 53.Nc3 Qe6
54.Nde4 a4 55.Bd4 a3 56.Qf8 Bc6
57.Qg7+ Kh5 58.f3 a2 59.Ng3+ Kh4

60.Nf5+ Qxf5 61.Bf2+ Kh5
62.fxg4+ Kxg4 63.h3+ Kh5 64.g4+
resigns. 1:0

White: Dutch
Black: Ostrich

1.Nf3 d5 2.g3 Nf6 3.Bg2 Bg4 4.c4
Nbd7 5.cxd5 Nxd5 6.d4 Bxf3
7.Bxf3 e6 8.0-0 Bd6 9.e4 N5b6
10.e5 Bb4 11.Bxb7 Rb8 12.Bg2 0-0
13.Qb3 Be7 14.Rd1 c5 15.dxc5
Bxc5 16.Nc3 Qc7 17.Nb5 Qxe5
18.Bf4 Qf5 19.Bxb8 Bxf2+ 20.Kh1
Rxb8 21.Nxa7 Nd5 22.Nb5 Nc5
23.Qa3 Ne3 24.Nd4 Qg4 25.Bf3 Qg5
26.Rdcl Nd7 27.Qd6 Rd8 28.Nc6
Nf5 29.Qd3



29...Nxb3+ 30.hxb3 Qxb3 31.Be4
Qxd3 32.Bxd3 Re8 33.Kg2 Be3
34.Re1 Bf4 35.b4 g5 36.a4 g4
37.Rf1 e5 38.Rae1 Re6 39.b5 Nf6
40.Bc4 Re8 41.b6 Kf8 42.Rd1 Nh5
43.b7 e4 44.Rd7 resigns. 1:0

White: Mephisto
Black: Schach 2.7

1.d4 d5 2.c4 e6 3.g3 dxc4 4.Qa4+
Bd7 5.Qxc4 c5 6.dxc5 Bc6 7.Nf3
Nd7 8.Bg5 Qc7 9.Qc3 f6 10.Be3
Ne7 11.Bg2 Nd5 12.Qd2 0-0-0
13.b4 Ne5 14.Bd4 Nxf3+ 15.Bxf3
e5 16.Bb2 Nf4 17.Qe3 Ng2+
18.Bxg2 Bxg2 19.Rg1 Bc6 20.Nd2
Qd7 21.f3 Qh3 22.Qf2 g6 23.e4
Bh6 24.Nc4 Qe6 25.Nd6+ Kb8 26.b5
Be8 27.Ba3 Bf7 28.b6 a6 29.Rg2
Be8 30.Qc2 Bc6 31.Qb3 Qh3 32.Re2
Rd7 33.Rd1 Rhd8 34.Bb4 Bb5
35.Rf2 Qh5 36.a4 Bc6 37.Rd3 Bg7
38.Bc3 Bh6 39.Qe6 Bg7 40.a5 Bb5
41.Rd1 Ba4 42.Ra1 Bc6 43.Ra3 Qg5
44.Bd2 Qh5 45.Rd3 Bb5 46.Rb3 Ba4
47.Rc3 Bc6 48.Rc1 f5 49.Rc2 fxe4
50.fxe4 Ba4 51.Rc1 Bc6 52.h4 Bh6
53.Bxb6 Qxb6 54.Rc3 Qg7 55.Rcf3
Re7 56.Qb3 Red7 57.Rf7 Qh6
58.Qc3 Qh5 59.Rxd7 Bxd7 60.Rf7
Bc6



61.Qd2 Qg4 62.Qg5 Qxg5 63.hxg5
Rh8 64.Kd2 Ka8 and resigns. 1:0

White: Nona
Black: Cyrus 68K

1.d4 e6 2.e4 d5 3.Nc3 Bb4 4.e5
Ne7 5.Bd2 Nf5 6.Nf3 Be7 7.Bd3
Nc6 8.Be3 Nxe3 9.fxe3 Nb4 10.Be2
c5 11.0-0 Nc6 12.Na4 c4 13.Nc3
Kf8 14.e4 Ke8 15.Rf2 h6 16.exd5
exd5 17.Qd2 Bf5 18.Nd1 Nb4
19.Ne3 Be4 20.b3 cxb3 21.axb3 h5
22.Ng5 Bxg5 23.Qxb4 Qe7 24.Bb5+
Kf8 25.Qxe7+ Kxe7 26.Re1 Ke6
27.c4 Raf8 28.cxd5+ Bxd5 29.Nxd5
Kxd5 30.e6 Be7 31.Rxf7 Rxf7

32.exf7 Bb4 33.Rd1 Rf8 34.Be2 h4
35.Bc4+ Kd6 36.Rf1 Bc3 37.Rf4
Rh8 38.f8Q+ resigns. 1:0

White: Vaxchess
Black: Chat

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4
d6 5.Be2 0-0 6.Be3 Nc6 7.Nf3 Ng4
8.Bg5 h6 9.Bh4 Bd7 10.h3 Nf6
11.d5 Ne5 12.Qb3 Nxf3+ 13.Bxf3
b6 14.Rd1 e5 15.dxe6 Bc6 16.e5
Bxf3 17.exf7+ Rxf7 18.gxf3 Qe8
19.f4 dxe5 20.f5 gxf5 21.Rg1 Qe6
22.Bxf6 Qxf6 23.c5 Rd8 24.Rxd8+
Qxd8 25.Rg6 Qh4 26.cxb6 cxb6
27.Qd5 Qxh3 28.Rg3 Qh4 29.Qa8+
Kh7 30.Qd5 Rc7 31.Qf3 f4 32.Qe4+
Kh8 33.Qa8+ Kh7 34.Qe4+ Kh8
35.Qa8+ Kh7 36.Qe4+ draw by
repetition. 1/2:1/2

White: Advance 68K

Black: Enterprise
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4
Nf6 5.0-0 Nxe4 6.d4 exd4 7.Re1
d5 8.Nxd4 Bd6 9.Nxc6 Bxb2+
10.Kh1 Qh4 11.Rxe4+ dxe4 12.Qd8+
Qxd8 13.Nxd8+ Kxd8 14.Kxh2 Be6
15.Bf4 b5 16.Bb3 Bxb3 17.axb3 c6
18.Nc3 f5 19.Ne2 g6 20.Nd4 Kd7
21.Rd1 Kc8 22.Nxc6 Kb7 23.Rd6
Rhg8 24.Na5+ Kc8 25.Rc6+ Kd8
26.Rc7 g5 27.Bd6 Rg6 28.Nc6+ Ke8
29.Re7+ Kf8 30.Ra7+ Rxd6
31.Rxa8+ Kg7 32.Ra7+ Kf8 33.Rxa6
Rd2 34.Nb4 Rxf2 35.Rb6 e3
36.Rxb5 h6 37.Rb8+ Kf7 38.Rb7+
Kf8 39.Rh7 e2 40.Nd3 Rf1 41.Rxb6
Kf7 42.Kg3 e1Q+ 43.Nxe1 Rxe1
44.b4 f4+ 45.Kf3 Rf1+ 46.Ke2 Rc1
47.Rc6 Rg1 48.Kf3 Rb1 49.b3 Rg1
50.b5 Re1 51.Kg4 Re2 52.Kxg5
Re5+ 53.Kxf4 Rxb5 54.Rc7+ Ke6
55.g4 Rb4+ 56.Kf3 Rb5 57.Rc6+
Kd5 58.Rc4 Kd6 59.Rd4+ Ke5
60.Re4+ Kd6 61.b4 Rb7 62.c3 Rf7+
63.Ke3 Rf1 64.c4 Re1+ 65.Kd4
Rd1+ 66.Kc3 Rc1+ 67.Kb2 Rg1
68.Kb3 Rg3+ 69.Ka4 Kc6 70.Rd4
Rg2 71.c5 Rg1 72.Rd6+ Kc7 73.Rg6
Rg2 74.Kb5 Kd7 75.c6+ Kc7
76.Rg7+ Kd6 77.Kb6 resigns. 1:0

White: BCP
Black: Awit

1.e4 e5 2.Nf3 Nc6 3.d4 exd4

4.Nxd4 Qf6 5.Be3 Nh6 6.Nxc6 Qxc6
7.Bd3 b6 8.0-0 Bc5 9.Nc3 0-0
10.Qh5 Bxe3 11.fxe3 Bb7 12.Kh1
Qe6 13.Qg5 c5 14.b3 Rfe8 15.Bc4
Qe5 16.Qxe5 Rxe5 17.Rad1 Bc6
18.Rd6 Rf8 19.h3 g6 20.Bd5 Rc8
21.Bxc6 dxc6 22.Rff6 Kg7 23.Rxc6
Rxc6 24.Rxc6 Ng8 25.Rc7 Nf6
26.Rxa7 Nxe4 27.Nd1 Rd5 28.Nb2
Ng3+ 29.Kg1 Rd2 30.Nc4 Rxc2
31.Nxb6 Nf5 32.Nc4 Nh4 33.g4
Nf3+ 34.Kf1 g5 35.a3 Nd2+
36.Nxd2 Rxd2 37.Rc7 Rd1+ 38.Ke2
Rc1 39.Kd2 Rb1 40.Rxc5 Rxb3
41.Rxg5+ Kf6 42.Rf5+ Ke6 43.a4
Ra3 44.a5 Rb3 45.h4 f6 46.Rf4
Ra3 47.Rf5 Rb3 48.a6 Ra3 49.Rh5
Rxa6 50.Rxh7 Ra2+ 51.Kd3 Rf2
52.Rc7 Rh2 53.Rc6+ Kf7 54.h5 Rh4
55.Rc4 Kg7 56.Rb4 Kh6 57.Ke2 Kg5
58.Kf3 Rh3+ 59.Kf2 f5 60.gxf5
Kxf5 61.Rf4+ Kg5 62.Ke2 Kxh5
63.Kd3 Kg5 64.Rb4 Kf5 65.Rc4 Rh7
66.e4+ Ke5 67.Rc5+ Kd6 68.Rf5
Rh2 69.e5+ Kd5 70.Rc3 Rh4 71.Kf3
Rh3+ 72.Kf4 Rh4+ 73.Kg5 Rh8
74.Kg4 Ke6 75.Rg5 Rf8 76.Rh5 Rf1
77.Kg3 Rf5 78.Rxf5 Kxf5 79.e6
Kxe6 draw. 1/2:1/2

White: Shess
Black: Rex

1.e4 e5 2.Nf3 f5 3.Nxe5 Qf6
4.Nc4 fxe4 5.Nc3 Qf7 6.Nxe4 d5
7.Ne5 Qf5 8.Bb5+ c6 9.Be2 Qxe4
10.Nf3 Bf5 11.c3 Qc2 12.Qxc2
Bxc2 13.0-0 Bd6 14.d4 Nf6 15.Be3
0-0 16.Rae1 Nbd7 17.Kh1 b5 18.b3
Rfe8 19.c4 bxc4 20.bxc4 dxc4
21.Bxc4+ Kh8 22.Ng5 Bg6 23.f4
Nd5 24.Bxd5 cxd5 25.f5 Bb4
26.fxg6 Bxe1 27.Nf7+ Kg8
28.gxh7+ Kxh7 29.Rxe1 Kg8 30.Ng5
Rac8 31.Kg1 Rc2 32.a3 Rc3 33.Kf2
Rxa3 34.h4 Nf6 35.Kf3 Rb3 36.g3
Nh5 37.Nh3 Nxb3 38.Nf4 Nf5
39.Nxd5 Rd3 40.h5 Nxd4+ 41.Kf4
Ne6+ 42.Kg4 Rxd5 43.Bxa7 Ra8
44.Rxe6 Rxa7 45.Re8+ Kh7 46.Re4
Raa5 47.Kf3 Rxh5 48.Ke3 Ra3+
49.Kf4 Rh4+ 50.Ke5 Ra5+ 51.Kd4
Ra4+ 52.Kd5 Rhxe4 53.Kc5 Ra5+
54.Kd6 Rd4+ 55.Ke6 Kg8 56.Ke7
Re5+ Checkmate. 0:1

1986 U.S. OPEN CHAMPIONSHIP
Somerset, New Jersey August 3-15

For the first time, a CRA ratings test was conducted as part of a normal tournament. Fidelity International Inc. submitted 8 identical machines featuring a new program to play the first six rounds of the U.S. Open, the 48 games to be CRA rated. Although a certain amount of secrecy surrounds the program, it is clear that Fidelity expected great things from it. Unless they had good reason to expect a significantly higher rating than the 2100 awarded to the Par Excellence, they would obviously not have spent thousands of dollars to participate. Fidelity personnel have stated that the program (but not the hardware) was at the 1986 U.S. Open Computer Championship in Mobile, and common sense tells us that it must have been one of the winning programs. Fidelity's president has told me of a big "breakthrough" a "five-fold increase in speed", and stated that they would "fly past the Munich S". On the U.S. Open wall charts, the program was listed with a pre-tournament estimated rating of "2199". According to tournament officials this was based on the manufacturer's estimate, although Fidelity now says this was a USCF estimate. The decision to enter it with ANY estimated rating was incredibly foolish, as any tournament player knows that you rarely get paired with players close to your own rating. Fortunately, the estimate turned out to be so far off that no harm was done; in future tournaments let us hope that computers are paired as unrated in CRA tests.

After six rounds, despite a win over many time American Open champion David Strauss (2533), the calculated rating was 2046 (excluding possible feedback points). At this point, Fidelity exercised an option to extend the test for the remaining 6 rounds. The fairness of giving Fidelity this option is questionable, as the CRA tests have always been of fixed duration, but once again no harm was done, as the final result was a slight lowering of the rating. Based on all 96 games, the most thorough test of any computer program to date, the performance rating using wall charts was 2039 (the more accurate formula I have recommended to the USCF gives 2045). Allowing for feedback points and fluctuating ratings, the final figure should be between 2050 and 2060, although feedback is difficult to estimate. The results were remarkably consistent both among the machines and against various classes of opposition. Every machine scored between 6 and 7 out of 12. Demonstrating that the best Fidelity programs are still only slightly stronger than the average player who attends national tournaments; there is still plenty of motivation to keep improving the machines. Using my more accurate formula, here are the scores and performance ratings by rating bracket: 1600-1899, 17 1/2 - 4 1/2, 2035; 1900-1999, 19-13, 2030; 2000-2099, 12-13, 2033;

masters, 2 1/2 - 12 1/2, 2107. There were also two wins over unrated players who performed at 1511 and 1459. Two losses to unrateds who performed at 2116 and 2306 are included in the 2000-2099 and master brackets respectively. Apparently, my hypothesis that computers perform better against weaker opponents is not correct; were it not for the win over Strauss, the performance against all four classes would be virtually identical. This makes the Novag Expert Canadian rating of 2183 all the more incredible, as it cannot be explained away by the weakness of the opposition.

What do these results say about other Fidelity programs? By comparing game scores to the moves these programs choose in the same positions, and allowing for possible timing differences, I can state that the new program is closely related to the Par Excellence and Avant Garde, but has been significantly modified. If we assume that the program (or speed) had to be a significant improvement to justify the risk and expense, then it is clear that the true level of the Par Excellence and Avant Garde 2100 must be well below 2050, as this test was far more exhaustive and serious than the California CRA test of the Par Excellence. The only other possibilities are that Fidelity was mistaken about the new program being an improvement or that the new one was intended to be cheaper and, therefore, weaker than the Par. In view of Fidelity's thoroughness and past record of steady progress as well their Mobile results (success with new programs, failure with old), I discount the first possibility; as for the second, if that is the case, you will know about it by the time you read this, but I can hardly believe that Fidelity would try to undersell their already cheap Par Excellence. So Fidelity is now in the ludicrous position of having an improved program with a lower CRA rating than their old one. Most likely, they will not market it, and will attempt to suppress the CRA rating, although the information will be available in crosstables. It appears that unless Fidelity really does make a major breakthrough in the future, they will be unable to market any new machines for some time, as the inflated 2100 rating of the Par is proving a tough nut to crack.

Fidelity is a victim of their own good luck! In my opinion, the 2075 performance of the Par (including prelims) is a bit too high to be attributed to luck; the fact that the games were not taken nearly as seriously as the U.S. Open is surely the reason. In my view, only tests like the U.S. Open are serious enough to rely on, but because of the inflated Par rating, no one wants to risk a valid CRA test now. Apparently Fidelity was so conceited about their own programs that they fell into the trap of believing that the 2100 rating was justified. Even I fell into this trap to some degree, as the Par's results against other computers do support the 2075 figure, and I so stated in my report to the USCF. But I believe that brute force programs like Fidelity and the MM II of Mephisto are much more effective against computers than against people, while chess oriented programs

like Novag, Scisys, and the Mephisto Amsterdam perform best against humans. So I conclude that the Par is probably around 2025 versus people; if the new program is marketed, then a comparison of the two should clarify the true level of the Par Excellence.

Fidelity also entered an experimental machine at the U.S. Open. It appeared to be identical to the winner at Mobile, and, like the Mobile winner, was operated by its creator, Ron Nelson. Incredibly, it lost the first round to a 1657 player, and after six rounds, with a performance rating of 1970 (1932 by my method), it withdrew.

One other footnote. When ICD learned of the plan to award CRA ratings at the U.S. Open, they asked to have the Mephisto Amsterdam rated similarly. The USCF office replied, incredibly, that the offer was only for Fidelity! The Policy Board overruled the office on this, but set the price so high (\$3,100 plus four operators for a week) that Mephisto said no. Even at this price the machine would have been rated if the USCF agreed to carry the product, but although their own tests showed it crushing the Avant Garde and winning several speed games from former U.S. Champion Arthur Bisguier, they said no. Perhaps they believed that Fidelity really had an inexpensive 2200 machine!

In conclusion, the 1986 U.S. Open CRA test appears to have been the most valid one by far, but unless the program gets marketed, which looks doubtful, it will have been in vain.

POSTSCRIPT

After more than two weeks since the end of the U.S. Open, the USCF had not yet decided what formula to use to rate the Fidelity computer. There was some talk of breaking up the tournament into pieces, and rating each part as a separate event, sequentially. This would cause the rating to be based on only the later rounds, which is absurd. I hope the USCF chooses a method that treats all 96 games equally; if not, depending on how the event is broken up, the rating may far exceed the overall performance, as the machine finished strongly.

FIDELITY AT THE 1986 U.S. OPEN

Fidelity International entered the only chess computers in this year's U.S. Open in Somerset New Jersey, August 3-15. For the first time in recent memory there were no mainframes like Belle and Chaos, and only one commercial company. Despite the shortage of talent, there were several exciting games between humans and the Fidelity computers. The company was generous to offer a \$100 prize for the best computer vs. human game in each round. In case of a tie, the \$100 prize was split equally among the winners. Most of these games were hard fought, exciting, and worth reviewing. Here are all of the prize winning computer games for the first 11 rounds as picked by Fidelity. The 12th round game(s) were not made available.

Round: 1

White: W. Williams UNR

Black: Fidelity S-4

Opening: English

1.c4 Nf6 2.Nf3 e6 3.a3 d5 4.Nc3 d4 5.Nb1 Be7 6.b4 O-O 7.Bb2 a5 8.b5 c5 9.a4 Nbd7 10.Qb3 e5 11.d3 Bd6 12.Nbd2 b6 13.Ne4 Ne4 14.de Bb7 15.Nd2 Nf6 16.f3 Nd7 17.O-O-O Qg5 18.g3 Rfd8 19.Rg1 Nf8 20.Rg2 Be7 21.f4 ef 22.gf Qf4 23.e3 Qh6 24.ed cd 25.Bd3 Ne6 26.Kb1 Qh3 27.Rlg1 Nc5 28.Rg7+ Kh8 29.R7g3 Nb3 30.Rh3 Nd2+ 31.Kc2 Ne4 32.Rh6 Bc5 33.Rg4 f5 34.Rg1 Rg8 35.Rf1 Rg5 36.Bc1 Rg2+ 37.Kb3 Rf8 38.Bf4 Nf2 39.Be5+ Kg8 40.Bb1 Ng4 41.Re6 Bc8 42.Bf5 Ne3 43.Bh7+ Kh7 44.Rf8 Be6 45.Rh8+ Kg6 46.Bd4 Bc4+ 47.Kc3 Bb4mate O-1

Round: 2

White: Fidelity S-2

Black: V. Dimitrijevic 1941

Opening: French Defense

1.e4 e6 2.d4 d5 3.e5 c5 4.dc Nc6 5.Nf3 Bc5 6.Bd3 Nge7 7.Bf4 Qb6 8.O-O Qb2 9.Nbd2 Ng6 10.Bg6 hg 11.Nb3 Be7 12.Qd3 Qa3 13.Bc1 Qa4 14.Nbd4 a6 15.Bd2 Bc5 16.c3 Na5 17.Rfb1 Nc4 18.Bg5 Qd7 19.Nb3 Ba3 20.Nbd2 Nb2 21.Qc2 a5 22.c4 b6 23.cd ed 24.e6 fe 25.Ne5 1-O

Round 2

White: Fidelity S-4

Black: M. Walton 1956

Opening: Caro-Kann Defense

1.e4 c6 2.d4 d5 3.ed cd 4.Bd3 Nc6 5.c3 Nf6 6.Bf4 Bg4 7.Qb3 Qd7 8.Nbd2 e6 9.Ngf3 Bd6 10.Bd6 Qd6 11.h3 Bh5 12.g4 Bg6 13.Bg6 hg 14.g5 Nh5 15.Qb7 O-O 16.O-O-O Rab8 17.Qa6 Rb6 18.Qd3 Rfb8 19.Nb3 a5 20.Qd2 a4 21.Nc5 a3 22.b3 Rb5 23.Nd3

Na5 24.Nb4 Rc8 25.Kb1 Qc7 26.Rc1 Rb6 27.Ne5 Nb7 28.c4 Nd6
29.c5 Ne4 30.Qe1 Rb5 31.Nc2 Rc5 32.dc Qe5 33.Na3 Nf4 34.Qe3
Ng2 35.Qd3 Nf4 36.Qb5 Ne2 37.Qa6



37...Nd2+ 38.Kc2 Rc5+ 39.Kd2 Nc1 40.Qa8+ Kh7 41.Rc1 Qf4+
42.Ke2 Qc1 43.Qa7 e5 44.Nc4 Qc2+ 45.Nd2 Rc3 46.Qa5 Qd3+
47.Kd1 Qc2+ 48.Ke2 Rd3 49.a3 e4 50.a4 d4 51.Qb4 e3 52.Kf3
ed+ 53.Kg2 d1Q 54.Qd4 Rd4 0-1

Round: 3
White: Fidelity S-7
Black: D. Shapiro 2385
Opening: Ruy Lopez

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b5
7.Bb3 d6 8.c3 O-O 9.h3 Na5 10.Bc2 c5 11.d4 Nd7 12.dc dc
13.Nld2 Bb7 14.Nf1 Nc4 15.b3 Nd6 16.a4 Qc7 17.Bg5 f6 18.Bd2
g6 19.Bh6 Rfd8 20.Ne3 Nf7 21.Ng4 Nh6 22.Nh6+ Kg7 23.Qc1 Nf8
24.Ng4 Ne6 25.Qh6+ Kh8 26.Qe3 Nf4 27.c4 bc 28.bc Bc8 29.Qc3
Be6 30.Ne3 Rab8 31.Nd5 Bd5 32.ed Bd6 33.Nd2 Kg7 34.Ne4 Kf7
35.Nd6+ Qd6 36.Rad1 Rb4 37.Kh2 Nh5 38.g3 Ng7 39.Kg2 Re8
40.f3 a5 41.Rh1 Qa6 42.Rc1 R8b8 43.Rh1 Kg8 44.Rb1 Ne8
45.Bb3 Qb6 46.Ba2 Nd6 47.f4 Rb2+ 48.Kh1 Qb4 49.Qb4 R8b4
50.Rb2 Rb2 51.fe fe 52.Bb1 Nc4 53.Bd3 Nd6 54.Rf6 c4 55.Bg6
hg 56.Rg6+ Kf7 57.Rd6 c3 58.Rc6 c2 59.Rc7+ Ke8 60.h4 Rb1+
61.Kg2 clQ 62.Rc1 Rc1 63.h5 Rc4 0-1

Round: 4
White: Walter Shipman 2401
Black: Fidelity S-3
Opening: Queen's Gambit Accepted

1.d4 d5 2.Nf3 Nf6 3.c4 dc 4.Qa4+ Nc6 5.Qc4 Qd6 6.Nc3 Be6
7.Qd3 O-O-O 8.e3 Bg4 9.Be2 e5 10.de Ne5 11.Qd6 Bd6 12.Ne5
Be5 13.f3 Be6 14.e4 Nh5 15.g3 Nf6 16.Be3 Kb8 17.Kf2 h5 18.h4
g6 19.Rad1 Rd1 20.Rd1 Nd7 21.Bd4 Bd4+ 22.Rd4 f6 23.Bc4 c5
24.Rd6 Bc4 25.Rd7 a5 26.b3 Ba6 27.Rg7 Rd8 28.Nd5 f5 29.Rg6
fe 30.fe Bd3 31.Nc3 c4 32.Rg5 cb 33.ab Rc8 34.Na4 Be4 35.Rh5
Rf8+ 36.Ke3 Bc6 37.Ra5 Rf3+ 38.Kd2 Rb3 39.Nc3 b5 40.Kc2 Rb4
41.Ral Rc4 42.Kb3 Rg4 43.Rgl Kc7 44.Ne2 Bd5+ 45.Kc3 b4+
46.Kb2 Bc4 47.Nf4 Kc6 48.h5 Kb5 49.h6 Bg8 50.Rg2 Bh7 51.Rgl
Bg8 52.Nd5 Re4 53.Rh1 Re2+ 54.Kc1 Bd5 55.h7 Bh1 56.h8Q Rel+

57.Kd2 Rd1+ Kd1 1-0

This next game is by Fidelity's experimental computer, the same one that won the U.S. Computer Open in Mobile just a few weeks before. It was withdrawn after 6 rounds possibly as a result of a weak performance.

Round: 5
White: Fidelity Chess Challenger X
Black: Sunil Weeramantry 2307
Opening: Modern Defense

1.e4 d6 2.d4 g6 3.Bc4 Bg7 4.Nf3 c6 5.Nc3 b5 6.Nb5 d5 7.Bf4
Na6 8.ed cb 9.Bb5+ Bd7 10.Bd7+ Qd7 11.c4 Rc8 12.Qb3 Nh6
13.Bh6 Bh6 14.Ne5 Qd6 15.Qa4+ Kf8 16.Nc6 Nb4 17.Nb4 Rc4
18.a3 Qb6 19.Qd7 a5 20.Nc6 Bd2+ 21.Kf1 Qb2 22.Qe2+ Kg7
23.Qe5+ f6 24.Qe7+ Kh6 25.Rd1 Rc1 26.Rc1 Qc1+ 27.Ke2 Qc2
28.Qe6 Bf4+ 29.Kf3



29...Re8! 30.Qh3+ Kg7 31.Kf4 Qf2+ 32.Qf3 Qh4+ 33.g4 g5+
34.Kf5 Qh6 0-1

Round: 5
White: Fidelity S-2
Black: Kamran Shirazi 2568
Opening: Vienna Game

1.e4 e5 2.Nc3 Nc6 3.Bc4 Bc5 4.Qg4 Qf6 5.Nd5 Qf2+ 6.Kd1 Nf6
7.Qg7 Nd5 8.Qh8+ Bf8 9.ed Qg2 10.dc



10...d6! 11.cb Bg4+ 12.Kel Qe4+ 13.Kf2 Qf4+ 14.Nf3 Qf3+ 15.Kg1 Rb8 16.Qh7 d5 17.Bb5+ c6 18.Bc6+ Kd8 19.Qh4+ Kc7 20.Qf2 Kc6 21.c3 Bc5 22.d4 ed 23.cd Qd1+ 24.Kg2 Bh3+ 25.Kh3 Rh8+ 26.Kg3 Qg8+ 27.Bg5 Rg5+ 28.Kf4 Qg4+ 29.Ke3 Qd4+ 30.Ke2 Qf2+ 31.Kd3 Qd4+ 32.Kc2 Rg2+ 33.Kcl Qe3+ 34.Kbl Qd3+ 35.Kcl Be3 mate 0-1

Round: 6
White: P. Tamburro 1945
Black: Fidelity S-7
Opening: Sicilian Defense

1.e4 c5 2.b4 cb 3.a3 d5 4.ed Qd5 5.Nf3 e5 6.Bb2 Nc6 7.Bd3 Nf6 8.Qe2 ba 9.Na3 Ba3 10.Ba3 Bg4 11.Bc4 Bf3 12.Bd5 Be2 13.Bc6+ bc 14.Ke2 Nd5 15.Rhbl a5 16.Rb7 Nf4+ 17.Kfl O-O-O 18.Rabl Ne6 19.Be7 Rde8 20.Ra7 Nc7 21.Bc5 f6 22.c4 Re6 23.Rbb7 Ne8 24.Rf7 Kb8 25.Rab7+ Kc8 26.Ba7 Re7 27.Rfe7 Kd8 28.Bc5 Kc8 29.Rf7 Rf8 30.Bf8 e4 31.Bc5 Nc7 32.Rbc7+ Kd8 33.Ra7 Kc8 34.Rf8 mate 1-0

Round: 6
White: Fidelity S-6
Black: David Strauss 2533
Opening: Center Counter Defense

1.e4 d5 2.ed Nf6 3.d4 Nd5 4.c4 Nb6 5.Nf3 g6 6.Nc3 Bg7 7.h3 O-O 8.Be3 Nc6 9.Qd2 e5 10.d5 Ne7 11.g4 f5



12.O-O-O fg 13.Ng5 g3 14.c5 g2 15.Bg2 Nc4 16.Qe2 Ne3 17.Qe3 Nf5 18.Qd2 Bh6 19.Nce4 Nh4 20.Rhgl Bf5 21.Bhl b6 22.d6 c6 23.Qe3 bc 24.Nc5 Qb6 25.Nb3 Qa6 26.Qc3 Qa2 27.Bc6 Rad8 28.Bd5+ Kh8 29.Nc5 Qbl+ 30.Kd2 Nf3+ 31.Bf3 Rd6+ 32.Ke2 Rd1 33.Rdl Qc2+ 34.Qc2 Bc2 35.Rgl Bf5 36.h4 Rb8 37.b3 Rc8 38.Nf7+ Kg7 39.Nd6 Rf8 40.Ral Kh8 41.Ra7 Bf4 42.Nf7+ Kg8 43.Bd5 Kg7 44.Ng5+ 1-0

Round: 6
White: D. Levin 2327
Black: Fidelity S-3
Opening: Slav Defense

1.c4 Nf6 2.Nc3 e6 3.Nf3 d5 4.d4 c6 5.e3 Nbd7 6.Bd3 dc 7.Bc4 b5 8.Bd3 a6 9.e4 c5 10.d5 e5 11.O-O Bd6 12.b3 O-O 13.a4 b4 14.Nbl a5 15.Qe2 Qb6 16.Nbd2 Ba6 17.Nc4 Bc4 18.Bc4 Ng4 19.Nh4 h5 20.h3 Nf6 21.Qf3 Qc7 22.Bg5 g6 23.Bf6 Nf6 24.Qf6 Be7



25.Qg6+! fg 26.d6+ Kg7 27.dc Bh4 28.Be6 Kf6 29.c8Q Rac8 30.Bc8 Rc8 31.g3 Bg5 32.f4 Bh6 33.Rad1 c4 34.bc ef 35.Rd6+ Kf7 36.gf Rc4 37.f5 Be3+ 38.Kg2 gf 39.ef Bf4 40.Rb6 Bc7 41.Rb5 Kf6 42.Re1 Rc2+ 43.Kf3 Rh2 44.Re6+ Kg5 45.f6+ Kg6 46.f7+ Kf7 47.Rc6 Bd8 48.Rb7+ Kf8 49.Rh6 Kg8 50.Rd7 Rh3+ 51.Kg2 Ra3 52.Rd8+ Kg7 53.Ra6 Re3 54.Rd7+ Kf8 55.Ra8+ Re8 56.Re8+ Ke8 57.Rd5 1-0

Round: 7
White: Fidelity S-6
Black: Konstantin Dolgitser 2312
Opening: Sicilian Defense

1.e4 c5 2.Nf3 Nc6 3.Bb5 g6 4.O-O Bg7 5.c3 e5 6.d4 cd 7.cd Nd4 8.Nd4 ed 9.e5 Ne7 10.Qd4 O-O 11.Rdl Re8 12.Bf4 Qc7 13.Qe4 Nc6 14.e6 Re6 15.Qe6 Qf4 16.Qe8+ Bf8 17.Na3 Ne5 18.Bd7 Bd7 19.Qa8 Bc6 20.Rd8 Qg4 21.Rf8+ Kg7 22.Rg8+ Kh6 23.f3 Bf3 24.Qf8+ Kh5 25.Rg6 fg 26.Qf3 Nf3+ 27.Khl Nh4 O-1

Round: 7
White: Fidelity S-7
Black: J. Cholacek 1830
Opening: Queen's Indian Defense

1.d4 Nf6 2.Nf3 e6 3.e3 c5 4.Be2 Nc6 5.O-O b6 6.c4 Bb7 7.Nc3 d5 8.cd ed 9.Ne5 Bd6 10.Bb5 Qc7 11.Qa4 Rc8 12.Qa7 Be5 13.de Ra8 14.Qa8+ Ba8 15.ef Qe5 16.fg Rg8 17.Na4 Kd8 18.Nb6 Qb8 19.Na8 Qb5 20.e4 de 21.Bf4 Nd4 22.Rfd1 Kc8 23.Be5 Qb2 24.Bd4 cd 25.Racl+ Kd8 26.Rbl Qc2 27.Rdcl Qd2 28.Rc7 1-0

Round: 8
White: Fidelity S-5
Black: Adam Lief 2378
Opening: Modern Defense

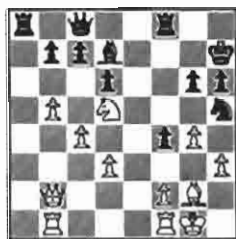
1.e4 g6 2.d4 Bg7 3.Nf3 d6 4.Bc4 c6 5.O-O d5 6.ed cd 7.Bb5+ Bd7 8.Bd7+ Nd7 9.c3 e6 10.Qb3 Qb6 11.Bf4 Ne7 12.Qa3 Nc6 13.Nbd2 Qa6 14.Qa6 ba 15.Bd6 Nb6 16.Re1 Kd7 17.Bc5 Na4 18.Ba3 Rab8 19.Ng5 Nd8 20.Rab1 h6 21.Ngf3 Nc6 22.Re3 Rb7 23.b3 Rhb8 24.Ne5+ Ne5 25.de Nb6 26.Bd6 Rc8 27.Rh3 Ke8 28.Re1 a5 29.a4 Bf8 30.Bf8 Kf8 31.Rle3 Rbc7 32.f4 h5 33.Kf1 d4 34.cd Nd5 35.Ref3 Rcl+ 36.Ke2 R8c2 37.Rf2 Rb2 38.f5 gf 39.Rhf3 Rlc2 40.Kdl Nc3+ 41.Rc3 Rc3 42.Rf3 Rf3 43.gf Ke8 44.f4 Kd7 45.h4 Ra2 46.Ke2 Ral 47.Nf1 Rb1 48.Nd2 Rh1 49.Nf3 Kc6 50.Kd3 Rh3 51.Ke2 Kd5 52.Kf2 Rf3+ 53.Kf3 Kd4 54.Kf2 Ke4 O-1

Round: 8
White: R. Feldstein 2032
Black: Fidelity S-2
Opening: Sicilian Defense

1.Nf3 c5 2.d4 cd 3.c3 dc 4.Nc3 Nc6 5.e4 h5 6.Bg5 Nf6 7.e5 Ng4 8.Qe2 N4e5 9.Ne5 Ne5 10.Qe5 f6 11.Qe4 Qb6 12.Qg6+ Kd8 13.Bcl h4 14.Be2 h3 15.Bh5 hg 16.Qe8+ Kc7 17.Bf4+ e5 18.Nd5+ Kb8 19.Nb6 ghQ+ 20.Ke2 Qc6 21.Rcl ab 22.Rc6 bc 23.Qd8 ef 24.Qb6+ Bb7 25.Qd8+ Ka7 26.Qa5+ Ba6+ 27.Kf3 Rb8 28.Bg6 Rb2 29.Kg2 Bd6 30.Bd3 f3+ 31.Kf1 Rbl+ 32.Qel Bd3+ 33.Kgl Rel mate O-1

Round: 9
White: A. Pincus 1943
Black: Fidelity S-3
Opening: English

1.c4 e5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 d6 6.Nf3 Nf6 7.O-O O-O 8.Rbl a5 9.a3 Bg4 10.h3 Bd7 11.b4 ab 12.ab Qc8 13.Kh2 Nh5 14.Nd5 Re8 15.b5 Ne7 16.Ne7+ Re7 17.Qb3 e4 18.Ng5 ed 19.ed h6 20.Ne4 Kh7 21.Bb2 f5 22.Nc3 f4 23.Nd5 Rf7 24.Bg7 Kg7 25.Qb2+ Kh7 26.g4



26...f3 27.gh fg 28.Nf6+ Rf6 29.Qf6 gfN+ 30.Rf1 Qf8 31.hg+ Kg8 32.Qh4 Ra3 33.g7 Kg7 34.Rel Bf5 35.Re7+ Kg8 36.c5 Rd3 37.f3 Rd2+ 38.Kgl Kh8 39.Kf1 dc 40.b6 cb 41.Rb7 Bc8 42.Rf7 Ba6+ 43.Ke1 Re2 + O-1

Round: 10
White: J. Luchan 1936
Black: Fidelity S-1
Opening: Ruy Lopez

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.c3 f5 5.d4 fe 6.Bc6 dc 7.Nfd2 Bd6 8.Ne4 Nf6 9.Bg5 Be6 10.dc Be5 11.Qd8+ Rd8 12.Nf6+ Bf6 13.Be3 a6 14.Nd2 O-O 15.O-O b6 16.f4 Rfe8 17.Kf2 Bf5 18.Nf3 c5 19.Rad1 Be6 20.Rd8 Bd8 21.a3 Bf6 22.Rgl h5 23.h3 Kh7 24.g4 hg 25.hg g6 26.Bd2 Bd7 27.Kg3 Kg7 28.Rel Rel 29.Nel Kf7 30.Ng2 Bc6 31.Ne3 Be4 32.Kf2 Ke6 33.Nfl c4 34.Nh2 c5 35.Nf3 a5 36.Ke3 Bc6 37.Be1 Ba4 38.Bh4 Bh4 39.Nh4 Bc2 40.Nf3 b5 41.Ng5+ Kd5 42.Nf3 a4 43.Nh4 Bd3 44.f5 gf 45.g5 Be4 46.Kf4 Ke6 47.g6 Kf6 48.g7 Bd5 49.Nf5 Bf7 50.Nd6 Kg7 51.Nf7 Kf7 52.Ke5 Ke7 53.Kd5 b4 54.Kc5 bc 55.bc Kd7 56.Kc4 1-O in 62 moves.

Round: 11
White: P. Song 2053
Black: Fidelity S-3
Opening: Ruy Lopez

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Ne4 6.d4 b5 7.Bb3 d5 8.Rel Nd4 9.Nd4 ed 10.f3 Bb4 11.c3 dc 12.bc Bc5+ 13.Kh1 Bf2 14.Re2 c6 15.Ba3 Bg4 16.fg h5 17.Re4+ de 18.Qe2 e3 19.Nd2 Qd2 20.Qf3 O-O-O



21.Qc6+ Kb8 22.Qb6+ Kc8 23.Qa6+ Kc7 24.Qa7+ Kc8 25.Qc5+ Kb7 26.Qb5+ Kc7 27.Qc5+ Kb8 28.Qb6+ Kc8 29.Qc6+ Kb8 30.Bd5 Qb2 31.Bb2 Rd5 32.Ba3 Rb5 33.Bd6+ Ka7 34.Qb5 1-O

CONDUCT IN COMPUTER VS. COMPUTER TOURNAMENTS

(From "Computer Chess & Games" magazine)

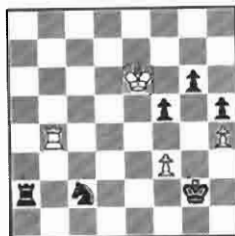
by Grandmaster Frederic Friedel

translated by George Rottmann

At the annual toy exhibition in Nurnberg, the American computer chess producer, Fidelity Electronics, announced that it would not participate for the first time in many years. Apparently the firm is in a crisis. In the past year, Fidelity has been talked about because of its spectacular successes. At the first U.S. Open Chess Championship for Computers in Mobile Alabama, the Fidelity program Elite XC won with 5.5 points out of 6 games. The result went as a sensation through the press, especially since the second place went to a special machine 20 times as fast called BEBE, which was outdistanced by a full point. Bebe, on the other hand, beat the former World Champion, Belle, which made only fifth place with 3.5 points.

Of course, one was in suspense to see the appearance of Fidelity's new super machine at the micro computer championship in Amsterdam, but Fidelity did not show up. To the magazine Computer Schach und Spiele (CSS), company chief Sidney Samole told the reason: "We have participated in so many tournaments and always won. In Mobile we became the U.S. champion of micros and mainframes, and left Novag, Mephisto, and SciSys completely without chances. Why should we participate in another micro tournament? We are not interested in the title of micro computer world champion." It may be that such a distinguished reservation would have been accepted in the past. In 1984 it was the firm Novag, who, that after excellent tournament results, kept away from the world championship in Glasgow. In spite of this, the Super Constellation became the chess computer of the year. However, Fidelity can not rest on the laurels of Mobile too long, especially since now some doubts have arisen regarding the value of the tournament result. In the last two editions of the ICCA Journal (that is the official periodical of the World Computer Chess Federation) the course of the tournament was taken under close scrutiny.

There occurred in the second round one of those memorable moments of which chess computer producers used to dream about at night. In the game Fidelity Elite XC - Mephisto Exclusive S, there was the following position on the board after Black's 59th move:



Perhaps you guess, without too much imagination, of a win for Black. The real computer chess expert knows, however, that in the above position there is nothing decided yet. In fact, Mephisto had to examine carefully, after the White King had moved, its next move, which for us humans might have been the obvious one-- Nxb4. Such matters should be secured with hundreds of thousands of positions examined, even though the first time limit is passed, and only one move remains before the second time control!

Now, one can not blame Fidelity for the defect in the German machine, even though the overall victory is put in perspective. In the next round, however, there occurred a hefty scandal, Here two Fidelity machines were pitted against each other, and delivered the following contest:

Fidelity Avant Garde—Fidelity Elite XC

1.c4 e5 2.Nc3 Nc6 3.Nf3 Nf6 4.d4 e4 5.Nd2 Nd4 6.N2e4 Ne4 7.Qd4 Nc3 8.Qc3 d5 9.e3 Be6 10.Qb3 Qd6 11.Qb7 Qb4+ 12.Qb4 Bb4+ 13.Bd2 Bd2+ 14.Kd2 dc 15.Kc3 Rb8 16.Rb1 Bf5 17.e4 Be6 18.Bc4 Ke7 19.e5 Rhd8 20.b3 Bf5 21.Rbd1 f6 22.Rd8 Rd8 23.Rel g5 24.Re3 Bc8 25.g3 g4 26.Be2 Rf8 27.ef+ Kf6 28.f4 gf 29.Rf3+ Ke7 30.Rf8 Kf8 31.Kd4 Kg7 32.Ke5 Bb7 33.g4 a5 34.Bd3 Bf3 35.g5 Bh5 36.h4 Bg6 Resigns.

You will say, well that's O.K., but then guess who resigned? White of course. According to the testimony of Novag author Dave Kittinger in the ICCA report, Sid Samole had bet on an overall victory of Elite XC, (who actually was the eventual tournament victor) and determined the outcome of the game. Kittinger: "That has nothing to do with chess anymore; if one gives up a totally won position. That is crude manipulation." The Fidelity boss supposedly admitted everything. Samole, according to Kittinger: "It is not against the rules; therefore, it's allowable." Even though there was a lot of indignation in the tournament room, nobody protested, because "businessmen can usually prove that everything they do is legal."

In the last issue of the ICCA Journal, Samole responded to the reproaches of Kittinger: "The Avant Garde exceeded the time limit in the game in question because of the overloading of the servicing personnel, with four participating Fidelity machines. (Kittinger: "There were six persons who serviced four machines.") Besides, both computers had the same points before their game, so it would be unlikely to favor one. Furthermore, Kittinger's statement that I (Samole) had admitted to have resigned purposely, was simply untrue." It is possible that this conflict may have an epilogue in the courts of the U.S.A.

In addition, the influential U.S. Chess computer distributor, I.C.D. Corp., has broken with Fidelity and advertises its full page ads only with SciSys, Mephisto, and Novag. In spite of this, Samole pretends optimism: "I estimate that we have now over 85% of the U.S. market." This the competition disputes resolutely. And a check through the popular chess magazines seems to confirm this. Where a half a year ago Fidelity ad pages dominated, there is now a clear

preponderance of SciSys, Mephisto, and Novag ads.

In this country [Germany] Fidelity is without doubt in a crisis. The German affiliate in Munich went bankrupt last year. The hitherto manager, Peter Reckwitz opened his own firm and began to build and distribute his own machines under the name of Granit. The American producer left for a while the distribution of its machines to the firm TURK & TURK in Cologne, but the newcomer, apparently could not familiarize himself quickly enough with the subject matter, and after a short notice, the cooperation was terminated. Shortly after came a brand new report. Fidelity Electronics has set up a new general representation for Germany and Austria. The address is: Fidelity Germany, Mrs. Bianca Larsson, P.O. Box 400 863,8000, Munich 40. No secret that between the new representation and the Hobby Computer Center (manager Ossi Weiner), there exists a close relationship. It is in fact a partnership that at this time shares the premises.

For Fidelity fans this is good news, Weiner is a well known professional in the field of chess computers, and immediately proved his excellent business sense: The price of the Fidelity Excellence was immediately lowered to 398 Deutsch Marks (DM), a fighting price which will breathe new life into this machine. In addition the price of the top machine will probably be lowered by 500 DM (from a current 2500 DM).

A ray of light, which however was somewhat clouded by another report. Fidelity will not participate at the Computer Chess World Championship, taking place in Cologne from June 11 to 15, 1986. Just at this tournament, company chief Samole wanted to prove how good his programs were. In the above quoted CSS interview, he had further announced: "We have made it our goal-- we want to win the Computer Chess World Championship this year. I have told Dan and Kathe (my computer programmers) Spracklen; we are U.S. Champions, let us now become world champion."

In all fairness one must mention that Novag and SciSys will also not participate in the world championship. But of course they did not awaken false expectations through such announcements.

REVIEWS by IM Larry Kaufman

NOVAG

If you like fast games, think Novag. While other companies aim primarily for strength in slow games, Dave Kittinger of Novag has concentrated on speed chess. By evaluating many features of the position at the beginning of each search rather than at the final nodes, he speeds up the search and also allows for much more chess knowledge to be used. The drawback is that positional factors arising after the first ply may be overlooked. Consequently, in general, the longer the time limit, the less favorable for Novag. Other Novag trademarks are a more human-like playing style than most of their competitors, and a propensity for speculative sacrifices. In my opinion, these two features tend to hurt Novag's performance against other chess computers, while helping its performance against people, especially at speed chess. Results seem to bear this out.

Novag's top model now is the Constellation Expert, whose program is a significantly modified version of the Super Constellation. How much of an improvement it is is quite controversial. One Dutch tester claims that the Super Constellation is actually stronger, and my own computer vs. computer tests show them as virtually equal (at same MHz). On the other hand, Swedish tests indicate that the Expert is nearly a hundred points stronger, while results against humans in Canada indicate a difference approaching an incredible 300 points!! My own games against the machines and some results by Kittinger against humans show the Expert to be just slightly stronger.

How can we explain such huge discrepancies? I think the answer is that the Super Constellation has improved since it first came out. While the program has not changed, and neither Kittinger nor Novag will acknowledge any change, there is substantial evidence that a change in the hardware has brought about a marked improvement. Both the Canadian Chess Federation personnel and Fidelity employees have told me that some older Super Constellations simply do not play the same moves as new ones, though the reason is unclear. Various tests on older machines show the Super Constellation losing matches to Turbostars and Excellences, while the present version seems clearly superior to them. One recent test by a purchaser showed the Super Connie beating the Excellence (both 4 MHz) by 17.5 to 12.5 at tournament level, although massive testing in Sweden shows the Super Connie 4 MHz losing even to the Excellence 3 MHz! So I am convinced that all the poor results are on the older units, and the Super Connie is actually a very strong machine now, with the Expert just slightly stronger still. Although the Expert has not done unusually well against computers, its fine results against humans (Canadian rating 2183, a plus score in my

NOVAG INDUSTRIES LTD.



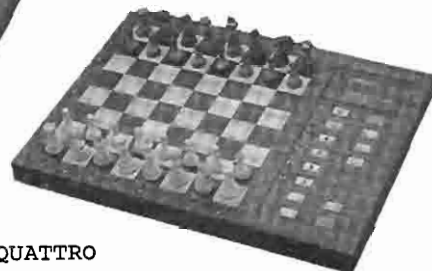
NOVAG SUPERCONSTELLATION B / 5.0



NOVAG EXPERT 4.0 / 5.0 / 6.0



NOVAG FORTE



NOVAG QUATTRO

simuls, 2424 speed chess performance, the latter two at 6 MHz) justify my rating it as the strongest machine at 5 MHz, and even stronger at 6 MHz, especially at speed chess. Its opening book is varied, deep, and, in general, first-rate, but its endgame is rather poor. Its 20 game buffer to prevent repeat games is a nice feature, but it lacks the programmable opening book of the Super Connie, a feature which, if used properly, effectively raises the strength of the Super Connie by a good deal. For most serious players, I rate the Super Constellation 5 MHz and the Expert 5 MHz as the best bets in their price categories, although I do not recommend Novag machines for analysis, as the evaluation function is quite artificial, and so for overnight analysis both Fidelity and SciSys machines are better bets.

Novag has two new models due out shortly. The Quattro is the low-price one, with an improved version of the old Constellation program at 4 MHz. My tests on a prototype indicate mid-1900's level; it is clearly not as strong as the Super Constellation, with its much larger program. The difference may be largely due to the Quattro's minuscule opening book, which provides variety, but very little depth. Unlike the larger Novag programs, the Quattro seems to perform better in slow games than in fast ones. If the Quattro had a strong opening book library, I believe a 5 MHz version would be competitive with the Par Excellence, but not as it is now. Its best feature is the ease of play, the pressure sensitivity being almost like a magnet sensory board. But with an indicated price near the Turbostar and Par Excellence, which are clearly stronger with more features, it seems overpriced.

Much more exciting is the Forte. The program is the Expert program with some changes. Kittinger has removed some of the search extensions because he has concluded that they waste more time than is warranted. He has added some tactical motifs, and feels that the Forte is his best program. While the Forte plays identically to the Expert in most positions, as its pre-processor heuristics appear to be unchanged, my tests do confirm that the changes in its tactics have made it stronger, by perhaps 20-40 points at the same speed (MHz). My computer vs. computer tests at the 15 seconds/move level, rate it as the #3 ranked machine overall (behind Mephisto Amsterdam and the MM III), and by analogy to the Expert, I believe this would also apply to slower games. My subjective judgment is even better; against humans I rate it as #2, though I have not had enough time with it to be sure. Running at 5 MHz on the same board as the Quattro, a very attractive one, it should be the strongest pressure-sensitive, hence moderately priced, unit on the market. It has the programmable opening book like the Super Connie, and an LCD display that can show two clocks, evaluations, search depth, etc. Unless you demand a large board, the Forte looks to be the best buy on the market for the serious tournament player. Its combination of strength, features, and price is superb.



MEPHISTO MUNICH "S" / MUNICH REBEL (MM III)

MEPHISTO MODULAR "S"
MODULAR REBEL (MM III)MEPHISTO EXCLUSIVE "S"
EXCLUSIVE REBEL (MM III)

MEPHISTO MOBIL REBEL (MM III)

MEPHISTO

Unlike its rivals, Mephisto does not rely on one programmer, and its various programs are in general unrelated. What they have in common is that they are available as modules for the various Mephisto boards, and all display the move, time, position evaluation, depth search, etc.

The MM II program, said to be identical to the "Conchess Plymate" sold only in Europe, is a powerful tactical analyzer. Its drawback is an apparent lack of real chess knowledge found in other machines. Although it performs reasonably well against other strong programs, especially at faster time limits, its non-human like style might make it an unimpressive opponent for strong human players, which might account for the lack of any reported tournament tests with people. Except for blitz chess and problem-solving, I do not recommend it.

The Mobil MM II program was briefly the strongest available for a hand held unit. Weak at speed chess, probably because of its selective search program, it appears to be in the low expert range at tournament level, though data is very sparse. No other company even comes close in the hand-held category.

Mephisto's newest line is the MM III, featuring the "Rebel" program running at 5 MHz in both table top and hand held models. It pretty much renders both the MM II and Mobil II programs obsolete. Like the Mobil, it employs a selective search program, but is much better at fast chess. It has more chess knowledge than the MM II, and hence a more human-like style, but it does not compare to the Amsterdam "S" or the Novag machines in this respect. The prototype I tested had a rather shallow and anemic opening book, but Mephisto promises that the commercial version will have a better opening book. Its record against its rivals warrants the conclusion that it is the strongest 8 bit program in the world, especially at moderately fast time limits.

In 24 games against its five leading rivals (8 games vs. Avant Garde, 4 each vs. Par Excellence, Expert, Super Constellation, and the Turbostar 540, all at 5 MHz) at the 30 second per move level, it scored over 70% (14 wins, 4 losses, and 6 draws), but at the 2 minute level, it scored only 50% in my test. It has a respectable 8 out of 22 against the 16 bit "S", and with a decent opening book, it should do even better.

A souped-up version of the MM III nearly won this year's World Computer Chess Championship in Cologne, defeating two "Super Computers". It has yet to score against me in six simul games, but it is the only machine besides the "S" to beat me at pawn odds at 30 seconds per move. Against human players it has done very well at fast games, but not so well in a few tournament level games; the opening book may be the culprit. The program strength is tactics. It often looks much further ahead than full-width programs. Its weaknesses are the endgame and occasional blunders. Its

Continued on Page 74 -

CHESS COMPUTERS COMPARATIVE CHART

| CHESS COMPUTERS COMPARATIVE CHART | SCISYS TURBOSTAR | | | | | | | | | | | | | | | | CXG ADVANCED STAR CHESS | |
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| | FIDELITY AVANT GARDE 2100 | | | | | | | | | | | | | | | | SCISYS EXPRESS 16K | |
| | FIDELITY PAR EXCELLENCE | | | | | | | | | | | | | | | | SCISYS EXPRESS 3/4 | |
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| | MEPHISTO | | | | | | | | | | | | | | | | | |

* Subjective Estimate.

** Time for each move (both sides); Total game time (both sides).

*** In months. Extended warranties available from selected dealers.

evaluation function seems to emphasize static features (eg. pawn structure), and contrast to the Amsterdam "S" and Fidelity machines which stress activity. My conclusion is that if you do not demand a first-rate opening book, and want a machine that can play a strong fast game--this is it. The hand held model is absolutely without a rival.

The "S" or Amsterdam program is so unique, powerful, and expensive, that it will be given a separate review--to group it with other programs would be an insult!

MEPHISTO "S" (AMSTERDAM)

If price is no object, then this is the only program worth considering for a strong player. Also known as the Munich "S", Exclusive "S", or Modular "S" depending on the board, it won the '85 World Championship, taking 1st, 2nd, and 3rd by wide margins. It has an established USCF rating, earned solely against human opponents, of 2229; it has won every match and tournament against other computers that I have either conducted or heard about. It has even defeated its rivals giving large time handicaps, for example 5 1/2 - 2 1/2 over the Par Excellence at odds of 3 minutes per move to 1 minute; 5-1 over the Par at odds of 15 seconds per move to 6 seconds; and 5-3 over the Avant Garde at odds of 30 seconds/move to 15 seconds. In 5 minute chess it is totally awesome; in the Pompano Florida weekly rapids it scored 16 1/2 - 1 1/2 against a field averaging 2270 (!) for a performance rating of 2695 by the USCF expectancy table. It has played some remarkably good games, and even some fine endgames. It defends bad positions so well that in a four game match against the Par Excellence with the Amsterdam giving odds of pawn (KBP) and move, at 2 minute, 1 minute, 30 second, and 15 second levels, the Amsterdam drew the 1 minute game and won the other 3! Although originally the "S" had a poorly designed clock, this has been corrected in the version now sold.

Now the bad news. The program exhibits a certain blindness to the danger of enemy passed pawns; this weakness accounts for a sizable percentage of the machine's losses, and is the main reason that most observers, myself included, are reluctant to call the "S" a master. Its rating, like that of the Par, is suspect due to the relative weakness of the opposition. In closed positions it often has no idea what to do, and may lose pathetically. Accordingly, sometimes it losses to 2000 rated players, even in fast games. Unlike the Par Excellence, its opening book was not designed to avoid closed positions; it often plays the Winawer variation in the French Defense, a silly choice for a computer. It has a rather passive style, though it will sometimes sacrifice material on purely positional grounds. In my opinion, it is a bit too generous in this regard; I have observed several unsound piece sacrifices, usually for two pawns and nebulous positional advantages. In favorable

positions it occasionally adopts a waiting policy, and only does something active after many moves. The "S" probably has the highest percentage of 100+ move games of any player, human or computer, especially when playing itself.

What accounts for the Amsterdam's vast superiority? True, the program runs on a more expensive, faster microprocessor--the Motorola 68000, than all the others, although its speed advantage is less than the 12 MHz speed seems to imply, as speeds on different chips are not comparable. The real advantage seems to be that it has a far more sophisticated evaluation function than the others, which probably relates to the 64K program size. While other programs' evaluations are mostly too crude to justify weighting anything but material very heavily, the "S" really attempts to play positional chess, at times even in preference to material considerations. While the evaluations are not always reasonable, they are usually good enough to avoid the frequent positional blunders that characterize most programs. Since most contemporary programs are already superior in tactics to most human experts, the key to beating those experts is to avoid getting positionally lost games. The "S" does this better than any of the others, and with a more suitable opening book, and the endgame improved it would be a solid master.

The high price of the "S" relates primarily to the cost of developing all new software for the 68000 chip. It was apparently so costly that no other chess computer manufacturer has switched to the 68000 despite its superiority. Until they do, the "S" may remain in a class by itself.

FIDELITY

Unlike other companies which have totally different programs in their high and low priced units, all the Fidelity machines of the past couple years use the "Glasgow" program with modest modifications. So naturally this means that Fidelity tends to look best in the low-priced category. The most significant difference among Fidelity models is simply processor speed, and of course features.

The Avant Garde program differs from the others primarily in that it extends its search further for checks. It is thus much better at mating problems, but in practical play this extension often wastes precious time. I believe it is superior to the Excellence program primarily because of improved positional evaluations, and of course because of its 5 MHz speed. Also, it allocates its time in a sophisticated manner as did the Elite A/S C and the Elegance, a feature that was dropped in the Excellence for cost reasons. It is the only current program with a known major bug (see below), which Fidelity corrected after I showed it to them. If you buy an Avant Garde, be sure the bug has been fixed; it wastes significant time and causes occasional blunders. The clock and other features are nice,



AVANT GARDE / AVANT GARDE 2100



PAR EXCELLENCE



EXCELLENCE 3.0 / 4.0

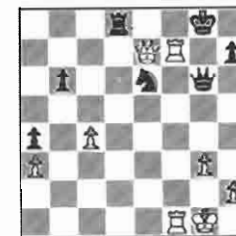
but I feel that in today's market it is a bit overpriced. Its opening book is effective but quite small; supplementing it by a CB9 or CB16 module will provide variety but will not help its strength. It recognizes more opening transpositions than the Par but still overlooks some basic ones. I rate it at 2040.

The Avante Garde and Par Excellence Bugs

Although all chess computers make blunders from time to time, they are not usually the result of bugs but are manifestations of the horizon effect. Occasionally blunders are the result of program bugs. The most common is a failure to recognize 3 time repetition of position in certain circumstances, which can cause a won position to be drawn. The Novag Quattro and the Mephisto MM III are particularly prone to this error. The Novag Expert once blundered its queen because it mistakenly thought it was repeating the position. This may not be a true bug, because to insure against such errors wastes much memory space, which has more valuable uses than to prevent very rare mistakes. The Super Constellation seems to have a more serious problem, sometimes making blunders which it will not make again on the take-back. This may relate to its automatic randomizer, but I think a true bug is involved.

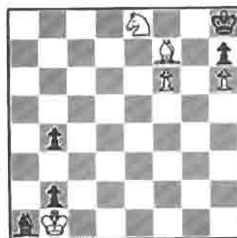
The Avant Garde has several bugs that need to be examined. First there are several bugs in the opening book. As white, after 1.c4 Nf6, it will play 2.g4?? 50% of the time, and after 2...Nxc4 it always replies instantly with 3.a4? In a normal Queen's Gambit declined position, it sometimes moves 6.Nh4? instead of developing (the black queen bishop is at home, so the move is ridiculous). All of these moves are clearly the computer equivalent of typographical errors. My guess is that since the Avant Garde was not submitted for a rating, Fidelity did not bother to "proofread" the opening book.

Next is the most severe bug I have ever encountered in the Avant Garde. In the following winning position (diagram), the Avant Garde as white announced mate in two by QxR+, overlooking NxQ, playing the only other legal move, Nf8. Further investigation showed that changing the level or the position of the irrelevant pawns did not alter its behavior. Fidelity fixed this bug after I showed it to them, and I found that the program then searched about 5% faster--apparently the bug caused considerable waste of time. Sid Samole, Fidelity's president, told me that it is primarily the relative number of bugs that makes one program better than another. I wonder how many other bugs there are in other programs waiting to be found. Only time and testing will tell. The Par Excellence is a hybrid. It is physically an Excellence



running at 5 MHz, with the Avant Garde's improved positional evaluations and sophisticated time allocation. It has a very deep, tricky opening book that only plays lines ideally suited for a chess computer. It plays only two defenses to 1 e4, namely the Classical and Archangel variations of the Ruy Lopez, both obscure, tactical, and dubious. As white it never plays Queen's Gambit, Ruy Lopez, open Sicilians or other major openings. Its selectable openings feature is not so much a bonus as a necessity; left to its own devices the machine has such a narrow opening repertoire that an owner would quickly become bored with it. If you select an opening that it does not play on its own it will be out of book very early. The basic program is so similar to the Avant Garde that they rarely make a different move at the same level. The Avant Garde's extensions for checks and captures make it a stronger program for speed chess, but it is not clear whether they do more good than harm at tournament level. The tricky opening book accounts for its 2075 performance in the ratings test: if forced to play normal openings it would rate slightly below the Avant Garde. While I approve of the idea of having computers play only lines that suit them, I find the extreme lack of variety to be objectionable. Still, the price is right, and it is clearly the best buy of the Fidelity line. It recognizes opening transpositions only on the first move out of book. The same program and book are now being offered in an Avant Garde housing as the "Avant Garde 2100", and it seems to me that the choice between the two is primarily a choice of opening book, although speed players will prefer the older Avant Garde. Although I can beat the Par at knight odds at the 30 second level, it plays much better at the 3 minute level.

Recently, a major bug was also discovered in the Par Excellence program. The bug occurs when setting up positions while in the mate solving mode. The following position is an example of a related number of mate problems which the Par Excellence fails to solve because it changes the identity of individual pieces and/or erases them from the board!



White Mates in 5

The solution goes: 1.Ba2 b3 2.f7 ba+ 3.Ka2 b1Q+ 4.Kb1 Bg7 5.hg mate. The Par Excellence can not solve this problem

while in the mate solving mode. In addition to this failure, the position cannot be salvaged and the machine must be restarted.

In the under \$100 category, the Excellence 3 MHz is clearly the strongest program, although the CXG "Advanced Star Chess" has it beat on features. The 4 MHz Excellence is nearly identical to the Elite A/S-C and Elegance in its play and hence should be rated around 1990. But this applies only to the 3 minute level; at faster speeds, say 30 seconds/move, the Excellence makes many blunders--I can even defeat the 3 MHz version at rook odds at that level. The Fidelity philosophy is to program for 3 minutes/move, so be sure that's what you want before buying Fidelity.

All the Fidelity programs are conventional full-width, all are relatively stronger at slow time limits, and are well-rounded, i.e. no glaring weaknesses. In tournament level simulms they have scored 2 out of 10 from me. Endgames are above average. Style of play is less human-like than SciSys, Novag, or Amsterdam, but more so than the MM II, in my opinion. All are good for analysis, but poor at fast games. I have experienced frequent mechanical problems with many of my Fidelity machines.

SCISYS

The only new development since last year's Turbostar is the Kasparov module, which gives the Turbostar a large and powerful opening book of over 36,000 positions--the most extensive opening library on the market. Its opening play is quite varied, which increases its effective power against a regular opponent, but would be of little benefit in a tournament or rating test. The module also enables the Turbostar to recognize opening transpositions--a valuable feature. Finally, the module triggers a randomizer that operates in post-book opening positions in cases where two moves are judged to be of nearly equal value. This may actually hurt it minutely against unfamiliar opponents, but is of course desirable to the regular user.

The Turbostar + Kasparov module (440) is now being sold at 5.53 MHz as the Turbostar 540+. The extra speed is probably worth more than with Novag machines, because the Turbo is rather poor at speed chess. As long as you give it at least half a minute per move on average, it will play a pretty good game. As the Turbostar 440 has a published rating of 2038, the 540+ may be rated at 2085 against humans by the standard speed adjustment formula, although its rating against other computers is somewhat lower.

In my own simul games, the Turbo scored just 2 1/2 out of 7, but it notched two simul wins from Grandmaster Sosonko of Holland! Although it is rather poor in the endgame, all in all it is clear that it is the main rival for Fidelity's Par Excellence in the under \$200 category. The two units, are of about equal strength, but the Turbostar has an infinitely greater opening variety which should make it a

SCISYS COMPUTER INCORPORATED



TURBOSTAR 432 / 540 / 540+ / 640 / 740



LEONARDO



EXPRESS 16K

infinitely greater opening variety which should make it a tougher opponent for the regular user.

One peculiarity of the Turbostar is its choice of "A" and "B" levels. The "B" levels consider elapsed time on previous moves in deciding how long to think, while the "A" levels treat each move as an isolated event. I found that at 30 second speed chess, the "B" levels played better, but at 40/2 it is claimed by some that the "A" levels are stronger. Programmer IM Julio Kaplan knows of no reason why either "A" or "B" should be superior. I think the "A" levels are weaker because the time saved by thinking on the opponent's time goes to waste. By the way, when using the 540+, be sure to set the "B" time limits for 25% to 38% longer than you really want, as the time limits have not been re-programmed for the faster speed.

According to Kaplan, the Turbostar differs from most others in that it spends more time evaluating each node, looking at less total lines. It has been called a "wise selective" search implying that it is intermediate in nature between the full width used by Fidelity and Novag, and the selective search which is a Mephisto specialty.

One flaw I have noticed with most programs but especially the Turbostar, is a tendency to trade bishops for knights without just cause. I feel that judging bishop/knight trades is one of the most crucial positional decisions in chess and much more attention should be directed to it.

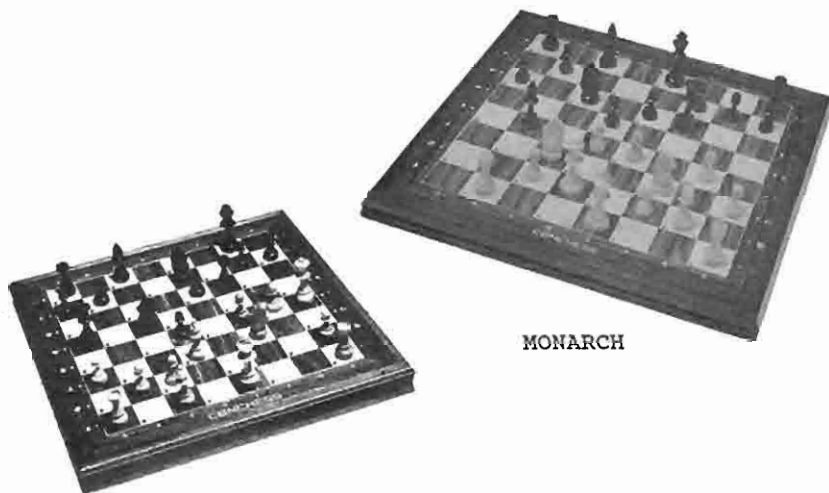
SciSys has announced their intention of developing an even faster version of the Turbostar, perhaps at 6 and/or 7 MHz. It would be named the Turbostar 640 and 740. They would be considerably faster than the 5.53 MHz now sold. The increase in strength should be between 11 and 34 points respectively by my table. In view of the Turbostar's weakness at speed chess, these figures may even be conservative.

Also expected soon is the all wood unit called the "Leonardo". It is modular, and it is especially suitable for use in conjunction with a personal computer. Although the basic unit will contain only a cheap program in the low class "A" range, the Turbostar program will be offered as a module. Other modules are planned, but details are not yet available.

CONCHESS

Although the original Conchess company went bankrupt, its stock of machines lives on, being sold by a different company with programs identical to those being used by Mephisto under the names "Blitz" and "MM II". The "Conchess" machines carry the "Blitz" program, which as the name implies is intended primarily for speed chess. The "Conchess Plymate" line carries the MM II program, for which see the Mephisto review. Although the Conchess machines are offered at a hopelessly non-competitive 2 MHz, upgrades to 4 and 6 MHz are available, and the 6 MHz Plymate is among the strongest of the micros. In general, though, the Conchess

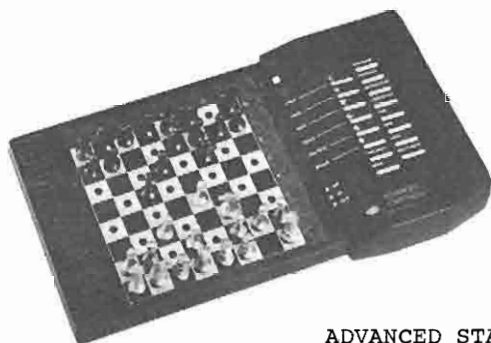
CONCHESS



AMBASSADOR

MONARCH

CXG SYSTEMS S.A.



ADVANCED STAR CHES

machines do not seem to be competitively priced in the U.S. at this time, despite moderate popularity in Europe. I have heard that an 8 MHz version may be offered, which would probably be the strongest machine on the market after the Amsterdam, but it is not available yet, at least in the U.S., and I fear the price may be exorbitant. Because the Conchess machines have the same programs as the Mephisto machines tested, I did not do any separate testing on them. The "Ambassador" and the "Monarch" models are thought to be versions of the Plymate/MM II program, but this has not been verified.

CXG

The CXG company has chosen to emphasize features rather than playing strength in their models. They are the only manufacturer to offer a choice of playing styles (there really is a difference), and the only one to display time information (coded) in a cheap model. The same program and features are offered in a table top model called "Advanced Star Chess".

Because it runs on an inferior, outdated microprocessor, it is somewhat weaker than the current 6502 based models, around mid-1800's, although CXG claims 2100! So I would not recommend the table top model to anyone over 1600, although weaker players might enjoy the many features. The hand-held model though is the strongest available except for the far more expensive Mephisto Mobil. It is considerably stronger than its main rival, the SciSys Express 16K, although the latter is much more attractive and a bit cheaper.

CXG also markets a Chinese Chess Computer, but its play is mediocre at best, and not upgradeable. It is not very competitive against experienced human players, but it offers several interesting features, and can be fun to play. Those interested in Chinese Chess should purchase the Novag model, which actually plays a decent game, perhaps class C in chess terms.

RATING THE COMMERCIAL CHESS COMPUTERS

During the past few months I have conducted a massive research project directed at rating the various models. I have played hundreds of games between them at a wide range of time limits, have entered several of them in the Pompano Florida weekly rapid, and have played many games against them myself, usually six at a time. I have also surveyed the literature of all reported rating tests, either against humans or among machines. In general, the results of these various rating methods agree fairly well, although there are some interesting anomalies, which I will attempt to explain.

One conclusion I have reached in common with others in the field is that the current top programs are sufficiently competitive that the speed at which they run is more significant than anything else in determining strength. Thus, a 6 MHz program will generally beat a 5, unless the 5 is a clearly superior program. Note, however, that speeds can only be compared if two programs use the same processor, normally the 6502 in today's market. Older or cheaper programs written on inferior processors are invariably weaker, even at 12 MHz, while the Mephisto Amsterdam is markedly superior due in part to the superiority of the expensive 68000 processor.

One problem with computer ratings is the effect of the opening book. A computer will get an artificially high rating if it manages to outbook its opponents, whether human or machine, in sharp variations. This can only be achieved by playing dubious, obscure lines. Most manufacturers are reluctant to adopt this course because the regular user will become bored with the machine once he learns the way to handle the lines, but it is the best way to get a high rating against unprepared opponents. Because Fidelity built the Par Excellence with the USCF rating process in mind, this approach was used, very successfully. Note that the Par is rated 32 points above the Avant Garde on my list, although the two programs are so similar that they sometimes will play an entire game identically, given the same opening. Since the Avant Garde plays sounder openings, it should be the tougher opponent for the regular user, despite the Par's higher rating. As all the other computers besides the Par play reasonably sound openings, I feel that their ratings against each other are valid.

Almost all owners of chess computers report that ratings these machines have earned in competition seem too high. There are several reasons for this. Some computers have inflated ratings due to playing moderately inferior opposition, against whom they may score higher than would a human of the computer's strength, due to their fixed level of play. More importantly, the owner soon learns the machine's weaknesses and its openings. Finally, I suspect most owners prefer to play their machines at intermediate levels, perhaps 30 seconds a move, rather than 3 minutes per move used in rating tests. Even assuming the human matches

the computer's speed, which is probably not the norm, the computer's play suffers much more than the human's from this 6 fold speed-up. At 3 minutes per move, the human mind, and often the body as well, are apt to wander, and mental fatigue may play a role. For these reasons, and because one should get a computer that will win most of the time and play faster than the user, I recommend that, if possible, one should buy a machine rated at least 300 points above oneself. Since many thousands of players are over 1800 strength, the notion that there is little commercial incentive to improve today's machines past the 2100 level is quite wrong.

Because I feel that many users want to play fairly quick games, I have set 30 seconds per move as the minimum ratable time limit for my computer-computer tests. I have pooled 30 second, 1, 2, and 3 minute results to obtain my ratings. While this would be grossly unfair for computer-human contests, I believe that there is little difference among the computers in the effects of varying time limits above 30 seconds, and what differences there are should average out. The ratings are calibrated against the few machines that have earned ratings against humans at 3 minute, so if you play faster games, make allowance for that.

How valid are computer-computer results for predicting performance against humans? It appears, as my predecessor Dr. Irazoqui maintained, that they do overstate the superiority of the best programs, but I believe that a 25% adjustment is adequate, rather than 50% as he advocated, and I have incorporated the former figure into my ratings. Also, since the standard linear performance rating formula is mathematically unsound and can be quite misleading at times, I have used a formula I developed which is totally consistent with the formula used for established ratings. This formula has been recommended to the USCF Policy Board by the ratings committee and may well become the official formula by the time you read this. With these corrections, I believe the ratings are quite realistic for the commercial machines, though they would probably be misleading if applied to mainframe computers.

Before giving my own results, let's look at results achieved in actual tournaments with humans. The Novag Super Constellation was officially rated at 2018 by USCF, and after a large number of additional games is maintaining that rating. The Turbostar Kasparov (440) has an established rating of 2038, which implies a 2070 rating for the Turbostar 540, or 2085 for the 540+, using the standard adjustment table. Three specially made, 8 MHz Fidelity machines have ratings of 2101, 2111, and 2116 respectively, which imply that the commercial 5 MHz versions (Avant Garde, Par Excellence) should be around 2040. As far as human competition is concerned, Par Excellence has competed in two human tournaments: one was the U.S.C.F. Computer Ratings Agency test in which the Par actually played 51 games (see "Computer Rating Scandals" article). Its performance rating

there was 2051; the other, more recent, result comes from the "Major" section of the British Championships (a major human tournament in England) in which three Par Excellences scored 11.5 out of 33, and earned a British Chess rating of only 158 or 161, sources differ, (ELO 1864 or 1888). Eric Hallsworth advises us to add between 25 and 50 points to convert this to the USCF (American) rating. So the actual performance in American terms was between 1889 and 1938. Taking into account these two human encounters - a total of 84 tournament games against humans- Par Excellence maintains a performance of around 2000. The 2040 estimated rating listed in our charts for the Par Excellence and Avant Garde represents a compromise between good results against other computers and poorer results against humans as discussed above. All estimated ratings reflect both actual results and known relationships between different machines of the same company. The Novag Expert (4 MHz) has a Canadian rating of 2183 based on over 20 games, which would imply a master rating by USCF, since Canadian ratings are perhaps 70 points stricter. This rating is so high that even programmer Dave Kittinger is baffled, and shows that ratings earned against mostly weaker opposition are suspect. This also applies to the Mephisto Amsterdam's USCF rating of 2229, although its aborted rating test proves it to be at least close to master level. As for five-minute chess, the following ratings were earned in the Pompano weekly rapids: Avant Garde 1995, MM3 2235, Forte 5 MHz 2373, Expert 6 MHz 2424, and Mephisto Amsterdam 2695 (based on 16 wins, one loss, and one draw against a 2270 average field). I must admit that this last figure is absurd, although it reportedly won 3-0 from a player rated over 2600. My own experience is that for an even contest I play 5 minutes each with the Amsterdam, give 5 to 4 to the Expert, give 5 to 3 to the MM3, and give 5 to 2 to the Avant Garde. Only machines with built-in or attached clocks are suitable for 5 minute, as others will overstep if time is wasted each move making the computer's move for it before hitting a clock.

I have recently run a large number of games (from 34 to 70 per machine) at the 15 second/move level among the 8 top machines at 5 MHz or more. Except for the Turbostar, which is clearly the weakest of the lot at speed chess, the results correlate quite well with slow chess ratings. On the other hand, I have found that 5 second ratings do not correlate well with slower ones; perhaps the time required to transmit moves or pre-processor times are too large a fraction of 5 seconds. Here are my results, and ratings:

<over>

15 Second/Move Crosstable

| | Amster. | MM III | Forte | Expert | A/G | Par | S.Con | Turbo | Rating |
|----------------|---------|---------|---------|---------|---------|---------|-------|---------|--------|
| Amsterdam | X | 10-2 | 3-3 | 8-2 | 8-4 | 7-3 | 3-1 | --- | 2202 |
| MM III | 2-10 | X | 5-5 | 8.5-3.5 | 6-2 | 6-4 | 5-5 | 5.5-2.5 | 2107 |
| Forte 5.0 | 3-3 | 5-5 | X | --- | 3.5-6.5 | 5.5-4.5 | --- | 5.5-2.5 | 2091 |
| Expert 6.0 | 2-8 | 3.5-8.5 | --- | X | 5-5 | 7-3 | --- | 3.5-0.5 | 2076 |
| Avant Garde | 4-8 | 2-6 | 6.5-3.5 | 5-5 | X | 6.5-7.5 | 6-6 | 2.5-1.5 | 2072 |
| Par Excellence | 3-7 | 4-6 | 4.5-5.5 | 3-7 | 7.5-6.5 | X | --- | --- | 2057 |
| Super Const. 5 | 1-3 | 5-5 | --- | --- | 6-6 | --- | X | 4-6 | 2050 |
| Turbostar 540+ | --- | 2.5-5.5 | 2.5-5.5 | 0.5-3.5 | 1.5-2.5 | --- | 6-4 | X | 2015 |

In tournament level simuls, I found the Amsterdam to be the toughest opponent, then the Expert 6 MHz, the Turbo 540, the Fidelity machines, and finally the MM2 and MM3 have yet to score against me, but most machines have only 5 or 6 games against me in these simuls so don't rely on this. In a 30 minutes per move simul (I took perhaps 30 seconds per move) only the two top Fidelity machines beat me, which may indicate that they are more suited to analysis than others, though one game means little.

A great many computer-computer tests have been done around the world, especially in Sweden, Holland, and Great Britain. Mr. Eric Hallsworth of Wales puts out a rating list that includes all these results, and I have included his list alongside my own for comparison. In cases where a machine is now available at a higher speed than on his list, I make the standard speed adjustment to his ratings, as he himself does in such cases. The newest machines (Par, MM3, Quattro) haven't come from his list yet. Bear in mind that much of his data comes from volunteer testers, and there is always the risk of fraud in such cases. There are some suspicious scores: Hallsworth cites the case of the Mephisto Amsterdam versus Avant Garde, with one source reporting the Amsterdam winning by "only" 24.5-17.5, while two other independent sources report a combined score of 35-8. It seems unlikely, although possible, that both could be valid; the 35-8 margin is much closer to my own results, although the overall 70-30% score could be correct. Rather than fraud, I think such discrepancies may be due to differences in testing procedure: for example habitually leaving the machines for extended times would favor the Fidelity machines since this would be a test of analytical ability rather than tournament chess, as the machines think even when not on the move.

Because my results, the European ones, and results against humans do not always agree, I have included a third column in which I rate the machines based on all available information. Unlike the first two columns, this is somewhat subjective, as the proper weight to give to each component depends on the reliability of that component. Because some

programs come with a choice of opening modules, and because the value of a particular book depends greatly on what lines the user happens to know, I have attempted to factor out the effects of the opening books from these estimated ratings.

In case a program is offered at a speed not found on this list, here is the table for speed adjustments, for various popular speeds. To adjust from one speed to another, simply subtract the ratings listed here for the two speeds. 1 MHz=0 points, 1.5 MHz=58 points, 2 MHz=100 points, 3 MHz=158 points, 3.68 MHz=188 points, 4 MHz=200 points, 5 MHz=232 points, 5.53 MHz=247 points, 6 MHz=258 points, 8 MHz=300 points, 10 MHz=332 points, 12 MHz=358 points, 20 MHz=432 points. Although this should not be taken as absolute, for modest speed adjustments it should be correct within a few points.

There were so many separate tournaments and matches that I will not attempt to list them; the rating list is much more meaningful. Here are a few interesting results: The worst result of the Amsterdam was a 13.5 out of 20 first place in a 30 second quadruple round robin of the top 6 machines, followed by the 6 MHz Expert and 5 MHz MM3 (prototype) at 11. Its best result was a 12.5 out of 14 score in a double round robin of 8 top machines in which the Amsterdam played at the 1 minute level while the other machines played at 2 minute level--incredible. Overall, the 5 MHz machines beat the 4s rather badly; among the 5s, a 20 game match between the Par Excellence and the MM3 at 2 minute level resulted in a tie, although the MM3 was handicapped by a poor provisional opening book which will be replaced in the commercial version. The Super Connie 5 was around 50% against the two Fidelity 5s, while the Turbo 540 scored a bit less--the new 5.53 speed should close the gap. The Expert 6 MHz scored modestly over 50% against all the 5s at speeds of 30 seconds to 2 minute, but at 20 seconds it annihilates them. The Quattro scored surprisingly well against the Fidelity 5s (3.5 out of 6 at 2 minute) but poorly against most everything else. The CXG Super Enterprise got clobbered by all.

Finally, the overall tally by color came out as: White, 332 victories; Black, 312 with draws not counting.

Interestingly enough, chess computers, like humans, have their favorite openings - the ones that enable them to win more often. In the case of the current crop reported upon in this issue 1 e4 brought white a healthy plus, 1 d4 a small plus, and other openings a slight minus - showing chess programs are most at home in classical positions as one might expect. The incidence of draws was 21% and that number varied little with choice of opening move.

For more information on European computer ratings, contact: Eric Hallsworth; Flat 1, Dol Hendre; Ffordd Dyfed; Tywyn, Gwynedd LL36 OST; Wales.

CHESSE COMPUTER RATINGS

(as of September, 1986)

| COMPUTER | MHZ. | CCR RESULTS | EUROPEAN RESULTS | OVERALL ESTIMATE |
|-----------------------------|-------|-------------|------------------|------------------|
| Mephisto "S" (Amsterdam) | 12(1) | 2204 | 2194 | 2200 |
| Novag Expert 6.0 | 6 | 2090 | 2096 | 2100 |
| Novag Forte | 5 | 2091(2) | 2082 | 2095 |
| SciSys Turbostar 740 | 7 | ---- | 2103 | 2095 |
| Mephisto MM III (Rebel) | 5 | 2079 | 2085 | 2080 |
| Novag Expert 5.0 | 5 | 2057 | 2068 | 2075 |
| SciSys Turbostar 640 | 6 | ---- | 2083 | 2070 |
| Conchess Plymate | 6 | ---- | 2057 | 2070 |
| SciSys Turbostar 540+ | 5.53 | 2043 | 2069 | 2060 |
| Mephisto MM II 5.0 | 5 | ---- | 2056 | 2060 |
| SciSys Turbostar 540 | 5 | 2023 | 2054 | 2045 |
| Novag Superconstellation 5 | 5 | 2051 | 2007(4) | 2045 |
| Novag Constellation Expert | 4 | 2017 | 2038 | 2045 |
| Fidelity Avant Garde | 5 | 2044 | 2075 | 2040 |
| Fidelity Avant Garde 2100 | 5 | 2076 | 2082(3) | 2040 |
| Fidelity Par Excellence | 5 | 2076 | 2082(3) | 2040 |
| Conchess | 6 | ---- | 2024 | 2035 |
| Mephisto MM II | 3.68 | 2020 | 2012 | 2020 |
| Conchess Plymate | 4 | ---- | 2003 | 2020 |
| Novag Super Constellation B | 4 | 2010 | 1975(4) | 2015 |
| SciSys Turbostar Kasparov | 4 | 1980 | 2015 | 2010 |
| Fidelity Elite A/S "C" | 4 | ---- | 2013 | 2000 |
| Fidelity Excellence 4.0 | 4 | 1982 | 2035 | 1990 |
| SciSys Turbostar 432 | 4 | ---- | 1991 | 1990 |
| Fidelity Elegance | 3.59 | ---- | 1994 | 1985 |
| Mephisto Blitz | 3.68 | ---- | 1991 | 1985 |
| Conchess 4 | 4 | ---- | 1978 | 1985 |
| Novag Quattro 5.0 | 5 | ---- | 1969 | 1980 |
| Mephisto Mobil II | 3.68 | 1974 | ---- | 1975 |
| Novag Quattro | 4 | 1944 | 1937 | 1950 |
| Fidelity Excellence 3.0 | 3 | 1929 | 2000 | 1945 |
| Fidelity Sensory 12 | 5 | ---- | 1943 | 1935 |
| Mephisto Super Mondial | 3.68 | ---- | 1915 | 1915 |
| Novag Constellation 3.6 | 3.6 | ---- | 1891 | 1890 |
| Fidelity Sensory 12 | 3 | ---- | 1887 | 1880 |
| CXG Super Crown/Enterprise | 8(5) | 1842 | 1835 | 1840 |
| CXG Advanced Star Chess | 8(5) | 1842 | 1835 | 1840 |
| SciSys Turbo 16K | 12(5) | ---- | 1755 | 1770 |
| SciSys Express 16K | 8(5) | ---- | 1730 | 1720 |

- (1) 16 Bit 68000 Processor
 - (2) Based upon 15 seconds per move games
 - (3) Includes CRA 2100 rating but excludes 1939 preliminary.
 - (4) May include results from older, weaker "A" models.
 - (5) Slower 6301Y or Z80 Microprocessors
- All computers use 6502 micros except where noted.
 --- European results courtesy of Eric Hallsworth of Wales.
 --- OVERALL ESTIMATE includes games against humans

ANNOTATED GAMES

The following game is among the most impressive computer victories I have seen. I played black against 6 computers simultaneously; this is my game against the Mephisto "S" at the tournament level of 3 minutes per move:

White: Mephisto Amsterdam
Black: IM Larry Kaufman

1 e4 c5 2 Nf3 e6 3 d4 cd4 4 Nd4 Nc6 5 Nc3 d6 6 Bb5 (Mephisto's only dubious move in the game. Book is 6 Be2, but oddly this position is not in Mephisto's book.) Bd7 7 O-O Nf6 8 Be2 Be7 (8...a6 would have avoided the following doubling of my pawns, but I did not fear the doubling) 9 Ndb5 Qb8 10 Bf4 Ne5 11 Bg5 a6 12 Bf6 gf6 13 Nd4 Qc7 (The game now resembles lines in the Richter - Rauser variation, and is fairly even) 14 Qd2 h5 15 Rab1 (15 Rad1 looks more natural) O-O 16.Nf5! (diagram) A very nice maneuver! Bf8 17. Ne3 Bh6? (better 17...K-b8) 18 Rbd1 Bc6 19 Qd4! h4? (last chance for 19...K-b8) 20 f4 Ng6 21 f5 Ne5 22 fe6 fe6 23 Ng4 Bg7 24 Ne5 fe5 25 Qa7! Bh6 26 Bg4 Qe7 27 Nd5! Bd5 28 ed5 Kc7 29 Rd3! Kd7 30 Qb7 Ke8 31 Bh5 and mate next. This game shows Mephisto's fine feel for piece play.



After 16.Nf5!

In the next game, I played white against both the Par Excellence and the Avant Garde simultaneously at the 3 minute level with their opening books turned off, to compare them. They both lost their queen in 8 moves as follows:

White: IM Larry Kaufman
Black: Par Excellence and Avant Garde

1 e4 d5 2 ed5 Qd5 3 Nc3 Qa5 4 d4 Nf6 5 Nf3 Bd7 (dubious; book moves are 5...c6, 5...Nc6, 5...Bg4, and 5...Bf5) 6 Bd2 Nc6 7 Bc4 e6?? (black stands badly, but 7...Qh5 avoids disaster) 8 Nd5 Qd2 and white wins Q for 2 minor pieces. The explanation of this fiasco is that the machines planned on move 7 to answer 8 Nd5 by Bb4, but on move 8 saw that this would lose a piece and chose the Queen sac as the lesser evil. Such games show why Fidelity put so much emphasis on the Par's opening book.

Now for an example of how well the Avant Garde can play given plenty of time. I played 6 computers at once, this time giving them each at least half an hour per move, sometimes much more. I took about half a minute per move.

White: IM Larry Kaufman
Black: Avant Garde (with CB 9 opening module)

1 e4 e6 2 d3 d5 3 Nd2 Nc6 4 Ngf3 Nf6 5 g3 e5 6 Bg2 de4 7 de4 Bc5 8 O-O O-O 9 c3 Qd3 (book is 9...a5, but in view of what happens the computer's move is better) 10 Ne1 (since the plan envisioned at this point fails, white should consider other schemes) Qa6 11 Qc2 Be6 12 Nd3 Bb6 13 Rd1 Rfd8 14 Bf1 Ng4 15 h3 Qd3! (diagram) I thought I was winning, but this queen sac seems to win by force. 16 Bd3 Nf2 17 Rf1 Rd3! 18 Rf2 Rg3 19 Kf1 Bh3 20 Ke1 Bf2 21 Kf2 Rg2 22 Kf3 (as black has only a rook and 3 pawns for the queen, I was still not too pessimistic, but now I see that due to my lack of development I am quite lost already) Rd8 23 Qb1 (hopeless, but what else?) Rd6 24 Nc4 Rd6-g6 25 Bg5 (the only try) Rg6-g5 26 Qel Rg5-g4 27 Rd1 f5 28 Nd2 f4 29 Nf1 g5 30 Rd2 Rgl 31 Rf2 Rg4-g3 32 Ke2 Bf1 33 Kd2 Ba6 34 Qgl Rgl 35 resigns.



After 15...Qd3!

A truly spectacular win, although I believe the Avant Garde sac'd the queen in desperation as alternatives lose. It will be really something when computers can play this well at practical time limits. Now for a game in which the Mephisto Amsterdam gives pawn and move handicap to the Par Excellence at the two minutes per move level. The Amsterdam wins not because of tactics, but because it exploits the positional errors of the Par, which leave it with fatal pawn weaknesses. A French chess magazine has justly described the Amsterdam as the first positional computer. Here is a perfect example:

White: Fidelity Par Excellence

Black: Mephisto Amsterdam (remove f7 pawn)

1 e4 Nc6 2 d4 e6 (normal is 2...e5) 3 Nc3 (I prefer 3 Nf3) Bb4 4 d5 (dubious) ed5 5 ed5 Qe7 6 Be3 Ne5 7 a3? (In such an open position, development is urgent) Bc3 8 bc3 Nf6 9 Be2 O-O 10 Nh3? (10 h3 d6 11 Nf3 looks better) d6 11 Nf4 Neg4 12 Qd3 (or 12 Bd4 g5 regains the pawn. Perhaps black already stands better!) Ne3 13 Qe3 Qe3 14 fe3 Re8 15 O-O Re3 16 Bd3 Bd7 17 Rab1 b6 18 g3 Rae8 19 c4 a5 20 Kh1 Bg4 21 Kg2 Re3e5 22 c3? (This pointless weakening may be considered the losing move, although black's superiority is already apparent) Re3 23 h3 Bd7 24 g4 g5 25 Ne6 Be6 26 de6 Re8e6 27 Rf3 Rf3 28 Kf3 Kg7 29 Rh1 Nd7 30 Bf5 Re7 31 Kg2 Ne5 32 Rel Rf7 (Black should instead aim to exchange rooks on the e file, but the Amsterdam often maneuvers in winning positions before trying anything) 33 Re4 c5? 34 Kf2 h5 35 Kg2 h4 36 Kf2 Kf6 37 Kg2 Re7 38 Kf1 a4? (Jeopardizing the win. Amsterdam's reluctance to offer the rook exchange is puzzling) 39 Kg2 Ra7 40 Re2? (If Par had kept waiting, I wonder whether black would have found a way to win) Nc4 41 Re6 Kf7 42 Rh6 Re7 43 Rh7 Kf6 44 Rh6 Ke5 45 Rg6 Kf4 (The Amsterdam excels in using its king in the endgame) 46 Rf6 Ke3 47 Rg6 Kd2 48 Rg5 Re2 49 Kf1 Ke3 50 Kgl Ne5 51 Be4 Ke4 and black won easily.

FIDELITY VS MEPHISTO TOURNAMENT MATCH

In an attempt to settle the persistent controversy over which manufacturer makes the best chess computer, many computer vs computer tournaments have been conducted since the early days of computer chess. The most recent comparison is between two of the five leading companies: Fidelity International and Hegener & Glaser (Mephisto).

The following games are taken from the most recent testing between the World Champion Mephisto Amsterdam "S", and the Fidelity Par Excellence and Avant Garde. All games were played under strict tournament condition of 40 moves in 2 hours, and the computers were commercially available stock models. Also, no modifications of any kind were made to alter their performance.

From the results of these games, it is hard to see why there was ever any doubt as to which chess computer was "the World's Strongest Commercially Available" one.

White: Mephisto "S" (Amsterdam)

Black: Par Excellence

1.e4 e5 2.Bc4 Nf6 3.d3 c6 4.Nf3 d5 5.Bb3 Bg4 6.h3 Bf3 7.Qf3 de 8.de Bc5 9.Nc3 Nbd7 10.Be3 O-O 11.O-O-O Qb6 12.Rhe1 Be3+ 13.Re3 Nc5 14.Qf5 Nb3+ 15.ab Qa5 16.Rg3 Kh8 (diagram) 17.Rg7! Kg7



18.Qg5+ Kh8 19.Qf6+ Kg8 20.Rd3 Rfd8 21.Rg3+ Kf8 22.Rf3 Rd7 23.Qh8+ Ke7 24.Qa8 Qa1+ 25.Nb1 Qa6 26.c4 Qa5 27.Re3 Qb6 28.Qg8 Qd4 29.Qg5+ Ke8 30.Nc3 Qd6 31.Rf3 Kf8 32.Rg3 h6 33.Qg7+ Ke7 34.Rf3 Ke8 35.Rf5 f6 36.Qh8+ Qf8 37.Qf8+ Kf8 38.Rf6+ 1-0

White: Par Excellence

Black: Mephisto "S" (Amsterdam)

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 b6 5.Bd3 Bb7 6.Nf3 O-O 7.O-O c5 8.Na4 cd 9.ed d5 10.cd Bd5 11.Nc3 Nc6 12.Nd5 Qd5 13.Qb3 Qb3 14.ab Nd5 15.Be3 Na5 16.Bc4 Rac8 17.Bd2 Bd2 18.Nd2 Nb4 19.Nf3 Rfd8 20.Rfc1 Nac6 21.Be2 a5 22.Bb5 Ne7 23.Rc3 N7d5

24.Rc4 Nf4 25.Rd1 h6 26.Kh1 Ng6 27.Rlc1 Rc4 28.bc Nd3 29.Rc2 e5 30.d5 Kf8 31.Rd2 Nc5 32.Re2 e4 33.Nd4 Nf4 34.Rd2 g6 35.h4 Nfd3 36.Kh2 f5 37.h5 Kf7 38.g3 gh 39.Nf5 Kf6 40.Nd4 Rf8 41.Nc6 Kg5 42.Kg1 h4 43.gh+ Kh4 44.Nd4 Kg4 45.Ne6 Rg8 46.Nc5 Kf3+ 47.Kf1 Nc5 48.d6 Nd3 49.d7 Rd8 50.b3 h5 51.Bc6 Kf4 52.Kg2 h4 53.Kh3 Ne5 54.Ba4 Nf7 55.Kh2 Kf3 56.Rd5 Kf4 57.Rd4 Kf3 58.Bb5 Kf4 59.Kg2 Ke5 60.Rd5+ Kf4 61.Rd1 Rh8 62.Kh3 Rg8 63.Bc6 Ng5+ 64.Kh2 Nf3+ 65.Kh1 Rd8 66.Bb5 h3 67.Ba4 h2 68.Rd6 Rg8 69.Rf6+ Ke5 70.Rf3 ef 71.Bc6 Rh8 72.Bf3 Kd6 73.Bg4 Ke7 74.f3 Kd8 75.Be6 Rh7 76.Bg4 Kc7 77.Be6 Re7 78.Bg4 Re2 79.f4 Rb2 80.Bf5 Rb3 81.Kh2 Rf3 82.Be6 Rf4 83.Kg3 Rf6 84.Bd5 a4 85.Kg4 a3 0-1.

White: Mephisto "S" (Amsterdam)

Black: Par Excellence

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.c3 f5 5.d4 fe 6.Ne5 Ne5 7.Qh5+ Nf7 8.Qc5 c6 9.Be2 d6 10.Qb4 Nf6 11.O-O O-O 12.Bd2 a5 13.Qb3 a4 14.Qc2 Bf5 15.c4 Qd7 16.Bf4 e3 17.Bd3 Bd3 18.Qd3 ef+ 19.Rf2 b5 20.cb cb 21.Nc3 b4 22.Ne4 Ng4 23.Rf1 Qc6 24.h3 d5 25.Nc5 Nf6 26.Rael Rae8 27.Re8 Re8 28.Bd2 Ne5 29.ed Qc5+ 30.Be3 Qe7 31.Bd4 Nd7 32.Qb5 Ne5 33.Qd5+ Qe6 34.Qe6+ Re6 35.Bc5 Re8 36.Bb4 Nd3 37.Ba3 g5 38.Rf3 Nc1 39.b3 Na2 40.ba Ra8 41.Rf5 Ra4 42.Rg5+ Kf7 43.Bb2 Rb4 44.Bh8 Ke6 45.Rh5 Rb7 46.g4 Nb4 47.Kf2 Kd6 48.Bc3 Nd3+ 49.Ke3 Nc5 50.Be5+ Kc6 51.Bd4 Rb3+ 52.Ke2 Ne6 53.Be3 Rb7 54.Kd2 Kd6 55.Kc3 Rd7 56.Kc4 Rb7 57.Ra5 Ke7 58.Ra6 Kf7 59.h4 Rd7 60.g5 Rc7+ 61.Kd3 Rb7 62.Ke4 Rb4+ 63.Ke5 Nf8 64.h5 Rh4 65.Ra7+ Ke8 66.h6 Rc4 67.Kd5 Rc3 68.Bd4 Rg3 69.Bf6 Rd3+ 70.Kc6 Nd7 71.Rb7 Rd1 72.Bg7 Ke7 73.Rb5 Ke6 74.g6 Nf6 75.Bf6 Kf6 76.gh Rd8 77.Rb7 Ke6 78.Rg7 Rc8+ 79.Kb6 Rh8 80.Kc5 Ke5 81.Kc6 Ke6 82.Kb6 Kd5 83.Rd7+ Ke6 84.Kc7 Kf5 85.Rg7 Ke6 86.Kb7 Kd6 87.Rf7 Re8 88.Rf6+ Ke5 89.Rc6 Rh8 90.Rc7 Ke6 91.Ka6 Kd6 92.Rf7 Kc6 93.Ka5 Kc5 94.Ka4 Kd5 95.Re7 Kc5 96.Kb3 Kd4 97.Kc2 Rc8+ 98.Kd2 Rh8 99.Rd7+ Ke4 100.Rf7 Kd4 101.Re7 Kd5 102.Kd3 Kd6 103.Rg7 Ke5 104.Ke3 Kf5 105.Kf3 Ke5 106.Kf2 Kf4 107.Ke2 Ke4 108.Rf7 Kd5 109.Re7 Kd6 110.Rg7 Ke6 111.Ke1 Ke5 112.Kf1 Kf5 113.Kg2 Ke4 114.Rf7 Kd5 115.Re7 Kc6 116.Kg3 Kd6 117.Rb7 Kc6 118.Rg7 Kd5 119.Kf4 Ke6 120.Kg5 Kd6 121.Kg6 Re8 122.Rg8 Re6+ 123.Kg5 Re5+ 124.Kf4 Re1 125.h8Q 1-0

White: Par Excellence

Black: Mephisto "S" (Amsterdam)

1.e4 e5 2.Nf3 Nf6 3.d4 ed 4.e5 Ne4 5.Qd4 d5 6.ed Nd6 7.Nc3 Nc6 8.Qf4 g6 9.Bd3 Bg7 10.Be3 O-O 11.O-O-O Bc3 12.bc Be6 13.c4 Qe7 14.c5 Nf5 15.Bf5 Bf5 16.Rhe1 Be6 17.a3 Rad8 18.Ng5 Rd5 19.Qh4 f6 20.Ne6 Rd1+ 21.Rd1 Qe6 22.Qa4 Rd8 23.Rd8+ Nd8 24.Qa7 Kg7 25.Qa4 g5 26.Qd4 Nc6 27.Qb2 Nd8 28.h4 h6 29.hg hg 30.Qd4 Nc6 31.Qd3 Ne5 32.Qd8 Qd7 33.Qd7+ Nd7 34.f4 Kg6 35.fg fg 36.Kd2 Kf5 37.Kc3 g4 38.Kd4 c6 39.g3 Ne5 40.Bf4 Nf3+ 41.Ke3 Ne1 42.Kd2 Nf3+ 43.Kd3 Ne1+ 44.Kc3 Ke4 45.a4 Ng2

46.Bd6 Ne3 47.Kb4 Nd5+ 48.Ka5 Kd4 49.Bf8 Kc3 50.Bg7+ Kc2
51.Bd4 Kb3 52.Bg7 Kc4 53.Bd4! Kd3 54.Bg7 Ke3 55.Bd4+ Kf3
56.Be5 Kf2 57.Bd6 1/2 - 1/2

White: Mephisto "S" (Amsterdam)
Black: Par Excellence

1.e4 e5 2.Bc4 Bc5 3.Nf3 d6 4.d4 ed 5.Nd4 Nf6 6.Nc3 Bd4 7.Qd4
Nc6 8.Qe3 O-O 9.O-O Be6 10.Be6 fe 11.Bd2 Qd7 12.f3 d5 13.ed
ed 14.Qf4 Ne4 15.Qe3 Nd2 16.Qd2 Rad8 17.Rael Qd6 18.a3 a5
19.Rf2 Ne5 20.Nb5 Qb6 21.Re5 Qb5 22.c3 Qc5 23.Kh1 Rfe8
24.Re8+ Re8 25.Re2 Rf8 26.Qg5 Qb5 27.Qe7 a4 28.Qe6+ Kh8
29.Qe5 Qc4 30.h3 b5 31.Qf5 Rg8 32.Rd2 c6 33.Qe6 Qf4 34.Rc2
Qc7 35.Rf2 Rf8 36.Re2 g6 37.Re5 Kg7 38.Rel h6 39.Re5 Rd8
40.Qe7+ Qe7 41.Re7+ Kf6 42.Rc7 Rd6 43.g3 Re6 44.Kg1 Ke5
45.Kf2 h5 46.h4 Kd6 47.Rf7 c5 48.g4 d4 49.cd cd 50.gh gh
51.Rf8 Re5 52.f4 Rd5 53.Rg8 Kc5 54.Rg5 Kc4 55.Rd5 Kd5 56.Kf3
d3 57.Ke3 d2 58.Kd2 Ke4 59.Kc3 Kf4 60.Kb4 Kg4 61.Kb5 Kh4
62.Ka4 Kg4 63.b4 h4 64.b5 h3 65.b6 h2 66.b7 h1Q 67.b8Q Qe4+?
68.Qb4 Kf5 69.Qe4+ Ke4 70.Kb5 1-0

White: Par Excellence
Black: Mephisto "S" (Amsterdam)

1.d4 d5 2.Nf3 Nf6 3.Bg5 g6 4.e3 Bg7 5.Nbd2 Nc6 6.Bd3 h6
7.Bf6 Bf6 8.c4 e6 9.O-O O-O 10.Qa4 a6 11.b4 Bd7 12.Qb3 Qe7
13.a3 Qd6 14.c5 Qe7 15.a4 b6 16.a5 bc 17.bc Rfb8 18.Qa3 e5
19.de Ne5 20.Ne5 Be5 21.Rabl Bb5 22.Rfcl c6 23.Nf3 Bc7
24.Nd4 Qf6 25.Bc2 Re8 26.Rb4 Rab8 27.Nb5 Rb5 28.Rb5 ab 29.a6
Ra8 30.Rbl Ra7 31.f4 Qe7 32.f5 gf 33.Ral f4 34.ef Bf4 35.Kh1
Qe2 36.Bd3 Qe5 37.g3 Be3 38.Ra2 Bd4 39.Re2 Qf6 40.Kg2 Kf8
41.Bc2 Re7 42.Re7 Qf2+ 43.Kh3 Ke7 44.a7 Qf1+ 45.Kg4 Qe2+
46.Kh3 Qh5+ 47.Kg2 Qe2+ 48.Kh3 Qe6+ 49.Kg2 Qe2+ 50.Kh3 1/2 -
1/2

White: Mephisto "S" (Amsterdam)
Black: Elite Avant Garde

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 O-O 6.Nf3 Nbd7
7.Rcl c6 8.Bd3 dc 9.Bc4 Nd5 10.Be7 Qe7 11.O-O Nc3 12.Rc3 e5
13.Qc2 ed 14.ed Nb6 15.Rel Be6 16.Be6 fe 17.Rce3 Rae8 18.Re6
Qe6 19.Re6 Re6 20.Qb3 Nd5 21.Qb7 Nf4 22.Qa7 Ng2 23.d5 cd
24.Kg2 Rg6+ 25.Kf1 Rf3 26.Qa8+ Rf8 27.Qd5+ Rf7 28.f3 Rf6
29.Kg2 Rf5 30.Qd8+ Rf8 31.Qd3 Rf3 32.Qf3 Rf3 33.Kf3 Kf7
34.a4 Ke6 35.Ke4 Kd6 36.b4 Kc7 37.Kd5 Kb6 38.Ke6 g5 39.Kf6
1-0

White: Elite Avant Garde
Black: Mephisto "S" (Amsterdam)

1.c4 e6 2.Nf3 c5 3.e4 Nc6 4.Nc3 Nf6 5.d4 cd 6.Nd4 Bb4 7.Nc6
bc 8.Bd2 d6 9.Bd3 O-O 10.Qb3 Bc5 11.Na4 Bd4 12.O-O Ng4 13.h3
Ne5 14.Be2 Qh4 15.Bd3 Bd7 16.Be3 Be3 17.fe c5 18.Bc2 Rab8
19.Qc3 Rb4 20.Nc5 Rc4 21.Qc4 Nc4 22.Nd7 Rc8 23.Rf4 Qd8
24.Ba4 Ne3 25.b3 Qg5 26.Rf2 Qh4 27.Bb5 Qe4 28.Kh1 Rc2 29.Rc2
Qc2 30.Rgl Qa2 31.Ba4 Qd2 32.Nb8 Qc3 33.Nc6 a5 34.Na7 d5
35.Nb5 Qc5 36.Ral d4 37.Na3 d3 38.Nc4 (diagram) d2 39.Nd2
Qc2 40.Rbl g5 41.Rgl Qd2 42.Bb5 f5



43.Bc4 Nc4 44.bc Qc3 0-1

White: Mephisto "S" (Amsterdam)
Black: Elite Avant Garde

1.e4 e6 2.d4 d5 3.Nd2 c5 4.ed5 ed5 5.Bb5+ Bd7 6.Qe2+ Qe7
7.Bd7+ Nd7 8.Ndf3 cd4 9.Nd4 Qe2+ 10.Nge2 Bb4+ 11.c3 Bc5
12.Bf4 Ngf6 13.Nf5 O-O 14.O-O Rfe8 15.Rael Ne4 16.N2d4 Nef6
17.f3 Re6 18.Kh1 Ra6 19.a3 Rd8 20.Bg3 Rc8 21.Ne7+ Be7 22.Re7
Rb6 23.Re2 Nc5 24.Nf5 Ra8 25.Bf2 Re6 26.Re6 Ne6 27.Rdl Kf8
28.Kgl g6 29.Bh4 g5 30.Bg3 Nf4 31.Bf4 gf4 32.Rd4 Re8 33.Rf4
Rel+ 34.Kf2 Rcl 35.Ne3 Kg7 36.Rd4 Kf8 37.g4 h6 38.Rd2 b5
39.Nf5 Rh1 40.Kg2 Rel 41.Nh6 Kg7 42.Nf5+ Kg6 43.Kg3 a6
44.Kf4 Re8 45.h4 Re6 46.h5+ Kh7 47.Ng3 Rd6 48.g5 Ne8 49.Nf5
Rd7 50.Ke5 Nc7 51.Rg2 Rd8 52.Kf6 Rf8 53.Ke7 Rg8 54.Kf7 Kh8
55.g6 Ne8 56.h6 Nc7 57.h7 1-0

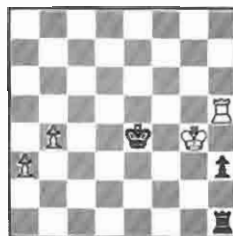
White: Elite Avant Garde
Black: Mephisto "S" (Amsterdam)

1.Nf3 Nf6 2.g3 d5 3.d4 Nc6 4.Bg2 Bf5 5.O-O e6 6.Nh4 Bg4 7.h3
Bh5 8.Nc3 Bd6 9.Qd3 O-O 10.a3 Qe7 11.Nb5 Rad8 12.Bd2 a6
13.Nd6 Qd6 14.Bg5 e5 15.g4 Bg6 16.Ng6 hg 17.c3 Rd7 18.b3 ed
19.cd Ne4 20.Bh4 Re8 21.b4 Qf4 22.Racl Qh6 23.Bg3 Ng3 24.fg
Re3 25.Qd2 Rg3 26.Qh6 gh 27.Ral Nd4 28.Ra2 Nb5 29.a4 Nc3
30.Rd2 Re3 31.Kf2 Re5 32.a5 Ne4+ 33.Be4 Re4 34.Rfd1 c6
35.Rd4 Rde7 36.Re4 Re4 37.Rbl Kg7 38.e3 Kf6 39.Kf3 Kg5
40.Rb3 h5 41.gh Kh5 42.Kf2 Kh4 43.Kg2 f5 44.Kf3 Kh3 45.Rbl

Kh4 46.Rb2 Kg5 47.Rb3 Kf6 0-1

White: Mephisto "S" (Amsterdam)
Black: Elite Avant Garde

1.d4 Nf6 2.Bg5 Ne4 3.Bf4 d5 4.f3 Nf6 5.Nc3 Nh5 6.Bg5 h6
7.Bh4 g5 8.Bf2 Nc6 9.e4 e6 10.Nh3 Bg7 11.Bb5 a6 12.BC6+ bc
13.O-O Rb8 14.b3 e5 15.de Bh3 16.gh Nf4 17.ed Nh3+ 18.Kh1
Nf2+ 19.Rf2 cd 20.Qd5 O-O 21.Re1 c6 22.Qc5 Qd7 23.f4 gf
24.Rg1 Kh7 25.Rf4 Qe6 26.Re1 Rfe8 27.Qa7 Rf8 28.Qa6 Be5
29.Qd3+ f5 30.Rc4 Rg8 31.Qf3 Rg6 32.Rf4 Rf8 33.Qe3 Re8
34.R4f1 Qd7 35.Qd3 Qd3 36.cd R6e6 37.Rc1 f4 38.Ne2 Rf6
39.Kg2 Ref8 40.Kf3 Re8 41.Rc4 Bd6 42.Rc6 Re3+ 43.Kf2 Rd3
44.Rc2 f3 45.Ng3 Be5 46.Rfcl Rf4 47.Re1 Bf6 48.Rc7+ Kg6
49.Re6 Rh4 50.Ne4 Rh2+ 51.Kg3 f2+ 52.Kh2 flQ 53.Rf6+ Qf6
54.Nf6 Rd2+ 55.Kg3 Kf6 56.Ra7 Rb2 57.Kg4 Ke5 58.Ra4 Kd5
59.Kh5 Rh2+ 60.Kg6 h5 61.Kg5 h4 62.Kg4 Ke5 63.a3 h3 64.b4
Ke4 65.Ra5 Rh1 66.Rh5 (diagram) Rgl+! 67.Kh3 Rh1+ 68.Kg4
Rgl+ 69.Kh3



Rh4 70.Kg4 Rgl 71.Kh3 1/2 - 1/2

GAMES FROM THE CRA TEST OF MEPHISTO "S" (AMSTERDAM)

The following 12 games were the preliminary games to the only CRA (United States Chess Federation Computer Ratings Agency) test in which the Mephisto "S" (Amsterdam) program has ever played; although the unit has performed in rated tournaments in Mobile, Alabama and now has an official rating of 2229. The Federation does not recognize the latter rating because it is not a CRA rating and insists on calling the Mobile unit an experimental - despite the fact that it was an actual stock Modular "S" that competed under tournament conditions against 24 opponents. The reasons for Mephisto's withdrawal from the CRA testing are explained in the article entitled, "Computer Chess Rating Scandals", p.123

White: Mephisto Munich "S"
Black: Konstantin Dolgitsger (2304)

1.Nf3 c5 2.e4 Nc6 3.d4 cd 4.Nd4 Nf6 5.Nc3 d6 6.Be2 e6
7.O-O Be7 8.Be3 O-O 9.Nc6 bc 10.Qd3 d5 11.Rfd1 Qc7
12.f4 a5 13.e5 Ba6 14.Qd2 Nd7 15.Ba6 Ra6 16.b3 c5
17.Qd3 Rc6 18.Nb5 Qb7 19.c4 Nb6 20.cd ed 21.Bf2 f6
22.Rac1 fe 23.fe d4 24.Qe4 Qd7 25.Nd4 Rg6 26.Nf3 Qe6
27.Bc5 Rg4 28.Qd3 Rd8 29.Qb5 Rf8 30.Be7 Rg2+ 31.Kh1!
(diagram) Qh3 32.Rd2 Rg6 33.Rf2 Ra8 34.Bd6 Qh6 35.Rc6
Nd7 36.Qc4+ Re6 37.Rc8+ Kf7 38.Nd4+ 1-0



After 31.Kh1!

White: Joe Felber (2114)
Black: Mephisto Munich "S"

1.e4 e6 2.d4 d5 3.Nd2 c5 4.c3 cd 5.cd de 6.Ne4 Bb4+
7.Nc3 Nc6 8.Nf3 Nf6 9.Bd3 O-O 10.O-O a6 11.Bg5 h6
12.Bh4 g5 13.Bg3 Re8 14.Rc1 Bd6 15.Bb1 Bg3 16.fg Kg7
17.Kh1 Qb6 18.Qd2 g4 19.Na4 Qd8 20.Rc6 (diagram) gf!
21.Rc3 fg+ 22.Qg2 Bd7 23.Qc2 Bc6+ 24.Rc6 Qd5+ 25.Kg1
Qd4+ 26.Kh1 Qd5+ 27.Kg1 Qc6 28.Qf2 e5 29.Nc3 Rad8 30.Ne4
Re6 31.Qf5 Qb6+ 32.Kg2 Rd4 33.Nf6 Rf6 34.Qh7+ Kf8 35.Qc2
Qc6+ 36.Qc6 Rd2+ 37.Kh3 Rc6 38.b3 Kg7 39.Be4 Rb6 40.Rf3
Ra2 41.Bd5 f6 42.Rc3 Kg6 43.Rc7 Rd2 44.Bf7+ Kf5 45.Bc4
Ke4 46.g4 f5 47.gf Kf5 48.Rf7+ Ke4 49.Rg7 Rf6 50.Rb7
R6f2 51.Kg4 Rh2 52.Bf1 a5 53.Rc7 Kh1 54.Rc4+ Ke3 55.Rc3+

Kd4 56.Rc4+ Kd5 57.Rc1 Kd6 58.Kf3 Rg1 59.Ke3 Rb2 60.Rd1+
Ke7 61.Ke4 Rf2 0-1



After 20.Rc6

White: Alan Kantor (2098)
Black: Mephisto Munich "S"

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Qb6 5.Nf3 Nc6 6.Bd3 cd
7.cd Bd7 8.O-O Nd4 9.Nd4 Qd4 10.Nc3 Qe5 11.Re1 Qd6
12.Qf3 Be7 13.Bf4 Qc5 14.Rac1 Qb6 15.Be5 Nf6 16.Bf6 gf
17.Qe2 Bc6 18.Bb5 Bd6 19.a4 Be5 20.Kh1 Bb5 21.Nb5 a6
22.Nc3 Rd8 23.Red1 Qb4 24.g3 O-O 25.f4 Bc3 26.Rc3 Qa4
27.Rc7 b6 28.R1c1 a5 29.Qg4+ Kh8 30.Qh4 Qe4+ 31.Kg1 Qd4+
32.Kf1 Qb2 33.Qh5 Rd7 34.Qh6 R8d8 35.R7c3 Kg8 36.Qf6
Qb5+ 37.Kf2 Qb4 38.Rc8 Qd2+ 39.Kg1 Qe3+ 40.Kf1 Qf3+
41.Kg1 Qe3+ 42.Kf1 Qd3+ 43.Kg1 Qe3+ 1/2 - 1/2

White: Mark Ritter (2303)
Black: Mephisto Munich "S"

1.d4 d5 2.Nf3 Nf6 3.N1d2 Bf5 4.e3 e6 5.Be2 Bd6 6.c4
Nc6 7.a3 O-O 8.Nh4 Be4 9.Ne4 Ne4 10.Nf3 Be7 11.O-O a6
12.Qc2 Qd7 13.Bd3 f5 14.cd ed 15.b4 Bd6 16.Ne1 Qf7
17.g3 h6 18.Ng2 Ng5 19.Nh4 Ne7 20.Kg2 c6 21.Bd2 Ne4
22.Be1 Bc7 23.f3 Nd6 24.Kg1 b5 25.Ng2 Nc4 26.e4 Bb6
27.Bf2 de 28.fe Rad8 29.Qc3 fe 30.Be4 Qf6 31.Rad1 Nd5
32.Qb3 Rde8 33.Bb1 Rf7 34.Qd3 Kf8 35.Nh4 Rd8 36.Rde1 Qg5
37.Qh7 Rf6 38.Bg6 Ne7 39.Re6 Re6 40.Be3+ Qf6 41.Rf6+ Rf6
42.Bf2 Na3 43.Kg2 Nc4 44.Bh5 Ne5 45.de Rf2+ 46.Kh3 R8d2
47.Qh8+ Ng8 48.Ng6+ Kf7 49.Nf4+ Kf8 50.Ne6+ Ke7 51.Qg8
Rh2+ 52.Kg4 Rh5 53.Kh5 Rd5 54.Ng7 Re5+ 55.Kh6 Kd7 56.g4
Be3+ 57.Kg6 Bb6 58.Nf5 Re6 59.Kh5 Bd8 60.Qg7+ Be7 61.Qd4
Kc8 62.g5 Re2 63.Ne7+ Re7 64.g6 a5 65.ba Rd7 66.Qd7+
Kd7 67.g7 1-0

White: Mephisto Munich "S"
Black: Tom Poulos (1845)

1.e4 e6 2.d4 d5 3.Nd2 de 4.Ne4 Nf6 5.Nf6+ gf 6.Nf3 Nc6

7.Bf4 b6 8.Bb5 Bb7 9.O-O Rg8 10.c3 Qd5 11.Qe2 O-O-O
12.Bg3 h5 13.Bc4 Qf5 14.Bd3 Qg4 15.Rfe1 f5 16.h3 Qg7
17.Qf1 Be7 18.Ba6 h4 19.Bb7+ Kb7 20.Bh2 Bd6 21.Bd6 cd
22.a4 a5 23.Rac1 e5 24.Kh1 f6 25.Nh4 Ne7 26.Qd3 e4
27.Qb5 Qg5 28.g3 d5 29.b4 Nc6 30.ba Na5 31.Ng2 Qd2
32.Qe2 Qh6 33.h4 Nc4 34.Nf4 Qf8 35.Ne6 Qd6 36.Nd8+ Rd8
37.Qh5 Qd7 38.Qh6 f4 39.Qf4 Qh3+ 40.Kg1 f5 41.Qg5 Rd7
42.Rb1 Rd6 43.a5 e3 44.fe Nd2 45.Qe7+ Kc8 46.Qd6 Nf3+
47.Kf2 Ne1 48.Qc6+ Kd8 49.Qb6+ 1-0

White: Konstantine Dolgitsers (2304)
Black: Mephisto Munich "S"

1.d4 d5 2.c4 c6 3.Nf3 e6 4.Nc3 dc 5.a4 Bb4 6.e3 b5
7.Nd2 Bc3 8.bc Nf6 9.Ba3 N8d7 10.Qf3 Nb6 11.e4 Na4
12.e5 Nd5 13.Ne4 Qc7 14.Nd6+ Kd7 15.Qf7+ Kd8 16.Qh5 Kd7
17.Qf7+ Kd8 18.Be2 N4c3 19.Bg4 a6 20.Qh5 Rf8 21.Qg5+ Ne7
22.Nc8 Rc8 23.Bb4 N3d5 24.Ba5 Nb6 25.Be6 Rb8 26.Qg7 Ng6
27.Qc7+ Kc7 28.Bb5 Rfd8 29.Bd6+ Rd6 30.ed Kd6 31.Bf7 Ra8
32.Kd2 a5 33.h4 Rf8 34.Bg6 hg 35.f3 a4 36.g4 Rf3 37.h5
Rd3+ 38.Kc2 gh 39.gh b4 40.h3 a3 41.h2 Nd5 42.h8Q b3+
43.Kc1 b2+ 44.Kc2 Ne3+ 45.Kb1 baQ+ 46.Ka1 Nc2+ 47.Kb1
Nd4 48.Rh3 Rh3 49.Qh3 Nb5 50.Kc2 Kd5 51.Qf5+ Kd6 52.Qe4
Kc5 53.Qe5+ Kb4 54.Qe7+ c5 55.Qb7 Ka4 56.Qa6+ Kb4 57.Qb6
c3 58.Kb1 c4 59.Qb7 Kc4 60.Qa6+ Kb4 61.Qb6 c2+ 62.Kc2
c3 63.Kb1 Kc4 64.Qa5 Kc5 65.Qa4 Kc6 66.Kc2 Kc5 67.Kd3
c2 68.Kc2 Nd4+ 69.Kc3 Nb5+ 70.Kd3 Kb6 71.Kc4 Nd6 72.Kb4
a2 73.Qa2 Kc7 74.Qd5 Nb7 75.Qe6 Nd6 76.Kc5 Nb7+ 77.Kd5
Na5 78.Qe7 Kb6 79.Qb4 1-0

White: Mephisto Munich "S"
Black: Mark Ritter (2303)

1.c4 e5 2.Nc3 d6 3.Nf3 Nd7 4.d4 c6 5.e4 N8f6 6.Be2 Be7
7.O-O O-O 8.Re1 Qc7 9.Be3 Re8 10.Qd2 Nf8 11.h3 Ng6
12.Red1 Bd7 13.de de 14.a3 Rad8 15.Qc2 Nh5 16.Rd2 N5f4
17.Rad1 b6 18.b4 Qc8 19.Bf4 ef 20.Qb3 Bf6 21.Bd3 Be6
22.Be2 Rd2 23.Rd2 Rd8 24.Qc2 Ne5 25.Ne5 Be5 26.c5 Rd2
27.Qd2 Qd7 28.Qd7 Bd7 29.cb ab 30.Nd1 c5 31.bc bc 32.f3
g5 33.Bc4 Ba4 34.Nf2 Bb2 35.Nd3 Ba3 36.h4 h6 37.hg hg
38.Ne5 Be8 39.g3 fg 40.Nd3 Kg7 41.Kg2 f6 42.Kg3 Bf7
43.Bd5 c4 44.Ne1 Bd6+ 45.Kg4 Bd5 46.ed Kg6 47.Nc2 f5
48.Kh6 Kf6 49.Kg2 Bc5 50.Kf1 Ke5 51.d6 Kd6 52.Kf1 Kd5
53.Kd2 Bd4 54.Nb4+ Kd6 55.Ke2 g4 56.fg fg 57.Kf1 c3
58.Ke2 Kc5 59.Nc2 Kc4 60.Na1 Bc5 61.Nc2 Kb3 62.Ne1 c2
63.Nc2 Kc2 64.Kf1 Kd2 65.Kg2 Bd6 66.Kf2 Be5 67.Kf1 g3
68.Kg1 Ke2 69.Kg2 O-1

White: Harold Stenzel (2088)
Black: Mephisto Munich "S"

1.e4 e5 2.Nf3 Nc6 3.Bc4 Be7 4.d4 d6 5.d5 Nb8 6.O-O Nf6

7.Nc3 O-O 8.h3 c6 9.Re1 b5 10.Bb3 b4 11.Na4 Qc7 12.c3
 c5 13.cb cb 14.Bd2 Na6 15.Rc1 Qb7 16.Bc4 Bd7 17.a3 ba
 18.ba Rab8 19.Nc3 Qc8 20.Bf1 Nc5 21.Bg5 Rb3 22.Bf6 Bf6
 23.a4 a6 24.Nd2 Rb4 25.Nc4 Qc7 26.a5 Bg5 27.Rb1 Rb1
 28.Qb1 Rb8 29.Qa2 Rb4 30.Rb1 Rb1 31.Qb1 Be7 32.Nb6 Bg5
 33.Qb2 Qb7 34.Qe2 Bd8 35.Qb2 f5 36.f3 Bg5 37.Qe2 h6
 38.g4 fe 39.fe Bd8 40.Qb2 Be8 41.Bg2 Bg6 42.Qb1 Bg5
 43.Bf3 Be3+ 44.Kg2 Bd2 45.Qc2 Bc3 46.Qc3 Be4 47.Be4 Ne4
 48.Qc6 Qf7 49.Qc8+ Kh7 50.Qf5+ Qf5 51.gf Nc5 52.Nc4 Nb7
 53.Kf3 Kg8 54.h4 Kf7 55.h5 Ke7 56.Kg3 Nc5 57.Kf3 Nd7
 58.Ne3 Nf6 59.Kf2 Nh5 60.Nc2 Kf6 61.Nb4 Nf4 62.Na6 Nd5
 63.Nb8 h5 64.a6 Kf5 65.a7 Nc7 66.Na6 Na8 67.Nb4 h4
 68.Nc2 d5 69.Ne1 d4 70.Nf3 g5 71.Ne1 g4 72.Kg2 Ke4
 73.Kf2 d3 74.Ng2 g3+ 75.Ke1 h3 76.Nh4 h2 77.Kd2 h1Q 0-1

White: Mephisto Munich "S"
 Black: Richard Panken (2005)

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.a3 Bc3+ 5.bc c5 6.e3 O-O
 7.Bd3 Nc6 8.Ne2 b6 9.e4 Ne8 10.O-O Ba6 11.Bf4 d6 12.Qa4
 Na5 13.Rfd1 cd 14.cd Bb7 15.Qc2 g6 16.Bh6 Ng7 17.Bd2
 Nc6 18.Qc3 Rc8 19.Bf4 Qe7 20.d5 Na5 21.Qb4 e5 22.Be3 f5
 23.Nc3 f4 24.Bd2 Ba6 25.Nb5 Bb5 26.cb Nb7 27.Rdc1 Nc5
 28.Be2 g5 29.Rc2 d3 h5 30.Rb1 g4 31.f3 Qh4 32.Qc4 g3 33.h3
 Rc7 34.R1c1 R8c8 35.Qb4 Ne8 36.Rc4 Qe7 37.Rb1 Nf6 38.a4
 Qd7 39.R1c1 Qe7 40.a5 Kg7 41.ab ab 42.Ra1 Ra7 43.R4c1
 R8a8 44.Qc3 h4 45.Qb2 Qb7 46.Bc4 1/2 - 1/2

White: Mephisto Munich "S"
 Black: Ralph Betza (2336)

1.e4 e5 2.Nf3 f5 3.Ne5 Nf6 4.Bc4 Qe7 5.d4 d6 6.Nf7 d5
 7.Nh8 dc 8.e5 Nd5 9.Qf3 Be6 10.Nc3 c6 11.Qh5+ g6 12.Nd5
 gh 13.Ne7 Be7 14.Bh6 Na6 15.g4 hg 16.O-O Kd7 17.Bg7 Nb4
 18.a3 Nd5 19.Rae1 Rg8 20.Bh6 Rh8 21.Bd2 Rg8 22.Re2 Nc7
 23.R1e1 Bd5 24.Bb4 Ne6 25.c3 Ng5 26.Kf1 Bb4 27.ab Ke6
 28.Ra1 a6 29.Rc2 Nf3 30.Ke2 Be4 31.R2c1 Rg6 32.Ke3 Rh6
 33.h4 Rh4 34.Rh1 Nh2 35.Rhg1 Bd3 36.Kf4 h6 37.Rac1 Rh3
 38.Rg3 Nf1 39.Rh3 gh 40.Rf1 Bf1 41.Kg3 f4+ 42.Kh2 Kd5
 43.Kh1 Bd3 44.Kg1 Bf5 45.f3 Bd3 46.Kh2 Bf1 47.Kh1 Bg2+
 0-1

White: Tania Kranich (1909)
 Black: Mephisto Munich "S"

1.e4 e5 2.Nf3 Nf6 3.Ne5 d6 4.Nf3 Ne4 5.d4 d5 6.Bd3 Be7
 7.O-O Nc6 8.c3 Bf5 9.Re1 O-O 10.Bf4 Re8 11.Qc2 Bd6
 12.Bd6 Qd6 13.Na3 Qf4 14.Re3 Rad8 15.R1e1 a5 16.Nb1 Re7
 17.a3 Qg4 18.N1d2 Nd2 19.Qd2 Be4 20.h3 Qg6 21.Be4 de
 22.Nh2 f5 23.Qc2 Kh8 24.f3 R8e8 25.fe Re4 26.Re4 Re4
 27.Re4 fe 28.Ng4 Qe6 29.Ne3 Nb8 30.Qf2 Kg8 31.Qf5 Qf5
 32.Nf5 g6 33.Ne3 Nd7 34.Kf2 Nb6 35.b3 a4 36.b4 Kf7

37.Kg3 g5 38.Kg4 Kg6 39.h4 h5+ 40.Kg3 Nc8 41.hg Kg5
 42.c4 Nd6 43.d5 h4+ 44.Kf2 Kf4 45.c5 Nb5 46.Nc4 e3+
 47.Ne3 Ke5! (diagram) 48.Nc2 Kd5 49.Ke3 Kc4 50.Kd2 Kb3
 51.Ne3 Na3 O-1



After 47...Ke5!

White: Mephisto Munich "S"
 Black: Ed Mayer (2114)

1.c4 Nf6 2.d4 e5 3.de Ng4 4.Nf3 Nc6 5.Bg5 Be7 6.Bf4
 Bb4+ 7.Nc3 Qe7 8.e4 Bc3+ 9.bc N4e5 10.Be2 O-O 11.Ne5
 Ne5 12.O-O d6 13.Qd5 Bd6 14.Qb7 Bc4 15.Bc4 Nc4 16.Qc6
 Nb6 17.Rab1 Qe6 18.Qc7 Qe4 19.Qd6 Nd5 20.Rfe1 Qc4 21.Be5
 Nc3 22.Bc3 Qc3 23.Recl Qa5 24.Rc2 h6 25.Qc7 Qf5 26.R1c1
 Rfe8 27.h3 Qd5 28.a4 Re6 29.Rc5 Qe4 30.R5c4 Qd5 31.Rg4
 a6 32.Qc3 Qe5 33.Rd4 R8e8 34.Qc4 Qb8 35.R4d1 Re2 36.Qa6
 Qf4 37.Qa7 R8e7 38.Qb6 Qa4 39.Rd8+ Kh7 40.Qb8 Re8 41.Re8
 Qe8 42.Qe8 Re8 1/2 - 1/2

Final score for Mephisto Munich "S": 5 wins
 4 losses
 3 draws

Average rating of opponents: 2144

NO BOOK TOURNAMENT

I have suspected for some time now that the standard method of testing computers against each other "free-style" is not the best forecaster of results against humans. Some programs are much better than others at handling the opening when taken out of book, and this skill is vital against humans who are apt to be aware of the wisdom of leaving book early against computers. Standard computer-computer testing, or even pre-selecting openings, will not detect these differences, since following book lines makes opening skill irrelevant. In particular, the Novag machines (and the "S" of Mephisto) seem to play non-book openings much better than the others, presumably because the large program allows for extensive opening heuristics. To test this hypothesis, I ran a double round robin of the eight latest and strongest programs with the opening books turned off. In every case this can be done either by an explicit feature, by removing and replacing a piece, or by inputting the opening moves 1 Nf3 Nf6 2 Ng1 Ng8. Because the Amsterdam ("S") program is so far above all the others, I decided to put it to the ultimate test. It played all seven rounds with each color at odds of the KBP! Not only was it a pawn down, but it was apt to experience difficulty in castling. This was inspired by Paul Morphy, who, after demolishing all the world's top players on even terms, offered pawn and move odds to anyone in the world, and he retired when there were no takers. As the Mephisto "S" had done to other micros what Morphy did to human opponents, I felt that a similar challenge was in order. Time limit for all games was 60 moves in 2 hours.

The results of the tournament generally confirmed my expectations, though there were some surprises. For the Amsterdam, its sharing second place despite the pawn odds must rank as one of the most remarkable achievements in computer chess history. It scored an overwhelming 5-2 as white (with pawn odds) and a respectable 3-4 as black (pawn and move). Curiously, it scored only 1 out of 6 against Novag machines, but an overwhelming 7 out of 8 against all others, despite the handicap. As the KBP is surely around a class handicap, the Mephisto "S" performance rating here of about 2100 is actually a solid master result. In my opinion, few human 2200 players would be able to duplicate the Amsterdam's ("S") result against this field at that handicap.

For Novag, the results were a smashing success, as they took 1st and shared 2nd and 4th. Although I rather expected the Expert and Forte to finish near the top, the Quattro's tie for second is astonishing, as it was the only machine running at less than 5 MHz, and has a small program. The Forte is clearly stronger than the Quattro, so I can only conclude that the Quattro was lucky and the Forte unlucky. Still, the results here and Novag's plan to raise the Quattro to at least 5 MHz shortly may make it appealing to those who do not care about a deep opening book.

The Rebel's (MM III) result was a major disappointment, but I am not too shocked because its strength is the middle game; its opening heuristics, like Fidelity's, are few. Both the Rebel and Fidelity machines are apt to make early, time-wasting queen moves. The Rebel also makes more crass blunders than others due to its selective search, although it compensates by playing much better when depth is required. As the Rebel is clearly the best program (excluding "S") at 30 second speed, it appears that extra time does not benefit as much as it does other programs. Curiously, although the "S" is also a selective search, it seems to perform at least as well or better at slow time limits against other machines. I suspect that the "S" uses a much wider selective search than the Rebel; a narrow search will find good moves much faster than a wide one, but extra time will not cure the occasional blunders.

As for the Turbostar, its opening heuristics seem to me to be better than Fidelity or Rebel, but inferior to Novag and "S". It is probably not the best choice for off-book openings; its best feature is its splendid opening book, which may well be the best available in terms of giving the computer suitable positions as well as providing variety. Like the Fidelity machines, and unlike Novag, its good results against human players are heavily dependent on its book, I believe.

Fidelity's results are a bit puzzling. While the Par performed reasonably well, the Avant Garde's last place finish is disgraceful for the high-priced unit. Since Fidelity, Eric Hallsworth, and I all agree that the two programs (book openings excluded) do not differ in strength by more than about ten points in slow chess (nor is it clear WHICH is superior), I think the fairest conclusion is that the Par was lucky while the Avant Garde was unlucky. Their average score of 6 out of 14 is probably the best indication of their true level. By contrast, the three Novag models averaged 8 1/2. In my opinion, the biggest weakness of Fidelity machines is that their "understanding" of pawn structure is the worst of all models tested. Game after game finds Fidelity with ugly pawn structures - holes, doubled isolanis, and the like. Fidelity has emphasized mobility almost to the exclusion of structure, and while they often win with bad structures by tactics against other machines, when faced with a stronger opponent like the "S", the structural weaknesses are usually fatal, even at pawn odds. When the Fidelity machines are permitted to stay in book for ten moves or so, this weakness is largely covered up, as the pawn structure may be pretty well settled by then.

By contrast, the Rebel has a fine understanding of pawn structure but is a bit deficient in evaluating dynamic aspects. The other programs seem to be reasonably balanced between statics and dynamics. Although the Avant Garde finished last, it did display the most skill at finding mates; against the Quattro, it announced a complicated mate-in-7. Neither the Quattro nor the Par could find that mate even one move later. Apparently, mating is not a big factor

in winning chess; usually, even if a mate is missed, the side who missed it will still win the game. One other flaw in the Fidelity programs is that they invariably develop N-QB3, blocking the QBP, no matter how much the position cries out for P-QB3 or P-QB4. Of the other programs, only the Amsterdam, surprisingly, displays this habit.

As for the openings played, in general only the Novag machines and Turbostar discovered major name openings. Excluding the Amsterdam handicap games, 1 e4 was played only and exclusively by all Novag machines, the others choosing d4 or Nf3. In defense to 1 e4, the Fidelitys and Rebel always chose the Center Counter, with poor results as their queens got harassed. The Turbostar and Quattro always chose the Petroff, while the Expert and Forte defended the Ruy with the Berlin defense against each other. In the QP openings, the Fidelitys usually brought out both knights to bishop 3 by move 3 with either color, while the Rebel and Turbostar were careful not to block the c pawn, playing P-K3, N-KB3, and, when appropriate, P-QB4. The Novag machines as black (except Quattro) insisted on developing the QB before playing P-K3. No machine ever chose the Sicilian, French, or Queen's gambit.

The worst blunder of the event was made by the winner, Expert, against Quattro. After 1 e4 e5 2 Nf3 Nf6 3 Ne5 d6 4 Nf3 Ne4 5 d3 Nf6 6 Be2 Be7 7 Nc3 0-0 8 0-0 Nc6 9 Re1 Bf5 10 Bg5 h6 11 Bh4 d5 12 d4 Nb4 13 Rcl Re8 14 Ne5 Ne4, the Expert played the insane sacrifice 15 Nf7?? and Quattro won easily. When I gave the position to Forte, it never even considered the blunder, showing that at least some improvements have been made.

The most exciting chess was probably that of the Quattro. It scored some nice sharp attacking wins; in fact, except for the gift point from the Expert, all of its wins fit this description. In quiet positions, though, its play is unimpressive.

CROSSTABLE (Ties Broken by S-B)

| | (1) | (2) | (3) | (4) | (5) | (6) | (7) | (8) | W | L | D | SCORE |
|----------------|------|------|------|-------|------|------|-------|------|---|---|---|---------|
| 1 Expert 6.0 | n/a | 1-0 | 1-1 | 1-1 | 1-1 | 1-.5 | .5-0 | 0-1 | 9 | 3 | 2 | 10-4 |
| 2 Quattro 4.0 | 0-1 | n/a | .5-1 | 0-1 | 0-.5 | .5-1 | 1-1 | .5-0 | 6 | 4 | 4 | 8-6 |
| 3 Mephisto S** | 0-0 | .5-0 | n/a | .5-0 | 1-.5 | 1-.5 | 1-1 | 1-1 | 6 | 4 | 4 | 8-6 |
| 4 Forte 5.0 | 0-0 | 1-0 | .5-1 | n/a | 1-1 | .5-0 | .5-.5 | 1-.5 | 5 | 4 | 5 | 7.5-6.5 |
| 5 Par Ex. 5.0 | 0-0 | 1-.5 | 0-.5 | 0-0 | n/a | 1-1 | 1-.5 | 1-1 | 6 | 5 | 3 | 7.5-6.5 |
| 6 Turbo 540+ | 0-.5 | .5-0 | 0-.5 | .5-1 | 0-0 | n/a | 1-1 | .5-0 | 3 | 6 | 5 | 5.5-8.5 |
| 7 Rebel 5.0 | .5-1 | 0-0 | 0-0 | .5-.5 | 0-0 | 0-0 | n/a | 1-1 | 3 | 7 | 4 | 5-9 |
| 8 Avant Garde | 1-0 | .5-1 | 0-0 | 0-.5 | 0-0 | .5-1 | 0-0 | n/a | 3 | 8 | 3 | 4.5-9.5 |

** Mephisto "S" (Amsterdam) played all games at pawn odds !

****LATE NEWS****

**** Eric Hallsworth reports a 26 game match (either 2 or 3 minute per move level) between Amsterdam ("S") and Par Excellence, won by Amsterdam 18 1/2 - 7 1/2. Also a drawn 12 game match between Par Excellence and Avant Garde, and a 4 1/2 - 1 1/2 Par Excellence victory over Quattro 4.0.

**** The Rebel MM III is due out at the end of October, 1986 with some further program changes over and above the units tested herein, and it will run at a projected 4.91 MHz, close enough to 5 to call it a 5. We shall then see if the opening book has been improved as promised.

**** Mephisto "S" (Amsterdam) handicap games- When playing a handicap game on the "S" machines, it is essential to remove piece (or pieces) by sequence of moves in memory mode. In problem mode, all opening heuristics are disregarded

**** It is now 5 weeks since the U.S. Open has concluded and the U.S.C.F. still has not decided what formula to use to rate the Fidelity chess computer that was entered for the purpose of receiving an official CRA rating!!!

**** "You be the judge" quotes from November, 1986 Chess Life 1) "The original Elite Avant Garde with the winning Mobile Master... the strongest chess computer on the market today!"

... Electronic Table Top Games, Rochester, Michigan

2) "We are tired of reading slanted test results with misleading and exaggerated claims comparing other computers with FIDELITY's, and decided to prove our superiority in a competition sanctioned by your own United States Chess Federation under official tournament conditions [1986 U.S. Open Computer Chess Championships, Mobile, Alabama] ... Fidelity International, Inc.

3) "I have personally played the Par Excellence and the Turbostar 540 (5MHz model) at both blitz and tournament speeds. I find the Par Excellence to be the better chess opponent in every respect." ...Grandmaster Arthur Bisguier, Chess Life Holiday Catalog evaluator.

4) "As a not-for-profit organization, we're more interested in what we can do for chess than what chess can do for us. We're not in a bidding war with dealers. We are more interested in value to our members than we are in profits." Arthur Bisguier, Chess Life Holiday Catalog evaluator.

5) November Chess Life contains the following ads/articles from the United States Chess Federation (the organization which made itself responsible for ALL official computer ratings).

1) SIX pages of advertising on Fidelity product

2) A one page article/ad entitled, "The Truth about Computer Chess." (EVERYBODY in Chess Life wants to tell us the truth!!!)

3) A three page article/ad as the "1986 Chess Life Computer Buying Guide" with the following quote: "The USCF Policy Board, sensitive to the fact that members rely on their national magazine to protect their interests, have banished all mention of non-CRA ratings..." with no less than 3 references to the Fidelity "official" ratings.

4) Five pages on the U.S. Open and "Fidelity Cup".

THE COLDITZ TEST: NEW POSITIONS
More Studies from the Famous German Test
English Translation by George Rottmann

In last year's issue of CCR, there was a powerful story about the "Colditz Test", with ten dynamic, and fascinating chess positions that were carefully selected to test the effectiveness of computers in various middlegame situations. A total of ten computers were chosen to take the test, and their scores were given. Unfortunately, only a few of computers were in production at the time of the initial test, and only two (the Super Constellation and Turbostar 432) are still being marketed.

Now, by popular demand, the Colditz Test continues with ten more positions for seven of today's best commercial chess computers to work on, and with enough skill, correctly solve. Included in this set is the outstanding combination ending in mate that Kasparov pulled off against GM Csom in their 1977 game at Bad Lauterberg (#9). And the other positions are also taken from major tournaments involving IM's and GM's.

Try taking the test yourself to see how quickly you (or your chess computer) can find the solutions.

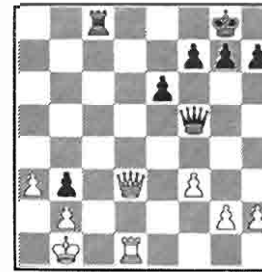
TEST POSITIONS



1) By his last move Nd4, White covered his own queen, and at the game time attacked the opposing one. Black was able to prove that this procedure was inadequate. Black to move and win.



2) White had just taken a rook on c7 and expected Black to move, had a better continuation.



3) Black, to move, found a move after which White resigned immediately-- if not sooner!!



4) Black played Nxf4 and thereby gained back his piece that he had sacrificed in the opening, since 2. Rxf4 is countered by Rxd6. But White, to move, found a victorious continuation after 1...Nxf4.



5) By his last move, Rc8, Black provoked White to take on d4. White responded with Bxd4. Was this correct?



6) The White King seems better protected than the black one. But the Black pieces are more active. Can black gain an advantage?



7) Black relied on pinning the pawn at e5 in order to stop the advance of the white passed pawns. How did White continue?



8) White could mate if the rook on f3 would not be pinned. White found an elegant solution.



9) White moves and wins.



10) Tartakower once said: "The Champions bring their knight to e5. The win then comes automatically." Here it was enough for White to have its knight on g5, to force the win.

COLDITZ TEST SOLUTIONS

- 1) 1...Nf3+ 2.Rxf3 Bxd4+ 3.cd Qxb5.
- 2) 1...Rh6+ 2.Kg1 Rh1+ 3.Kxh1 Qh3+ 4.Kg1 Qxg2 mate.
- 3) 1...Rd8 2.Qxf5 Rxd1 mate.
- 4) 2.Qxf7+ (after 1...Nxf4) Kh8 3.Qg8+ Rxg8 4.Nf7 mate.
- 5) 1...Bxd4 (after 1.Bxd4) 2.Nxd4 Qxd4! 3.Qxd4 Ne2+ 4.Kf1 Nxd4.
- 6) 1...Qxd4! 2.Bxd4 Nf3+ 3.Kf1 Bb5+ 4.Qc4 Bxc4 mate.
- 7) 1.e6 Rxg5 2.Rd8+ Kxd8 3.ef.
- 8) 1.Rg2! Qxf3 2.Qxf8 mate.
Rg8 2.Qxh7+ Kxh7 3.Rh3 mate.
- 9) 1.Nf5! Nxd7 2.Qh2+ Kg8 3.Qg3+ Kf7 4.Qg7 mate.
ef 2.Qh2+ Kg8 3.Qg3+ Kh8 4.Qg7 mate.
Qb8 2.Rh7+ Nxh7 3.Qg7 mate.
- 10) 1.Qa8+ Kg7 (Ke7 2.Qb7+) 2.Bxe5+! Qxe5 3.Qh8+ Kxh8 4.Nxf7+ any 5.Nxe5.

SOLUTIONS TO FRONT COVER PROBLEMS

(All are White to Mate in 3)

"1" 1.Qf7

"9" 1.Nf6

"8" 1.Kc2

"6" 1.Bf1

"C"omputer 1.Kd1

"C"hess 1.Qf5

"R"eports 1.Bd3

CHESSE PROBLEMS AND COMPUTERS

One of the most important functions a home chess computer can perform for the problemist is the solving of complex and difficult chess problems with finite solutions (eg. White to play and mate in 4 moves). This feature is now available in every top model chess computer on the market, and it serves as an invaluable tool for the serious problem composer and solver alike by saving a tremendous amount of time and energy in verifying solutions. However, there are some very distinctive differences in the problem solving ability among commercial chess computers.

Although each machine has its own set of special features, and some claim more features and functions than others, there are only two that are absolutely essential for complete and accurate problem solving: 1) the user must be able to program into the computer the exact number of moves in the problem (the stipulation); and 2) the computer must be able to search out and find any and all alternate solutions (cooks), and be able to notify the user when no solution is possible at all. Only when these conditions have been met can a computer be considered a legitimate problem solver for the serious problemist. Of course, for those interested in the simple solving of any mate, any chess computer will suffice just fine.

Among the current group of commercially available chess computers that incorporate all of the above features:

Mephisto "S" (Amsterdam)

Mephisto Rebel (MM III)

Novag Constellation Expert

Novag Forte

Fidelity Avant Garde

Fidelity Par Excellence / Avant Garde 2100

Fidelity Excellence 3.0/4.0

There are also several computers that have been discontinued or are no longer being actively promoted that would qualify for the list. Among these outdated computers are SciSys Mark V and Mark VI, Milton Bradley's Grandmaster, Mephisto Blitz and MM II programs, and Fidelity's Prestige and Elite A/S series. There are also a couple of software programs written for personal computers that can solve chess problems the same way.

For those of you not so interested in composed chess problems, all other chess computers have the basic, scaled-down problem solver, but they choose to concentrate more heavily on regular tournament-style chess-- which is what most people really want. Remember, chess programs are just so large- if the programmer dedicates space to cooks, he is going to have to take it from somewhere else.

The following 12 problems are a good way to test your chess computer against today's best, and also to humble you, for a computer is king in this area. Following the solutions page, we have a crosstable showing how some of today's better units can handle these problems quickly and how some are faster than others. No peeking, now!

Here are the problems:

#1



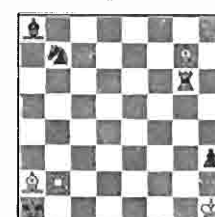
Mate in 4

#2



Mate in 4

#3



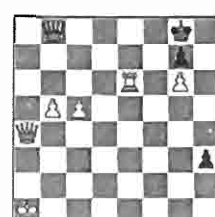
Mate in 5

#4



Mate in 5

#5



Mate in 4

#6



Mate in 5

#7



Mate in 4

#8



Mate in 6

#9



Mate in 5

#10



Mate in 4

#11



Mate in 6

#12

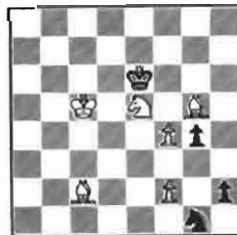


Mate in 7

SOLUTIONS TO CHESS PROBLEMS

- 1.) 1.Rh2! Ka3 2.Rh5 Ka4 3.Bc6+ Ka3 4.Ra5 mate
else 2.Bh1! threatening 3.Qg2 and either 4.Qb2
or 4.Qa8
- 2.) 1.Rd5! ed 2.Re8! Qe8 3.Nc2+ Ka2 4.Qd5 mate
- 3.) 1.Bd4! Rg4! 2.Bc3! Rg3 3.Bh8! Rg8 4.Bg8 any 5.R mates
- 4.) 1.Qd7! Bd1 2.Ne2! Be2 3.Qh7! Bc4 4.Kd6 Bf7 5.Qh6 mate
- 5.) 1.Re1! h2 2.Qa2+ Kh8 3.Qh2+ Kg8 4.Qb8 mate
Qc8 2.Qb3+ Kh8 3.Qh3+ Kg8 4.Qc8 mate
Qd8 2.Qc4+ Kh8 3.Qh4+ Kg8 4.Qd8 mate
Kf8 2.Qa2 Qb7 3.Qg8+ Kg8 4.Re8 mate
- 6.) 1.Kf7 Kf1 2.Ra2 e4 3.e8Q! ed 4.Qb5 any 5.Q-mates
ed 3.e8R! de 4.Re3 Kg1 5.Re1 mate
- 7.) 1.h8R! Na5,e5+ 2.RxN Ng8 3.R7g8 Kb2 4.Qc3 mate
- 8.) 1.Ne7! Re7 2.Nb4! Kf4 3.c6! Bc6 4.Nd3+ Ke4 5.Ne5+ Kf4
6.Ng6 mate
- 9.) 1.Qe1! c5! 2.Qf1! Nc3+ any 3.Nc3+ Ka2 4.Qa6+ Kb4 5.Nd5
mate
- 10.) 1.Rc8 Rc8 2.Bc4 Rc4 3.Kd2 Rg4 4.Qh8 mate
- 11.) 1.Rb8 Ra3 2.Rb5 Rb5 3.d5 Rd5 4.d3 Rad3 5.Qf2+ Ke4 6.Qf4
mate
- 12.) 1.Bc3! Rh2 2.Bd4! Rh3 3.Bb6 Rb6 4.Rb4 Rf6 5.Rb7 Nb7
6.Rg6+ Rg6 7.Nf7 mate

In the last issue of CCR, the following chess problem (white to move and mate in 10) was shown to Gary Kasparov and several computers to solve. The solution was not given in the article, and for those who, like the computers, have not yet reached the solution, or have given up trying, here it is:



Mate in 10

SOLUTION: 1.Ba4 Kf5 2.Bd7+ Ke4 3.Be8 Kf5 4.Bg6+ Ke6 5.Bh5
Kf5 6.Bg4+ Ke4 7.Bd1 Kf5 8.Bc2+ Ke6 9.f5+ Ke5 10.f4 mate

In order for you to compare each of today's competitive chess computers in their mate finding abilities and to allow you to compare your own chess computer (if you already own one) against the very best that today's market has to offer, we have taken six of the twelve problems listed earlier in this article and plugged them into nine of the best commercial units around.

| Computers | Chess Problem #'s and Computer Solution Times | | | | | | Geometric Mean |
|--------------------------------------|---|-------|---------|-------|---------|-------|----------------|
| | #4 | #5 | #7 | #2 | #9 | #6 | |
| Mephisto "S" | 12:38 | 0:57 | 0:17 | 0:51 | 2:32 | 1:43 | 1:00 |
| Avant-Garde | 2:20:30 | 7:47 | 6:59 | 0:14 | 1:57 | 12:24 | 3:09 |
| Expert 6.0 | 3:45:00 | 4:31 | 9:25 | 0:29 | 6:02 | 20:24 | 4:48 |
| Mephisto III (Rebel) | 8:35:30 | 10:39 | --- | 1:13 | 6:58 | 6:32 | 4:56 |
| Forte | 4:01:43 | 6:03 | 12:49 | 1:46 | 6:36 | 23:50 | 7:21 |
| Quattro 4.0 | 6:30:00 | 12:03 | 29:10 | 4:29 | 11:48 | 31:50 | 15:00 |
| Turbostar 540+ | 9:30:00 | 12:55 | 3:54 | 22:55 | 1:03:54 | 14:00 | 15:57 |
| Par Excellence (Avant-Garde 2100) | 43:00:00 | 31:18 | 29:45 | 1:44 | 37:57 | 50:25 | 19:51 |
| Excellence 4.0 | --- | 19:50 | 1:02:06 | 2:01 | --- | --- | 22:55 |

The best way to compare mate solving abilities of different programs is by geometric mean of solving time on several problems - the arithmetic mean is nearly meaningless.

I tested 9 machines on 6 problems each and computed geometric mean based upon five of the problems (problem #1 took so long for most of the units that the times are approximate within 10 minutes because of operator fatigue). In the case of Mephisto MM III (Rebel), my prototype malfunctioned on problem #3, but from results of other machines, it appears that that problem was of average difficulty, so its omission does not bias the results. As for Excellence 4.0, its mate solving mode only works up to mate-in-4 so I have compared its time on the mate-in-4 problems with the Par Excellence and assumed that its times on the mate-in-5 problems would be in the same ratio to the Par Excellence.

As in practical play, the Mephisto "S" also demonstrated vast superiority in the arena of mate solving. Among the 8 bit programs, it is remarkable that Fidelity took both the last two places and first! It is hard to believe that the Par Excellence and Avant Garde can be so close in practical strength while the Avant Garde is over 6 times faster at mating! Note: the Avant Garde tested here is the older, higher priced one - the newer Avant Garde 2100 has the Par Excellence program. It is also interesting to note that that the ranking of machines at mate solving is almost identical to the ranking by price. In this area you, more or less, get what you pay for.

**HYPE AND NONSENSE: RIGHT AND WRONG WAYS
TO EVALUATE THE PLAYING STRENGTH
OF COMMERCIALY-AVAILABLE CHESS COMPUTERS**
by Maurice A. Robinson, Ph.D

Those familiar with chess computers have long recognized that misleading claims regarding the relative playing strength of the various commercially-available chess computer systems have been promulgated by advertising executives. In the earliest phase, such claims were basically uninformed guesswork, drawn up by copy editors who knew little (if anything) about chess, tournament competition, or the ELO rating system for chess players.¹ The ads often claimed "Expert" strength for the various machines, but this only indicated that a machine had more than one timed skill level of play. For want of any better terminology, the ad-men innocently selected the "Beginner - Intermediate - Expert" model to describe these levels of play. Had such claims been made to deliberately suggest the "Expert" mode played at the USCF/ELO 2000-2199 level, the public outcry of "fraud" would have been deafening. However, there was no intentional deception involved: such labels were honestly perceived as mere "hype," since it was obvious that the early "Expert" machines barely played at the Class D level (1200-1399) at best.

However, the improvements and refinements made upon chess-playing programs have continued apace, and their actual playing strength has increased considerably. There is general agreement that machines capable of playing Class A chess (1800-1999) do exist at a reasonable cost/performance ratio for the average consumer. More expensive machines also exist which claim to achieve true "Expert" (2000-2199) strength, but these are generally priced beyond the reach of the bulk of the purchasing public who are the primary target group of the advertisements.

Despite all the improvements in playing strength, the questionable and/or exaggerated claims regarding a machine's actual performance skill have refused to go away, and this is only to be expected. Advertisers are mostly concerned that their particular product outsell those of the various competitors; therefore, their advertising copy must always make their product appear more valuable than all others. Weakness must necessarily be glossed over, and strengths must be exaggerated, since "everyone else is doing it." Now to present an honestly accurate statement might make one's own product appear somewhat "inferior" in the ad wars. Peer pressure thus has been the consumers' bane

¹Even at the present time the chessic ignorance of copy writers still slips into the most sophisticated advertisements. *Chess Life* 41 (June 1986): writers still slips into the most sophisticated advertisements. *Chess Life* 41 (June 1986): 13 contains a Fidelity ad for its new *Par Excellence* which states regarding its opening book that "Each opening is named" (one would hope so!), and that it "includes openings by Philidor and Alekhine"--even though these men did not invent the openings which bear their names!

when shopping for the chess computers.

The situation has not really improved for the consumer even though the machines themselves have done so. The claims have gained in "slickness" because of the continuing enlightenment of the buying public; but the fact still remains that consumers often feel let down or "burned" after finding out that the machines simply did not meet the high expectations inferred from the manufacturers' claims. *Caveat emptor* still applies---let the buyer beware the "would I lie to you?" syndrome!

Due in great part to this problem of inaccurate and conflicting claims regarding the strength of the various machines currently on the market, the USCF has formally instituted the "U.S. Chess Computer Rating Agency" (CRA), which by their own description is "an independent organization" (p. C-21), "the official and independent certifying body of the U.S. Chess Federation" (p. 2). By the creation of this agency, the USCF purports to overcome the misleading claims hitherto appearing in *Chess Life* ads, as well as to present an aura of objectivity in a field where subjective opinion has been the norm. For the present time, *Chess Life* firmly states that

Except for those chess computer advertisements bearing the official seal of the USCF Computer Rating Agency, claims made by advertisers of chess computers are strictly their own estimates, and USCF takes no responsibility for the accuracy of these unofficial ratings. (p. 8)

In fact, the USCF has put all manufacturers and advertisers on notice that "no rating--other than official CRA ratings--can be claimed, beginning with the September [1986] cover-date *Chess Life*" (p. 8).

So far so good. All this certainly seems to indicate a great improvement in objectivity over the previous "any claim allowed" attitude which still seems to prevail in some ads. By all indications, the September *Chess Life* will initiate a new era in computer chess advertising. Yet some nagging questions remain concerning the decision to create the CRA as presently constituted, and whether the tables are only turning from one kind of "hype" to another.

The case in point is the immediate appearance of Fidelity's *Par Excellence* in the June 1986 issue of *Chess Life* with the remarkable "official" CRA rating of 2100, "Expert" level. This product supplants in rating strength the only other computer ever

²This includes "number manipulation" to make something appear more powerful than its competitors. The same Fidelity ad under "Software Specifications" states "Memory capacity is 256,000 bits of Read Only Memory (ROM), . . . 64,000 bits of Random Access Memory (RAM)" (p. 13). Any computer-literate reader sees the exaggeration at once, since no one normally refers to "bits" of memory, but "bytes" or, in the case of chess computers, "kilobytes" ["K"]. Dividing by 8,000 gives the true comparison data: 32K ROM and 8K RAM. Maybe not as impressive numerically, but accurate for comparison!

³All citations are from *Chess Life* 41 (June 1986), by page only.

to be "officially" rated by the CRA, Novag's *Super Constellation* (rated low "Expert" at 2018). Certain problems seem to arise in utilizing the CRA as the sole "official" agency to be charged with rating chess computers, and also in the way products so rated will be promoted. These will be noted in the following pages.

Even though there are only two contenders so far in the CRA "rating wars," this latest "winner" from Fidelity has by virtue of its accomplishment received the marketing blessing of the USCF in blitz fashion: there are--count 'em!--five USCF promotional mentions of the *Par Excellence* in the June 1986 issue (pp. 2, 3, 55, 56, C-21), with only one such spot in the "proper" location, the USCF "summer catalog." There are also the fully proper outside advertiser full-page spreads from Fidelity (pp. 13, 51) and the Fidelity-only dealer, Electronic Table Top Games (p. 45). It should be noted that the other "official" CRA rated computer, Novag's *Super Constellation*, is not mentioned in any USCF spot ad, but only in the catalog pages along with other Fidelity and Novag products.

The "independence" and objectivity of the USCF and the CRA in the matter of chess computers seems to be seriously compromised by the USCF spot ad promotional pages, and tends to expressly conflict with the USCF statement on "CL Advertisements" (p. 8), which declares

Neither USCF nor Chess Life makes any endorsement of any product promoted by outside advertisers. . . .

Yet in the "summer catalog" section, coincidentally appearing for the first time as the *Par Excellence*, is a full page discussion of "The 10 Most-Asked Questions About Chess Computers," which states expressly under question number 10,

We've looked at many brands, and year in, year out we've found that Fidelity and Novag are the names to trust.

This is immediately followed by the "sour grapes"-sounding comment regarding other manufactures, that

Some other big-name companies haven't sent us any models for consideration in years, even though we're always eager to check out new products for our members. (p. C-19)

None of this represents the high standards of objectivity which should be a prerequisite for evaluating any make of chess computer. There is too much apparent "conflict of interest," which might lead a reader to infer (albeit erroneously) that "free samples plus advertising dollars = big promotion by USCF." The CRA itself appears to be too closely allied with the USCF for it to truly work objectively, especially when the reader of *Chess Life* is not directly informed by the USCF as to precisely how the CRA ratings are determined. Instead the USCF provides only general comments, to wit:

The U.S. Chess Computer Rating Agency . . . concluded its testing

[of the *Par Excellence*] on March 9, 1986. From the rigorous, 40-tournament-game regimen, the new *Par Excellence* emerged at an even 2100!

7-1 Against Established Experts!

This brand-new, made-in-the-USA micro played human opponents with established ratings from 1776 to 2127. It went 7 1/2 - 1/2 against the high B-players. It went 14 1/2 - 9 1/2 against A-players. And it went 7-1 against Experts!

.

FREE! Just ask and we'll send you a complete crosstable and sample games of the *Par Excellence*'s breakthrough achievements. (p. 2)

It is instead left to one of *Fidelity's* full-page ads to explain the rating process for *Chess Life* readers:

This is the Rating Agency's Procedure:

Ten games are played against the computer by a wide range of rated players to determine the computer program's approximate strength.

Then forty games using tournament time (40/2-20/1) are played against a narrow range of rated players. The players are paid by the agency for each win and/or each draw.

They receive nothing if they lose to the computer.

Players may work together and plan strategies, tactics, and openings before each round. Ten players get 4 chances each to beat the computer or find weaknesses they can pass on to the other players.

At the end of the 40 games Fidelity [the *Par Excellence*] scored 26 wins, 8 losses and 6 draws. (p. 51)

Of course, unanswered questions still remain about the entire procedure of the CRA, since nowhere else are any further details provided. One might wonder whether the ten initial games were played under strict tournament time controls, as well as how much pre-game preparation was actually engaged in by the players involved. Also, if the ten preliminary games were played under strict tournament conditions, why were their results not included in calculating the final rating?

All these factors distort the reliability of the CRA system, since the tests are not conducted under true tournament rating conditions (save for time controls): the players involved do not play against each other as well--nor is there any ultimate goal of winning versus losing with money at stake but not at risk (entry fees for example). The same "drive" simply is not present in the player to make the best of the situation and thereby to provide a true rating comparison.

All these considerations call into question the CRA methodology in much the same way that the USCF objected to

Quite frankly we don't put too much stock in computer versus computer tests.

That's because too much depends on non-chess factors: the skill of the operators, the parameters used for each machine, the way openings (and with them the possibility of "repeat performances" of previous games) are handled, and the tendency on the part of some companies to produce machines that can capitalize on known opening-book weaknesses of an opponent.

All these factors can add up to a win by a machine that isn't necessarily better than its opponent. That's why our CRA tests computers only against *human* competitors. After all, you buy a computer to play against yourself--not against some other computer. (p. C-19)

Yet even in computer-versus-human tests the same objections can be made concerning the machine side of the contest. By consultation humans can easily produce "repeat performances" if the same opening arises from the computer; the computer's opening book might be expressly designed to get a human opponent away from more familiar lines; and the skill of the computer operators and the parameters set must continue to enter into the competition.

But *mutatis mutandis* the same objections can be made concerning the *human* side of the contest: an Expert's "offday" or a Class A player's "good day"; human attempts to force a computer "out of book" early or to make pointless waiting moves knowing the tendency of computers to rashly strike forth just to "do something"; also the factor of "unfamiliarity" with the opponent, which will soon disappear after a number of tournament games, as in all-human events where the same players return regularly. One may just as easily paraphrase the objection thusly:

Quite frankly we don't put much stock in computer versus *human* tests. . . .because *too much depends on non-chess factors*. . . . All these factors can add up to a win by a machine or a human that isn't necessarily better than its opponent.

⁴The present writer requested the "free . . . crosstable and sample games of the Par Excellence's breakthrough achievements" (p.2), and observed immediately that Expert Diana Gherge (2041) went 0-4 against the Par Excellence while Class A players Jason Allis (1978) and Michael Zachary (1924) went 2 1/2 - 1 1/2 and 2-2 against the same machine. Human ratings are always *relative* and geared to *performance* at an event; computers will always perform at the *same* skill level regardless of their opponent, once their parameters are set. One wonders how many human games were lost by sheer blunder, since the USCF provided only *four* out of the 40 (50) total encounters between humans and the Par Excellence (computers don't blunder!).

⁵Both examples from sample game Par Excellence-Richard Tee (1843), Round 3. The opening from the sample games were hardly those most frequently encountered (Center Counter; Nimzo-Larson; Blackmar-Diemer; Sicilian 2.c3).

One must also wonder why the explanation of the CRA rating system was left to an *advertiser* (Fidelity) to declare, especially when that advertiser's product had just received the 2100 CRA rating. There simply appears to be too much conflict of interest for prospective chess computer buyers to implicitly trust the CRA system. One might wonder why other manufacturers have not opted for the CRA testing of their machines. It certainly cannot be out of dread that their product will test out weaker than the rest--the expensive Mephisto "Munich 'S'" certainly seems equal or superior to its competition--rather, it is likely due to the *cost* the CRA demands before testing can begin, and the serious questions concerning the ultimate objectivity of the testing procedures as a whole; also, the USCF promotion of Fidelity and Novag as apparently the only "names to trust" (p. C-19).

SUGGESTIONS FOR IMPROVEMENTS

The present writer would propose a number of items which should be taken into consideration if the chess computer buying public is ever to get a totally fair and unbiased evaluation of the relative strengths and weaknesses of the various products currently on the market. All of these proposals strive to be absolutely fair to all concerned parties, and reflect a total methodology which a new and different "CRA" might be able to carry out for the benefit of all chessplayers and computer manufacturers without prejudice or apparent conflict of interest. These proposals now follow:

1. Establish a CRA which is clearly and totally independent of USCF controls regarding its ability to conduct open and honest research regarding the strengths of chess computers. Allow the CRA to report on the perceived *weaknesses* as well as the *strengths* of the various models. The entire CRA testing methodology and reports should be made available to the public at minimal cost, including entire game scores from the testing sessions and performance ratings of all players involved per event.
2. Human-versus-computer events must be run in round-robin tournament fashion.
3. Entry fees should be charged, with prizes awarded to the top finishers per class rather than a per-game cash award. This, coupled with the necessity of playing all other competitors will remove the single "man vs. machine" type of thought which appears to permeate games conducted solely on such a basis.
4. All CRA games conducted under tournament time controls, including the preliminary games which determine the approximate class level of a computer, must be taken into consideration when calculating a machine's rating.
5. Official USCF mention of various computers should be restricted to catalog pages only; let the advertisers promote their machines elsewhere in *Chess Life*. The USCF should take no stand pro or con regarding any make or model of computer, but should only quote from the "official" CRA independent report regarding the strengths and weaknesses of any computer inquired about.

6. Every computer currently on the market as well as all future models should be tested equally by the CRA without requiring a manufacturer to pay any fee whatsoever. Tournament entry fees from the human players should cover the basic costs of running the tournament testing, and the USCF can then charge additional advertising costs for any manufacturer who desires to utilize the CRA rating in his advertising material appearing in *Chess Life* or elsewhere, something of a "licensing" format. Only in this manner will the computer purchaser be able to intelligently compare all various models, and not merely those of the manufacturers who have chosen to pay the CRA fees.

7. Machine-versus-Machine tests need to be instituted by the CRA in order to provide an *absolute* standard of comparison which human-versus-machine competition cannot do. This must be done, however, on an entirely different basis from what has hitherto occurred in computer-versus-computer events: the machines have simply been allowed to select at random whatever openings they desired, and book play led from there to the middlegame, with no "extra chance" given the losing machine for revenge in the same opening. What is needed is a 40-game test base between any two machines, playing one game as White and one as Black from an opening position 8-9 moves deep (such as the USCF postal "thematic" positions now being promoted (p. 49). This will allow *direct* comparison of two machines playing from either side of a *single* opening against each other. The position chosen should still be within "book" for each machine, and over the 40 games to be contested, 20 quite different opening systems should be selected to allow the greatest possible variation in style of play. All machines being tested will eventually have competed against each other by means of this system, and thus provide a second (and likely more valid) standard of comparison to supplement the human-vs.-machine results, which by mathematical projection can likely be altered to reflect the overall strength of a computer under evaluation.

8. Tactical and positional tests need to be run on all makes of computers in order to see how it would respond in a deep tactical decision (the number of ply it tends to look-ahead in given situations) at various levels of play, and whether it could find correct positional moves at various skill levels. Such positions could be taken from the wide-ranging books and articles on the subject, the *Informants*, or elsewhere. The only requirement is that all machines test out on the same situational positions.

9. Various endgame situations need to be similarly studied. The endgame has always been the weakest part of a chess computer's repertoire, often differing in strength by the hundreds of points from the sharper middlegame performance ability. Machine-vs.-machine tests in endgame situations are thus of little or no usefulness; this is why that any machine-vs.-machine test game should be considered drawn if the endgame is reached without a clear advantage to one side.

10. Finally, and most important: all machines tested should be obtained through commercial retailers rather than special from the factory. This will prevent any allegations of complicity or wrongdoing from being made, and leave the CRA totally free from

any special favors being granted.

CONCLUSION

Other aspects regarding the testing and evaluation of chess computers could be suggested within this paper, but the preceding items alone should insure a sufficiently objective and fair testing procedure which could be accepted by all parties concerned without malice. The present writer has made no pronouncements regarding the CRA ratings themselves nor the claim made by other manufacturers for their machines; from preliminary indications, the CRA ratings--though based upon a highly subjective and imperfect system--seem to be correct in a "ball park" sense: i.e., they are very close to what a full and proper testing should disclose, but still somewhat inflated (which makes advertisers happy, but misleads consumers). Other advertisers' claims regarding the strength of their non-CRA rated machines also seem to be quite close to the level of play claimed (by class rather than numerical rating).

All in all, things are improving for the consumer in the world of chess computer purchasing. All indications are that accuracy and objectivity are the ideal being sought. It now becomes the responsibility of the USCF and CRA to ensure that objectivity in their methodology is in the fullest manner.

MORE HYPE: AN ADDENDUM

After the original essay appeared in print, a clear confirmation of most of the objections to the CRA and its alleged "independence" appeared in print in the July 1986 *Chess Life*. Although the same advertisements re-appeared from both USCF and outside advertisers heavily promoting the Fidelity *Par Excellence*, there also appeared a two-page feature article on "Corporate Sponsorship" of US Chess, with Fidelity taking the lead entry and a large photograph (pp. 30-31).

The praise lavished upon Fidelity in this article clearly suggests (rightly or wrongly) some link between their support of the USCF and the promotion given their products in the pages of the magazine. One need only to read of what Fidelity has done/is doing for US Chess to see the conflict:

Fidelity has been the market leader in the microcomputer chess games since 1977. . . Fidelity introduced its unique and ongoing Compal Postal Tournament . . . [to which] Fidelity donated a prize fund of \$5,000.

In 1986, Fidelity reaffirmed both its industry leadership and its support of American chess by submitting its new *Par Excellence* to the USCF's official Computer Rating Agency for evaluation. The silicon slugger earned a rating of 2100!

[Sid Samole, President of Fidelity]...made sure that the 1985 U.S. Open events...would be major successes. Fidelity provided trophies and college scholarships...and put up a record prize fund for the U.S. Open Speed Championship. What's more, Fidelity donated thousands in prize money for daytime tournaments and the Fidelity 30/30 Open....

In 1986, Fidelity is coming through for American chess once again. The company will provide the \$5,000 first prize for the 1986 U.S. Open...as well as donate two "Fidelity Cups". . . . Fidelity will also help fund the Tournament of High School Champions and donate the 1986 Fidelity Open Speed Championship prize fund.

As Sid puts it, "Fidelity is a chess company, and what's good for the USCF is good for us....The more people get interested in chess nationwide, the more customers we will have. And that's good business!"

Obviously, Sid Samole knows the value of "free advertising" via corporate sponsorship. But when events and prizes become "Fidelity Championships" and "Fidelity Awards", one must seriously wonder whether the USCF is itself about to become the FCF (Fidelity Chess Federation)! Novag (which also has a CRA rated machine available) seems to be totally neglected as an outcome of Fidelity's massive contributions, even though it supposedly is one of "the names to trust" (as stated previously).

Let no one surmise that this writer is opposed to corporate sponsorship of the USCF and its activities! Hardly so; the USCF needs corporate sponsors, and Fidelity is certainly welcome in the ranks! However, since Fidelity is the only one of the corporate sponsors listed to be specifically tied to chess in their own product line, it is not hard to see that they (quite un-altruistically) stand to benefit from their corporate sponsorship in a manner far different from that of, say, Church's Fried Chicken or the Stanley Hotel ("what's good for the USCF is good for us. . . . more customers. . . . good business!"). The conflict has turned into the USCF apparently thinking the reverse: what's good for Fidelity is good for the USCF----and such to an extent may be true. But nevertheless, the same *serious* question of "conflict of interest" in the USCF Computer Rating Agency procedures and practices, and subsequent USCF promotional tactics still must be addressed in regard to Fidelity products. Only a truly *independent* CRA, unassociated with the USCF entirely, which can fairly evaluate and rate *all* computers on the market along the lines heretofore suggested, will be able to remove the lingering bad taste in the mouth the current CRA tends to leave behind.

* * * * *

One additional note: the August 1986 *Chess Life* contains a full-page ad from Electronic Table-Top Games with the banner title "THE TRUTH!". The USCF will by the time you read this have prohibited all non-official rating or strength claims in their advertisers' copy; this writer would suggest that misleading headlines and copy reflecting only *one* side of a debatable issue such as the true strength of chess computers be placed under the same restrictions! (The advertiser is a Fidelity-only distributor). This is more so the case when other distributors (meaning ICD) are prohibited by the USCF from openly telling of the performance of the *Par Excellence* in tests against other computers. Fairness should be applicable to all parties concerned, certainly!

COMPUTER RATING SCANDALS

by Larry Kaufman

The USCF official rating program for computers got off to a good start with the Super Constellation, which earned a 2018 rating against a field of players close to that rating. All agree that the test was fair and the rating reasonably accurate. Because the preliminaries were against a wide range of players, they were omitted from the ratings, but their inclusion would have made almost no difference, and all results were fully disclosed.

Unfortunately, the next two CRA tests did not go so well. The Mephisto Amsterdam "S" was submitted and at first all went well. The preliminaries gave a rating of 2178, including a win over one player over 2300. In view of its 2229 rating earned in Alabama, this was a bit disappointing, but it seems that computers generally get lower ratings against stronger opposition, perhaps because they play at the same level all the time, unlike humans. Anyway, the finals got off to a good start, but there was a fatal flaw in the arrangements. The rules call for 6 hours of play, then adjudication (ridiculous!), which, of course, is very beneficial to the computers, as their endgame play is notoriously weak. But the site at which the "S" was tested was only available for 5 hours, and games were adjourned at that point, which is even worse than adjudication because it is so obviously unfair to the computer, which unlike its human opponents, will not consult master friends for analysis. Perhaps it was assumed that 5 hours would be enough to finish, but this proved wrong, and the adjournments piled up. Had the positions been adjudicated, the "S" would probably have completed the test with an official CRA master rating, but when the adjournments were finally resumed, after a couple of weeks, the winning positions became draws or even losses, and it became clear that the rating would end up well below master, perhaps 2150-2180 depending on unfinished adjournments. When the sponsors learned that at the same time the "Par Excellence" was being tested without adjournments and with adjudication, they withdrew from the CRA test as it was obviously unfair vis-a-vis the opposition. Another difference was that the "Par" test was all done in one weekend, while the "S" test was dragged out over a month, with each player playing about one game a week. This too would seem to favor the "Par" over the "S". It is clear from the above that if the CRA is to be anything other than a joke, it must enforce uniform testing.

Now regarding the "Par Excellence" test, the rules call for a wide range of players in the prelims, then a narrow range in the finals, but in this case the opposite was done! In the prelims the Par played 10 games against players averaging 2099 (the range was 207 points), and scored 3-7, giving a rating of 1939-1952, depending on whether the linear or the logistic formula is used. It then played forty games against a field averaging 1929 (the range was 351 points!) and earned a rating against them of 2098 for its 29-11 score. Which became 2100 when someone used the FIDE

expectancy table instead of the USCF one. This became the "official" rating. In other words, the games against the narrow band of players rated near the 2100 figure were thrown out, and the games against the wide range of weaker players (including only two experts) were made the basis of the rating! This was apparently done to be consistent with the "Super Constellation" procedure, but the differences were such as to render this argument specious. Worse yet, the USCF has attempted to cover-up the bad prelim showing, making no reference to it in "Chess Life". If the results of all 50 games are considered, the "Par" is rated either 2063 or 2075 depending on the formula. Moreover, since the average opposition was well below this, even that rating is suspect. In my view the test was bungled, and a new test should be held against players rated from 2000-2150 only.

One very disturbing incident occurred during the CRA test. Mr. Antonio Lucero, an 1820 player, beat the Par Excellence very easily on the first day. When he next had the same color, he played the same opening just to see if the computer would vary. As the "Par" has minimal variety, it repeated the opening and it soon became obvious that it would lose the same game twice. At this point the director, Mr. Paul Koploy, asked Mr. Lucero if he would mind canceling the game and playing a new one using a different opening! Mr. Lucero told me that he felt that to refuse would be like "taking candy from a baby", and as he was more interested in playing chess than in making a few dollars, he agreed, and drew the replayed game. I don't know the director's motive, but clearly if a program has failed to provide variety, it should suffer the consequences. In my view, this 51st game (the unfinished one) should be rated as a loss for the "Par", which would lower its rating by about 12 points.

One result of the apparent over-rating of the "Par" is that other manufacturers will be reluctant to submit units for testing, since it will be hard to beat the 2100 rating with a low priced unit. Forty or fifty points may not seem like much, but between closely competitive programs it is everything. Perhaps this result is what some USCF officials have in mind, as their statement that "Fidelity and Novag are the names to trust" insures that other manufacturers will regard the USCF as the enemy, and in my view disqualifies the USCF from awarding official ratings. Since the recent ads in Chess Life placed by the Federation itself promote Fidelity chess computers almost to the exclusion of all others, and since they have now taken to "comparative advertising" - calling Turbostars "the overseas brand" and having Grandmaster Arthur Bisguier state, "... it's obvious that your next move should be Par Excellence!" and stating [re. Avant Garde 2100], "This is simply the finest, most affordable top-of-the-line computer we've seen," that Novag (despite the fact that USCF claims to carry the brand) is not promoted with anywhere near the zeal used to market Fidelity. A reader who did not know any better, might mistakenly believe that the organization had changed its name from the USCF to the FCF!

At the time of these rating tests I was the chairman of the (human) ratings committee of the USCF. Although computer

ratings are handled by a separate committee so my committee had no jurisdiction, once I learned the above facts, I made my objections known very clearly. Because of my prior endorsement of the Munich "S" (made voluntarily as a customer of ICD and before I became affiliated with "Computer Chess Reports"), I was perceived by USCF as biased against Fidelity. Rather than address the issues I raised, it was made clear to me that my comments were unwelcome. Fidelity volunteered to make available to me a pre-production model of the "Par" for testing, and I, at that time, concluded that it was probably between 2060 and 2090 in real strength. (Interestingly enough, now, in light of the most recent results of the British Championships and U.S. Open - covered elsewhere in this issue - we have some adequate testing showing that my 2060 to 2090 estimate was overstated.) I made all results available to anyone who asked, as there was no discussion of confidentiality and no apparent reason for it, as the model I tested was identical to the commercial version, except for one opening move which Fidelity changed on my advice (on move 4 of a Benoni). When ICD attempted to use my early test results in an ad, not only was the ad refused, but I was relieved of my post on the ratings committee on grounds that my work on this "Computer Chess Reports" was a conflict of interest with my ratings post, even though the ratings committee did not deal with computer ratings. The irony is that the USCF official who made this determination of conflict of interest is in charge of product sales! Worse yet, this individual appears to have recently taken charge of the United States Chess Federation Computer Ratings Agency (CRA). Talk about conflict of interest!

I have been a USCF member for nearly 25 years, and until recently have always considered it a fair, responsible, and worthwhile organization. But in the last few weeks I have realized that the current leadership has turned it into a commercial enterprise, more interested in making money (for whom?) than in serving its membership with accurate, unbiased information. I urge all USCF members to do what they can do to replace those officers who are responsible for this shameful policy.

I specifically wish to absolve Dave Welsh of the Computer Chess Committee (to be differentiated from the CRA) from any blame in the above rating matters. He has tried to do the right thing with the CRA, but his authority is limited and his recommendations are, at times, overturned by others. I hope the CRA can become a independent organization, not subject to orders from the USCF.

Also, it seems that many of the members of the Federation Policy Board are unaware of the implications of recent business decisions made in the U.S.C.F. New Windsor, N.Y. office as they pertain to chess computer sales. Let us hope that the board members keep on top of the worsening conditions and take some affirmative actions to resolve the obvious conflict of interest between rating chess computers, recommending chess computers, and selling chess computers.

ETHICS IN COMPUTER CHESS TOURNAMENTS: A CASE IN POINT

The primary objective of most computer vs. computer chess tournaments is to determine the ranking of each machine so that consumers will have some idea of which ones are the strongest, and which ones are not worth considering. So when the competition consists primarily of commercial companies with a tremendous incentive to win at all costs, the motive to circumvent the rules is always present. This incentive is made even more tempting by the fact that it is virtually impossible to detect some forms of questionable behavior (eg. modifying the specifications of a computer's program and/or microprocessor beyond that of the consumer version of the same model). Since it is not possible to legislate morality, and prove in every game that one company is taking advantage of the rules, major tournaments, like the U.S. Computer Open, have dealt with this problem in a very fair way--impose no restrictions on any of the computers. This way, with no rules, there are no rules to break. In other words, the tournament becomes a general free-for-all with everybody free to enter any kind of souped-up machine, regardless of the fact that a particular model will never be made commercially available (although often advertised as such).

Despite the deficiencies of running a tournament this way, it is, after all, fair to all participants since everyone is given an equal opportunity to push the rules of chess to their limit. The fact that some companies might be better at it than others discourages honesty, and that is unfortunate, but that seems to be a necessary evil. Nevertheless, when dubious behavior, no matter how legal, is openly and blatantly demonstrated at the tournament site, the offending company is exposed for all to see.

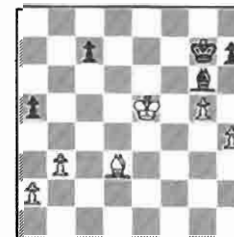
A case in point is the Fidelity Avant Garde vs. Fidelity Elite XC game at the 1985 U.S. Open Computer Chess Championship in Mobile, Alabama. This is the only known game where a manufacturer has been caught red-handed in affecting the outcome of a game. The tournament was structured in such a way that manufacturers had to play their own machines against each other in some rounds. The rules clearly stated that the operators of each computer had the right to resign or offer a draw on behalf of their machines. Apparently the temptation to take advantage of the rules was too much for Fidelity to overcome. Although technically, Fidelity did not break any rules, and the game in question was officially scored as a win for the Elite XC, their actions raised an uproar among many of those involved in the computer chess field.

The person who has done the most to bring this game to the attention of the public and the USCF is a private citizen by the name of Sam Sloan, who currently resides in Virginia. Mr. Sloan has filed formal complaints to the USCF, to K. Michael Goodall of the National Tournament Appeals Committee of the USCF, and to the ICCA Journal

(International Computer Chess Association). In Mr. Sloan's letter to the USCF, he states:

"The Final Position,"

8/2p3kp/6b1/p3K1P1/7P/1P1B4/P7/8 (diagram), is clearly resignable. White's next move



will obviously be 37.BxB. Regardless of which way the bishop is recaptured, the result is a king and four pawns against a king and three pawns, with an easy win for White. There is no question that Fidelity did the right thing by resigning the game. However, a look at the scoresheet shows that it was White which resigned, and not Black! The end result was that the Fidelity Elite XC went on to win the rest of the remaining three games and, with it, the tournament. However, had it lost this particular game, as it really did, it would have been one and a half points down with three rounds to go, and no chance for a clear first prize.

The reason for this mysterious "resignation" is apparent from the subsequent issues of CHESS LIFE. The Fidelity Elite XC was the top of the line and the most expensive Fidelity machine. The Fidelity Avant Garde was an inferior machine sold for a lower price. Fidelity clearly felt that its best chance to win the tournament lay in the Elite XC. After "winning" the tournament, ads appeared everywhere proclaiming that the Fidelity XC was the United States Open Champion.

In a tournament of human players, the rules clearly provide that any player who "throws" a game, by losing on purpose, is kicked out of that tournament, and, if there is evidence of collusion on the part of the opponent, the opponent is also forfeited and penalized. In some cases, the offending parties are barred from tournament competition for life.

This particular tournament was not just any computer tournament. It was a USCF rated and

sanctioned event, supposedly conducted under USCF rules. Under the circumstances, I really see no choice. The Fidelity Elite XC must be declared the loser of that game. Even without changing the other pairings and results, this makes the Bebe program the winner of the tournament on tie breaking points. The Fidelity XC must be stripped of its title of U.S. Open Champion, and Fidelity must be warned not to engage in this sort of unethical conduct again, or else be barred from future tournaments. Finally, ads stating that a Fidelity program won the 1985 U.S. Open Computer Chess Championship must be barred from Chess Life, as much as this might hurt the pocketbook of the USCF. Fidelity will no doubt argue that its conduct was understandable because it had a great financial stake in winning that tournament. However, the other programmers who worked long and hard at developing their programs had an equal stake in the outcome, as did the competing computer manufacturers. However, the biggest stake of all was with the public customers. Those subscribers to CHESS LIFE who plunked down \$300 or more for the Fidelity Elite XC on the basis of ads saying that it was the 1985 U.S. Open Computer Champion were essentially defrauded out of their money."

Then, as part of Mr. Sloan's open letter to the editor of the ICCA Journal, he had this to say:

"It is hard to have any sympathy for Fidelity. Not only did the Fidelity Elite XC win this particular game by cheating, but in the previous round it won when, in a position where it was going to have only a king and two pawns against a king, a rook, a bishop and three pawns (diagram) by the opponent, Mephisto Exclusive S, the



Mephisto went down, apparently due to an operator's error which was no fault of Mephisto. No doubt, Fidelity had every legal right to claim the full

point. However, it is noteworthy that in the previous round, when the same situation occurred but the Belle computer went down in a drawn position against Mephisto, the Mephisto representative did not claim a win but offered a draw instead, like a gentleman.

It is clear that the Fidelity Elite XC has no right to call itself the U.S. Open Computer Chess Champion. It obtained two points in that tournament by questionable means, one of which was completely illegal."

And finally, Sam Sloan's persistence prompted the Computer Chess Committee Chairman, David Welsh, to write a formal letter to the USCF Policy Board and Technical Director. Here is some of what Dave Welsh had to say regarding the Fidelity matter:

"I have not been able to establish exactly how the game ended--there are conflicting reports as to whether it was a time forfeit or whether the Avant Garde's operator simply resigned, but it seems to be clear that there was a deliberate decision by Fidelity to fix the outcome of the game. When I questioned Sid Samole [President of Fidelity] about this during last year's U.S. Open, he admitted to me that Fidelity had thrown the game. I think he said that they just went to dinner and let the Avant Garde lose on time. He also pointed out that this was permitted by the rules, and that the only way to control such situations is not to allow games between two programs from the same sponsor."

The controversy over this game, and Fidelity's winning the tournament has still not been resolved, and they are still recognized by the USCF as the 1985 U.S. Computer Chess Champion.

GRANDMASTERS VS COMPUTERS

Karpov and Sosonko Battle it out in Titanic Struggles with Micros

In last year's Computer Chess Reports, we reported on Gary Kasparov's simultaneous exhibition against 32 chess computers in W. Germany, in which the soon-to-be world champion won all 32 games, but not without some close calls--particularly against the SciSys Turbostar 432. However, this was not the only exciting grandmaster simul in which chess computers were involved.

In the spring of 1985, the then world champion Anatoly Karpov toured W. Germany with chess exhibitions and lectures. His first stop was in Cologne where he put on a simultaneous exhibition against 20 opponents including two computers--one of them was the Mephisto Amsterdam. Karpov played very well, compiling a loss-free record of 17 wins, and 3 draws. And although the Mephisto computer played well, it eventually lost to the champ. Here is that historic game:

White: Karpov
Black: Mephisto Amsterdam

1.d4 d5 2.Nf3 c6 3.g3 Nf6 4.Bg2 Bf5 5.O-O Nbd7 6.Nbd2 e6 7.Nh4 Bg4 8.Qe1 Be7 9.c3 e5 10.e4 de 11.Nxe4 O-O 12.h3 Be6 13.Ng5 Bc4 14.de Bxf1 15.Bxf1 Nd5 16.Nhf3 h6 17.Ne4 b5 18.b3 Qc7 19.e6 fe 20.Bg2 e5 21.Bb2 N5b6 22.Qe2 Rad8 23.Re1 a5 24.Nh2 Nc5 25.Ng4 Nd3 26.Rf1 h5 27.Nh2 h4 28.Nf3 hg 29.fg Nxb2 30.Qxb2 Nd5 31.Re1 Nf6 32.Nfg5 Nxe4 31.Re1 Nf6 32.Nfg5 Nxe4 33.Nxe4 Qb6+ 34.Kh2 Qa6 35.Qe2 Qc8 36.h4 Qe6 37.Bh3 Qg6 38.Bg4 b4 39.Rc1 Kh8 40.Kh3 Qh6 41.Rc2 Rd5 42.Bf3 Rd7 43.Kg2 bc 44.Rxc3 Bb4 45.Rc2 Re7 46.Ng5 c5 47.Be4 Rd7 48.Kh3 Rc7 49.Bd5 Re7 50.Qe4 Ba3 51.Bc4 Rd7 52.Rf2 R7d8 53.Nf7+ Rxf7 54.Rxf7 Bb2 55.Rf5 Bal 56.Rg5 Bc3 57.Qg4 g6 58.Rxg6 Qh7 59.Qg5 Rf8 60.Rh6 e4 61.Rxh7+ and Black resigned. 0-1

Meanwhile, in the fall of 1985, GM Gena Sosonko had a much rougher time of it in his simul games against chess computers than both Kasparov and Karpov. Even though Sosonko is not nearly as strong a player as either Karpov or Kasparov, he was expected to do much better than he did.

Sosonko played 31 games in all, including all 21 computers from the Amsterdam World Microcomputer Championship Tournament. He took more than 8 hours to achieve a final score of 25 wins, 5 losses (!), and 1 draw for a paltry 82.3 %. Here is an example of some of the brilliant play by just one of the many victorious computers:

White: G. Sosonko
Black: Turbostar 432

1.d4 d5 2.Nf3 Bf5 3.c4 e6 4.Nc3 Nf6 5.cd Nxd5 6.e3 Bb4 7.Bd2

Bxc3 8.bc O-O 9.Be2 Nb6 10.O-O Nc6 11.c4 Rb8 12.a4 Be4 13.a5 Bxf3 14.gf Nd7 15.f4 Qf6 16.Kh1 Qf5 17.Bf3 Nf6 18.Qb1 Qh3 19.Bg2 Qh4 20.Qe1 Rfd8 21.a6 Ng4 22.h3 Rd6 23.ab Rxb7 24.c5 Rd5 25.f3 Qxe1 26.Rfxe1 Nf2+ 27.Kg1 Nd3 28.Reb1 Nxc5 29.Rc1 Nb3 30.Rab1 Nd8 31.Rc2 Nxd4 32.Rcb2 Rxb2 33.Rxb2 Nb5 34.e4 Rd6 35.Bf1 Nd4 36.Kf2 f5 37.Ra2 N8c6 38.Bc4 Kf7 39.Bc3 fe 40.fe Kg6 41.Ke3 e5 42.Bd5 ef+ 43.Kxf4 Rf6+ 44.Ke3 Rf3+ 45.Kd2 Rf2+ 46.Ke3 Rxa2 47.Bxa2 Nb5 48.Bb2 a6 49.e5 Kg5 50.Ke4 Nb4 51.Bg8 Kg6 52.e6 Nd6+ 53.Ke5 Nd3+ 54.Kd5 Nxb2 55.e7 Kf6 56.Kc6 Kxe7 57.Bxh7 Kd8 58.Kd5 Kd7 59.Bc2 a5 60.Kc5 g5 61.Bg6 Na4+ 62.Kd4 Ke6 63.Bc2 Nb5+ 64.Ke4 Nc5+ 65.Ke3 a4 66.Bb1 Nc3 67.Bh7 a3 68.Kd4 a2 69.Bg8+ Kd6 70.Bxa2 Nxa2 71.Ke3 Ke5 72.Kf3 Ne4 73.Kg4 Nb4 74.h4 gh 75.Kxh4 Kf4 76.Kh3 c5 77.Kg2 c4 78.Kf1 c3 79.Kel Ke3 80.Kd1 Nf2+ 81.Kcl Nfd3+ and white resigned. 0-1

Then, in February of 1986, another simul was held. This one featured the strong Soviet Grandmaster A. Yusupov matched against 40 stubborn Dutchmen--including the infamous Mephisto Amsterdam program. As usual, the Dutchman were at their best, giving Yusupov all he could handle. For a player ranked in the top ten in the world, Yusupov managed to win only 15 lucky games, losing 11, and getting away with 14 draws. Of the 40 games, Mephisto lasted the longest, with its game extending well into the night. Despite the fact that Mephisto could only achieve a draw against the GM, it was one of the best games a chess computer has ever played. Here is that game in which Mephisto sacrificed both its knights for a rook and pawn to reach a long and difficult rook and pawn ending.

White: A. Yusupov
Black: Mephisto Amsterdam

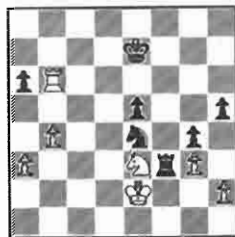
1.d4 d5 2.c4 dc 3.e4 e5 4.Nf3 Bb4+ 5.Bd2 Bxd2+ 6.Qxd2 ed 7.Qxd4 Qxd4 8.Nxd4 Nf6 9.Nc3 O-O 10.Bxc4 Bd7 11.O-O-O Nc6 12.f3 Ne5 13.Be2 a6 14.f4 Ng6 15.g3 Ne7 16.Bf3 c6 17.Nb3 Bh3 18.Na4 b5 19.Nac5 a5 20.Nd4 Rfc8 21.Rd2 a4 22.Nc2 Rd8 23.Rhd1 Rxd2 24.Rxd2 Bg4 25.Bxg4 Nxg4 26.h3 Nf6 27.Nb4 Nh5 28.Rd3 g6 29.Kd2 Rc8 30.Ke2 f5 31.ef Nxf5 32.Kf2 Nh3g3 33.Rxg3 Nxg3 34.Kxg3 Kf7 35.Kf3 Kf6 36.a3 Rc7 37.Nc2 Ke7 38.Ke4 Kd6 39.Kd4 Rf7 40.Ne4+ Kc7 41.Ke3 Kb6 42.Nd4 Rd7 43.h4 c5 44.Ne6 c4 45.Nd4 Re7 46.Nc2 Re8 47.Nb4 Rf8 48.Ng5 h6 49.Ne4 Rf7 50.Nd5+ Kc6 51.Kd4 h5 52.Nec3 Rg7 53.Ke5 Rd7 54.Nb4+ Kc5 55.Ne4+ Kb6 56.Nd5+ Kc6 57.Nef6 Rg7 58.Ke6 Kc5 59.Ne4+ Kd4 60.Nd6 Kd3 61.Nxb5 Kc2 62.Nd6 Kb3 63.Nb6 c3 64.bc Kxa3 65.c4 Kb3 66.Nxa4 Kxa4 67.c5 Rc7 68.Kd5 Ka5 69.c6 Ka6 70.Nc4 Rf7 71.Ke5 Rf5+ 72.Ke4 Rf6 73.Ne5 Rd6 74.f5 gf+ 75.Kxf5 Rd5 76.Kf6, and a draw was agreed. 1/2 - 1/2

In the current rematch of the World Chess Championship between Gary Kasparov and Anatoly Karpov, a situation arose on game two in which Gary Kasparov failed to take advantage of two rare Karpov mistakes which would have won him the game, and the first point of the match. First, this was the position after White's (Kasparov) 38th move (diagram).

Kasparov's first golden opportunity came after Karpov blundered with 38...Rf3? allowing 39.Rc7! which wins either the knight by threatening 40.Nxb6; or winning two pawns if black tries to unpin the knight with 39...Rf6, then Kd2! But lo and behold, the current world champion overlooked this crushing move, and counter blundered with 39.Ne3? However, Kasparov still had another opportunity to win two moves later, but he again blundered by playing 41.Rxa6? instead of the very strong 41.Nd5+! (diagram) threatening 42.Rxa6 while vacating e3 for the white king if black plays Rf2+. After this variation, there is no effective counterplay for black. Instead, Kasparov's two blunders cost him a full point as the game ended in a draw after 52 moves.



After 38.Kd2-e2



After 40...Nxe4

A good test for a chess computer is to see whether it can find the correct move in the position where the champion could not. Now since the first blunder was rather straightforward, all of the top model chess computers were able to find the decisive 39.Rc7!, but the second blunder is far more subtle, and only the most advanced programs are able to correctly calculate all of the ramifications contained in the position within the confines of a tournament game. One such program is the Mephisto Amsterdam "S". The "S" has the only commercially available 16-bit microprocessor with a program that contains the most sophisticated position evaluator ever developed for a micro computer. The Mephisto was able to find the right moves in the above positions in less than 3 minutes.

Naturally, it will still take many more years of research and development before any chess computer will be able to correct the majority of grandmaster blunders, but eventually the day will come when human grandmasters will analyze their games with the help of a computer!

Although computers generally play very poorly in the endgame, if the ending is simplified enough the computer may be able to analyze all possible positions for a given combination of pieces, working backwards to determine perfect play, and then storing the results so that such ending may be played perfectly at great speed. Ken Thompson of "Belle" has demonstrated that endings with no more than five men are within reach of this method, and he has had Belle work out the solution to many of these endings. His results overturn much of established theory, and show that the 50 move rule is obsolete.

Among the four piece ("piece" includes king and pawns in this article) endings, the biggest surprise to me is the result that at least one position of rook vs. knight requires 27 moves to win the knight. Of course this ending is usually drawn, but I always assumed that it could only be won if the knight could be won fairly quickly. Queen versus rook turns out to be much more difficult than previously believed, but it is, nevertheless always won in 31 moves or less.

Among the five piece endings without pawns, the general conclusion is that queen versus any two minor pieces, contrary to established theory, is won in about 90% of the possible positions. It remains true that any ending in which one side has an extra minor piece with the other pieces being identical on the other side, is drawn. However, two bishops versus knight is typically a win, in a surprise to theory. But the real surprise is that no less than five of these endings have positions which are forced wins but require more than 50 moves to win the defender's lone piece or mate. Two bishops versus knight may require 66, rook and bishop versus rook 59, queen versus two bishops 71, queen versus two knights 63, and (surprisingly) queen and rook versus queen 67. Another surprise is that rook and knight versus rook may sometimes be won in as many as 33 moves.

Ken Thompson has completed the solution of queen and pawn versus queen, an ending that has attracted much attention and is of much more practical interest than the pawnless endings. Although the ending is more often than not theoretically drawn, it turns out that every single pawn position has won cases requiring from 17 to 71 moves to advance the pawn. Moreover, of the 24 possible pawn positions (not counting mirror images), no less than 9 may at times require more than 50 moves to advance the pawn! These 9 are: a6, a7, b3, b6, b7, c3, d3, d4, and d6, and of course, their king-side counterparts.

When these endings are added to the ones already known

to take more than 50 moves, we have at least 16 endings that would have to be listed as exceptions to the 50 move rule. It seems clear to me that the rule should simply be changed to 75 moves, with no exceptions.

On the topic of draw rules, it seems to me that the repetition rule should also be revised. While both Chinese and Japanese chess also make repetition a draw, they do not allow a repetition by perpetual check -- the player giving check must vary. I think we should follow suit in Western chess, because perpetual check accounts for many of the excessive draws in top level play. Many games are drawn because an otherwise decisive continuation would allow a perpetual check. I think the failure to ban perpetuals is a historical accident, since in the old days the queen was a weak piece and perpetual check was rare. The main effect this proposal would have on opening theory is to revitalize some lines now abandoned as drawn. I also favor making stalemate a win for the superior side, as in Chinese chess, but this is far less significant than abolishing perpetual check.

Another topic researched by Thompson using Belle is the effect of search depth on program strength. He ran a series of matches between Belle and itself searching differing depths, ranging from 3 to 9 plies. In the 4 to 7 ply range, which is most applicable to micros, the average score per 20 games for a one ply difference in search depth was 15.833 to 4.167 over 120 games. This translates to 232 rating points per ply. As a full-width search generally needs about 5 times as much time to go an extra ply, this implies that doubling the speed of search should be worth $232 \cdot \log(2) / \log(5)$, which conveniently works out to an even 100 rating points. In the endgame, micros may search beyond 7 plies, where one ply is worth somewhat less, but it also takes less time to add a ply, so it would appear that 100 is still a good estimate for the whole game.

To see whether micros might behave differently than Belle in this matter, I repeated Thompson's experiment on Fidelity's Par Excellence, matching 4 ply against 3 ply, getting a result of $16 \frac{1}{2} - 3 \frac{1}{2}$, very close to Thompson's 16-4 result for this pairing on Belle. This and many other tests I have done convince me that in fast games a doubling is worth even more than 100, but in 3 minutes per move, it is a good estimate.

Because all today's micros think on the opponent's time, there are some traps to watch out for here. A doubling of the time limit is not nearly as valuable as a doubling of processor speed. A time handicap of 2-1 may actually be only about 3-2 if the computers often guess each other's moves. On the other hand, since an 8 MHZ (for example) machine playing a similar 4 MHZ unit will predict his opponent's move correctly more often than the 4 MHZ unit, the 8 will

benefit from more effective thinking time as well as the doubling of the speed. So one might expect a faster machine to out perform a slower one by more than the 100 per doubling rule would indicate. I have indeed found this to be the case, especially at 30 seconds/move. Against humans, the effect of thinking on the opponent's time is much less valuable, and the 100 point rule again looks reasonable. Various foreign rating lists generally show a doubling to be worth about 100 for programs written primarily for tournament chess, but for programs written with speed chess in mind a doubling is naturally worth less at the 3 minute level.

With Kasparov rated about 600 points above the Mephisto Amsterdam program (remember, the FIDE scale is about 80 points lower than the USCF, so Kasparov would be about 2800 USCF), it would seem that we only need double its speed 6 times to be competitive with the champ. But Thompson's research also showed that beyond 7 plies the gain per ply drops off significantly, so perhaps 8 doublings is a better estimate. But all computer ratings are based primarily on results against opponents with little familiarity with the program being rated, or even with computer chess in general. Against a familiar opponent, a program will perform perhaps 100 points worse than its rating if he takes advantage of his knowledge of the machine's weakness. So, in reality, we might need ten doublings, or a factor of 1,000 in speed, to defeat the champ in a match. Fortunately, there is plenty of room for program improvements; also, faster speeds will allow more sophisticated programs to operate. With Hitech already around 2400 strength, I predict that a mainframe chess computer will be able to win a match from the champ by 1995, and a micro by the turn of the century.

I wish to thank Ken Thompson and the ICCA journal for the data used to write this article.

HOW TO CRUSH YOUR CHESS COMPUTER

by IM Larry Kaufman

Many people assume that computers are strong in the opening, but actually their strength is in the middlegame. Their opening books create the illusion of strength in the opening, but if they are taken out of book early, they often develop aimlessly or neglect development to win a pawn. The easiest way to beat a computer is to take advantage of these weaknesses. If the program is allowed to reach a sound middlegame by following book lines, it will be difficult to defeat because of its tactical ability. In the opening this ability is of less value because the goals are unclear--the win of a pawn is far more risky before development is complete, and computers are poor at judging what constitutes compensation for a pawn.

One method of beating computers is to arrive at a closed middlegame where there are few tactics, and strategy predominates. This used to be easy, because computers chose indiscriminately among major opening lines, but the recent trend is for programs to avoid variations apt to lead to closed games. For example, one rarely sees a current program play the king's indian defense. While it is rather difficult to force a closed game as black, with white there are a number of ways. The idea is to play a standard system but to vary the move order a bit to get the computers out of book. One way that I recommend against machines is the Nimzovitch attack, namely 1 N-f3, 2 e3, 3 b3, and 4 Bb2. If this doesn't get your machine out of book on move 2 or 3, try reversing those two moves. Assuming black has played O. White can often build up an attack based on a timely N-e5 and f4, while black will often be saddled with a bad Qe and no plan. A similar idea is to open 1 f4 and then play the above moves, again varying the move order as needed to get your machine out of book. This is my favorite way of playing when giving knight odds, either against humans or machines, because the queen's knight plays a minor role in this system. Other plausible systems are the Colle, the king's indian reversed, and QP opening with an early B-f4. Although these are apt to be in the book, the move order is flexible enough to get around it. For example, in king's indian reversed, playing d3 in between g3 and Bg2 should do the trick. If you get the program out of book early enough, you may even be able to win the same game at will, though why you would want to is another matter. In general, the Novag and SciSys machines have enough randomness built in to make it difficult to repeat games, while the Fidelity and Mephisto machines always choose what they consider the best move. While it is true that varying your own thinking time may cause the machine to vary, if you can win a game once moving quickly in a non-book opening against a Fidelity or

Mephisto you can probably win it every time on the same level. In the case of Mephisto, this can be circumvented by using the random option.

One problem with the "strategic" method is that it still requires a certain amount of skill to win the favorable positions you are apt to get. A surer and more satisfying method is the gambit approach. In general, if a computer forfeits castling or falls too far behind in development in the opening in pursuit of a pawn or two, it is apt to get crushed, because rather than concentrating on remedying these defects, it will keep trying to win more material. Of course, the machines are booked on the standard gambits, so the trick here is to play some obscure offbeat branch that will not have been booked. Such lines are presumably unsound, but often the refutation is obscure. To illustrate, here is a game with which you can defeat the Par Excellence on 40/2 level every time, provided you make your moves fairly quickly: 1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4 Bb4 5 c3 Ba5. The Par will defend in this way every time, but you can now take it out of book by the obscure move 6 Q-b3, answered correctly by ..Qe7. Then 7 d4 Nd4 (7..ed4 seems better) 8 Nd4 ed4 9 O-O Bb6 10 cd4 Bd4 11 Nc3 Qf6?. Given another minute or two the Par will find the obviously better 11..N-f6, but in a tournament game it insists on this silly move. This illustrates how much difference an increase in speed can make. The Amsterdam by contrast finds the right move very quickly, probably because, unlike the Fidelity machines, it has different heuristics for the opening and middlegame. To continue, after 12 Nd5 the Par admits its error by ..Qd8. Then 13 Bf4 d6 14 Rad1 Bc5 15 e5 c6 16 ed6! cd5 17 Bd5 Qd7 18 Qc3 Qg4 19 Rfel Kf8 20 Qc5 Qd7 21 Bg5 h5 22 Be7 Ke8 23 Qc4 Nh6 24 Bg5 Kf8 25 Bh6 Rh6 26 Re7 Qd6 27 Rf7 Kg8 28 Rd7 and white wins. This is just an example; because the Par has almost no opening variety and no randomizer, there are many ways to win every time against it using obscure gambits. Other programs have more variety and so one must work out gambit systems for each defense they play. In particular, I find that the Novag Expert is extremely hard to win repeat games from, due to its wide book and to a memory of the last 20 games. Still, if one develops a repertoire of obscure gambit lines, one can expect to defeat much higher rated computers. Gambits usually work well against computers--even as black. Against the QP, the Benko Gambit is quite effective, especially if you play ..g6 before recapturing on a6 to get the machines out of book. The strategy needed to consolidate the pawn is too subtle for a computer. Against KP there are some gambit defenses to the Ruy that are not much analyzed in the books of the computers. The Par Excellence wins many games against other computers with the defense 3...Bc5 4 c3 f5, so presumably a human could do so too. There are some obscure Schliemann lines that should be very effective as well. Each computer is different, so you must experiment,

but the key is to find a way to keep the machine from developing normally, at the price of a pawn. They just don't sense danger until it is upon them, so your attack should triumph as long as your gambit offers some compensation and is not extensively analyzed in the computer's book.

Many people have some very strange ideas about how to beat computers. In the ratings tests, some people played totally bizarre openings to get the machines out of book. There is no need for this, and such bizarre play will only tend to put one in a poor position. If you just want to get out of book, just play P-QR3 in the first three moves of almost any opening for either color. This move is almost always useful, and while usually not the best or most dynamic move, it kills the book in a constructive way. For example, in many King's Indian and Pirc lines, the move is played normally around move 6-8, so you are apt to transpose to a known line. Even if white is one of the machines (Mephisto, SciSys) that recognizes deferred opening transpositions, it will probably have already varied to its detriment by move 6. The only drawback to an early P-QR3 is that the opponent may choose a system in which the move becomes irrelevant, but this requires the type of thinking that computers are so far incapable of doing. This approach will expose weaknesses in the basic opening strategy of the machines. For example, most programs have a fondness for blocking the QBP by an early N-QB3 when out of book, although this is usually an error. The Novag machines are admirable, free of this particular flaw.

In sum, the way to beat your computer is to get to know it, and find its weaknesses. But if you want to learn from your machine, play to its strength instead, and get beaten.

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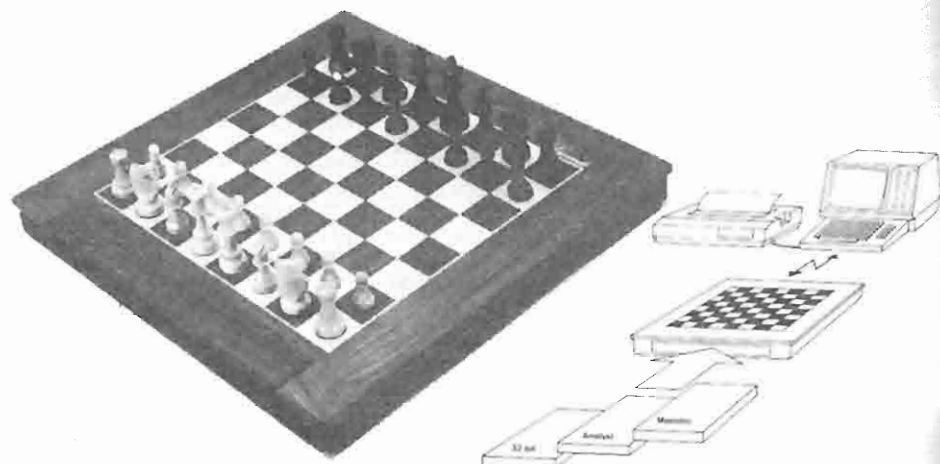
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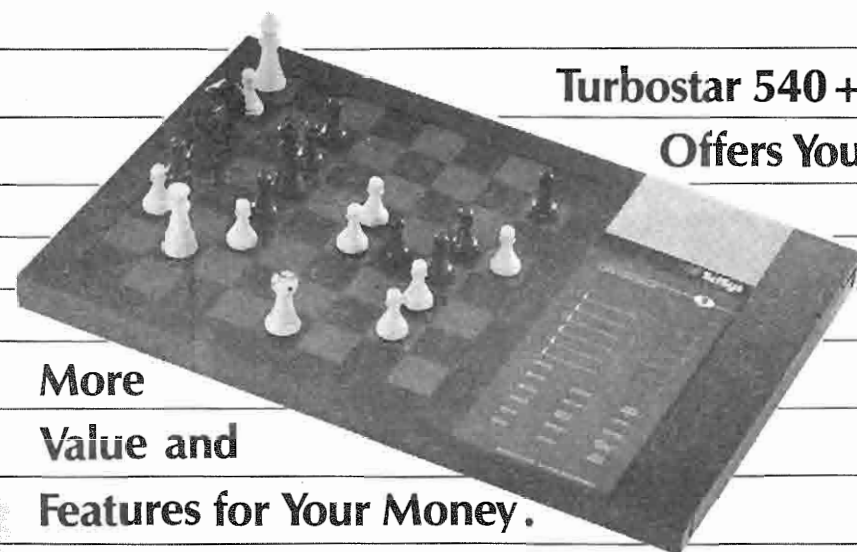
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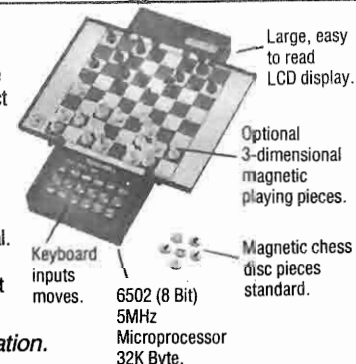
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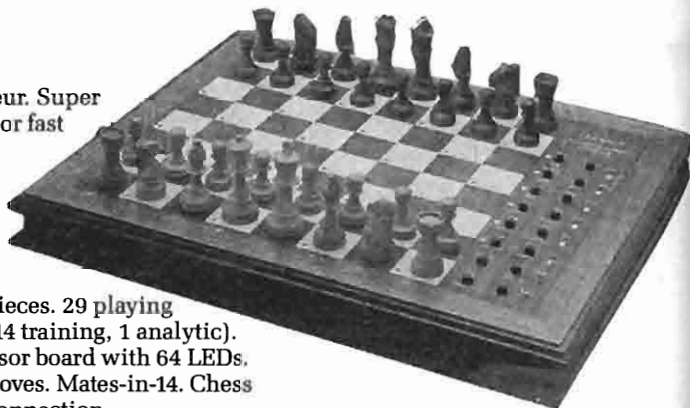
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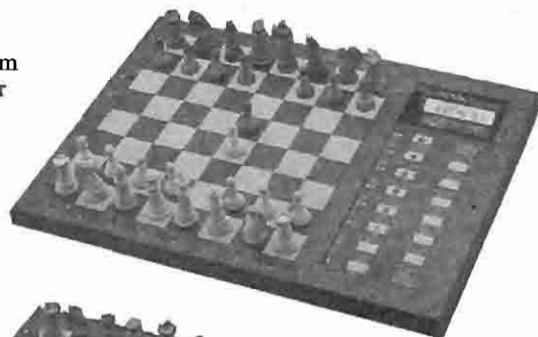
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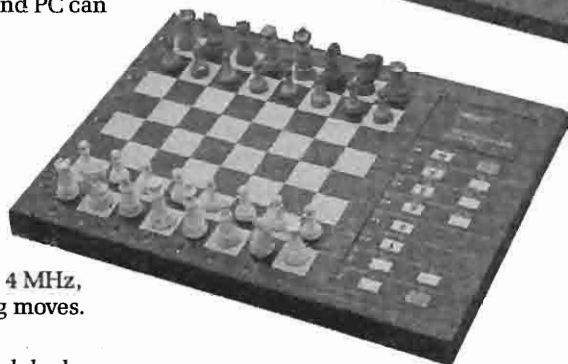
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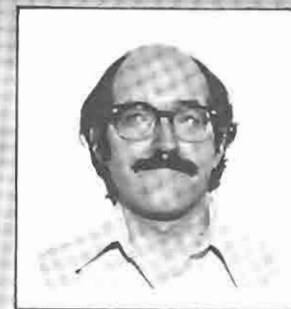
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ABOUT LARRY KAUFMAN—SENIOR EDITOR

Larry Kaufman, one of America's highest rated chess players, took on the position of Senior Editor of Computer Chess Reports, as did Dr. Irazoqui in the case of past issues, with the understanding that no commercial interests — be they manufacturer, retailer, or Federation — would sway the testing in any manner, shape, or form. Larry spent the past 8 months testing chess computers (sometimes into the wee hours of the night) against each other, bringing them to human tournaments, and gathering information from all over the world in order to create, by far, the most intensive study of the commercial chess market ever put together.



Larry was born on November 15, 1947 and lived in Washington, D.C. until 1975 when he moved to North Miami Beach, Florida where he now lives with his wife Sandy and children, Ray (3) and Elise (7 mos.). Larry is a graduate of M.I.T. (1968) where he majored in economics. It was there that he worked on Project Mac and "MacHack", the first chess program to compete in tournaments against humans. His other career, the one that pays an actual living wage, is in trading stock options using computer technology. Larry is a member of the Chicago Board Options Exchange.

As far as Larry's chess experience is concerned, he has attained the following:

- 1) American Open Champion - 1966
- 2) Became International Master in 1980
- 3) Peak Rating = 2512 USCF
- 4) Peak Rating = 2445 FIDE
- 5) Best Results:
 - a) 11-3 (2nd Place) New York International Tournament - 1980
 - b) 9 1/2- 1 1/2 (1st Place) Falls Church Futurity Virginia - 1981
- 6) United States Champion and Top Ranked Non-Japanese Shogi Player in the World
- 7) Second Dan player in Go and Chinese Chess
- 8) Chairman of the United States Chess Federation Ratings Committee (1981 - 1986)

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