

CHESS MICRO CHESS

by Kevin O'Connell

The elaborately titled Paris Chess Programs World Tournament on Personal Computers was played on 28-31 May. This is a new addition to the microchess tournament calendar and was sponsored by *L'Ordinateur Individuel*. A seven-round tournament, it was played under the control of the French Chess Federation but lacked the sanction of either ICCA (International Computer Chess Association) or FIDE (World Chess Federation).

The two most curious happenings during the tournament both involved the Chess Champion Mark IV. In the first round it won its game by default when its opponent, Novag's Microchess, insisted on castling illegally after 19 moves. That was as nothing compared to the last round when the Mark IV lost its game by default -- in this it was rather unfortunate, as someone stole it after round 6, but the rules are quite clear that a player who fails to present himself for a game loses, although perhaps an exception should be made for a player who is kidnapped.

Most interest, of course, centred on the pre-tournament favourites, Chess Champion Mark V and the Great Game Machine with its Grunfeld and Morphy modules, although Thomas Nitzsche with his three Mephisto entries could not be ruled out of the running. As the event progressed it became increasingly clear that the favourites and Mephisto experimental X were a class ahead of all the other entries. Two games proved to

be decisive for the outcome: in the fifth round Chess Champion Mark V stumbled in a winning position against Mephisto X and lost, while in the last round the Auto Response Board was unable to win its game against Mephisto X, despite being a piece and a pawn to the good. Was Mephisto X lucky? I suppose it was, but having three machines in a tournament is a great way to maximise one's chances of getting some lucky breaks.

Now here is the decisive game of the tournament.

White: Chess Champion Mark V
Black: Mephisto Experimental X

- 1 e2-e4 e7-e5
2 d2-d4 e5xd4
3 Qd1xd4 Nb8-c6
4 Qd4-e3 Ng8-f6
5 Bc1-d2 Bf8-e7
6 Nb1-c3 0-0(Ke8-g8)
7 0-0-0(Ke1-c1) d7-d5
8 e4xd5 Nf6xd5
9 Qe3-g3 Be7-h4
10 Qg3-f3 Nd5-f6
11 Bd2-e3 Nf6-d7
12 Bf1-c4 Nc6-e5
13 Qf3-e2 b7-b6
14 f2-f4 Ne5xc4
15 Qe2xc4 Qd8-e8

White has built up a lot of pressure. If 15... Bc8-b7, 16 Ng1-f3 and White's central pressure will be devastating.

- 16 Qc4-e4 Bc8-b7?
17 Qe4xb7 Qe8xe3+
18 Kc1-b1 Nd7-c5
19 Qb7xc7 Nc5-e6
20 Qc7-e5

Only now did Mephisto see that 20... Qe3xf4 loses a piece to 21 Qe5xf4 Ne6xf4 22 g2-g3.

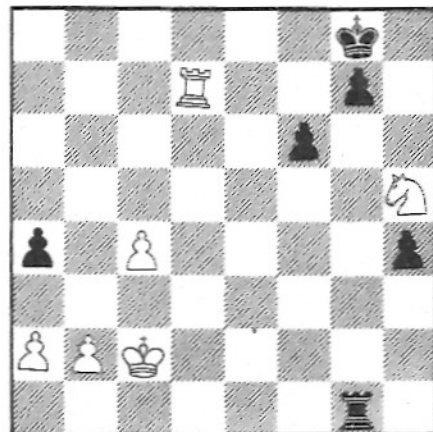
- 21 Ng1-f3 Qe3-f2
22 Qe5-e2 Bh4-f6
23 Nc3xe2 Qf2xe2
24 g2-g4! Rf8-d8
25 Rh1xd1 Rd8xd1+
26 g4-g5 Ra8-e8
27 Rd1-d7 Bf6-e7
28 Nf3-e5 a7-a5
Ne6xf4?

In human terms, this is a panic move. Perhaps Mephisto could not see as far as 30 Nf4-d3 Re8-e1+ 31 Nd3xe1 or perhaps cut off its search at a critical point.

- 29 Ne2xf4 Be7xg5
30 Nf4-d3 f7-f6
31 Ne5-c4 Bg5-f4
32 Nc4xb6?

White is a piece for pawn up and should win, but this is dangerous, giving Black three connected passed pawns on the king-side.

- 32 ... Bf4xh2
33 Nb6-c4 Re8-a8
34 Nc4-d6 Bh2xd6
Otherwise Black's king-side will be massacred by the marauding rook and knights working together.
35 Rd7xd6 a5-a4
36 Rd6-d7 h7-h5
37 Nd3-f4 Ra8-e8
38 c2-c4 Re8-e1+
39 Kb1-c2 h5-h4
40 Nf4-h5 Re1-g1



41 Rd7-a7??
Ruining a fine game by failing to realise that the h-pawn now becomes unstoppable.

- 41 ... h4-h3
42 Ra7-a8 Kg8-h7
43 Nh5xf6+ g7xf6
44 Ra8-a5 Kh7-g6
45 Ra5-a8 h3-h2
46 Ra8-h8 h2-h1Q
47 Rh8xh1 Rg1xh1
48 Kc2-c3 Kg6-f5
49 c4-c5 Rh1-h2+
50 a2-a3 Rh2-h4
51 b2-b4 Kf5-e5
52 Kc3-d3 f6-f5
53 Kd3-c3 Rh4-h3+
54 Kc3-c4 Rh3xa3
55 Kc4-b5 f5-f4
56 c5-c6 f4-f3
57 c6-c7 Ra3-c3
58 Kb5-b6 f3-f2
59 Kb6-b7 f2-f1Q
0-1

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	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	Tot	Tie-break
1 Mephisto Experimental X	x	1	½	1	½	1								1	1				6	26½
2 Chess Champion Mark V	0	x	½	½	1			1	1	1									5	30
3 Great Game Machine (Morphy)	½	½	x	½	½		1	1										1	5	28½
4 Morphy Encore	0	½	½	x	½	½			1				1				1		4½	28½
5 Mephisto Experimental Y					x	½			1	0			1	0	1	1			4½	20
6 Auto Response Board (Boris 2.5)	½	0	½	½	x	½				1			1						4	30
7 Mephisto	0		½	½	½	x		0	1	1							1		4	26½
8 Sfinks (private entry)		0					x	0	0	0	1	+		1		1			4	22
9 Modular Game System (Boris 2.5)		0	0		0	1	1	x		½				1					3½	28
10 Sensory Voice Challenger		0		0	1		1		x	½	1		0						3½	27
11 Boris Diplomat		0			0	0			½	x		1	1					1	3½	23
12 Voice Chess Challenger						0	0	½	0		x			1	1	1	1		3½	20
13 Chess Champion Mark IV			0	0					0		x	1		1	1	1			3/6	22
14 Chess Partner 2000	0				1	0			1	0		0	x					0	2	26
15 Chess Challenger 7	0				0		0	0						x	0	1	1	2		23
16 Challenger Sensory 8			0	0						0	0		1	x	0	1	2		20½	
17 Microchess*						0	0				0	0	0	1	x	½	1½			20
18 Chess Traveller			0						0	0		1	0	0	½	x	1½			19½

* New stand-alone unit Novag (nothing to do with the disk-based Microchess)

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PATTERNS

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100 X=50
110 Y=50
120 M=0.2
130 MOVE @1:X,Y
140 X=X+(RND(1)-0.5)*M
150 Y=Y+(RND(1)-0.5)*M
160 DRAW @1:X,Y
170 GO TO 140
    
```

Program B

MICROCHESS

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Since it was my company, Philidor Software, which produced the Chess Champion Mark V, I was disappointed by the result. However, it was a grand struggle and illustrates several of the most important, and difficult, problems still to be overcome before a program can challenge any of the world's top 100 humans.

Forthcoming tournaments: 2nd

European Micro Championship 10-12 September at the PCW Show, 2nd World Micro Championship 21-29 September in Travemunde and Hamburg, 12th North American Computer Championship (with many micros) 8-10 November in Los Angeles and then the Stockholm micro tournament sometime in December.

SECRETS OF SYSTEMS ANALYSIS

Continued from page 69

programming. The pleasure of solving the intellectual puzzle is less immediate, but it does have the attraction that the problems being solved are real ones. Even where a program is to do a real job, the programmer still sees life at one remove. Of course, the analyst and

programmer must work together; both must work with the manufacturers on the one hand and users on the other, to bring the marvels of modern technology to the service of us all.

Good luck.

This brings us to the end of Lyn's series on systems analysts, design and implementation. Look out for a PCW Special book in September which will incorporate this series and lots of other related goodies.

BLUDNERS

Well, this is just asking for trouble, but we're not aware of any enormous goofs in last month's issue. Naturally, the

moment this appears in print, we'll be flooded with 'phone calls pointing out the mistakes we missed!

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