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## Computer Chess NEWS SHEET 18

May/June 1988

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The intention in publishing the "NEWS SHEET" has always been to provide a survey of the CHESS COMPUTER scene, with special emphasis on assessing and comparing realistically the different PLAYING STRENGTHS of the many machines. I do work professionally with COMPETENCE LTD (one of the longest established Chess Computer retailers) and enjoy freedom to maintain personal opinions and preferences which I seek to share with NS readers. Final Games and Articles selection for each Issue is also done quite independently. The NEWS SHEET is still financed solely by myself with help from readers whose voluntary contributions are always welcome (please!) and occasional adverts. Articles or Games sent in by readers (or others involved in Chess Computing in some way) will always receive consideration for publication. It is often the lack of such material rather than any editorial bias which determines the final NS content!

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Greetings, and welcome to another Issue of NEWS SHEET. Rather belated I'm afraid, mainly due to shortage of funds. Also there is never so much in the way of new developments, machines etc at this time of the year so it tends to result in a 'GAMES ISSUE' being compiled which is what this is to a large degree. However there are the usual other regulars so here is a general..

### CONTENTS THIS ISSUE

NEWS ROUND-UP including a brief look at

\* the Mephisto MONTE CARLO

\* Novag progress with their SUPER EXPERT, FORTE and the 5MHz versions

\* Fidelity MASTER/HACH 11C and C+ upgrade

LATEST RESULTS including some European TOURNAMENTS, those from NS readers and  
by own

RATING LIST, May 1988

REPORT of Computers in SIMULTANEOUS APPEARANCES and Official BCF GRADING  
TEST - a 32 Board Match!

PLENTY OF GAMES including small selection from above and many computer v  
computer

ARTICLE by Paul Shiman

An OFFER or IDEA for all Chess Computer distributors and retailers ...

Competence, Eureka, Countrywide, Saitek, Contemporary Chess Comps, Doska  
and any others I've accidentally missed out.

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### FIRST, my 'OFFER/IDEA'

I would really like to consider the possibility of making the NEWS SHEET pages available in some way to the various firms associated with the CHESS COMPUTER INDUSTRY. I believe that the News Sheet can be made more informative and useful to the readership if there is a wider involvement - it could be kept more up-to-the-minute and could give the Chess Computer firms an avenue for sharing information concerning their products with people who are genuinely interested.

The obvious idea would be to make available 1/2 or full page Advertising at such a low price that the idea would become as appealing as possible. However the thinking is not really the result of a desire to obtain supportive income

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for the NEWS SHEET, nor am I looking to invite repetitive-type advertising. At present I am writing-up a brief 'MANUFACTURERS' NEWS' Column in each Issue based on whichever machines I have had the opportunity to see or have been given sufficient information about to make some comment. This is a job I would be happy to share with the different Computer Firms so that those in the industry can have the opportunity to present their own 'NEWS' column in the NEWS SHEET!

I want to emphasise the word NEWS - it's the provision of latest information concerning the various products each firm is involved in. The intention would be for YOU to prepare the material exactly as you want it to appear in the NS. To make my life easier - either an exact  $\frac{1}{2}$  or full page... no more... and sent to me already typed/printed and either correct size or A4 size ready for me simply to reduce. It may be a game, or a position from a game, news of tournament performances, advance info or new info concerning a machine/programme/upgrade/speed increase... but basically it is you writing the 'Latest from the Manufacturers' as well as me. I think I would have to disallow 'rating estimates' (they will appear in my own Rating List eventually - send me a machine to evaluate and they'll be there quickest of all!). Ratings from Official Tournaments or Grading Performances against people would be a different matter of course - that's exactly the sort of news and information that folk are always asking for!

Finally, I do think there has to be some sort of charge. Even though I am specifically asking for the items to be prepared as 'NEWS RELEASES' rather than Adverts, a good article is an advert anyway and an opportunity to invite enquiries and possible sales. So what do you think is fair? Please ring me at work and I'll be glad to talk things over with you. Once a price has been agreed amongst those interested, the same charge will be made to everyone (including Competence) on each occasion they make use of the NS in this way.

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## NEWS FROM THE MANUFACTURERS!

*This is where I convince you to send in your own entries for the next Issue!  
... only joking!*

### **MOVAG.**

A final Rating from the SUPER EXPERT/6MHz LA and New York Grading Tests has been given as 2164uscf. This excluded (by uscf agreement) the poorer results on VSS mode, but included all other games - 48 in all. For those with the SUPER FORTE or the later version of the SUPER EXPERT, VSS/Select On (a more selective search than the standard programme) can be obtained by SET LEVEL and pressing square 64 (h8 in chess terms) which switches the VSS on and off. From reports from Larry Kaufman, the LA results on VSS and my own early tests, I rate normal mode maybe 30-50 Elo above VSS and the Rating List position of the new Movag's is based on normal. Readers sending results in please state which mode you used!

A 3MHz of the SUPER EXPERT is now available at £549 - my results so far are a bit up and down with this and I'll be glad of information from any owners so that I can clarify better in my own mind where this machine actually stands in terms of playing strength. I hear an 8MHz will come out eventually, but have no idea of a date as yet.

### **NEPHISTO**

Charles Palmer, one of my readers, has kindly lent me his ROMA 32 bit whilst he's away, so there's some games from that in this Issue. Whilst there is no doubt about the positional understanding and the end-game playing quality impr-

vements, somehow the overall feel (to me) is of a slightly less-interesting adversary than its Amsterdam and Dallas predecessors. There's no doubting its lethal nature once it has gained an advantage, but it doesn't seem to press one as much now and I find the Fidelity 68000 and Novag Supers harder to play against even though the latter appears no real match for the Mephisto computer v computer.

The MM4 now has a 25,000 position Opening Book available, HG440, at just under the £100. I've only just got mine so have had no chance to test it at all. The value will be in play against people rather than computers (which is the way it *should* be!) - the narrow MM4 Book is usually quite sufficient against computer opposition, but may be responsible for one or two poorer results when faced by people who have been able to safely get it out of its Book rather quickly. A MEGA 4 is coming out soon which is an 'improvement' on the MM4 but in the Mondial press-sensory Board according to my info (of which I am not 100% certain yet).

I was recently and kindly loaned the new Mephisto MONTE CARLO by Countrywide Computers. This is supposed to be a straightforward SUPER MONDIAL but in a (small) wood Board. I say 'supposed' because, whilst certainly based on the same selective search programme and referred to in all the advertising I have seen (including Mephisto's own) as the Super Mondial in a different housing, the early results show a slight but definite uplift in the playing strength... see the Rating List and one or two Tournament results later. My own impression was that it is a touch stronger and it played some good quality games whilst I had it until the STRATOS dealt it a couple of unexpected blows. Even so, I quite like it's play and Mike Healey at Countrywide has said he will run a couple of comparison tests for me between Super Mondial and Monte Carlo with an eye on Search Depth and Evaluations to see if they do 'run' exactly the same.

Having mentioned Mephisto's own advertising, don't be misled by the Ratings they give on their own leaflet for the machines in their range. They have clearly geared them to match prices rather than playing strengths. The Roma 16 and 32 bit are, I believe, definitely over-rated at 2230-2280; the MM4 is about right; but Super Mondial and Monte Carlo are surely under-rated at 1850. These Ratings appear to be in price-proportion and are not as accurate as they ought to be.

#### FIDELITY

Coverage of various MASTER/MACH II appearances are elsewhere in NS - just to say here that the programme obtaining the strong performances quoted is, in reality, a 'C+' rather than the 'C' referred to in NS/17. I am lumping the 'C' and 'C+' results together for Rating purposes, but a check and capture pursual algorithm which was deleted from the 'B'-programme for the LA 68020 Grading Test (final figure 2188uscfs) was found to be more effective than had been supposed and was re-instated only a few weeks later when further evaluation work had been done. Larry Kaufman in one of his letters to Gerald Murphy suggests that Fidelity would have got the uscfMASTER Title if they had stayed with the algorithm which is now in the 'C+' together with further Opening Book improvements over the 'R' and 'C'. A wooden-boarded 'Elite' version with 68020 processor is expected later in the year.

#### SAITEK

STRATOS continues to impress as a nice-value Machine with good features and a playing strength not so far behind most other leaders. Nick Gibbons kindly loaned me my 2nd LEONARDO, this time with a MAESTRO programme (we think) and an 18MHz TURBO! A valuable set-up and much appreciated. Unfortunately it appeared something wasn't working properly in view of the disappointing results in which it lost narrowly to MM4 and SUPER EXPERT/5, more heavily to MACH IIC+, drew with FORTE B and beat only STRATOS. The TURBO appeared to be working when Depth

Statistics were compared with those of the STRATOS, but move selection wasn't so good. My guess would be that the MAESTRO module wasn't working properly and it was the basic 24K programme ex-Maestro which was getting the 16MHz boost! However some results are coming in from the PLY folk in Sweden and 56 games from there would put it at 2113 Elo on my current Rating List. I have not counted my own results in arriving at this figure giving Leonardo the benefit of the doubt there.

### CORRECTION

Contemporary Chess Computers as well as PLY's Editors have kindly corrected my reference to the PLYMATE-ROMA in the last Issue. It is not available in this Country at the moment, but is a 'one-off' machine which is in use in Sweden for testing.

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## RESULTS SECTION

The SWEDISH results service continues in high-momentum. As their service is available bi-monthly on a subscription basis which obtains their full list of results from testing by Swedish members only, together with their Rating List, it seems it would be wrong of me to print them 'free' for NS folk here. There are too many to cover more than a nominal number anyway. However NS readers can be assured that all the Swedish figures continue to go onto my own totalised computer v computer scores and are an important and integral part of the NS RATINGS LIST.

### NE READERS' RESULTS

From Jack Orchison:- Fid MACH IIB v Nov SUPER FORTE 12-8. Fid MACH IIC+ v Nov SUPER FORTE 5<sup>1</sup>/<sub>2</sub>-2<sup>1</sup>/<sub>2</sub>. Nov SUPER FORTE v Meph REBELL 3<sup>1</sup>/<sub>2</sub>-3<sup>1</sup>/<sub>2</sub>. Fid MACH IIB v Fid PAR E 4<sup>1</sup>/<sub>2</sub>-2<sup>1</sup>/<sub>2</sub>. Fid MACH IIC+ v Fid PAR E 2-2. Fid MACH IIC+ v Meph REBELL 5-1. Fid MACH IIC+ v Sci TURBO KASP 3-5.

From Mike Healey:- Fid MACH IIC+ v Nov SUPER FORTE 4-6.

From Keith Kitson (via Gerald Murphy):- Nov SUPER FORTE v Fid MACH IIC 5-5.

From Ian Reid:- Fid MACH IIC+ v Nov SUPER EXPERT orig 5-1.

From Peter Hopher:- Nov SUPER EXPERT orig v Fid ELITE 2100 2-2.

From Paul Shimmis:- Meph MM4 v Meph REBELL 5-2.

From Paul Challinor:- Fid ELEGANCE v Kasp EXPRESS 7<sup>1</sup>/<sub>2</sub>-2<sup>1</sup>/<sub>2</sub>.

From Matthew Sadler:- Sadler v Nov EXPERT/6 6-0. Sadler v Fid MACH IIC+ 4<sup>1</sup>/<sub>2</sub>-1<sup>1</sup>/<sub>2</sub>. Nov EXPERT/6 v Fid MACH IIC+ 1<sup>1</sup>/<sub>2</sub>-4<sup>1</sup>/<sub>2</sub>.

From Ralph Skrine (who has upgraded from Fid CLUB through various Fid MACH II's and compared them with his Meph AMSTERDAM... now up'd to a ROMA... more results soon!):- AMST v CLUB 6-2. AMST v MACH IIB 10-6. AMST v MACH IIC+ 6-10.

From John Cole:- Nov SUPER FORTE v Fid EXCELLENCE/3 5-5.

From Perrin:- Fid MACH IIC+ v Meph MM2 9-1.

From Lester:- Fid MACH IIC+ v Fid ELITE 2100 3-1.

From Lindsay:- Nov SUPER FORTE v Meph MM4 2-2.

From USA:- Fid MACH IIC+ v Meph DALLAS 16 5-3. Fid MACH IIC+ v Meph MONDIAL/DALLAS XL 5-3.

My own LATEST SCORES:- Meph MONTE CARLO v Fid MACH IIC+ 1<sup>1</sup>/<sub>2</sub>-2<sup>1</sup>/<sub>2</sub>. v Nov FORTE B 3-1. v Saitek STRATOS 1-3. v Meph MM4/5 2-2. Nov SUPER EXPERT/6 v Meph ROMA 32 1-3. v MM4/5 3-2. v Fid MACH IIC+ 0-2. v Saitek STRATOS 2-4. v Nov FORTE B 2-0. Fid MACH IIC+ v Fid PAR E 5<sup>1</sup>/<sub>2</sub>-1<sup>1</sup>/<sub>2</sub>. v Nov FORTE B 12<sup>1</sup>/<sub>2</sub>-5<sup>1</sup>/<sub>2</sub>. v MM4/5 13<sup>1</sup>/<sub>2</sub>-11<sup>1</sup>/<sub>2</sub>. v Nov SUPER EXPERT orig 11-5. v Meph ROMA 32 3<sup>1</sup>/<sub>2</sub>-2<sup>1</sup>/<sub>2</sub>. v Saitek STRATOS 10<sup>1</sup>/<sub>2</sub>-5<sup>1</sup>/<sub>2</sub>. v CLUB B 4-3. v Nov SUPER EXPERT/5 6<sup>1</sup>/<sub>2</sub>-3<sup>1</sup>/<sub>2</sub>. Meph ROMA 32 v Meph MM4/5 4<sup>1</sup>/<sub>2</sub>-1<sup>1</sup>/<sub>2</sub>. v Saitek STRATOS 4-0.

Please note:- some of the above scores are a game or two beyond the NS RATING LIST having come in after printing of other parts of the NS!

The FIDELITY MASTER C+ at the Barbican "CHESS" re-launch, March 1988

Standard Notes for Game One by BILL HARTSTON for Competence Ltd  
Notes in Italics by myself

Game 1. White, RAY KEENE, GM. Black, FIDELITY MASTER C+, Computer.  
King's Indian Defence, Samisch (5 f3)

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 0-0  
6 Bg5 e5

A weak move, which computers shouldn't have to make; no doubt there will be some quick surgery by the programmers. (Already done for the next Upgrade). A method for machines (as well as humans!) should be found which encourages them to look first of all at forced tactical continuations, particularly a series of captures. They would then be able to reach the position after 6.. e5 7 dxe dxe 8 Qxd8 Rxd8 9 Bxf6 Bxf6 10 Nd5 (winning a Pawn) more quickly, though it is the 10th Ply before the Pawn falls.

As Pachman points out in his book on the Indian Systems 6.. e5 is the natural (though wrong!) move. The HASTER has a good check and capture pursual extension which actually enables it to see the impending Pawn loss at the start of its 7th Ply of search. The fact that Ray Keene can get back to this Board in a 20 Board Simultaneous before the HASTER gets into its 7th Ply is a testimony to the HEALTHY state of British Chess! Incidentally Ray Keene (in BCO, which reveals the GM's liking for the less usual 6 Bg5) and Pachman both recommend 6.. c5.

7 dxe5 dxe5 8 Qxd8 Rxd8 9 Bxf6..

White can also play 9 Nd5 at once, but may face some tactical problems after 9.. Nxd5 10 Bxd8 Ne3 11 Kd2 Nxf1+ 12 Rxf1 Na6. The late Soviet Grandmaster Leonid Stein used to meet 6.. e5 with 7 d5 in his Simultaneous displays. His reasoning was that, the move being tantamount to a blunder, his opponent might be weak enough to succumb to a quick attack saving precious time for other players. Keene wisely does not apply this reasoning to his Computer opponent.

9.. Bxf6 10 Nd5 Nd7 11 Nxc7 Rb8 12 Nd5 b6

So White is a sound Pawn ahead and it is only his weakness on black squares that might pose any difficulties in winning the game.

13 0-0-0 Bb7 14 Nxf6+..

Parting with the powerful Knight is a difficult decision to take, but Black may otherwise activate his Bishop with .. Bg7 and Bf8. Perhaps the Grandmaster also felt encouraged to exchange pieces knowing the traditionally poor reputation Computers have for their handling of endgames!?

14.. Nxf6 15 Rxd8+ Rxd8 16 Ne2 Rc8 17 Nc3 Ba6  
18 b3 Kf8!

After missing the apparently obvious tactical sequence in the Opening, the machine now does very well to see deeply enough to avoid the trap, 18.. b5? 19 cxb Rxc3+ 20 Kd2! with a winning position for White.

19 a4 Ke7 20 Kc2 Bb7 21 Be2 Ke6 22 Rd1 a5  
23 Nb5 Ne8 24 g3 g5!

The beginning of a remarkable fight-back by the Computer. A Pawn down in an apparently passive position, it indeed plays with some cunning to lure White into a tactical adventure which backfires. The immediate idea is to take advantage of a weakness created by White's previous move. Black's positional idea is to undermine the e-Pawn by playing.. g4. But his Pawn advance seems to create a severe weakness on the h3-c8 diagonal.

25 Bf1 h5! 26 Bh3+ g4! 27 fxg4 Bxe4+ 28 Kc3 hxg  
29 Bxg4+ f5

With little time to think White has stumbled down the entire length of the machine's calculations. All of 25 Bf1, 26 Bh3+ and 27 fxg are open to criticism, yet they were the natural consequence of 24 g3. As a result Black has now created activity for his central Pawns and, in the course of a few moves,

seized the initiative previously in White's control.

Prior to 27 fxf4 the Computer had evaluated the position as just over +1.00 for White, i.e. the Pawn plus a little for his initiative in this (previously) quiet position. After White's 27th. the figure drops immediately to 0.62 and continues to tumble as the machine starts to apply more pressure.

30 Bh5 Nf6!

Refusing to be intimidated by the threat of a Rook check on d6 and thus exposing White's previous move as a waste of time.

Ray Keene himself generously complimented the Fidelity MASTER after the game on its piece co-ordination, and especially the way in which it stuck to its own plan virtually insisting on keeping the initiative despite his efforts to divert it.

31 Rd6+ Ke7 32 Bd1 Rh8 33 Rd2 f4!

Complementing the aggressive action begun at move 24. Though still a Pawn behind, Black is now in no danger of losing thanks to his King-side activity. It would be hard to guess that the last few Black moves were played by a Computer. The play displays a sense of purpose and aggression usually lacking in machine thought.

34 gxf4 exf4 35 Rf2 Rh3+ 36 Kb2 f3 37 Nd4 Ng4!

Relentlessly forcing and pushing its passed Pawn (has this machine read Nimzowitsch?) Black has now caused considerable disarray in White's camp. With the Pawn so close to Queening, White feels obliged to give up material to eliminate it.

38 Rxf3 Bxf3

A nicely patient move, delaying capture on h2 since 38.. Rxf2+ would allow the White King to advance to c3.

39 Nxf3 Kf6

After some highly impressive play, this is the first sign that the Computer might lose its way in the end-game. 39.. Kd6 looks more flexible.

40 Nd4 Nxf2 41 Ec2 Nf3 42 Nc6 Kg5?

The Grandmaster had polished off many opponents by now and the Computer was being really rushed for time. All the same this is impossible to understand. The future play will be on the Queen's side, so why on earth is Black's King heading off into the desert?

The amazing thing was that Ray Keene managed to time his return to this game whilst the move played was actually the Computer's choice! A further testimony to the GM's liveliness even at the end of a tough simul?! The move initially selected by the Computer was 42.. Ke5. Whilst still inside the first minute of thought this changed for a few moments to Kg5, and then reverted to Ke5. Again, at 2 minutes, we found afterwards that the machine spent a very short while on 42.. Ke6 before again reverting to Ke5 and subsequently staying with that as its choice on all normal levels. How Ray managed to time his arrival at the precise moment he did we don't know!

43 c5 bxc5 44 Nxa5 Nd4 45 Be4 and DRAW agreed.

White offered the draw, and the machine's operators accepted, though their Computer could have been a little annoyed with them for doing so as its own assessment of the position was that Black still had some advantage. In fact the position should end in a draw, though probably White could have been made to work a bit more for it after 45.. Kf4.

Game 2. White, JIM PLASKETT, GM. Black, FIDELITY MASTER C+, Computer.  
Larsen's Attack, or Hizzo-Larsen.

1 b3 e5

The ambitious reply!

2 Bb2 Nc6 3 e3 d5 4 Bb5 Bd6 5 f4 f6

The Computer is on its own. 5 Nc3 from Plaskett would have allowed it to stay in 'Book'.

6 Qh5+ g6 7 Qh4..

It is interesting that Ray Keene allied to beat the machine with "G.K. technique" (and draw) by simplifying into a position assumed unsuitable to his computer opponent, whilst Jim Plaskett goes for a virtually all-out King attack (and loses). Many folk still think computers are slow to appreciate the danger of such, but this one scores 1 1/2 in positions which the GKs deliberately choose to hit at 'computer weaknesses'!

7.. Bf5 B Nf3 Be7 9 0-0 Bxc2?!

A bit risky? White could now play 10 fxe and Black cannot go fxe because of 11 Qa4!

10 Nc3 d4 11 fxe!?..

Everybody must know by now that Jim Plaskett likes all of his games to have some chance of a Brilliancy Prize (one way or the other!)... certainly a guarantee of excitement! As far as the GK is concerned the early gain of some central control (especially in view of Black's weakened King coverage) will ensure that the Computer gets a thorough 'defensive-awareness' test.

11.. dxc 12 Bxc3 f5 13 Qc4..

Already White's strongly placed Queen and aggressive Bishops (not to mention the e-Pawn!) promise a torrid time for the materially ahead Computer. Interestingly the machine only evaluates itself just marginally ahead during the next moves, obviously appreciating at least some of the dangers.

13.. Be4 14 Nd4 Qd5 15 Qa4! Bc5!

The Computer does well to avoid the temptation of 15.. Bxg2 when 16 Bc4! will force the win of the piece.

16 Bc4 Qd8 17 Ne6 Qe7 18 d3?!..

This looks to leave Plaskett too far behind materially at first sight - but perhaps not to a GK as it soon shows great value in increasing the dynamic potential of his central pieces quite startlingly. Even so the 18 Nxc5 Qxc5 19 e6! expected by the Computer itself looks better to me.

18.. Bxe3+ 19 Kh1 Bxd3 20 Bxd3 Qxe6

The Computer is now a piece and a pawn up and the spectators are getting larger in number and quite excited (rotten lot!). But the GK is still in the game and Fidelity must play accurately.

21 Bc4! Qe7 22 Rad1 Rd8 23 Rfe1 Bf2 24 Rf1 Rxd1  
25 Rxd1 Qh4 26 Qb5 Bg3

So we learn that Jim Plaskett too is a rather sprightly individual (see notes to the Keene v Master game). After less than 3 minutes the sounder 26.. Bb6 is chosen; but Plaskett gets back to the Board "too soon".

27 h3 Nge7!

Hell played! The Computer is still looking for a possible win and avoids 27.. Gh5 allowing 28 Rd8+ Kxd8 29 Qxd5+ and perpetual check if the GK wanted it.

28 Qxb6 Kf8!

He (i.e. the Competence staff!) appreciated the Computer's decision to move the King via f8 to the more secure g7 at this point in the game. Opting for improved King safety rather than trying to retain material advantage is the right way to stay just ahead.

29 Qxc7 Kg7 30 Qd6 Rf8 31 Bb5 Rc8 32 Ba6 Rf8  
33 Bc4?..

Plaskett could have gone for a draw by repetition with 33 Bb5. It seems that the combination of his still strongly-placed Queen and the apparently potent threat of e6+ were persuading him that he still had winning chances. However 33 Bc4 allows Fidelity just the one move it needs to re-organise the central control and initiative and, with it, the outcome of the game.

33.. Qe4! 34 Bd3..

34 e6+ is ineffective now because of Be5.

34.. Qe3! 35 Bc4?..

A blunder, automatically going back to the square just left and leaving the other Bishop en prise. The GK was now losing anyway, but he resigned on his return to the board as soon as he realised what he had done and saw the obvious reply coming from the Fidelity's delighted operator..

## 35. Qxc3 (0-1).

Noting that Plaskett could have obtained the draw on at least one occasion we believe that the GM probably underestimated his Computer opponent. But a GM scalp is never anything to scoff at for any Computer and the Plaskett attack looked so dangerous at one point that we can well understand his feeling that "it's a computer - it must go wrong somewhere!"... even if it wouldn't!

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TOURNAMENT RESULTS

From Helser, AUSTRIA, Self-styled 'Unofficial World Micro Champs'. 40/120.

1 Meph ROMA 32	7 <sup>1</sup> / <sub>2</sub> /9	I'm afraid I don't yet know:-
2 Nov SUPER EXPERT	6 <sup>1</sup> / <sub>2</sub>	-running speed of Nov SUPER EXPERT, MMA
3 Fid EXCEL 68000	5 <sup>1</sup> / <sub>2</sub>	or ANALYST.
4 Nov FORTE 8	4 <sup>1</sup> / <sub>2</sub>	-which Fidelity the EXCEL 68000 was. i.e
5 Fid PAR E/8	4	CLUB, MASTER (B/C?)
Psion ATARI	4	
Meph ROMA 16	4	Sorry... will try to find out for next
Meph MMA	4	time. If anyone already knows, please
9 Saitek LEON ANALYST	3 <sup>1</sup> / <sub>2</sub>	let me know.
10 Fid PAR E/5	1 <sup>1</sup> / <sub>2</sub>	

From the DUTCH Chess Computer Mag

From Jan Louwrens.

1 Meph MEGA 4	9 <sup>1</sup> / <sub>2</sub> /16	This result is beginning to 'do the
2 Fid MACH IIC	9	rounds'! I think it should be pointed out
3 Meph ROMA 16	8	that Louwrens was responsible for
4 Nov SUPER EXPERT	7 <sup>1</sup> / <sub>2</sub>	introducing Schroeder (the Rebell, MMA
5 Saitek LEON ANALYST/8	6	and now MEGA 4 programmer) to Mephisto.
		As such he is on royalties for every sale

of that series of programmes and his pre-launch figures for REBELL showed it above AMSTERDAM (which it isn't), then for MMA it was shown above DALLAS (which it isn't). The narrow lead of MEGA 4 over MACH II and then ROMA in the above Table should be considered in that light, but I include the Table anyway with those comments so that NS Readers are kept 'in the light'.

INDEPENDENT (!) Tournaments

1 Fid MACH IIC	10/18	1 Fid MACH IIC	21/36
2 Meph MMA	9 <sup>1</sup> / <sub>2</sub>	2 Meph ROMA 16	17 <sup>1</sup> / <sub>2</sub>
3 Meph ROMA 16	8 <sup>1</sup> / <sub>2</sub>	3 Meph MMA	17 <sup>1</sup> / <sub>2</sub>
4 Meph MONTE CARLO	8	4 Meph MONTE CARLO	16

Sinclair HOME COMPUTER Tourney

1 Psion QL	26/28	Play-off	
2 Colossus 4	25 <sup>1</sup> / <sub>2</sub> 8	1 Psion QL	6/8
3 Cyrus IS	16 <sup>1</sup> / <sub>2</sub>	2 Colossus 4	3 <sup>1</sup> / <sub>2</sub>
4 Superchess	14 <sup>1</sup> / <sub>2</sub>	3 Cyrus II	2 <sup>1</sup> / <sub>2</sub>
5 PSI Chess	14		
6 ZX Chess	7 <sup>1</sup> / <sub>2</sub>		

In the PLAY-OFF, Cyrus II subbed for Cyrus IS being considered a more likely contender in view of the obvious gap between the top 2, Psion QL and Colossus 4, and the rest.



MM2 (Black) defends against the 'Fried Liver Delayed'

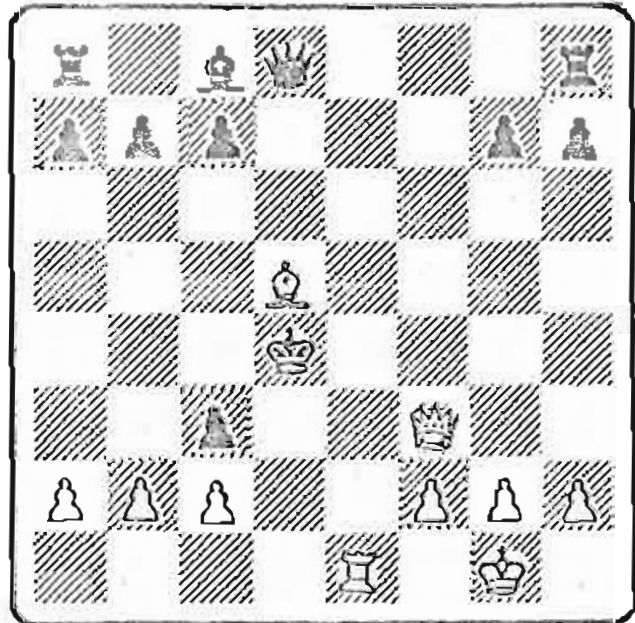
1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 (Black's third move is forced by means of the MONITOR mode, as the programme never plays the Two Knights Defence.)  
4 Ng5 d5 5 exd Nxd5 (The more usual 5 - Na5 avoids the Fried Liver. However, MM2 recaptures the pawn on all levels.) 6 d4 exd (Again this move is played on all levels.) 7 O-O Be7 (MM2 plays this on level 4, and as an alternative move (via Randomizer) on levels 1, 2, & 3. Other moves Black considers are Bf5, Be6, Qd6, & Bb4. Given more time it will come up with f6, probably the best move here?) 8 Nxf7 Kxf7 9 Qf3+ Ke6 (MM2 toys with Ke8 for a short while before deciding that the Knight on d5 should be defended.) 10 Nc3! (A sacrifice to clear a path for the Queen's Rook.) - dxc3 11 Re1+ Ke5 12 Bf4 Bf6 13 Bxc5 Bxe5 14 Rxe5+! (White gives up the exchange to get rid of another of Black's defenders)

- Kxe5 15 Re1+ Kd4 16 Bxd5

Now if - cxb (MM2 will not consider any other move for over 6½ minutes) then

17 Re4+ Kc5 (- Kxd5 gives White Mate in 4.) 18 Qc3+ Kd6 19 Qe5+ Kc5 20 Bc4+ Qd5 21 Qxd5+ Kb4 22 Ba6+ and mate next move.

After 6½ to 7 mins. MM2 changed its 16th move to - Qd6. Then 17 b4 Qxb4 18 Re4+ Kc5 19 Qe3+ Kb5 20 Rxb4+ Kxb4 21 Qd4+ Ka3 MM2 will now announce Mate in 5 for White. (If 19 - Kxd5 then 20 Rxb4 c5 21 Rb5 Kd6 22 Rxc5 Re8 23 Qd4+ Ke6, and Mate in 6.



Position after 16 Bxd5.

Going back to Black's 16th move; after about 13 minutes analysis MM2 will play 16 - Qf6, and this does appear to be the strongest move. MM2 requires well over an hour's analysis time here before giving White any distinct advantage. 17 Rd1+ Kc5 18 Qe3+ Kb4 19 Rd4+ Kc5 20 b4+ Kd6 (If - Kb5 then after about 4 mins MM2 will display Mate in 5: 21 a4+ Kxa4 22 Bb3+ Kb5 23 Rd5+ c5 24 Qxc5+ Ka6 25 Q mates at a5 or b5) (If 20 - Kb6 then again Mate in 5.) 21 Bxb7+ Qxd4 22 Qxd4 Ke6 23 Bxa8 and White's superiority is unassailable. If black plays 18 - Kb5 MM2 announces Mate in 6, the moves 19 a4+ Kb4 20 bxc+ Qxc3 21 Rb1+ Ka5 22 Qxc3+ Ka6 23 Qc4+ Ka5 24 Qb5 mate.

## GAMES SECTION

All of the games following are well worth playing through, even though they appear with few or no notes. Each has been selected because of the enjoyment or amazement it caused in play... though if your favourite machine is on the receiving end, maybe you'd rather skip over it? Hope you enjoy them.

Saitek STRATOS White, Novag FORTE B Black. 60/120.

1 e4 c5 2 c3 Nf6 3 e5 Nd5 4 d4 cxd 5 Nf3 Nc6 6 Bc4 Nb6 7 Bb3 dxc 8 Nc3 d6 9 Bf4 Na5 10 exd Nxb3 11 axb3 exd 12 Nb5 Be7 13 0-0 0-0 14 Re1 Rg4 15 Rxa7 Rxa7 16 Nxa7 d5 17 h3 Bxf3 18 Qxf3 Bf6 19 Qe2 d4 20 Qb5 (-0.15) Nd5 (-0.01) 21 Bg3 Qb6 22 Qxd5 Qxa7 23 Be5 Bxe5 24 Qxe5 Qb6 25 Qd5 Ra8 26 Re7 Qf6 27 Qa5 (+0.45) Rc8 28 Qc5 Rd8 29 Rxb7? d3 30 Qc1 d2 31 Qd1 Qd4 32 Rb5?? Re8 33 g4 Re1+ 34 Kg2 g6 35 Rb8 Kg7 36 Qf3 d1=Q 37 Qxd1 Qxd1 38 Rc8 Rg1 and mate in 3. 0-1

I enjoyed the next due to Novag's great Opening which resulted in a very exciting early Middle game even though it petered out into a  $\frac{1}{2}$ .

Novag FORTE B White, Fid MACH IIC+ Black. 60/120.

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Nxe4 6 d4 b5 7 Bb3 d5 8 a4 Qxd4 9 Nxd4 exd4 10 axb Bc5 11 Bf4 Bb7 12 Qd3 g5? 13 bxa! Bxa6 14 Rxa6 Qxf4 15 Qb5 Ke7 16 Rxa8 Qxa8 17 Re1 Kd6 18 Qd3 Qa5 19 Rxe4!? dxe4 20 Qxe4 Kd7 21 Bxf7 Bd6 22 Qd6+ Kc6 23 Qe4+ Kd7 24 Qe6+ Kc6 25 Qe4+ Kd7 and a  $\frac{1}{2}$ .

The next was the first computer v computer game after Monte Carlo's arrival. I had tested it on a few positions and played a couple of quickies against it myself (1-1). It was obviously pretty good, but this game still came as something of a surprise.

Meph MONTE CARLO White, Fid MACH IIC+ Black. 60/60.

1 d4 Nf6 2 c4 e6 3 g3 d5 4 Bg2 dxc 5 Nf3 c5 6 0-0 Nc6 7 Qa4 Bd7 8 dxc Bc5 9 Qc4 Qb6 10 Nc3 Na5 11 Qh4 0-0 12 Bg5 Nd5 13 Ne4 h6 14 Bxh6!? Qxh6 15 Nxc5 Qxc5 16 e4!? Nb4 17 Qxh6 Rfc8 (17 - h6? expected, but then 18 Nq5 wins) 18 Nq5 Be8 19 Nh7 f5 20 Nq5 (+0.85) Qe5 (-1.33) 21 Nxe6 Bb5 22 f4 Qxb2? 23 Rfb1 Qc3 24 e5 Rc7 (Strangely Monte Carlo claimed to expect 24 - h6? here, but it allows 25 Qg7 mate doesn't it?) 25 Qg5+ Kh8 26 Qf6+ Kg8 27 Qg6 Kh8 28 Nxc7 Qxc7 29 Qf6+ Kg8 30 Qg5+ Qg7 31 Qxg7 Kxg7 32 Rxb4 Bc6 33 Bxc6 bxc6 34 Rd1 Kg8 35 Rd7 c5 36 Rb5 Nc6 37 Rxc5 Nd8 38 R5c7 Ne6 39 Rxa7 Rxa7 40 Rxa7 Nd4 41 Kg2 Nb5 42 Rd7 Nc3 43 e6 Kf8 44 h3 Ke8 45 a3 Na4 46 Rh7 Nc5 47 e7 Ne4 48 Rg7 Nc3 49 a4 Nxa4 50 h4 Nc5 51 h5 Ne4 52 h6 Nf6 53 Kf3 Kd7 54 Rf7 and 1-0.

I began to wonder what I'd been sent! - but Mach II won the next three by  $2\frac{1}{2}$ - $\frac{1}{2}$  to restore its reputation, though none of the games were as interesting as the above. Next came stable-mate Mephisto MM4. The final score was 1-1=2, one of the draws being the most enjoyable.

Meph MONTE CARLO White, Meph MM4 Black. 60/60.

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 e5 Nd7 5 f4 c5 6 Nf3 Nc6 7 Be3 Qb6 8 Na4 Qa5+ 9 c3 cxd 10 b4 Qc7 11 Qxd4 a5 12 Bb5? axb 13 0-0 bxc 14 Bxc3 Na7 15 Bxd7+ Bxd7 16 Bd4 Nc8 17 Rc1 Bc6 18 Qc2 Ba3 19 Nb2 Ne7 20 Qb3 (-1.35) Ba5 (+0.94) 21 Rfd1 Nq6 22 Be3 Bxb2 23 Qxb2 Qxa2 24 Qb6 0-0 25 Nd4 Ra4? 26 h3 Rc8 27 Nxc6 bxc6 28 Rxc6 Re8 29 g3 Ne7 30 Rc7 (-1.03) Qe2 (+0.73) Ra1 Rc4 32 R1xc4! dxc4 33 Rxe7 (+1.33!) Ra9 (-1.87) 34 Ra7 Rf8 35 Bc5 Qd1+ 36 Kg2 Rd5+ 37 Kf2 Qd2+ 38 Kf3 Qd1+ 39 Kg2 Qd5+ 40 Kh2 Qd2+ 41 Kg1 Qd1+ 42 Kf2 Qd2+ 43 Kf1 Qd1+ 44 Kf2 Qd2+ and the draw. I wasn't too keen on Monte Carlo's "silly" hints which would have helped MM4 to throw the draw away, but otherwise I found that an interesting up-and-down game.

Next came a 2-0-2 win over the Forte B with no games of particular interest... and then came the Stratos!

Meph MONTE CARLO White, Saitek STRATOS Black. 60/60.

1 e4 e5 2 Nc3 Nf6 3 Bc4 Be7? 4  $\circ$ Nf3  $\circ$ Nc6 5 d3 d6 6 Be3 Na5 7 Bb3 Nxb3 8 axb3 Be6 9 Bxa7? b6 10 d4 exd 11 Nxd4 Bd7 12 0-0 Qc8 13 Qd3 Qb7 14 Qa6 Qxa6 15 Rxa6 Bc8 16 Rba1 Bd7 17 Nb5 Bxb5 18 Nxb5 0-0-0? 19 Nc3 Kb7 20 Ra4 (+1.12) Ra8 (+0.13) 21 Rfa1 Rhd8 22 Nd5 Nxd5 23 exd5 Rdc8 24 c3 Re8 25 f4 Bf6 26 g4 Re2 27 g5 Be7 28 b4? Rxb2 29 c4 Rc2 30 b5? (-0.01) f6 (+1.18) 31 h4 fxg 32 fxg Bd8 33 Kh1 h6 34 gxh gxh 35 h5 Bf6 36 R1a3 Re8 37 Bxb6 Kxb6 38 Rg3 R8e2 39 Rg4 Kc5 40 Ra7 Rh2+ 41 Kg1 Bd4+ 42 Rxd4 Kxd4 43 Rxc7 Rhe2 44 Rf7 Kxc4 45 b6 Re1+ 46 Rf1 Rxf1+ 47 Rxf1 Rb2 and a nice Stratos win indeed and on its way to a 3-1 success overall.

And then Charles Palmer's Meph ROMA 32 bit arrived and immediately went into action against the Mach IIC+ (games elsewhere) and the MM4 (which it leads 4 $\frac{1}{2}$ -1 $\frac{1}{2}$  but without any really exciting games). However it surely puts the Stratos in its place (4-0 so far), and here is one of those games.

Meph ROMA 32 White, Saitek STRATOS Black. 40/120.

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 d4 cxd (I fear for the Stratos already playing this line against MSR) 5 0-0 Bc5 6 e5 Ng4 7 Bf4 0-0 8 h3 Nh6 9  $\circ$ Bg5  $\circ$ Qe8 10 Bxh6 gxh6 (Can the Stratos survive such King nakedness against this opponent?) 11 Re1 Bb4? 12 c3 dxc 13 Nxc3 Qd8 14 Qc1 Kq7 15 Re4 h5 16 Nd5 Be7 17 Qf4 f5? 18 exf4ep Bxf6 19 Qg3+ Kh8 20 Nc7 (+1.20) Rb8 (Had 20 - d5 for a while which may be better. Now showing -0.76) 21 Rd1 Bg7 22 Ne6 Qe7 23 Qxg7+ Qxg7 24 Nxg7 Kxg7 25 Rd5 d6 26 Rh4 Ne7 27 Rdxh5 Bf5 28 Nd4 Kf6 29 Nxf5 Nxf5 30 Rg4 (+4.24) Rfe8 (-2.86) 31 Rf4 Re5 32 Bd3 Re1+ 33 Kh2 h6 34 Rhx5+ Kg7? 35 Rg4+ announcing mate in 4. 1-0.

At about this point a Novag Super Expert/6 rolled up as well! So the borrowed MSR went straight into "action" again. Actually the 2-0-2 start has been rather a tedious affair surprisingly enough, but not so when Super Expert and MM4 met up. The Novag leads 3-2, and 2 games (a win each) are well worth sharing.

Meph MM4 White, Nov SUPER EXPERT/6 Black. 60/60.

1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 Bg5 Nd7 5 Nf3 Be7 6 e3 0-0 7 Rcl c6 8 Bd3 dxc 9 Bxc4 Nd5 10 Bxe7 Qxe7 11 0-0 Nxc3 12 Rxc3 e5 13  $\circ$ Qb1 - (Notice how the small MM4 Opening Book really does manage quite well against other Computers much of the time) -  $\circ$ exd 14 exd Nf6 15 Re1 Qd6 16 Rce3 Bg4 17 Qd3 Bxf3 18 Rxf3 Rad8 19 Rd1 b5 20 Bb3 (+0.08) Rfe8 (+0.45) 21 a3 Nd5 22 Qf5 Rd7 23 Rh3? g6 24 Qf3 Rde7! 25 Kf1 Re4 26 Bc2 R4e6 27 Qg3? - (Showed Rc1 (which seems better) -0.85 for ages. Then went for Qg3 at -0.46 (must be wrong)) - Qe7 28 f4 Ne3+ 29 Kf2 Nxc2 30 Qc3 (-4.57) Re2+ 31 Kg1 Qe4 32 Qf3 Re1+ 33 Kf2 Qxf3+ 34 Rxf3 Rxd1 35 Kg3 Nxd4 36 Rf2 a5 37 Kh4 f6 38 g3 a4 39 g4 but resigns as well. 0-1.

Before the intended second from this match, here's another in which the MM4 O/B does fail. However it defends very well and both think it's escaped at one stage. We'll take it to where the result is clear... I think you'll like some of the tension in this.

Meph MM4 White, Nov SUPER EXPERT/6 Black. 60/120.

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 Re1 h5 7 Bb3 0-0 (The Marshall) 8 c3 d5 9  $\circ$ exd Nxd5 10 Nxe5 Nxe5 11 Rxe5 Nf6 12 d4 Bb6 13 Re1 Ng4 14 h3 Qh4 15 Qf3 h5 16 Be8  $\circ$ Bb7! (Novag comes out of Book - MM4 did well to get it right so far, but should have gone 16 Be3) 17 Rxf8 Rxf8 18 Qf5 - (Has Qe2 better?) - Be4! (The Queen must stay covering f2 of course) 19 Bg5! Bh2+ 20 Kf1 (+0.20) Bd3+ (-0.06. MM4 has done well, but lack of development must surely count against him and both machines appear to under-estimate this)

21 Ke1 ReB+ 22 Kd2 Qxf2+ 23 Qxf2 Nxf2 24 Be3 Bf1 25 Bxf2 Re2+ 26 Kd1 Fxf2  
27 Bd5 Be2! 28 Kd2 Bf4 29 Ke1 Be3 30 Nd2 Bd3... He'll leave it there. MM4's  
problems are clear, he reads -3.16 and Novag +2.17. The game finished at move  
61. 0-1.

Nov SUPER EXPERT/6 White, Maph MM4 Black. 60/120.

1 d4 d5 2 Nf3 e6 3 c4 Nf6 4 Bg5 Be7 5 Nc3 0-0 6 e3 Nd7 7 Rc1 c6 8 Bd3  
dxc 9 Bxc4 Nd5 10 Bxe7 Qxe7 11 Ne4 b5 12 Bb3 Bb7 13 Nc5 Nxc5 14 Rxc5  
Nf6 15 0-0 Nd7! 16 Rh5 c5 17 Qb1 g6 18 Rh3 e5 19 dxe c4 20 Bc2 (+0.16)  
Nxe5 (+0.17) 21 N84 b4 22 Rg3 Rad8 23 Nf5 Bf6 24 Nh6? Kh8 25 Ng4 Nhg4 26  
Rxo4 Qe6 27 h3 f5 28 Rh4 Rd2 29 Rd1 Qd5 30 e4 (-1.48) fxe (fxe) 31 Rxd2  
Qxd2 32 Bxe4 Qxf2+ 33 Kh2 Bc8 34 Rxc4 Bxc4 35 hxc4 Qh4+ 36 Kq1 Qxc4 37  
Qc2 Re8 38 Bf3 Re1+ 39 Kf2 Qh4+ 40 g3 Qh2+ 41 Bg2 Qg1+ 42 Kf3 Qd4 43 Bf1  
Rxf1+ 44 resigns, 0-1.

The new Novag v Mach IIC had to come next. Just 2 games played so far and both  
a little similar with Fidelity gaining a middle-game advantage and showing  
strong end-game play to win.

Fid MACH IIC+ White, Nov SUPER EXPERT/6 Black. 60/120.

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 0-0 5 Nf3 d5 6 Bd3 c5 7 0-0 dxc 8 Bxc4  
Nd7 9 Qe2 b6 10 Rd1 cxd 11 exd Bb7 12 d5 Bxc3 13 dxe Bxf3 14 Qxf3 fxe 15  
Bxc3 Qc7 16 Bxe6+ Kh8 17 Be3 Nc5 18 Bd5 Nxd5 19 Rxd5 Nxb 20 Rd3 Qf7 21  
Rad1 Rae8 22 Qf1 Qh5 23 Rd7 Rf6! 24 h3 Rxf3 25 Qe2 (-0.30) Qxh3? (+0.14)  
26 Qxh3 Rxf3 27 Rxa7 Rf3 28 Rb1 Nf4 29 Bxf4 - (Though Mach II is now edging  
ahead, 29 Nd5 looks even stronger) - Rxf4 30 Rxb6 h6 31 Rb4 Rf3 32 R4b7!  
Rxc3 33 Rxc7 Ra3 34 Rh7+ Kq8 35 Rg7+ Kf8 36 Rb7 Kq8 37 Rxb6 Rxa2 38 R6h7  
Rd2 39 Rhg7+ Kh8 40 Rgc7 Kh8 41 Kg2 Red8 42 Kg3 R3d6 43 Rg7 Kf8 44 f3 Rf6  
45 Rh7 Rg6+ 46 Kf4 Kq8 47 Ke5 Rf2 48 Kf5 Rg3 49 f4 Rgf3 50 Rhg7+! Kh8 51  
Rg4 Rc2 52 Kf6 Rxf4+ (Resignation really, but Mach II will still have one good  
move to find) 53 Rxf4 Rh2 54 Rf5 Rh1 55 Rd7 Rh3 56 Kg6! Rg3+ 57 Rg5 anti-  
ouncing mate in 5. 1-0.

The last one from the Nov Super Expert series is a bit of a stunner. Stratos  
had previously beaten the Super Expert orig 6-4 in a match. I didn't play a  
match between the updated Super Expert chips and Stratos, but really expected  
the 6MHz version now to at least turn the tables. Not so...! Here is the  
shortest game so far in my computer v computer book.

Nov SUPER EXPERT/6 White, Saitek STRATOS Black. 60/60.

1 d4 d5 2 c4 e6 3 Nc3 c5 4 cxd exd 5 dxc Nf6! (Someone has worked hard on  
this book!) 6 Qb4 a5 7 Bf4 axb 8 Nb5 Nab 9 Nd6 Bxd6 10 cxd6 Bf5 11 Nf3  
(+0.69) Nc5 (-0.20) 12 Nd4 Bg6! 13 Qd2 Qb6 14 Be5? Ne4! 15 Qe3? f6 16 Bf4  
b5 17 a4? (Reading just -0.91) Rxa4! (Novag had thought this couldn't be  
played. It had appeared in its Display but went 18 Rxa4 Rxa4 19 Nxa4. Seeing  
it this way it had rather expected Stratos to play 17 0-0 instead. Now, of  
course, the Novag sees that it's not 18 - Rxa4 at all, but 18 - b2!) 18  
d7+ (-4.59) Kf7 19 Rxa4 b2 20 d8=Q Rxd8 21 resigns! 0-1.

Here is another clever Stratos opening:-

Nov SUPER EXPERT/6 White, Saitek STRATOS Black. 60/60.

1 e4 c5 2 Nf3 e6 3 d4 cxd 4 Nxd4 Nf6 5 Nc3 Nc6 6 Ndd5 Bb4 7 Bf4 Nxe4 8  
Qf3 d5 9 Nc7+ Kf8 10 0-0-0 Bxc3 11 Bxc3 e5!? (Novag, and everything else as  
far as I know, now goes out of book with a lot of thinking to do. The rest of  
the game went...) 12 Nxa8 Qexf 13 Be2 Be6 14 c4 Qf6 15 Qa3+ Ne7 16 Qb2  
Qxb2 17 Kxb2 Nxf2 18 cxd Nxd5 19 c4 Nxd1+ 20 Rxd1 Nf6 21 Rd8+ Ne8 22 Rb8  
b6 23 Kc3 h5 24 Rb7 Bg4! 25 Bf1 f3? 26 Rxa7 fxg 27 Bg2 Qh6 28 Bd5 Rf6  
29 Nxb6 Rf2 30 Nd7+ Bxd7 31 Rxd7 Kg8! 32 c5!? Nf6 33 Bxf7+ Kf8 34 Ra7  
Rxb2?! 35 c6 Ne4+ 36 Kb4 Nd6 37 Bg6! Rh4+? 38 Kc5 Ne4+ 39 Kd5 Nf6? (mega  
blunder so incredibly Novag gets its first win, but is 4-2 down at present.

**FID MASTER C+ v MEPHISTO MM4**

The MASTER leads by 13 $\frac{1}{2}$ -11 $\frac{1}{2}$  in a tough match.

**MASTER C+ White, MM4 Black**

1 e4 e6 2 d4 d5 3 Nd2 Nf6 4 e5 Nd7 5 Bd3 c5 6 c3 Nc6 7 Ne2 Qb6 (Both machines now leave their Books), 8 Nf3 cxd 9 cxd Nb4 10 Bb1 Be7 11 0-0 a5?! 12 Nc3 h6 13 Bf4 Nc6 14 Na4 Qe7 15 Bc2 b5 16 Nc3 Bxb 17 Ne2 Rc8 18 Rc1 Nb4 19 Bb1 Rxc1 20 Qxc1 0-0 (Very even so far), 21 a3 Rc8 22 Qe3 Nc6 23 Rc1 b4 24 axb g5? 25 Bg3 g4? 26 Qxh6 Nf8 27 Ng5 Bxb4 28 Nf4! Qd7? 29 Nh5 announcing mate in 2, 1-0.

The MM4 has a rather narrow but deep Opening Book which suits it well against other computers. A new series of games using the MASTER on its random opening mode instead of tournament book is already providing some fascinating variety but suiting the Master which leads 3-1!

**FID MASTER C+ v MEPHISTO 'SUPER' ROMA 68020**

The MASTER leads 21 $\frac{1}{2}$ -1 $\frac{1}{2}$  at this early stage (these Games played at 3 mins per move). A large series also at 3 mins per move taking place in Norway shows the MASTER 18-17 ahead there, so obviously these 2 machines are very close in terms of playing strength (if not in price!). Judge for yourself from these 2 Games the difference in playing styles. I felt Mephisto was looking for mistakes so that it could start something, whereas the Fidelity probes and tries harder to create openings or opportunities. See what you think.

**MASTER C+ White, SUPER ROMA Black.**

1 d4 c6 2 c4 d5 3 Nf3 Nf6 4 Nc3 dxc 5 a4 Bf5 6 e3 e6 7 Bxc4 Bb4 8 0-0 0-0 9 Qe2 Ne4 10 Na2 Be7 11 Bd3 Ng5 12 Ne1 - (Both Machines now leave their 'Books') - Bxd3 13 Nxd3 Ne4 14 b4 Qc7 15 Bb2 Nd7 16 Nc3 Nxc3 17 Bxc3 Bd6 (There is virtually nothing in it, but the Fidelity begins to gain a space advantage) 18 f4 Rad8 19 e4 Be7 20 g3 Nf6 21 Kg2 Rfe8 22 Rh1 a6 23 a5 Rc8 24 Bb2 Rf8 25 Rac1 Rfd8 26 h3 Qd6 27 Kh2 Qc7 28 Qf3 Na8 29 e5 Qd7 30 Nc5 Qd5 (We feel that the Master has been trying to find openings whereas the Roma is waiting for a mistake. His rather negative plan now works as Fidelity over-reaches) 31 Qxd5 Rxd5 32 Nxb7? Rh5 33 Nc5 Rxb4 34 Bc3 Bxc5 35 dxc5 Kb5 36 Be1 Rd8 37 Kg2 Rd5 38 Bf2 Rxa5 39 Rb1 Rb5 40 Ra1 Nc7 (Roma 68020 is clearly winning now and also has a 20 min advantage on the clock at the 2 hours time control. Both plusses disappear the further the Game gets into the end-game where Fidelity is the stronger) 41 Kf3 Rb3+ 42 Ke2 Rb2+ 43 Kf3 Rd3+ 44 Kg2 R3d2 45 Rhf1 f6 46 exf gxf 47 Kf3 Rb3 48 Kg2 e5 49 fxe fxe 50 Rfd1 Rd5 51 Re1 Rb2 52 Kf3 Kf7 53 Be3 Rb3 54 Rb1 Rh5 55 Rf1 a5 56 Ra4 Ne6 57 Kg2+ Ke8 58 Rfa1 Rd3 59 Bf2 Nxc5 60 Rxa5 Rxa5 61 Rxa5 Nd7 62 Ra8+ Ke7 63 g4 Nf6 64 Ra7+ Ke6 65 Rc7 Rc3 66 Be1 Rc2+ 67 Kf3 e4+ 68 Kg3 e3? 69 Kf3 e2 70 Rg7 h5 71 gxh Nch5 72 Rg4 c5 73 h4 c4 74 Rg2 Rc1 75 Rxe2 and the Game was Drawn a few moves later, 2-1.

**SUPER ROMA White, MASTER C+ Black.**

1 d4 Nf6 2 Nf3 g6 3 c4 Bg7 4 Nc3 d6 5 Bg5 0-0 6 e3 Nd7 7 Be2 c6 8 Bc2 - (The Master goes out of Book evaluating -0.40). Roma's first evaluation for itself will be +0.96 so the Fidelity has its back to the wall at first) - h6 9 Bh4 b6 10 0-0 Bb7 11 Rad1 Qc7 12 Rd2 a6 13 Rfd1 e6 Sound positional play has virtually equalised for the Master (the Super Roma nearly agrees!), With its next two moves the Fidelity reaches into enemy territory. The Mephisto is unimpressed for a while but the Master obtains the G-side Pawn majority as a clear reward) 14 h3 b5 15 Rc1 b4! 16 Ne4 c5 17 Bxf6 Nxf6 18 Bxf6 Bxf6 19 d5 exd 20 cxd Bg7 21 Bc4 Qe7 22 Bb3 Bc8 23 Ba4 Bf5 24 Qc4 a5 (The G-side Pawns look promising but one always feels great care must be taken against the fast-thinking Roma 68020 which now registers -0.28 and goes into its shell for a 10 min think) 25 Nh2 Qe4!? 26 Qxe4 - (Fidelity had expected Bc8) - Bxe4 27 Bc4 Bb1 28 Rc1 Bxa2!?! (Poisoned? - like the Fisher/Spassky World Title Game - or okay? As the Master expected 29 b3, winning the Bishop, the sacrifice is clearly for the specific purpose of gaining connected passed Pawns) 29 b3 Bxb3

30 Bxb3 a4! 31 Bc4 Rfb8! (Super Roma now has himself 0.28 ahead, but Kaster has gone from a small + as it made the sac now to +0.68 and +2.56 in only two more moves) 32 Rb1 b3 33 Ng4 Rb4 34 Bxb3 - (Probably necessary? Mephisto now reads -2.80 as well!) - axb3 35 f3 Ra2 36 Rd1 c4 37 Nf2 c3 38 Nd3 Rb5 39 Rf1 Rd2 40 Ne1 Rxd5 41 Rc1 Rdc5 42 Nc2 bxc2 43 Rxc2 Rb2 44 Rfe1 Rcb5 45 Kf1 Rxc2 46 Rxc2 Rb2 47 Rc1 Rd2! 48 Ke1 Rxc2 49 Kf1 and resigns, 0-1. I think this is one of my favourite computer v computer games... there seems to be an impressive and real quality in much of the play.

#### FID MASTER C+ v SAITEK STRATOS

The MASTER won this Match 10<sup>1</sup>/<sub>2</sub>-5<sup>1</sup>/<sub>2</sub>, with four of the games being played at 2 mins per move and four at 3 mins. In Sweden they have the Stratos above the Par Excellence, Forte B and Super Expert (but behind MMA and the MASTER) - but their testing is all done at 3 mins per move which is the speed at which the Stratos is thought to be best, being less strong at fast play. The following is one from the 2 mins per move series.

#### MASTER C+ White, STRATOS Black.

1 d4 Nf6 2 c4 g6 3 Nc3 d5 4 Nf3 Bg7 5 Bf4 0-0 6 Rc1 dxc 7 e3 Re6 8 Ng5 Bd5 9 e4 h6 10 exd5 hxg5 11 Bxg5 Nxd5 12 Bxc4 - (This was one of the occasions when the Master out-booked the massive Stratos opening repertoire) - Nb6 13 Bb3 Nc6 14 Ne2 Nxd4 15 Nxd4 Bxd4 16 Bh6 Bxb2 17 Qc2! - (The first signs of an advantage for White) - Qd4 18 Qxg6+ Kh8 19 Qh5 Be4+ 20 Be3+ Kg7 21 Qg5 Kh8 22 Rxc7 Qb1+ 23 Bd1 Bf6 24 Qh5+ Kg8 25 Qg4+ Kh8 26 0-0 (!) Qxa2 27 Rxb7 Rfd8 28 Bc5 Re8 (Of course Fidelity is winning, but capitulation comes suddenly) 29 Bf3 Rac8 30 Bxb6 axb6 31 Qh5+ Kg7 32 Bd5 Qb2 33 Qxf7+ Kh6 34 Be4 - The Master reading +9.99 is claiming the win now) - Qxf2+ 35 Kxf2 Bd4+ and resigns, 1-0.

At the delightful BARBICAN EVENT for the re-launch of "FERGAMON CHESS" the MASTER won its Game representing North London against South London and, in Simultaneous Games, drew with GM RAY KEENE and beat GM JIM PLASKETT. These games are elsewhere in the NS.

Then a convincing Match win on 16th April 1988 in an Official BCF Grading Test against a BERKSHIRE COUNTY TEAM by the score of 22-10. The anticipated Average Grading for the Berkshire Team was just over 170 BCF (it may yet be a point or two higher) and on this basis the resulting Official BCF Grading will be just over 189 BCF (2113 Elo). (The final figure pending BCF confirmation). Mike Basman has done annotations for Competence for many of the games - but not including the following one which is my favourite.

(Obviously there is a lot of Fidelity MACH II coverage in this Issue. That is partly because of a big personal involvement in recent Competence-organised Events and partly because I can only print what I've got (or reduce the NS to half-the-size!). I have played games using other machines as well at home and I've tried to include the best of these to keep things as even as I can).

#### Brief Interrupt for Useful ADVERTISEMENTS

s/h MEPHISTO MOBILE with REBELL for £120 from W. J. Lindsay, 25 Ifield Drive, Crawley, West Sussex. Mint-condition promised.

An OPENING REPERTOIRE in BOOKLET form for finding and testing NEW IDEAS, obtaining VARIETY IN COMPUTER PLAY, or for use with Computers with a small Opening Book. Contact Bernard Hill, Braeburn Software, Hawthorn Bank, Scott's Place, Selkirk TD7 4DP. Bernard has previously advertised an Opening Book Database for the BBC Computer which is still available.

## From Fid MASTER/MACH IIC+'s BCF Grading Test

The following game may not have been quite the best chess of the 32 games played against the Berkshire County Team, but it was surely one of the most remarkable and exciting. As Gordon Pollard, the veteran Chess Columnist remarked in his article covering the Event, Steven Foister is one of the County's leading Junior players (176J BCF) and can be relied on to produce exciting chess. This game remains in a double-edged situation over so many moves, especially after Queens are exchanged and Foister Queens first one Pawn... and then a second!! Indeed he is still 2-0 ahead in Queens when he resigns! Gordon Pollard writes, "Victory for him (Foister) had seemed assured, but the Computer apparently had everything under control and, with perfect timing, calmly reaches a position where both Queens can be picked-off".

6. A. M. FOISTER White, Fid MASTER/MACH IIC+ Black.

1 d4 b5! (As you may guess, the Computers were played using their Random Openings!.. so there was plenty of variety and some quite unusual ones) 2 e4 Bb7 3 Qd3 - (Which puts the Computer out of its unexpected Book Opening, of course) - e6 4 f4 Nc6 5 c3 a6 6 Nf3 d5 7 e5 Na5 8 g4 Be7 9 Nbd2 h5 10 f8!? hxg 11 fxe gxf3 12 exf+ Kxf7 13 Qf5+ Ke8 14 Qg6+ Kd7 15 Qxg7?! - (The Computer had expected 15 Qf5) - f2+! 16 Ke2 - (If 16 Kxf2 then Qf8+ 17 Qxf8 Rxf8 and Black has a material advantage in a more simplified position with King security available) - Rh4 17 Bh3+ Kc6 (17 - Rxh3? allows White to regain material with 18 Qg4+) 18 Qg6+ - (Don't the possibilities look strong?) - Bf6 19 Nf3? - (But here we think 19 Qd3 best?) - Rxh3 20 exf6 Qd6! 21 Ne5+ Kb6 22 Bf4! - (The excellent attack continues nevertheless and demands the most accurate defence he found) - Ka7 23 f7 Nf6! (If 23 - He7 24 Rxd6 cxd6 25 Nd7!) 24 Raf1 Nc4 25 Rxf2 Ne4 26 Rg2 Nxb2 27 Qxd6 cxd6 28 Rg8 dxe5 29 dxe? - (Of course such double-edge type positions require not only really careful defence but also that the attacker, who has sacrificed material, to continually find the best moves to ensure that his material deficit doesn't finally count against him. In this game the tables will actually turn in that White will end with a massive material advantage through Queening his Pawns, but Black will have the winning attack! Here, then, 29 Rxa8 Bxa8 30 Bxe5! seems best and we think the Computer is barely ahead) - Nxc3+ 30 Kd2 Nc4+ 31 Kc2 d4! 32 Rxa8+ Bxa8 33 f8=Q - (No. 1!) - Be4+ 34 Kb3 Ne2+ 35 Bg3 Bxh1 36 Qc5+ Nb6 37 Qc7+ Bb7 38 e6 - (Again White's position looks tremendous with the promise of a 2nd Queen. Nevertheless the Computer apparently had everything worked out to its satisfaction and was evaluating +2.51 even here!) - Nxg3 39 hxg3 Rh2 40 e7 Re2 41 Qd8 a5 42 e8=Q - (No. 2!! But a mistake despite the crushing appearance, 42 Qxd4 was actually necessary to make the game last a little longer though White was by now sure to lose in the end anyway) - Bd5+! (+7.09!) 43 Qxd5 a4+ 44 resigns with 2 Queens to none on the Board! However 44 Ka3 b4+ 45 Kxb4 Rxd5+ followed by 46 - Rxe8 and they've both gone and Black wins easily.

I really enjoyed playing through that one. If Mike Basman, who is annotating some games from the Grading Test for Competence, found 8 or 9 better than this, then I shall look forward greatly to going through them!

### MAILING LIST

I am planning to put the NEWS SHEET Mailing List on a Disc to use with a small Database programme I have for my Amstrad 6128. This will save Chris (wifey!) having to laboriously write out by hand 250-300 envelopes each Issue. We can simply print them all out and remove those where interest seems to have waned (no response over the previous 12 months), and all those which go abroad if those readers don't make their own effort to stay ahead with their subs. If you have any objection to being including on a Database in this way, solely for the NS, please write me and yours will continue to be done by hand.

## RATING LIST 6th May 1988

BCF	Computer	Elo	+/-	Games	Pos	Human	Games
202	MEPH ROMA 32	2216	32	208	1	2093	9
198	MEPH DALLAS 32	2180	15	906	2	2124	175
195	MEPH ROMA 16	2157	19	590	3	1925	4
193	FID MASTER MACH 2C	2147	22	444	4	2112	43
193	MEPH DALLAS 16	2143	14	1103	5	2030	43
187	MEPH AMSTERDAM	2099	10	1987	6	2124	151
186	FID MASTER MACH 2B	2086	27	290	7	1956	20
185	NOV SUP EXP-FORTE/6	2078	50	85	8	2087	52
184	MEPH HK4/5	2074	14	1043	9	2054	30
184	MEPH MONTE CARLO	2070	42	124	10		
182	PSION ATARI/B	2059	18	647	11	2013	19
182	NOV SUP EXP-FORTE/5	2058	26	318	12	2045	9
179	FID MASTER MACH 2A	2033	27	288	13	1940	24
177	KASP LEON ANALYST/B	2018	54	74	14	1869	9
177	FID 68000 CLUB B	2012	16	811	15	1900	7
176	NOV EXPERT/5	2005	32	214	16	2091	62
175	NOV EXPERT/6	2002	31	222	17	2046	22
175	KASP STRATOS	2002	27	297	18		
174	NOV FORTE B	1994	13	1289	19	2047	125
173	FID AVANT GARDE/5	1987	13	1330	20	1893	77
173	FID PAR E/ELITE 2100	1984	11	1813	21	1970	200
173	NOV SUPER EXPERT ORIG	1983	25	346	22	2041	34
172	MEPH REBELL	1979	13	1239	23	1971	35
171	NOV FORTE A	1970	11	1861	24	1963	124
171	CONCHESS PLYMATE/6	1964	14	1166	25	1972	55
170	KASP LEON MAESTRO/6	1956	16	856	26	1882	103
169	MEPH SUPER MONDIAL	1954	17	716	27	2020	6
168	KASP LEON MAESTRO/4	1947	84	31	28	2020	6
168	FID EXCELLENCE/4	1942	14	1081	29		
167	KASP TURBO KING	1939	67	48	30		
167	SCI TURBO KASP/4	1939	22	442	31	1981	52
167	NOV EXPERT/4	1939	17	735	32	2015	43
167	SCI TURBO KASP/6	1936	37	162	33	1951	12
167	CONCHESS/6	1933	47	98	34	2224	1
166	CONCHESS PLYMATE/4	1930	24	362	35	2073	6
164	SCI TURBOSTAR 432	1912	13	1212	36	1906	140
164	PSION 1/B	1910	54	75	37		
164	FID ELEGANCE	1910	19	609	38	1936	22
164	FID EXCELLENCE/3	1910	14	1077	39	1911	41
163	MEPH MM2	1904	21	504	40	1732	7
162	FID ELITE C	1894	37	160	41	1906	11
160	CONCHESS/4	1879	21	504	42	1978	23
160	NOV SUPER CONST	1877	9	2552	43	1914	168
157	MEPH BLITZ	1856	29	258	44		
156	FID EXCEL DISPLAY/3	1845	51	82	45		
155	CYRUS 68K/SPHINX	1840	81	33	46	1869	9
154	FID ELITE A	1831	44	111	47		
152	FID PRESTIGE	1814	19	607	48	1805	43
152	NOV QUATTRO	1812	21	503	49	1912	6
151	MEPH EXCL 5/12	1809	33	203	50	1997	18
151	SCI SUPERSTAR 36K	1809	18	639	51		
150	FID SENSORY 12	1803	17	764	52	1840	7
150	PSION DL	1802	56	70	53		
150	NOV PRIMO/VIP	1799	30	234	54		
150	CONCHESS/2	1798	18	678	55	1820	11
149	CHESSMASTER 2000	1794	41	131	56		

Best wishes