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Computer Chess
NEWS SHEET 26
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The purpose in publishing the "NEWS SHEET" is to provide a survey of the CHESS COMPUTER scene, with a special emphasis on realistic assessments of the PLAYING ABILITIES of the many machines now available. My work at COUNTRYWIDE COMPUTERS is of special help in this as we handle there a very wide range of Computers and I enjoy freedom to maintain personal opinions and preferences, which I seek to share with readers. Final games and articles selection for each Issue is done independently and solely by myself. The NEWS SHEET is financed by asking that NS readers pay £5 to cover 4 Issues (£8 for Foreign readers). This just about covers my costs, though I also do send a 5th. copy to folk with a reminder when their "sub" has run out. My thanks are particularly due to the readers who send a little more as a "bonus" towards the many hours spent in maintaining the Rating List and preparing and producing each Issue (there are 4 or 5 a year). Articles or Games sent in by readers — or others involved in Chess Computing — are always welcome and will receive fair consideration for publication.

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Welcome to another Issue of the NEWS SHEET. I had begun to doubt if one really could be done before Christmas and, even as I type this, it is only a 50-50 chance that I will make it. Time has been very much at a premium during the past few weeks, with the pace at work hotting up as Christmas approaches, and with new models coming onto the market (the Portorose and Polgar from Mephisto, the Renaissance from Saitek/ Kasparov, and Fidelity's Elite Mach 3). This, of course, has meant a lot of testing needing to be done - a pleasureable time-consumer - added to which I have changed my Home Computer as mentioned in the last NS. The Rating List is now up and running on an Atari ST, no mean feat in only a few weeks. A "friend" told me that Atari Basic and my previous Amstrad Basic were similar enough for it to be "no problem"! However I have always been used to using line numbers and an interpreted Basic, whereas the Atari system is much more demanding, requires "proper" programming, uses no line numbers and is a compiled system. The conversion has thus been a pretty hard one (in my view) and I am thankful to have finished it, and also have 125 machines, complete with

their match scores, now entered in as data! I would guess that this has taken around 100 hours of work over the past 6 weeks. The Mailing List is still on the Amstrad, and that needs to be "converted" next.

Talking of converted reminds me that I have also been given a series of preaching dates at our local Baptist Church. This takes precedence even over Chess (!) and it all adds up to a hectic life! I am preaching for them next on Christmas Sunday a.m. which I am really looking forward to, and Chris (wifey) and I would both like to take this opportunity to wish YOU all a Happy CHRISTmas.

And now... to the Chess.

New Machines

Mephisto PORTOROSE

This has been out for some 5 or 6 weeks now, and is getting excellent reviews from everyone (except the competition!). It is certainly much stronger than its predecessor, the Almeria, and gives the added opportunity to use or play against it in 3 different playing styles:- *Solid*, *Active* and *Risky*. The Manual recommends *Active* as the strongest, but one or two folk believe *Solid* may have the edge. In fact *Solid* is mis-named in my view (and Matthew Sadler firmly agrees, so be careful before you write in and argue!), as it is MUCH more active in its style and attitude than the Almeria was. When it is set to its own *Active* it is positively more aggressive, but not quite as defensively sound. On *Risky* it is hardly intended to be "sound", of course, and games are quite hairy at times.

It should be said that its gradings at this time are not quite up to the standard indicated by the Test Results, though they are all 100% genuine and have been checked out. For example the PORTOROSE 16 bit started quite disappointingly in Sweden, though it is beginning to recover now. In Britain it stands at about 40 Elo below "expectations", as does the 32 bit. Even so, the results are all very impressive, to say the least, and leave it WELL ahead of all opposition. In FRANCE the commercial 68020 model scored 37 out of 48 in a French Chess Federation Test against players just below (French) 2000. I have managed to lose my copy of the exact Rating, but I have a letter from Gerald Murphy to hand in which he calculates it as French 2245 = 216 BCF. This was followed by an incredible victory over the renowned DEEP THOUGHT in the North American Championship, Nov 1989... the first ever defeat of Deep Thought by another Computer. However in its USCF Test, whilst it obtained the highest Grading ever achieved by a Computer, the final result of 2378 was disappointing remembering that it was the 68030 version which was entered in this case. Strangely enough the Fidelity 68030 is getting very poor results in its early games from the Swedish testers. At the time of writing a 16-3 over Mephisto Rebell is a point or two more than one might expect from the Rebell, but not a significant result

until a 2½-3½ score against the Mach 3 (!) and a disappointing 17-13 against Psion Atari are added to it. Thus Fidelity's 68030 does not look too healthy on current Rating Lists, but surely that will change?!

Mephisto POLGAR

We stay with Mephisto for the moment, to mention this new program from the incredibly industrious Ed Schroeder. The POLGAR (£449-£689 depending on board choice) is an improved version of the Academy and appears to incorporate some of the search extensions which Richard Lang has used in the Portorose to great effect. Apart from this, and some changes to the Opening Book, the program is much the same as Academy, so the search extensions seem to have revolutionised the Academy-Polgar in much the same way as they have the Almeria-Portorose. The Polgar, of course, is the programme which came ahead of the Portorose and Fidelity Mach 4B in the London Olympiad run by David Levy (the Polgar v Fidelity game actually appeared in *Pergamon Chess* recently). It then came 2nd to the Portorose in the World Micro Championships. Finally it managed to "disgrace" itself in the North American Championships mentioned above by beating the Portorose in their own game and thus stopping "big brother" from winning the no. 1 spot. Final scores were:-

1= Deep Thought, HiTech with 4; 3= PORTOROSE, Bebe with 3; 5= POLGAR, Cray Blitz with 2½; 7= Sun Phoenix, BP, Novag, Zarkov with 1½.

On the very latest Swedish Rating List, whilst the PORTOROSE is comfortably "top", the POLGAR is unbelievably only 26 pts. behind the Fidelity 68020 Mach 4, and Mephisto's 68020 Almeria... and therefore well ahead of Almeria 68000 and Roma 68020 as well as Fidelity 68000 Mach 3, Mephisto Academy and Novag Super Forte/Expert B etc. This is after 94 games so its elevated position is firming up and may not change very much. Although it plays very many of the same moves as the Academy, the search extensions mean that it does find *critical* moves a ply earlier, so move changes made are sometimes very important.

Fidelity Elite MACH 3B

This is available at £799 on the same excellent wood board as the Elite 2100 and Avant Garde - thus using a twin display system. It seems there are less changes than I had anticipated in NS25, and the program is basically the same as Mach 3 and 4 except for minor Opening Book changes, and the addition of the "self-teaching" system. Basically 3B and 4B, if they note that there is a sharp evaluation deduction after playing a move, will not play that move if they happen to reach the same position again. Of course, whether it is THAT specific move which is wrong, or actually a decline over 2 or 3 slightly earlier moves, will determine the usefulness of this system. In reality, it is a bit like adding one extra position to the Opening Book, though positions later in the game are less likely to occur. Larry Kaufman has stated that he thinks the "B" versions will only be 10-15 Elo above the original 3 and 4. On the other hand, someone who works very, very hard with his Computer, feeding it with hundreds of positions

4 which it doesn't handle very well, should be able to add to his own machine's
strength. I cannot help feeling that I would rather buy my Computer with the
strength already there - perhaps Fidelity will play a few thousand games on
their auto-testers and produce a version with corrections already built-in?

Novag SUPER VIP

These have also just arrived, looking very much like the earlier successful VIP,
but with a few extra buttons ready for future Computer link-up, Novag Board
connection or TV-screen use. These can make the Super VIP a much more valuable
portable Computer for all-round use, and it looks a good buy at £99. The feature
improvements are only a part of the story, as the Opening Book has been enlarged
to around 20,000 positions and playing strength is also improved. My first 8
games suggested that this might not be as big an uplift as originally expected,
but 8 games is about 100 short of conclusive, and I will try to enlarge the
sample for the next NS!

Saitek/Kasparov RENAISSANCE

My new Renaissance Board arrived two weeks ago, and is certainly a beauty! With
the basic program in, its strength is in the 150 BCF area, but the Board unit
itself contains a Display system exactly the same as the popular multi-featured
Simultano, and an added Scroll button makes it easier to use. I think just about
everything as regards features is there, plus the facility, as with the Galileo
board, to link-up to your PC and/or Printer. Another extra which has to be
mentioned is the LED system! Unique! Instead of the co-ordinate system which
Saitek has used previously (to maintain the clean appearance of the Board, but
at the cost of a little of the ease-of-use), there are now LEDs at the corners
of EVERY square. And this works! The LEDs are small and very neatly inset, so
that the clean Board appearance is fully maintained, but if, say, the d7 pawn is
due to move, the 4 LEDs in the corners of d7 light up, and very clearly indicate
which piece is to be moved. It took a few minutes to get used to this, but it
doesn't take long and seems a very clever idea.

Seven days later my "Sample" Analyst D 10MHz arrived. Owners probably know that
the older Maestro modules (and this new Analyst 10MHz) do NOT have their own
Displays - so a Galileo Maestro, for example, is without Display. However the
modules now make full use of the built-in Board Display - for forward analysis,
evaluations, clock times, game, set-up information etc... plus the full LCD
Board as in the Simultano. The other noteworthy fact is that the D/10MHz program
really does seem to boost the playing strength - King safety against threats,
and end-game play, are particularly noticeable improvements over the "B" and "C"
program predecessors. It's too early to give figures yet (though the NS Rating
List does give a good guide as it incorporates a fair number of results in from
Sweden and the USA), and I am currently using it for Pergamon Chess and their
No. 9 issue of BEAT THE MASTERS, but I will be sure to get some games into NS26.
I have a couple of really interesting ones already - if there's room, I'll
squeeze them into this Issue a little later, though probably without notes.

Our NEW ZEALAND friends recently sent me Graham Banks' TOURNAMENT BOOKLET from the above, which involved six popular COMMERCIAL MODELS playing in a Double Round Event at 60 moves in 1h. The entrants were, with the NZ est. ratings in brackets:- *Meph ALMERIA 68020 2091, Nov SUPER FORTE B 1929, Meph ACADEMY 1920, CXG SPHINX 1808, Fid PAR E 1778, Kasp TURBO KING 1739.*

There were shocks from the very beginning, with the SPHINX (Black) beating the top-rated ALMERIA in Rd. 1. The 2nd. and 3rd. favourites both made good starts, however, each winning their opening 2 games. ALMERIA got back into it with wins in Rds. 3 and 4 against these two, whilst SPHINX now beat ACADEMY to put itself right into the picture. After Rd. 4... *Meph ALMERIA and Nov SUPER FORTE B 3, CXG SPHINX 2½, Meph ACADEMY 2, Fid PAR E 1, TURBO KING ½.*

In Rd. 5 TURBO KING astonished spectators by drawing with the ALMERIA which would thus have lost its regained lead if stablemate ACADEMY hadn't beaten the NOVAG entry despite having Black. SPHINX drew with PAR E so, at the ½ way stage there was just a ½ pt. seperating the top 4! In Rd. 6 ALMERIA (now with Black) gained its revenge over SPHINX; SUPER FORTE stayed right behind with a win over TURBO KING; but PAR E held the ACADEMY to the ½... and then beat the ALMERIA in 77 moves in Rd. 7 to really throw the cat amongst the pigeons! NOVAG beat SPHINX and ACADEMY (announced mate in 7 at move 33) beat TURBO KING, to leave a very surprising appearance to the Tournament Table with 3 Rounds to go...
Nov SUPER FORTE 5, Meph ALMERIA and ACADEMY 4½, CXG SPHINX, Fid PAR E 3, TURBO KING 1.

In Rd. 8 Tournament Leader NOVAG won a long game with Black over PAR E, but ALMERIA stayed in the hunt with its 2nd. win over ACADEMY. TURBO KING now seemed destined to hold the rest up suffering mate in 36 to SPHINX. And then, of course, the "inevitable" happened. ALMERIA completed the "double" over NOVAG and was back in the lead. ACADEMY beat SPHINX and TURBO KING finally demonstrated some of its undoubted ability with a crushing win over PAR E. With one to go, it was *Meph ALMERIA 6½, Nov SUPER FORTE 6, Meph ACADEMY 5½....*

ALMERIA ensured victory with the quickest win of the Tourny, a mate announcement at move 29 over hapless TURBO KING. The ACADEMY and SUPER FORTE fought out a very tough draw, and SPHINX beat PAR E. Final Scores... *1 Meph ALMERIA 7½, 2 Nov SUPER FORTE 6½, 3 Meph ACADEMY 6, 4 CXG SPHINX 5, 5 Fid PAR E 3, 6 Kasp TURBO KING 2.*

In the Tournament Notes, Graham Banks comments: *Meph ALMERIA whilst clearly the strongest, not invincible; Novag SUPER FORTE B still aggressive, but the endgame remains the achilles heel; Meph ACADEMY strong all round, no glaring weaknesses and nice positional play; CXG SPHINX good positionally and excellent value for money; TURBO KING good early middle-game, but sometimes tactically outsearched.*

The EUREKA List, their 1989 Christmas Catalogue.		The "SPECIALISTS" Lists, by Terry Knight.		The COUNTRYWIDE "F Figures" Sheet.
NOVAG Super Exp-For B/6	2176	FIDELITY 68020 #6110	2200	MEPHISTO Portorose
NOVAG Super Exp-For B/5	2144	FIDELITY 68020 vers 7	2200	MEPHISTO Portorose
NOVAG Super Exp-For A/6	2096	FIDELITY 68000 3A #6098	2140	MEPHISTO Roma
NOVAG Super Exp-For A/5	2064	FIDELITY 68000 #6113	2140	MEPHISTO Polgar
MEPHISTO Academy/Polgar	2056	FIDELITY 68000 vers 2	2140	MEPHISTO Academy
FIDELITY Mach 3 Master	2032	FIDELITY 2C #6097	2112	NOVAG Super Expert
MEPHISTO MM4	2032	FIDELITY #6098 (3A?)	2064	NOVAG Super Forte
NOVAG Forte B	2024	NOVAG Super Forte	2039	FIDELITY Mach 3/3A
NOVAG Forte A	2000	NOVAG Super Expert	2039	NOVAG Super Expert
NOVAG Expert/5	2000	MEPHISTO Academy	2032	NOVAG Super Forte
FIDELITY Par Excellence	1960	MEPHISTO Mondial XL	2029	MEPHISTO Mega 4
LEONARDO Maestro/6	1952	FIDELITY Par Excellnce	1975	MEPHISTO MM4
KASPAROV Simultano	1952	FIDELITY Designer 2100	1975	MEPHISTO College-S
NOVAG Super Constelltn	1928	FIDELITY Elite 2100	1975	MEPHISTO Rebell
NOVAG Super VIP	1920	FIDELITY Phantom	1975	FIDELITY 2100 seri
NOVAG Supremo	1888	NOVAG Super Constelltn	1894	MEPHISTO Monte Car

Re-assessment 68000, 68020, 68030

I promised I would keep these up-to-date, and so here goes (after spending a short while dutifully standing in the corner, of course)! The failure of the incredibly fast DEEP THOUGHT to beat Mephisto's PORTOROSE 68030 and, more notably, the poor showings of both the FIDELITY and MEPHISTO 68030 computers (by direct comparison with the 68020 versions) forces a re-assessment of the figures given in NS25 for the various new machines being launched by these two. Speed increases in the 1/1.5/2/4/5/6/8MHz area were always of great value, but the *fall-off*, discussed in NS25, obviously occurs at a faster rate than had been previously been realised, and the hash-table effect, reducing *Plytime* , is not as great as anticipated. I note that Larry Kaufman regards a hash-table doubling as worth an 8% speed increase and an 8 Elo gain. I have to believe that he was nearer the mark than I. Added to this is the recognition that my "50-75" Elo increase for Fidelity is a myth *(about 10 or 15, according to Larry)*, and Mephisto's Almeria-Portorose looks more like 90 or 100 than the early 140 estimate. Thus my revised figures, using the "#" numbers as in NS25, are:-

Mephisto PORTOROSE 68030 2405; Fidelity 68040 MACH 4B #10 2320; Mephisto PORTOROSE 68020 2308; Fidelity 68030 MACH 4B #9 2275; Mephisto PORTOROSE 68000 2260; Fidelity 68020 MACH 4B #7 2240; Mephisto ALMERIA 68020 2224; Fidelity 68020 MACH 4 2220; Fidelity 68000 MACH 3B #4 2175; Fidelity 2x68000 MACH 3B #5 2170; Mephisto ALMERIA 68000 2142; Fidelity 68000 MACH 3B #2 2125; Fidelity 68000 MACH 3 2114.

Facts &		Latest SWEDISH PLY List, Nov 1989.		NEWS SHEET 26 List, as at 12 Dec 1989.	
32	2360	MEPHISTO Portorose 32	2159	MEPHISTO Portorose 32	2308
16	2280	FIDELITY 68020 Mach 4	2083	MEPHISTO Portorose 16	2260
	2160	MEPHISTO Almeria 68020	2070	MEPHISTO Almeria 68020	2224
	2144	MEPHISTO Polgar	2057	FIDELITY 68020 Mach 4	2215
	2120	MEPHISTO Roma 68020	2001	MEPHISTO Polgar	2170
t B/6	2112	MEPHISTO Almeria 68000	1996	MEPHISTO Roma 68020	2147
B/6	2112	MEPHISTO Dallas 68020	1994	MEPHISTO Almeria 68000	2142
A/3B	2104	FIDELITY 68000 Mach 3	1986	MEPHISTO Dallas 68020	2124
: B/5	2080	MEPHISTO Portorose 16	1974	FIDELITY 68000 Mach 3	2114
B/5	2080	MEPHISTO Dallas 68000	1952	FIDELITY 68030 Mach 4B	2091
	2080	MEPHISTO Roma 68000	1947	MEPHISTO Dallas 68000	2076
	2072	MEPHISTO Amsterdam	1897	MEPHISTO Mondial XL	2076
MII	2040	FIDELITY 68000 Mach 2C	1897	MEPHISTO Roma 68000	2070
	2008	MEPHISTO Academy	1891	MEPHISTO Academy	2058
es	2000	MEPHISTO Mega 4	1889	NOVAG Super Exp-For B/6	2053
rlo	1992	NOVAG Super Exp-For B/6	1887	MEPHISTO College-SMII	2053

RENAISSANCE D/10
v
PORTOROSE 68020

Two games, without notes, a win by each (current score 2½-1½ for Portorose).

White RENAISSANCE D/10, Black PORTOROSE 68020

1 d4 c6 2 e4 d5 3 Nc3 dxe 4 Nxe4 Bf5 5 Bd3 ⁰Qxd4 6 Nf3 Qb6 7 Be3 Qxb2 8 Rb1 Qxa2 9 Rxb7 Qa5+ 10 ⁰Bd2 Qd5 1 Nc3 Qc5 12 Nb5 cxb5 13 Rxb5 Qc7 14 Bxf5 Nf6 15 Ba5 Qd6 16 Nd4 e6 17 Qf3 a6? 18 Qxa8 axb5 *The marks ⁰ show when each machine exits its Opening Book, so it can be seen that the Renaissance was well prepared for this one. It is only NOW that Portorose begins to realise its plight.* 19 0-0 Be7 20 Nxb5 Qe5 21 Nc7+ Kd7 22 Qb7 Qxa5 23 Rd1 Nd5 24 Rxd5 *and an easy win, 1-0*

White RENAISSANCE D/10, Black PORTOROSE 68020

1 Nf3 c6 2 d4 d5 3 c4 Nf6 4 cxd cxd 5 Nc3 Nc6 6 Bf4 g6 7 ⁰e3 Bg7 8 Qb3 ⁰0-0 9 Bd3 Na5 10 Qa3 Bg4 11 Ne5 Rc8 12 0-0 e6 13 Nxg4 Nxg4 14 f3 Nh6!? *Is this or Nf6 best? Solid style would have played Nf6 and the result is a ½. This move leads to a Renaissance error.* 15 Bd6 Re8 16 Nb5 a6 17 Bb4? Nc6 18 Nd6? Nxb4 19 Qxb4 Bf8! 20 Qxb7 Bxd6 21 Qxa6 Qc7 22 g3 Bxg3! 23 hxg3 Ra8 24 Qb5 Reb8 25 Qc5 Qxg3+ 26 Kh1 Rxb2 27 Bc2 Nf5 28 Bc6 Nxe3 *announcing mate in 5!* 29 Qxa8+ Kg7 30 Rf2 Qxf2 31 Qh8+ Kxh8 32 Rg1 Qh4 *mate and 0-1.*

Matthew Sadler v PORTOROSE 68020

Matthew recently sent me a lengthy letter discussing his view of the extensive improvements in the PORTOROSE compared to the Almeria. Amongst other things he refers to being impressed with *"its exceptional ability to manouvre and find regrouping ideas and plans, and its willingness to make positional sacrifices in order to either weaken its opponents or strengthen its own pawn chain... apart from a slight reluctance still to use its pawn chain fully, the play of the Portorose is perfectly balanced throughout and it plays very attractiver chess"*. Matthew personally prefers the *"Solid"* style and his Match, at 40 moves in 2 hrs, was played using this. The final score was 3-1 for Matthew, but he generously gave permission for his loss to be printed. In fairness, I have printed one of his wins as well! The notes are Matthew's.

White Meph PORTOROSE 68020 sol. Black Matthew SADLER.

1 e4 c5. 2 Nc3 Nc6. 3 g3 g6. 4 Bg2 Bg7. 5 d3 d6. 6 f4 e6. 7 Nf3 Nge7. 8 Be3 Nd4. 9 Bf2 Nec6. 10 0-0 0-0. 11 Nd4 cd?! *An ambitious attempt by Black to expand in the centre which fails after White's good play. 11 - Nd4. was better.* 12 Ne2 f5. *Continuing in the same mistaken vein - White now proves that the Black centre is static with no hopes of expansion.* 13 ef gf. 14 c3! -. *Eliminating Black's centre. - dc.* 15 bc Bd7. 16 Rb1 Qc7. 17 Re1 Rad8. 18 Qb3 b6. 19 Qa3 Rf7. 20 c4 Rdc8. 21 Bf3 Bf6. 22 Bh1 Rg7. 23 Bg2 Rg6. 24 Qc1! Be8. 25 Qe3! Bh8. 26 Rec1! Qd8. 27 Be1! Bd7. 28 Bc3! -. *A fantastic sequence of moves whereby White centralises his queen, makes ready for a queenside offensive, and exchanges off Black's best piece - fantastic planning! - Qf8.* 29 Bh8 Kh8. 30 Nc3 Nb8. 31 Nb5 Bb5. 32 c6 Nd7. 33 Rc6 e5. 34 Rbc1 Re8. 35 Rc7 Nc5. 36 Ra7 Rg7. 37 Rg7 Qg7. 38 d4 Ne4. 39 de de. 40 fe Qe5. 41 Qb6 Nc3. 42 Rf1 Na2. 43 Qf2 Nc3. 44 b6 Ne2+. 45 Kh1 and 1-0. *Times: Mephisto 2h 5m. Matthew 2h 21m.*

White Meph PORTOROSE 68020 sol. Black Matthew SADLER.

1 e4 c5. 2 c3 d6. 3 d4 Nf6. 4 Bd3 g6. 5 dc dc. 6 e5 Nfd7. 7 e6!? fe. 8 Nf3 Bg7. 9 0-0 Nc6. 10 Bb5 Qc7. 11 Ng5 Nde5. 12 Be3 a6. 13 Be2 h6?! *One weakness too many? 13 - b6. 14 Qb3 Rd8 was better with even chances.* 14 Nh3! b6. 15 f4 Nd7. 16 Bd3 Kf7. 17 Qg4 -. *White should have considered 17 Qc2 with later threats of g4, f5. - Nf8.* 18 Qg3 -. *Or f5. - Bf6.* 19 Nd2 Bd7. 20 Nf3 Kg7. 21 Rfe1 Be8. 22

Rad1 Nd8. 23 Bf2 Nf7. *Or Nd6-f5.* 24 Nh4! Nd8. *24 - Rd6. is met by 25 f5 when unpleasant issues arise due to the pin on the knight along the h2-b8 diagonal.* 25 Qg4 -. *White should again consider using the g-pawn as a battering ram. -* Kh7. 26 Be4 Ra7. 27 Re3 Rg8. 28 Bg3 -. *28 Rg3 is strong, then - Qc8.* 29 Qh5 Rd7. *is only just about tenable, and amazing that it is... e.g. 30 Re1 Rd5! and now not 31 Bd5? gh! - Qc8.* 29 Nf2 Nf7. 30 Ree1 Nd6. 31 Nf3 Nf5. 32 Nd3 Bc6. 33 Nde5 Be4. 34 Re4 Nd7. 35 Ree1 Be5. 36 Ne5 Ne5. 37 Re5 Rd7? *37 - Ng7 was necessary, retaining good chances for Black.* 38 Rd7 Qd7. 39 Qe2! -. *Winning back the pawn with a superior position. -* Qb5. 40 c4 Qd7. 41 Re6 Rd8. 42 Be1! -. *More re-grouping. -* h5. 43 Rb6 Qd4+. 44 Kh1 Qf4. 45 Ra6 Rd4. *45 - Rd1. looks tempting, but simply 46 Re6 holds.* 46 Re6 Rc4. 47 Bc3 Qc1+. 48 Qe1 Qe1+. 49 Re1 -. *White has clearly the better endgame, and should now concentrate on activating his Q-side passed pawn. -* Ra4. 50 a3 Kg8. 51 Re6? -. *The beginning of a faulty man-ouvre. -* Kf7. 52 Rc6? Rf4! 53 g3 Rf1+. 54 Kg2 Ne3+. 55 Kh3 Rf2. 56 Rc5 Nf1! *The move White had overlooked. Now the ending is winning for Black instead.* 57 Kh4 Rh2+. 58 Kg5 Ng3. 59 Rc4 Nf5. 60 Rb4 Rg2+. 61 Kf4 h4. 62 Rb8 Nh6! 63 Kf3 Rg3+. 64 Ke4? h3! *and 0-1 as - Rg4+. and - Rh4. will ensure the pawn is queened.*
Times: Mephisto 2h 41m, Matthew 3h 11m.

I was chatting with Matthew last week, and he told me that he feels the Port-orose 68020 should be graded at around 220 BCF on the basis of these games.

A BLAST
from THE PAST

This is from a 1983 20-board Simul., given by Tony Miles at Wimborne, and has kindly been sent to me by regular NS supporter, Tony Leach.

White Tony MILES, Black GGM + MORPHY.

1 Nf3 c5. 2 b3 d5. 3 e3 -. *And it's bye bye to GGM's book! -* Bf5. 4 Bb2 Nc6. 5 Bb5 Nf6. 6 0-0 e6. 7 Ne5 Qd6. 8 c4 Be7. 9 d4 0-0. 10 dc Qxc5. 11 Bxc6 Bxb1. 12 Bxb7 Rab8. 13 Qxb1 Rxb7. 14 cd Nxd5. 15 Rc1 Qb5. 16 Qd3 Qxd3. 17 Nxd3 Rd8. 18 Ne5 Bg5. 19 Rc4 Nb4. 20 Nf3 Be7. 21 Kf1 Nd3. 22 Bd4 Rbd7. 23 Ke2 Nb4. 24 Ne5 Rb7. 25 a3 Nd5. 26 b4 Nb6. 27 Bxb6 ab. 28 Nc6 Ra8. 29 Rd1 Bf6. 30 Rd3 b5. 31 Rc5 Rc7. 32 Nd4 Rxc5. 33 bc Ra4. 34 Rc3 Bxd4. 35 ed Rxd4. 36 Rd3 Rxd3. 37 Kxd3 *and Black's operator resigned this lost ending... 1-0.*

Computers used to represent an easy win for the GMs in these Events, but more recently they have been giving trouble from time-to-time (to all but the "elite" brigade). Even so, it is disappointing when a GM such as Nigel Short refuses to play one as he did when faced with the Mephisto ACADEMY recently. I much prefer the attitudes of Jim Plaskett who accepted the publicity given to a defeat of his to a Fidelity in excellent manner, and Jon Speelman who willingly played against a Novag in a televised Simul. which would really have given the Computer some AI publicity if it hadn't been beaten.

I expect that most NS readers have seen one or both of these games by now, but a Computer Chess NEWS SHEET must surely include them, even if it's repetitious for some. We have been hearing for some years how *"Computers will soon overtake humans.."*, but you've not heard it from me, and this result confirms my own view that young Judit Polgar is more immediately likely to dethrone Gary Kasparov than a Computer.

No doubt I can expect to receive letters advising of incredible new chips round the corner with unbelieveable speed potential. Deep Thought is hardly slow and Kasparov absolutely crushes it. I think that beating Bent Larsen or Arnold Denker in a game here or there is a very different thing to playing Kasparov, Karpov, Timman, Korchnoi or the like in a match, and I believe we must wait until at least 2000. In any case, speed isn't everything (an Article elsewhere discusses this further and revises some of the mathematics previously considered reliable). Notably the World Champion beats Deep Thought through positional means in one game, and then destroys it tactically in the second! - a domain in which the Computer is supposed to reign,

The games were played in America, with a Time Limit of All moves in 90 mins. In the first game the Computer ends up with a dreadfully immobile bishop, whilst Kasparov's knight always looks healthy. The Computer evaluated things as fairly even until close to the end, when it really could have resigned earlier than move 52.

White DEEP THOUGHT, Black GARY KASPAROV

1 e4 c5. 2 c3 e6. 3 d4 d5. 4 exd5 exd5, 5 Nf3 Bd6. 6 Be3 c4. 7 b3 cxb3. 8 axb3 Ne7. 9 Na3 Nbc6. 10 Nb5 Bb8. 11 Bd3 Bf5. 12 c4? 0-0. 13 Ra4 -. *Not very pretty, but presumably to stop Nb4; 0-0 as chosen by PR (Portorose) is surely better? -* Qd7. 14 Nc3 Bc7. 15 Bxf5 Qxf5. 16 Nh4?! Qd7. 17 0-0 Rad8. 18 Re1 Rfe8. 19 c5!? Ba5!. 20 Qd3 a6. 21 h3 Bxc3. 22 Qxc3 Nf5. 23 Nxf5 Qxf5. 24 Ra2 Re6. 25 Rae2 Rde8. 26 Qd2? -. *This completely ruins his bishop mobility. f3 to enable Bf2 and give the bishop some scope looks more helpful. -* f6. 27 Qc3 h5. 28 b4 R8e7. 29 Kh1 g5. 30 Kg1 g4. 31 h4 Re4. 32 Qb2 Na7. 33 Qd2 R4e6. 34 Qc1 Nb5. 35 Qd2 Na3. 36 Qd1 Kf7. 37 Qb3 Nc4. 38 Kh2 Re4. 39 g3 Bf3. 40 b5 a5. 41 c6 f5. 42 cxb7 Rxb7. 43 Kg1 f4. 44 gxf4 g3. 45 Qd1 Rbe7. 46 b6 gxf2. 47 Rxf2 Qxd1. 48 Rxd1 Rxe3. 49 Rg2 Nxb6. 50 Rg5 a4. 51 Rxh5 a3. 52 Rd2 Re2 *and 0-1,*

If Kasparov had given Deep Thought no chance to show off its tactical prowess in game one, the second is pure tactics, and sees Deep Thought losing its queen on move 18 in a very one-sided game. Kasparov apparently commented after the Match that "some more years of work were needed to make it an equal contest". The Deep Thought programmers said "there had been a bug in the program". Now where have I

heard that before? – still, I suppose they are right!

White GARY KASPAROV, Black DEEP THOUGHT

1 d4 d5. 2 c4 dxc4. 3 e4 Nc6. 4 Nf3 Bg4. 5 d5 Ne5. 6 Nc3 c6? *Probably – Nf6 or –
e6 is better.* 7 Bf4 Ng6. 8 Be3 cxd5. 9 exd5 Ne5. *PR prefers 9 – Nh4. The move
played is begging for trouble, though it might work against an "ordinary
computer"!* 10 Qd4! Nxf3. 11 gxf3 Bxf3. 12 Bxc4 Qd6? *My PR chooses 12 – a6 which
has to be better as it avoids loss of castling rights. However Kasparov will
still have a big lead in development in an open position.* 13 Nb5 Qf6. 14 Qc5
Bb6. 15 Qa3 e6. 16 Nc7+ Qxc7. 17 Bb5 Qc6. 18 Bxc6 bxc6. 19 Bc5 Bxc5. *Not – Bxh1.
20 Bxf8 threatening Bxg7 and mate on e7 if the knight moves.* 20 Qxf3 Bb4. 21 Ke2
cxd5. 22 Qg4 Be7. 23 Rhc1 Kf8. 24 Rc7 Bd6. 25 Rb7 Nf6. 26 Qa4 a5. 27 Rc1 h6. 28
Rc6 Ne8. 29 a4! Bxh2. *The BCM asks why no-one resigned for the machine somewhere
around here! The truth is that the machine still thought it was in the game with
a chance, and the programs operators no doubt wanted to believe it.* 30 bxa5 Kg8.
*PR here thinks Black still has chances with – Bd6. It would have been better,
but surely not enough.* 31 Qb4 Bd6. 32 Rxd6 Nxd6. 33 Rb8+! Rxb8. 34 Qxb8+ Kh7. 35
Qxd6 Rc8. 36 a4 Rc4. 37 Qd7 *and 1-0.*

Completing an unhappy month for DEEP THOUGHT, here is its first EVER loss to
another Chess Computer – main frame or commercial!

White MEPHISTO PORTOROSE 68030, Black DEEP THOUGHT

1 d4 d5. 2 c4 dxc. 3 Nf3 Nf6. 4 e3 Bg4. 5 Bxc4 e6. 6. h3 Bh5. 7 Nc3 Nbd7. 8 g4
Bg6. 9 Nh4 Be4. 10 Nxe4 Nxe4. 11 Nf3 –. *PR's first move out of Book. – Nd6.* 12
Bb3 Qe7. 13 Bd2 h5. 14 Rg1 hxg. 15 hxg. 0-0-0?! 16 Bx5 b6. 17 Bb4 a5? 18 Bxd6 –
*I was encouraged to find that my own PR 68020 finds the same move as the 68030
in almost every case – another indication that the 68030 versions may not be as
significantly stronger as I had expected. This move was one exception, and mine
would have played 18 Bc3, evaluation +0.42. – Qxd6.* 19 Qc2 Be7. 20 0-0-0 Rh3. 21
Nd2 c6. 22 Rh1 Rdh8. 23 Rxh3 Rxh3. 24 Ne4 Qc7. 25 Kb1 g5?! 26 Rc1! Kb7. 27 Ba4
Nb8. *PR now reads +1.00 and stays in that vicinity for the next 20 moves,
finding it hard to turn the positional plusses into a winning advantage against
the 2500+ rated Deep Thought.* 28 Nd2 Qd7. 29 Bb3 Na6. 30 Qe4 Nb4. 31 a3 Nd5. 32
Qg2 Rh8. 33 Ne4 f6. 34 Qg3 Rg8?! 35 Rh1 f5. 36 gxf exf. 37 Qh3! Rf8. 38 Nd2 Bf6.
39 Qh7 Rf7. 40 Qh6 Qe6. 41 Qg6 Rg7. 42 Rh7 Rxh7. 43 Qxh7+ Be7. 44 Kc1 Kc7. 45
Nf3 –. *This is probably the only important move the 68020 may not have got. It
takes it 7 mins and showed 45 Bc2 prior to the useful manouvre starting with 45
Nf3. – Kd8.* 46 Ne5 g4. 47 Qh8+ Kc7. 48 Kd2 Kb7. 49 Nxc6!! –. *A clever combin-
ation which re-establishes some pressure. The PR 68020 also finds this quickly
(38 secs). – Qxc6.* 50 Qe5 Nc7. 51 Qxe7 Qg2. 52 Qh4 f4. 53 exf Qe4. 54 Qg4 Qd4+.
55 Kc1 Qf2. 56 Qf5 Qf3. 57 Kc2 Kc6? 58 Qe5 Nd5? *Black is now lost. After 58 –
Kb7 he may still have had some chance of a draw.* 59 Qe6+ Kc5. 60 Rxd5 Qxd5. 61
Qxd5+ Kxd5. 62 Kd3 a4? 63 Ke3 Kc5. 64 f5 *and Black resigned, 1-0.*

RATING LIST (c) NS26 Commercial

BCF	Computer	Elo	+/-	Games	Pos	Human/Game
213	MEPH PORTOROSE 68020	2308	20	370	1	2288 94
207	MEPH PORTOROSE 68000	2260	17	497	2	2204 122
203	MEPH ALMERIA 68000	2240	17	909	3	2186 208
201	FID MACH 4 68020	2224	14	756	4	2204 122
196	MEPH ROMA 68020	2215	14	202	5	
193	MEPH ROMA 68020	2170	28	960	6	
192	MEPH ALMERIA 68020	2147	12	842	7	2104 31
190	MEPH DALLAS 68020	2142	13	987	8	2080 197
189	FID MACH 3 68000	2124	12	2272	9	2111 215
186	FID MACH 4B 68030	2114	8	55	10	
185	MEPH DALLAS 68000	2091	53	1382	11	2000 50
184	MEPH MONDIAL 68000	2087	10	494	12	2060 77
183	MEPH ROMA 68000 XL	2076	17	967	13	1975 54
182	MEPH ACADEMY/5	2070	9	1616	14	2063 91
181	NOV SUPER FORTE-EXP B/6	2058	35	461	15	1983 36
181	MEPH COLLEGE-SUPMOND 2	2053	18	127	16	2074 8
182	KASP GAL-REN D/10	2049	20	376	17	2004 68
180	MEPH AMSTERDAM	2041	8	2271	18	2068 182
180	MEPH MEGA 4/5	2041	35	1547	19	2041 169
180	MEPH MEGA 4/5	2040	10	2056	20	2066 127
177	FID MACH 2C 68000	2040	8	302	21	1968 25
176	FID MACH 2B 68000	2019	23	2090	22	2013 89
176	MEPH MM4/5	2010	8	955	23	2040 176
173	NOV SUPER FORTE-EXP A/6	2008	12	80	24	1848 8
172	CONCH PLY-VICTORIA/8	1991	44	181	25	2046 10
172	MEPH MONTE CARLO	1982	29	1348	26	2033 25
172	PSION 2 ATARI/PC	1982	10	277	27	2016 98
170	KASP GAL-REN C/8	1980	24	914	28	1954 142
170	CXG SPHINX/4	1965	13	330	29	1918 35
170	FID MACH 2A 68000	1962	22	20	30	
168	FID MACH 2A 68000	1951	13	1319	31	1856 29
168	NOV SUPER FORTE-EXP A/5	1947	11	222	32	2036 22
168	CONCH PLYMATE	1944	26	1375	33	1827 18
167	NOV EXPERT/6	1942	10	247	34	2052 62
167	FID CLUB B 68000	1939	25	1639	35	1862 80
167	NOV EXPERT/5	1924	9	1862	36	
165	FID AVANT GARDE/5	1923	9	2221	37	1927 220
165	NOV FORTE B	1921	8	1862	38	1948 69
165	FID FORTE B	1919	9	1652	39	
164	FID PAR E-ELITE-2100	1917	10	1358	40	
164	KASP STRATOS-CORONA	1912	8	2068	40	1930 134
164	MEPH REBELL					
164	NOV FORTE A					

(continuation)

BCF	Computer	Elo	+/-	Games	Pos	Human/Game
162	MEPH SUPERMONDIAL 1	1903	12	1030	41	1990 6
162	KASP GAL-REN B/6	1901	13	934	42	1873 123
162	CONCH PLYMATE/5.5	1899	10	1580	43	1767 55
161	FID CLUB A 68000	1897	26	228	44	1982 6
162	KASP GAL-REN B/4	1890	38	107	45	2037 8
160	CONCHESS/6	1887	13	915	46	1910 61
160	NOV EXPERT/4	1886	34	132	47	1975 43
159	KASP TURBO KING	1878	10	1364	48	2027 6
159	FID EXCELLENCE/A	1876	20	372	49	1959 52
158	CONCH PLYMATE/A	1871	17	512	50	1761 28
158	SCI TURBO KASP/4	1871	17	504	51	1896 61
157	KASP SIMULTANO	1862	29	182	52	1869 11
157	FID ELITE C	1859	50	182	53	
157	CHESSMASTER 2100/PC	1856	63		54	
157	FID ELEGANCE	1856	15	685	55	1872 40
156	MEPHISTO MM2	1855	11	667	56	1776 8
156	SCI TURBOSTAR 432	1849	10	1295	57	1896 61
155	FID EXCELLENCE-DISP 2000	1840	115	1545	58	1881 46
155	NOV SUPER VIP	1835	34	137	60	1802 4
154	PSION 1/PC	1827	17	509	61	1957 23
153	CONCHESS/4	1824	7	3156	62	1858 264
153	NOV SUPER CONST					

RATING LIST (c) NS26 PC's

BCF	Computer	Elo	+/-	Games	Pos	Human/Game
172	PSION 2 ATARI/PC	1982	10	1348	1	2033 25
157	CHESSMASTER 2100/PC	1859	50	63	2	
154	PSION 1/PC	1835	34	137	3	1802 4
142	PSION 0L/PC	1738	47	70	4	
140	CHESSMASTER 2000/PC	1726	25	255	5	
140	SARGON 4/PC	1721	41	92	6	
136	SARGON 3/PC	1692	56	51	7	
135	COLOSSUS 4/PC	1682	26	236	8	1610 2
132	COLOSSUS 10/PC	1662	62	41	9	
122	COLOSSUS 2/PC	1578	66	36	10	
117	SUPERCHESS 3.5/PC	1540	53	56	11	
116	CYRUS 2.5/PC	1529	99	16	12	
115	WHITE KNIGHT 12/PC	1526	126	10	13	
110	CYRUS 2/PC	1483	46	74	14	
107	CYRUS 1.5/PC	1458	41	92	15	1528 2
105	WHITE KNIGHT 11/PC	1446	52	58	16	
102	SUPERCHESS 3.0/PC	1419	49	65	17	
95	SPECTRUM 2/PC	1363	75	28	18	
79	MASTERCHESS/PC	1238	141	8	19	