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**Computer Chess
NEWS SHEET 27
Mar-Apr 1990**

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 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 solely by myself. The NEWS SHEET is financed by asking that Readers pay £1 + p/p per Issue (=£2 for Foreign readers). This just about covers my costs. 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. 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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- The FUTURE of the NEWS SHEET - probable changes.
- COMPUTER performances vs. Humans - some amazing Results!
- New Machines/Programs

*** MANY, MANY GAMES:**

- Computer vs. Human, incl. Levy v. DEEP THOUGHT, and Mephisto PORTOROSE games
- Computer vs. Computer, a selection.

*** RATING LISTS**

Well, where would you like to start? The SPRACKLENS sudden move?... or the future of the NEWS SHEET? I know...

**Dan and Kathy SPRACKLEN join
the Saitek/Kasparov team**

After the big surprise of Hegener & Glaser (Mephisto) buying out Fidelity, and whilst we were all trying to work out how this might affect the future long-running Mephisto-Fidelity battle in the World Championships, comes the equally remarkable news that Dan and Kathy Spracklen have left Fidelity to join the Saitek/Kasparov Computer team. In fact Dan and Kathy stay in the States, and a Saitek team, led by chief programmer Julio Kaplan, joins them to write a totally new program designed to incorporate the best of both!

The Spracklens take with them a renowned ability to produce enormously strong full-width tactical programs, with search extensions added since the MACH 3 and 4. Julio Kaplan & Co. have shown an excellent evaluation system which has caused their recent programs to demonstrate some of the best positional play by Chess Computers. Their ability in the early middle-game has been very marked and a combination of this harnessed to the Spracklens tactical abilities should guarantee a renewed challenge to Mephisto and Richard Lang, in due course.

What does this mean for Fidelity Computer owners? A disappointing end to hopes that the MACH 3/3B and 4/4B series might see further upgrades, of course. I know folk with one of these sat at home might not agree, but in the long run I believe it will be for the best in producing serious competition for the Mephisto 68000's. I really have felt for the past 15 months, and even more so since the Portorose came out, that Richard Lang had moved beyond the likely reach of the competition. The Spracklens, whilst remaining the nearest competitors (with the possible exception of Mephisto's 'other' programmer, Ed Schroeder... see NEW PROGRAMS) were generally falling further behind. If new input from Julio Kaplan can provide an impetus to spark the Spracklens to a step forward for the Saitek/Kasparov camp, then that will eventually be for the good.

I am sorry that I cannot provide timing plans/hopes for Saitek's work - a Press Release was promised for passing on to NS Readers, but it hasn't turned up yet. As soon as I know more, I will prepare a full Report for the next NS.

Which brings us on to the next matter!....

The NEXT NS?!

Yes, there will be one... in fact probably three. But the NS does look likely to be nearing its end, I'm afraid. There are various reasons:-

A small one is the financing, which has never been really satisfactory. Yes, I know, many of you have wanted an Official Subscription system, and I could have done this. However the responsibility then to get NS out on time EVERY Issue was one I didn't fancy (yes, I know Kingpin and some others never bother!). It would also mean keeping proper records for Tax returns etc (more work). I've always preferred a "small" loss and less hassle... just a pleasant hobby!

Another has been the workload which, though always hefty, has remained just within the bounds of acceptability. Whilst NS has always been "mine", and 90% done in my own time, I have in the past been able to get a small amount of games testing and preparation done as part of my "normal" job. Currently this just isn't happening and the Issue which you are now reading has taken some 100 hours of games-playing at home, 40 hours for analysis preparation, 30 hours for planning and typing, and will take another 8 hours to collate, envelope and stamp after the printing. You don't need to be a mathematician to see that that is a major part of my private life.... Chrispy (wifey) would tell you its more

hours than I've admitted to! If I could get someone to take a good share of the work, then things might be different... but then I'd have to get it running into clear profit so I could pay them something.

Finally, there's my own priorities, and this is the crunch! I have never been shy to advertise my Christian faith and commitment (as you know), and I have involved as a preacher every 3 or 4 weeks or so for the last 10 years. I have now been invited to be the Lay Pastor (i.e. part-time) at the Baptist Church here in Wilburton. I want to accept that, but obviously I cannot hope to keep up the NEWS SHEET as well. Nothing is final, but it is probable, and it seems fair to warn you all now. A final decision will be made in 2 or 3 weeks, and I will put you fully in the picture next NS!

In the meantime, one or two thoughts. [1] You could subscribe to Bryan Whitby's Mag. - I could offer to do my Rating List for him, so he could use British level gradings instead of Swedish ones. (Maintaining the Rating List is only a 1 or 2 hours a week job, if that). [2] You could subscribe to, [a] the Ply Rating Lists, which come out 8 times a year with a page of comments in English, or [b] Larry Kaufman's Computer Chess Reports which is now quarterly. [3] I could perhaps maintain the Rating List and produce it 6 times a year in a similar way to that done by our Swedish friends, but include 2 or 3 news pages, but NO games (they are what take up 80% of the time). This could be an 8-page Issue costing around £4 per year.

Write me with any helpful thoughts that come to you! In the meantime, you don't need to send me any money (unless your conscience pricks you!). Everyone getting this Issue of NS will get the next one whether their "subs" are in good order or not. Anybody who has sent me a bigger cheque in the past month or two than they now wished they had can write me, and I will try to send refunds to folk who have seriously overpaid when and if NS comes to an end. The final Issues may not come out exactly 2 months apart, or even 3 months apart! But, at the very least, I will bring out 3 more so that all folk who have paid £5 in the past 3-4 months will have had at least 4 Issues for their money. Others will have had more than they paid for; some (no more than 4 or 5 out of 300+ Readers) will be entitled to a refund if they want and ask. Unless something crops up to enable me to keep things going.

OTHER NEWS

Not so much at this time of year, but there's a little!

Novag has a "C" version in preparation for the SUPER FORTE and EXPERT. I believe it will incorporate quite a bit of the work done by Larry Kaufman for his REX program, which is designed for PC's and is intended to be the first to get past the now rather elderly Psion program. Paul Cohen told me that he still has a test-unit 9MHz SUPER EXPERT with the "B" program in it, and the "C" running at

the commercial 6MHz just heads it in his games so far. Sounds optimistic.

Mephisto is producing a 10MHz POLGAR program! It will only be available in a MODULAR board, and will probably sell for around £689. Going from 5MHz (the "standard" Polgar) to 10MHz should give an extra 80 Elo/10 BCF!

Chessplayer 2150 for Atari 520's etc. Advertised as being "the strongest yet", I was disappointed in its playing strength. It may be a touch stronger than Colossus 10 (which has a bug, we think, but programmer Martin Bryant now knows about it), and Chessmaster 2000, but I doubt if it's too near the Psion program, whatever the Software distributor says. It is also very laborious to use. Another for PC's to definitely miss is Oxford Chess, which is available for some machines from Public Domain and couldn't beat Chrispy or a Boris Diplomat!

DAVID LEVY v. DEEP THOUGHT

The last NS reported that this £5,000 Challenge Match stood at 2-0 in favour of the Computer. The final score was a complete 4-0 whitewash (apparently forecast by David Levy himself!). One of the games is not really printable (I should think Mephisto will want a £5,000 Challenge Match with David after they have seen it), but here are the 2 "best" ones.

Game 2. White DEEP THOUGHT, Black David LEVY

1 c4 d6 2 Nc3 g6 3 d4 Bg7 4 e4 a6 5 Be3 Nf6 6 Be2 0-0 7 f4 c6 8 e5 Ne8 9 Nf3 d5 10 0-0 Nc7 11 Rc1 e6 12 Qe1 b5 13 cxd5 cxd5 14 Nd1 Ra7 15 Nf2 Nd7 16 Qa5 Na8 17 Qa3 Qb6 18 Bd2 a5 19 Qd6 b4 (*Why didn't David exchange Queens? 19 - Qxd6 20 exd6 b4 appears to reduce all of Black's difficulties and would suit David's usual "do nothing, but do it well" plan. A strange decision!*) 20 Rc6 Qd8 21 Rfc1 Bb7 22 R6c2 Ndb6 23 Qxd8 Rxd8 24 Be3 Rc8 25 Rc5 Bf8 26 Bd3 Rd8 (*If 26 - Bxc5 27 dxc5 Na4 28 c6!*) 27 R5c2 Rc8 28 Rxc8 Bxc8 29 Ng4 Be7 30 Nf6+ Bxf6 31 exf6 Rc7 32 Ne5 Rxc1+? (*Leads to a losing attempt to swap the Q-side Pawns equally*) 33 Bxc1 Bb7 34 a3 Nc7 35 axb4 axb4 36 Bd2 Na4 37 Bxb4 Nxb2 38 Ng4! e5 39 Nh6+ Kh8 40 Nxf7+ Kg8 41 Nh6+ Kh8 42 f5 and Black resigns, 1-0.

Game 4. White DEEP THOUGHT, Black David LEVY

1 c4 d6 2 Nc3 Nd7 3 d4 g6 4 Nf3 Bg7 5 e4 c5 6 Be2 cxd4 7 Nxd4 Ngf6 8 Be3 0-0 9 0-0 a6 10 f3 Re8 11 Qd2 Ne5 12 h3 (*a la Levy!?*) Bd7 13 f4 Nc6 14 Nf3 Qa5? 15 a3 Rad8 16 b4 Qc7 17 Rac1 b6 (*Weakens the Q-side. 17 - Nb8 would have been Levy'ish and better*) 18 Bd3 Qb7 19 Qf2 Rb8? (*19 - b5 is better by far. Then 20 cxb axb, and 21 e5 is not so potent with a Black Rook still on the d-file*) 20 e5! Nh5 21 b5 axb5 22 cxb5 Nd8 23 g4 Bh8 24 gxh5 Bxh3 25 hxg6 hxg6 26 Rfd1 Qd7 27 Ng5 (*27 f5! is strong. 27 Qh4 has been suggested as leading to a quick mate, but I couldn't get it to happen after - Ne6*) - Bg4 28 Qh4 Bg7 29 Rd2 Bh5 30 Nd5 Qa7 31 Rc7 Rb7 32 exd6 exd6 33 Rc8 Qxa3 34 Ne4 and 1-0.

Mephisto PORTOROSE 32 at King's Head

After a period of 2 or 3 years in which NOVAG computers have been entered in the well-known KING'S HEAD Event, January 1990 saw two MEPHISTO PORTOROSE machines provide the opposition instead. One was played on ACTIVE, the style considered by most to be much the strongest; the other was played on SOLID to keep people like me happy, as I still have (had!) my doubts. In fact, although a small sample, there was absolutely no doubt that, for this speed of play (full game in 30 minutes... now known as RAPID CHESS), the ACTIVE style is clearly the best.

The PORTOROSE on Active was actually up with the Leaders after 4 Rounds, with 3½ out of 4 - and this after playing two I.Ms, Carr and MacDonald. However draws in the last two Rounds against the other Tournament Leaders left it just short of top place with a final result of 4½ out of 6, and a final Grading for the Event of 2413 (227 BCF).

However the machine on Solid, whilst performing more than adequately and getting 3½ points, seemed to play less exciting chess and was often on the defensive. Two opponents were ungraded, so a final Tournament Grade is not calculable at present. It will probably be at least 200 Elo (25 BCF) behind the Active version. At least the Solid style produced the quickest win achieved by the PORTOROSE Computers, and we give that game plus one selected and annotated by our operator, Graham White, as being the most enjoyable played by the Active machine.

White A.N. OTHER (unfair to embarrass a 145 BCF player with such a quick loss!)
Black Mephisto PORTOROSE 68020 (Solid style)

1 e4 c6 2 d4 d5 3 f3 e6 4 Nc3 Bb4 5 e5? c5

It has become rather like a French, but with the White P/f3 and Black B/b4, the setup must be better than Black would normally expect.

6 Bd2 Qh4+ 7 g3 Qxd4 8 Qe2 Nc6 9 f4 c4 10 0-0-0 Qb6 11 Nf3 Nge7 12 g4?!

0-0 13 h4 d4 14 Nb1? c3 15 bxc3?? Ba3 mate.

15 Be1 is right, (-254 according to Portorose) then - cxb+ 16 Kb1 (not 16 Kxb2 Bc3+ and m/2) Nd5, and Black has a big and probably decisive advantage, but with still a little work to do to complete the win.

White Mephisto PORTOROSE 68020 (Active style)
Black Neil CARR (222 BCF)

Notes for NEWS SHEET by Graham White.

1 e4 g6 2 d4 Bg7 3 c3 d6

Neil always plays the Pirc against 1 e4.

4 f4 Nf6 5 e5 dxe 6 fxe Nd5 7 Nf3 0-0 8 Bc4 f5?!

An unusual strategy. More usual is 8 - c5! (Tal-Vadasz) 9 dxc Be6 10 Ng5 Nc6 and an unclear position.

6

9 Bg5 c6

This is forced since White threatened 10 Bd5.

10 O-O h6

Black's plan is to gain space on the Kingside. 10 - Be6!? is also playable, followed by Nd7 and Nb6.

11 Bh4 g5 12 Bf2 e6 13 Nbd2 Nd7 14 Qc2 g4 15 Nh4! -

Ready to jump into Black's position if he advances his Pawns too far.

- Qg5 16 Qd3?! -

It would have been better to play 16 Rae1, which was the move the Computer was thinking about playing at first.

- N7b6 17 Bb3 Nf4 18 Qc2 -

We see that White has actually lost two tempi because of Qd3.

- Nbd5 19 Rae1 Ng6

Obviously Black wants to exchange off White's awkward Knight.

20 Nxc6 Qxc6 21 Bh4! -

A second minor piece blocks the same square!

- h5!

Freeing h6 for his Bishop.

22 Qd3 Bh6 23 Nc4! -

The Knight is heading for the strong outpost at d6. Black's next is therefore an unnecessary weakening.

- b5?! 24 Nd6 Bd7

This is a "bad" Bishop.

25 Rf2 a6 26 a4 -

26 c4 is a tempting move in this position!

- Rfb8 27 Kh1 Qg7 28 Ref1 Be8

This allows a tactical shot which the Computer is quick to see.

29 Bxd5 cxd5 30 Nxe8 Rxe8 31 axb axb 32 Qxb5 -

White has won a Pawn at the cost of freeing Black's game somewhat. Interestingly Mephisto's evaluation of the position is now actually lower than it was before it won the Pawn!

- f4?!

Perhaps it would have been better to play 32 - Qc7 followed by Reb8 and Rb3, with a strong blockade?

33 Bf6 Qg6 34 Qc6 Qe4 35 Qd7 Qe3 36 Be7? -

This looks strong, but the Computer has missed Black's tactical response and will find itself with problems!

- Rxe7! 37 Qxe7 Qxf2! 38 Qxe6+ Kg7 39 Qd7+ Kh8 40 Qb5 Qe3?

Black is now short of time and misses the right move... 40 - g3! 41 Rxf2 gxf2 42 Qf1 f3!! 43 gxf Be3! and White is all tied up, though Black would still need to be careful; for instance... 44 h4 Rg8 45 Qg2! Rxg2 46 Kxg2 might still be a draw! However White could also play 43 Qf2 in this line, which does look like a draw. In the event, after 40 - Qe3? it is White who is winning!

41 Qc6! Rf8 42 Qxh6+ Kg8 43 Qg6+ Kh8 44 Qxh5+ Kg7 45 Ra1! Kf7 46 Qxg4+ Kh7

47 Qe6 Kg7 48 Qxd5 Qd2 49 e6 Qxb2 50 Qg5+ Kh7 51 Qh5+ and Black resigns as the Computer announces mate in 6! A very good and exciting game.

RESULTS . . vs. Humans

There are quite a few interesting Results in this time. As covered in fuller detail elsewhere, the Mephisto PORTOROSE has been exceedingly busy with a clear win (!) in the Annual MULCAHY MEMORIAL TOURNAMENT, and a fine result in the well known KING'S HEAD Rapid Tournament (the 'Active' machine got 2413!).

The standard PORTOROSE 68020 also got a startling win in a major Austrian Rapid Chess Event, winning outright with 4½/5, ahead of (GM) Timoschenko amongst other GM's and IM's, and beating a Candidate GM in the process! The Fidelity MACH 4 also did very well with 4/5 for a share of 2= place.

This Event followed the VIENNA OPEN in which the PORTOROSE 68020 scored 5 out of 9 against a field averaging 2216 (=2260, a fine result in Austria). FM Perovic (2345) was amongst those succumbing to the Computer, but there is no room in this Issue for all games, so here is the PORTOROSE win from the ACTIVE Tourny against IM Oll, who has qualified for the GM Title, but awaits ratification.

White Mephisto PORTOROSE 68020
Black Lembit OLL (2555 Elo)

1 e4 c5 2 Nc3 Nc6 3 g3 g6 4 Bg2 Bg7 5 d3 e6 6 xBe3 d6 7 Nf3 Nge7 8 0-0
Nd4 9 Qd2 Nec6 10 Bg5 Qa5 11 Nxd4 cxd4 12 Ne2 Qxd2 13 Bxd2 Bd7 14 Rad1 Ke7
15 Bg5 f6 16 Bd2 f5 17 exf5 gxf5 18 Nf4 Khc8 19 Nh5 Bh8 20 Rc1 d5 21 Rfe1
Kd6 22 Nf4 a5 23 c4 dxc3 24 bxc3 Rab8 25 Nh3 d4 26 c4 Ke7 27 Bf4 Ra8 28
a3 Kf6 29 Ng5 Re8 30 Nxb7 Kg6 31 Ng5 e5 31 Ng5 e5 32 Bd2 Bf6 33 h4 Be7 34
Rb1 Rab8 35 Bxc6 bxc6 36 Nf3 Bd6 37 Rxb8 Bxb8 38 Bxa5 c5 39 Rb1 e4 40
Rxb8! Rxb8 41 Ne5 Kh5 42 Nxd7 Ra8 43 Be1 Rxa3 44 Nxc5 exd3 45 Kf1 f4 46
Bd2 f3 47 Ne4 Ra1 48 Be1 Rc1 49 Nd2 Kg4 50 h5 Kxh5 51 Nxf3 Rxc4 52 g4! Kh6
53 Bd2 Kg7 54 Ne5 and Oll resigned, 1-0.

Towards the end of last year Austrian Master OLEG JEWDOKIMOW played a series of Simultaneous games against a range of Computers, and went down 4½-2½. He lost to the Fidelity MACH 4, Mephisto POLGAR+Turbo, Mephisto DALLAS 32 and Kasparov ANALYST D+Turbo, drew with a Mephisto POLGAR/10MHz, and beat the Mephisto ALMERIA 16 and Kasparov SIMULTANO. His game against the MACH 4 was a rather brief affair:-

White Oleg JEWDOKIMOW
Black Fidelity MACH 4

1 e4 c5 2Nf3 d6 3 c3 Nf6 4 h3 Nc6 5 Bd3 d5!? 6 e5 c4 7 exf6?! cxd3 8 fxg7
Bxg7 9 0-0 Rg8! 10 Ne1 Bf5 11 Qf3 Qd7 12 Nxd3 Be4 13 Qe2 Bxc3! 14 g4 Nd4
15 Qd1 Nf3 16 Kh1 Qd6 and White resigned, 0-1.

The POLGAR+Turbo wasn't far behind, with a 22 move win.

One that got away!

The PORTOROSE doesn't quite win everything it enters, as it found out in the Tournament at Wels in Austria. Whilst it could be expected that the Fidelity 68030 might head it from time to time, some of the others coming in front of the World Champion were a surprise (the ALMERIA for one!).

The Event matched seven leading Computers (from 5 different Manufacturers!) and seven strong Austrian players, with each Computer playing each human once at a time control of 40/2. Here are the total scores for each of the machines, with the Elo Ratings taken from the information which was given in *Modul* and the German *Schach & Spiele* Magazine:-

Fidelity MACH 4 68030 (v.9)	5½ out of 7	2203 Elo
Mephisto ALMERIA 68020	5	2161
Mephisto POLGAR	3	1998
Novag SUPER EXPERT B/6	3	1998
Kasparov MAESTRO D/10	3	1998
Mephisto PORTOROSE 68020	2½	1952
CXG SPHINX	2	1911

As far as I know, the MAESTRO D/10 is the same playing program as the ANALYST D/10 (and D/12) - the difference between Maestro and Analyst is whether the actual module itself has its own built-in display. I have most of the games from this Event, but they have only just reached me and there is no time to include any in this Issue I'm afraid.... no room either!

I also have the game in which the Mephisto PORTOROSE 68030 demolished IM Igor Ivanov, but that too will have to wait. However here is a list of that machine's scores in its USCF Rating Test, showing exactly how it fared against different levels of opponent. The Test was considerably harder than anything previously undertaken by a Computer, with the opponents overall Average Grade being 2340!

Up to 2200	6½-1½	Total	6½- 1½
2200-2300	9 -5		15½- 6½
2300-2400	6 -2		21½- 8½
2400-2500	2 -5		23½-13½
2500-2600	1½-4½		25 -18
Over 2600	1 -4		26 -22 vs. Average 2340 = 2375

It is a very interesting Result - you could almost draw a line under the 2400 level and it would look like 2 completely different events! The results against players up to 2400 give every impression of a Computer whose grade will edge into the 2500's! But results against players over 2400 suggest a Rating of 2300!

RESULTS.. Computer vs Computer

Two Result-Tables Reported in the Austrian Mag. Modul

1= Fid MACH 3 68000/2265	21½/40	1 Mephisto POLGAR	13 /20
1= Kasp ANALYST D/12	21½	2 Mephisto ACADEMY	12½
3 Mephisto MEGA 4	20½	3 Kasp ANALYST D/12	11
4 Mephisto ROMA 68000	18½	4 Fid MACH 3 68000/2265	10
5 Novag SUPER FORTE B/6	18	5 CXG SPHINX	7½
		6 Mephisto MM4	6

From Anaca, the Spanish Chess Computer Magazine

A series of games between the Mephisto ROMA and Novag SUPER EXPERT B ended in a very closer result. At Blitz the ROMA won narrowly by 7½-6½, and at 40/2 the result was a 4-4 draw. The ROMA 68000 is now available in Mephisto's portable MOBIL unit, so has replaced the MM4 as the strongest of this type. There are one or two minor program changes and, I think, revisions from the original Roma to the Opening Book, so it is called ROMA II. Cost was to be £489, but it is due to come down (perhaps by nearly £100?), and this is obviously an extremely strong portable if that is what you've been looking out for.

From the latest Issue of Schach & Spiele

	MPR	FM3	MPol	NSEB	Total
Meph PORTOROSE 68020	x	1½	1½	1½	= 4½
Fid 68000 MACH 3/2265	½	x	1	2	= 3½
Mephisto POLGAR	½	1	x	1½	= 3
Nov SUPER EXPERT B/6	½	0	½	x	= 1

The Schach & Spiele "Hit Parade"

Mephisto POLGAR	8.22
Mephisto ACADEMY	8.00
Novag SUPER EXPERT B	7.96
Kasp RENAISSANCE D	7.65
Novag SUPER FORTE B	7.55
Mephisto PORTOROSE	7.40
CXG SPHINX	7.37
Novag SUPER VIP	7.21
Mephisto ROMA II	7.14
Fid MACH 3/DESIGNER 2265	7.07

The Swedish Ply Rating List

Meph PORTOROSE 68030	2380 (!)
Fid 68030 ELITE v.9	2146
Meph PORTOROSE 68020	2140
Meph ALMERIA 68020	2068
Fid 68020 MACH 4	2065
Meph PORTOROSE 68000	2002
Meph ROMA 68020	2002
Mephisto DALLAS 68020	1994
Mephisto ALMERIA 68000	1991
Fid 68000 MACH 3/2265	1987

The Schach & Spiele results are determined by the votes of various Distributor's and Chess Computer "experts" (yes, I've been asked to vote sometimes!). But that does make them a matter of personal opinion (and some voters may be biased!?)

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News Sheet Readers results

Where are you all?! Over 300 NS go out, and only 5 or 6 folk sending in results?

Gary Preston sent me Meph POLGAR v. Fid 68000 MACH 3, 6-3.

Kevin Doubleday, same opponents, had 20-7, also for the POLGAR, and POLGAR v. Novag SUPER FORTE B/6 stands at 12-6.

Glen Nichols gave me a few scores:- Meph POLGAR v. Meph ACADEMY 18-15; Meph PORTOROSE 32 v. Meph POLGAR 12-6; Meph PORTOROSE 32 v. Meph ACADEMY 15½-3½.

Ian Peddie is playing Nov SUPER FORTE B v. Fid EXCELLENCE/3, 8-2.

Tony Leach sent me an update on his Fid MACH 3/DESIGNER 2265 series against Meph ACADEMY, and I've managed to misplace it somehow. Sorry. The ACADEMY had been ahead, but I think Fidelity has gone 1 game up since Tony changed his machine.

Frank Holt sent me some very interesting work which he's done playing nearly 100 games between his new Novag SUPER FORTE B/6 program against the earlier FORTE B. On Selective 0, in fact, the SUPER FORTE was actually losing 5-6=9! So the main improvement in the Novags is shown to be due to the new search selectivity. On Select 2 it is 5-3=4, but the advantage jumps on Selects 3 and 4 where the SUPER FORTE B/6 is getting 75%! On Select 3 it is 10-2=4, and on Select 4 it is 8-2=3 at present. So there is virtually nothing to pick between Select 3 and 4, as is now the general agreement, I think. On Select 5 the score drops away just a little with 5-1=4 in a shorter match. Games were played with the FORTE B on both its Tournament and Normal books, in equal proportion, and the above figures combine both of these, but exclude another large batch played on Random in which FORTE B went down heavily, as one would expect. Surprisingly the FORTE B achieved an overall "Normal" score of 48% at all Selects (i.e. when the SUPER FORTE B was asked to play on "unsuitable" Selects as well as those at which it is best), and only a 30% score on Tournament!

I will include a page or two of TOTAL results for some of the leading or newer Computers, if there is room, so that interested Readers will have a fuller picture. Please note a correction from NS26. A 17-13 score was shown for Fid 68030 MACH 4B v. Psion ATARI. This was a "big" surprise, but it was doubly confirmed as being correct when I queried it. However it should after all have been 17-3, and it is included correctly this time.

Apologies are also due to Bernard Cafferty, the BCM Editor. In bemoaning the loss of the Teletext Chess pages on Coefax I indicated that Bernard had been doing these, and that Computers had received little mention. In fact Andrew Paige was responsible for the Coefax pages, and Bernard contributes to those on Channel 4 Oracle... which often include Chess Computer information.

I also expressed disappointment that the BCM had printed a letter which was heavily critical of the allowing of Chess Computers into Tournaments. In fairness it should now be noted that they printed an excellent reply in the January

Issue, which pointed out the money some Computer distributors and manufacturers put into Chess and Tournament prize-money, the choice of whether or not to play against a computer which players get, the time control disadvantage that computers play under, and the desire of many to encourage Computer entries to get genuine Gradings for machines so as to try and avoid some of the wild exaggeration which has occurred in adverts from time-to-time. I couldn't have said it all better myself - and thankyou BCM for printing it. Incredibly Pergamon Chess (3 months later!) have printed exactly the same grumbling letter... and after all the nice things I said about them in my last NS!

Computer vs. Computer games

A selection from the many Test games I play from month to month, and some sent by Readers.

White Nov SUPER EXPERT B/6 Black Kasp RENAISSANCE D/10. 2mins per move.

1 c4 e6 2 d4 d5 3 Nc3 c5 4 cxd exd 5 Nf3 Nc6 6 e3 Nf6 7 Be2 c4 8 x0-0 Bb4
9 Bd2 x0-0 10 a3 Bd6 11 Nb5 Ne4 12 Nxd6 Qxd6 13 Rc1 Nxd2 14 Qxd2 Re8 15
Rc3 b5 16 Re1 a5 17 R3c1 Ba6 18 Bd1 Rab8 19 Qc2 h6 20 Qf5 Bc8 21 Qh5 Bd7
22 Be2 a4 23 Rc3 b4 (Novag goes wrong around here) 24 axb Rxb4 25 Rc2 Re8 26
Ne5 Nxe5 27 dre Qc5 28 Re1 Rxb2 29 e6 fxe 30 Rxc4 Qd6 31 Rc1 e5 32 f4 exf
33 Bf3 Rd2 34 exf? - (34 R7c2 -202 had been expected, D/10's next evaluation is
+406) - Qb6+! 35 Kh1 Qc7 36 Bxd5+ Kh8 37 Re1 Qxf4 38 Bf3 Bb5 39 Qc5 Be2 40
Bc6 Rd1 41 Rxd1 Bxd1 42 Bd5 Be2 and White resigned. 0-1, and a nice win by the
RENAISSANCE D/10.

The following might well get into many 'Best Games' Anthologies (if I chose them anyway!)

White Mephisto PORTOROSE 68020 Black Fidelity 68000 MACH 3/2265. 2mins/move.

1 d4 Nf6 2 c4 e6 3 Nc3 d5 4 Nf3 c6 5 e3 Nbd7 6 Bd3 Bb4 7 x0-0 xdx 8 Bxc4
0-0 9 Qc2 Nb6 10 Bd3 Bd7 11 a3 Be7 12 e4 h6 13 Ne2 a5 14 Bd2 a4 15 Rc1
Qb8 16 Bf4 Qa7 17 Ng3 Rac8 18 e5?! Nd5 19 Qd2 Nxf4 20 Qe4 g6 21 Qe4 g6 22
Qg4! Rfd8? (I expect many strong players would go for White's next move, but I'm
still not used to seeing Computers do it!) 23 Bxg6! fxg6 24 Qxg6+ Kf8 25 Nh5!!
Qa5 26 Nf6! Nxf6 (The Mach 3's evaluation dropped from -065 to -312 between
moves 25 and 26) 27 Qxh6+ - (Even -312 was not enough - Portorose announces mate
in 7!) - Kg8 28 Ng5 Bf8 29 Qg6+ - etc. 1-0. Brilliant!?

White Fidelity MACH 2C Black Mephisto POLGAR. 1min per move.

1 c4 c5 2 Nf3 Nc6 3 xd4 cxd 4 Nxd4 Nf6 5 Nxc6 bxc6 6 Nc3 d5 7 cxd cxd 8
Bf4 e6 9 e3 Bd7 10 Bd3 Rc8 11 0-0 Be7 12 Qc2 0-0 13 Be5 h6 14 Ba6? Rc6!
15 Be2 Qa5 16 a3 Rfc8 17 b4 Qd8 18 Bd3 Ng4 19 b5 Rc5 20 Bd4 - (I marked
this with a '?' during the game, but was unable to find a real correction after-
wards. Is Fidelity already lost? Polgar now seals its fate in very convincing
style...) - Qc7 21 Bh7+ Kh8 22 g3 Rxc3 23 Bxc3 Qxc3 24 Qb1 g6 25 Bxg6 fxg6

26 Qxg6 Rg8 27 Qf7 Rg7 28 Qf4 e5 29 Qa4 Bc5 30 Ra2 Bf5 31 Rfa1 Be4 32 Qa6 Bxe3 33 Rad1 Nxf2 34 Rxf2 Bxf2+ and White resigned, 0-1.

A Computer vs. Human game

Graham White has been working hard for the NS recently, as well as doing work on the PORTOROSE Opening Book for Richard Lang. I happen to know that some of the work on four specific Openings has been submitted to Yasser Seirawan's "Inside Chess" for publication. Yasser has said, "Yes... but do you mind if I use a couple of the ideas in Tournaments before I publish them, please!". Graham's "official" grade of 177BCF is probably much lower than it would be if he played more regularly and he has much experience of Chess Computers having helped Eureka, Competence and Countrywide as an operator at various important Tournaments. The following is an exciting game, with splendid notes by Graham, and the Fidelity MACH 3 getting a well-deserved draw against Graham's Kings Gambit.

White Graham WHITE (177BCF) Black Fidelity MACH 3. 30secs/move.

1 e4 e5 2 f4 ef 3 Nc3 (the unfashionable Steinitz Variation) - Qh4+ 4 Ke2 d5 5 Nd5 Bg4 6 Nf3 Bd6 7 d4 Nf6!? (Theory gives 7 - Nc6 as best here) 8 Nf6 gf 9 Kd3!? Qh5 10 Be2 Rg8 11 c4 c5! 12 d5 Bd7!? 13 Rg1 Be5! 14 Rb1!? (If 14 Ne5 then - Qe5 followed by a swift - f5 looks crushing) - f5! 15 Ne5! fe 16 Ke4! Qf5+ (Amazingly, 16 - Bf5+ does NOT seem to lead to mate!) 17 Kf3 Qb1 18 Qb3? (Much stronger was 18 Bd3! Qa2 19 Re1!) - Qf5 19 Nd7 Nd7 20 Qb7 Rb8 21 Qa7 Qh5+ 22 Kf2 Qh2 23 Bf3 Qg3 24 Ke2 Rg5! 25 Rh1 Re5+ 26 Kd1 Qg6! (Guarding h7 and threatening Qd3+) 27 Qa3 Qb1!? 28 b3! Qd3+ 29 Bd2 Rb6 30 Qb2 h6 31 Qc2 Qd4 32 Qc3 Qc3 33 Bc3 Re3 34 Kc2 Ra6?! 35 a4 Re7?! (Black wanted to play Ne5, but couldn't because of Bd2. Now I think that White stands better) 36 Bd2! Ne5 37 Bf4 Nf3 38 gf Re2+ 39 Kd3 Rb2 40 Kc3 Rf2 41 Rh6 Rf3 42 Kc2 Rf2 43 Kc3 Rf3 44 Kb2! (White is playing for the win!) - Rh6 45 Bh6 f5 46 a5 f4 47 a6 Kf7?? (Of course 47 - Kd7! is better. If 48 a7 Rf2 49 Ka3 Rf1! 50 Kb2 and $\frac{1}{2}$ - $\frac{1}{2}$. 50 Ka4 f3! 51 Kb5 Ra1 52 Be3 Ra7 53 Bc5 Ra2 is very unclear. But 48 Ka4! Ra2+ 49 Kb5 f3 50 Be3 f2 51 Bf2 Rf2 52 Kc5, and White should win. So Black must play 50 - Rb2, then 51 Bc5! [51 Kc5 Rb3 52 a7 Ra3 53 Kb6 Rb3+ should draw] - Rb3+ 52 Ka4 Rb1 53 a7 Ra1+ 54 Ba3 f2 55 a8=Q f1=Q 56 Qc6+ Kd8 57 d6 Qf7, and Black is in danger but I think he would hold out. White could try 52 Bb4, but things are still unclear - a fascinating position... but back to the actual game!) 48 Ka3 Rf2 49 Ka4 f3 50 Be3 Ra2+ 51 Kb5 f2? (It is tempting to play this, but 51 - Ra3! was better and it took me a long time to find a way to win against this; 52 Bc5! Rb3 53 Kc6 Rb2 54 a7 Ra2 55 d6! with White's Bishop doing a magnificent job!) 52 Bf2 Rf2 53 Kc5 Ke7 54 Kc6?? (I should have played 54 b4 after which I can't see a way for Black to stop my Pawns!) - Ra2! (The move I completely missed) 55 Kb5 (There was still a win with 55 Kb7! Ra3 56 c5! Rb3 57 Kc7...) - Kd6 56 b4 Ke5! 57 Kb6 Ra4! 58 b5? (Missing the last winning chance via 58 Kc5 Ra6 59 b5 Ra8! [59 - Ra1 60 b6 Rb1 61 Kc6 Kd4 62 d6! Kc4 63 d7 wins] 60 b6! Rc8+ 61 Kb5 Kd6 62 b7 Rb8 63 Kc6! Kc4 64 d6 and wins) - Rc4 59 a7 Ra4 60 Kb7 Kd5 61 b6 Kc5 and $\frac{1}{2}$ - $\frac{1}{2}$. An eventful, enjoyable struggle.

Mephisto PORTOROSE wins big IRISH TOURNAMENT!

A Mephisto PORTOROSE 68020 (the commercial version, in fact entered privately by owner John Kissane) has just won the *Mulcahy Memorial Tournament* in Cork, Ireland. The Tournament took place over the New Year, a 6 round event involving 75 players... and the computer! The time control was 40 moves in 2 hours, and 20 moves per hour thereafter.

John has entered earlier versions (ROMA and ALMERIA) in Tournaments in the Cork area previously, and obtained quite creditable results, but this is the first time that one of his machines has really made everyone sit up and take notice! Indeed the win was widely reported in various newspapers in Ireland, including full coverage during the Event in the *Cork Examiner*. Unfortunately the latter reported that the Computer was a Mephisto ALMERIA which caused some confusion, and was an error copied by Pergamon CHESS.

The first two games were against weaker opponents, and the wins created little immediate impact despite the comparative ease with which they were achieved. I should note that the PORTOROSE played on its Active style throughout.

Round 1

White Tony FOLEY (1471 Elo)

Black Mephisto PORTOROSE 68020

1 d4 d5 2 c4 dxc 3 Nc3 e5 4 d5 c6 5 e4 Nf6 6 Bg5 cxd5 7 Nxd5 Be7 8 Nxe7 Qxe7 9 Nf3?! -

9 Qa4+ or, perhaps better still, 9 Bxf6 Qxf6 10 Bxc4 seem preferable here.

- Qb4+ 10 Bd2 Qxb2 11 Bxc4 Nc6 12 Rb1 Qa3 13 Qc2? -

White misses the strong 13 Nxe5 which would have put the Portorose under pressure. Portorose would not reply with 13 - Nxe5 because of 14 Bb4. Therefore 13 - Be6 14 Nxc6 Bxc4 15 Rxb7 +/-.

- 0-0 14 0-0

Note that Nxe5 no longer works! 14 - Nxe5 15 Bb4 Nxc4 16 Bxa3 Nxa3 17 Qd3 Nxb1 18 Qxb1 Re8! and Black is well ahead.

- h6 15 Nxe5? -

As we have noted, this no longer succeeds. However 15 Bc3 appears to leave White's game fairly acceptable.

- Nxe5 16 Bb4 Nxc4 17 Bxa3 Nxa3 18 Qd3 Nxb1 19 Rxb1 Re8 20 f3 b6 21 Rc1 Be6 22 a4 Rac8 23 Ra1? -

23 Rxc8 was probably best. The Black Rooks now cause serious trouble.

- Red8 24 Qe3 Rc2 25 e5? -

Either missing or under-estimating the main threat. 25 Qf4 would last longer.

- Rdd2! 26 exf6 Rxc2+ 27 resigns.

27 Kf1 Bc4+ 28 Ke1 Rge2+ wins the Queen and Black will be a Bishop and 2 Pawns up after also taking on h2. 0-1.

Round 2

White Mephisto PORTOROSE 68020

Black Paul CAREY (1819 Elo)

1 d4 d5 2 c4 c6 3 Nf3 Nf6 4 cxd5 cxd5 5 Nc3 Bf5!?

5 - g6 or 5 - Nc6 are the more usual "Book" moves - at least as far as the Portorose is concerned!

6 oBg5 e6 7 e3 Nbd7

I prefer 7 - Be7, which also enables an early 0-0.

8 Qb3 b6 9 Ne5! a6 10 Nxd7 Kxd7!?

An interesting decision. 10 - Qxd7 certainly looks more natural, and leaves Black with Castling options.

11 Bxa6 Bd6

Not 11 - Rxa6 of course (they always say, "of course" - and leave you to work out why! This time it's easy... there's a Queen fork with check at b5).

12 Qb5+ Ke7 13 Rcl -

Not 13 0-0? Qc7! White now has various advantages: the pin on f5, R/c1 on an open file, Black's exposed King, and the threat of Na4 winning another Pawn.

- h6 14 Bxf6+ Kxf6 15 Na4 Qe7?

Surely 15 - Qe8 was right? If then 16 Nxb6? Qxb5 17 Bxb5 Bb4+ 18 Kf1 Rxa2 and Black is nearly even. Probably White would go 16 0-0 and stay a Pawn ahead though looking perhaps slightly over-committed to the Q-wing?!

16 Nxb6 Kg6?

Sorry to butt-in again, but 16 - Bb4+ 17 Kf1 Rd8 looks correct. Even 16 - Rd8 would make more of a fight of it. However the game had already swung heavily in White's favour and, after this move, there is no real need for further notes!

17 Nxa8 Bb4 18 Ke2 Rxe8 19 a3 Qa7 20 Rc6 Rb8 21 Qxd5 Be7 22 b4 Bxb4

This looks like a desperate attempt to create mating chances, but the Portorose is unmoved.

23 axb4 Rxb4 24 Rhc1 Ra4 25 Qb5 Ra2+ 26 Kf3 Kh7 27 Qc4 Ra3 28 Rc3 Ra5 29h3 e5 30 dxe5 Rxe5 31 Rc7 Qb6 32 Bb7 Be6 33 Qd4 Rf5+ 34 Kg3 Rg5+ 35 Kh2Qb2 36 Be4+ f5 37 Bc2 Qa2 38 Qe5 Qa6 39 Bd3 Qa8 40 R3c6 Bd7 41 Rxd7 and

Black resigned (about time, too!). 1-0.

A definite feeling that the Computer was not to be taken at all lightly was now in the air. However the players were much encouraged to find that its 3rd. Round game would be with the Black pieces against the Tournament's highest rated player, and 1988 Irish Champion, Philip Short. Having lost an Active Chess game to the Almeria on a previous occasion, through failing to recover his Pawn in a Queen's Gambit, Philip also knew that he had to take the game seriously. Fully expecting to do better at the slower time control, the decision was taken to use a more circumspect Opening - and this time it is Philip himself who goes a Pawn up, and definitely has the better game for quite a long time.

Round 3

White Philip SHORT (2323 Elo)

Black Mephisto PORTOROSE 68020

1 d4 d5 2 Nf3 Nf6 3 Bf4 ♠Bf5

A gap has been found in the Portorose Opening Book. Theory recommends four possibilities, 3 - c6, 3 - e6, 3 - c5 and 3 - Bf5. The Computer chooses the latter.

4 e3 e6 5 Be2 Bd6 6 Ne5 O-O 7 g4?! Be4 8 f3 Bg6 9 h4 h4 10 Nc3 -

I am sure White must have considered an early g5 here, e.g 10 g5 Nh5 11 gxh Nxf4 12 hxg Kxg7 13 exf4 -.

- Nc6 11 Nxg6!? fxg6 12 Bxd6 Qxd6 13 Qd3 -

13 f4 looks more consistent. However Black's poor response to Qd3 is clearly over-the-top and soon leaves the computer a Pawn down with absolutely no compensation.

- Qg3+?? 14 Kd2 Nd7!

It might seem strange to put the "!" just as Black is going to lose a Pawn. However White would have the devastating 15 f4! in reply to all other moves. If White played 15 f4 now, Black might just survive his 13th move "chipstorm". E.g - Nb6 16 Qxg6 (16 Rg1 Nc4+! 17 Qxc4 Qxg1) Rf6 17 Qh5 Nxd4! 18 exd4 Qxf4+.

15 Rg1! Qd6 16 Qxg6 Ne7 17 Qd3 c5! 18 Kc1 cxd4 19 Qxd4 a5?! 20 g5 Nf5 21 Qd2 Ng3 22 Rh3 Nxe2+ 23 Nxe2 h5 24 Nf4 Ne5 25 g6? -

Until this both the Portorose and its operator were fully aware of their predicament (evaluations varying from -0.90 to -1.15 from the machine). And the Cork Chess contingent were relaxing whilst the Computer got its come-uppance! Here, though, Philip should have played 25 Nxh5 Nxf3 26 Qc3. Now Black will get pressure against both N and P on the f-file which quickly gets him (or it) back in the game.

- Nc4

Evaluation immediately down to -0.42.

26 Qd4 Nxe3 27 Nxh5 -

Though this is the only move really, one can easily see how the Knight is in White's own way on h5 - neither will it easily be able to move and White will be forced to defend g6 with his Rook.

- Nf5 28 Qd3 a4 29 a3 b5 30 Rg4 Qc5 31 Kbl -

I think there was a brief chance here to extricate the Knight to f4.

- Ne3! 32 Rb4?! Nc4 33 Rg3? -

A mistake, though Black's well-orchestrated recovery is making its mark now. Better moves were 33 Ka2, 33 Qe2, or 33 f4.

- Rf5 34 Nxg7+? -

Another mistake. Mike Basman, in his notes to the Fidelity Mach 20 vs Berkshire County Team match, drew attention to the tendency of players to compound errors. Does it happen even more against Computers? I don't know, but clearly 34 Rg5 Rxg5 35 hxg5 Qg1+ 36 Ka2 Qh2 37 Nxg7 Kxg7 38 Rxb5 is preferable.

- Kxg7 35 Ka2 Qf2

The Computer's evaluation is now +2.09.

36 f4 Rb8 37 Rf3 Qxh4 38 Qd4+ Kxg6 39 Qa7 Rbf8 40 Rxb5 Rxf4 41 Rxf4 Qxf4
42 Qxa4 Ne3 43 Rb4 Qe5 44 Qb3 Rf2 45 Qd3+ Kf6 46 Qh7 Rh2 47 Qg8 Qd6 48 Rb7
Nf5 49 Rf7+ Ke5 50 Qg1 -

White is after perpetual check of course.

- Rxc2 51 Qe1+ Kf4 52 Qf1+ Ke4 53 Qe1+ Ne3 54 Qh4+ Kd3 55 Qh7+ Ke2 56 Qh5+
Kd2 57 Rf2+ Ke1 58 Rf3 Qc5 59 Qh4+ Kd1 60 Qh1+ Ke2

The game was adjourned here. Obviously Black has a won game, and Philip with others found after an hours' analysis based on his adjourned 61 Rf4, that Black has a splendid win with 61 - Rxb2+! Would Portorose have played this? As it happens the Computer had correctly anticipated White's adjourned move and, whilst it takes a few minutes to find the clever response, being left on during adjournment time it inevitably showed the full continuation, viz 61 Rf4 Rxb2+ 62 Kxb2 Nd1+! 63 Kb1 Qb5+ 64 Rb4 Qd3+ 65 Ka2 Qc2+ 66 Ka1 Qc1+ 67 Ka2 Nc3+ 68 Kb3 Qxh1. 0-1.

There were 5 joint leaders after this Round, all with 3/3:-

1= Mel KENNEDY (Holland), Colm DALY and Joe RYAN (Ireland), Tony LOVE (England), and Mephisto PORTOROSE. The holder, Killian HYNES, was with a large group, just a 1/2 point behind.

It must be admitted that the Computer got some help between the 3rd and 4th Rounds! Owner/operator John Kissane was obviously aware that the three Opening moves 1 d4 2 Nf3 3 Bf4 would put the Computer out of its Book every time they were played unless he did something about it. So he tested the Computer at move 5 to see what its second choice move was at that point, and then added it to its Opening Book. Thus the alternative would be used in the "unlikely" event of a player repeating the Opening which had given Philip Short such a good advantage at one time! So, on to Round 4, with the Computer again drawn as Black, this time playing another Irish International, Stephen Brady.

Round 4

White Stephen BRADY (2205 Elo)

Black Mephisto PORTOROSE 68020

1 d4 d5 2 Nf3 Nf6 3 Bf4! -

Surprise, surprise!

- e8f5

Actually another idea would have been to add 3 -c5 to the Portorose Opening Book at this point. This would be quite likely to result in a transposition back into the main Book after White's 4th, as the Computer has various lines where - c5 is played at move 4.

4 e3 e6 5 Be2 Be7

The alteration which the Portorose had indicated on test as its 'Next Best' move at this point.

6 Nbd2 O-O 7 Nh4 Be4 8 Nxe4 Nxe4 9 Nf3 c5! 10 O-O Qb6 11 Rb1 Qa5 12 a3
cxd4 13 Nxd4 Nc6 14 Bd3 Qb6 15 c3 Nc5!

The start of a nice positional adjustment by the Computer in an evenly balanced position.

16 Bc2 Nd7 17 Qf3 Nf6 18 Rfd1 Rac8 19 Qh3 -

An obvious threat in many ways, but h7 and h8 are known blind spots in many Computer programs. This type of attack started to appear a year or so ago in games vs. Computers, and was then winning in game after game. In the past the complaint often heard was that "Computers don't play in a human style"... a comment which still does apply to some programs, I must admit. Currently, however, I note a trend of humans not playing like humans... when they are playing against Computers! For example, at the King's Head Active Chess Tournament (reported on elsewhere), I saw no less than 4 of the 12 games with humans aiming to get Rooks and Queens on the h-file after the Computer had castled. The success level of this type of venture is obviously well known and many of the players who choose to accept a game against a Computer in a Tournament can be expected to try it. This is NOT a complaint against Stephen in this game - or against anyone else. Computer programmers will HAVE to make sure that their program knows enough to meet these offensive actions if they are to get high gradings in Tournaments of this sort. Indeed my tests on positions where the Dallas, Roma and Almeria had fallen show that Richard Lang has already gone a long way to dealing with the situation in the Portorose, and Stephen himself commented after this game that he was "very impressed with the way the Computer managed to survive my attack".

- Rfd8 20 Bg5 Nxd4?!

Here 20 - h6 appears as the Computers no. 2 move, and must surely be better, e.g. if then 21 Bxh6 (as in the game) gxh6 22 Qxh6 Ne4 23 g4 Ne5 -/+ . After the move played the inevitable reply by White (even though Portorose expected 21 exd4 (?!)) dangerously adds to the potential attack.

21 Rxd4! h6 22 Bxh6 gxh6 23 Qxh6 Rc4 24 Rxc4 dxc4 25 g4 Rd2 26 g5 Bf8 27 Qxf6! Rxc2 28 g6! Qc7 29 Rd1! -

Another fine move which the Portorose had not spotted in its analysis.

- b6

On 'Solid' style the Computer would play 29 - fxg6! with perhaps 30 Qxe6+ Qf7 31 Qxf7 to follow. Does the Portorose retain some winning chances with this move? - I'm not sure, probably not. However, despite the occasional improvement found by the 'Solid' style, it appears in general (though not all would agree) that the 'Active' style is showing itself to be the better overall.

30 Rd8 Rc1+ 31 Kg2 Qb7+

Of course Black must now play for perpetual check.

32 f3 Qc7 33 g7 Rc2+ 34 Kf1 Rc1+ 35 Kg2 Rc2+ 36 Kf1 Rc1+ 37 Kg2 and 1/2.

The Computer thus remained as joint leader, but was next due to play the current Irish Open Champion, Colm Daly. If the Portorose was going to finish in a high position, it would have to do it the hard way!

Round 5

White Mephisto PORTOROSE 68020

Black Colm DALY (2192 Elo)

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 Bg5 Be7 5 e5 Ng8?!

5 - Nfd7 is "Book".

6 oBxe7 Nxe7 7 Bd3 c5?!

After the game Colm considered that this was a serious mistake, although he had expected the move which the Computer played.

8 Nb5! -

In this position the Computer's Solid style would play the much quieter 8 Nc3. As we will quickly see, the Nb5 will soon cause havoc - though Black hardly helps his cause with his next! Surely 8 - 0-0 was required?

- Nbc6? 9 Nd6+ Kf8 10 Qh5 g6 11 Qg5 Rg8 12 dxc5 Qa5+ 13 c3 Qxc5?

13 - Rg7 was necessary to escape Portorose's neat trap.

14 Qh6+ Rg7 15 Ne8! Kxe8 16 Qxg7 d4 17 Rd1 dxc3!

Black seeks to take advantage of the fact that the White Queen has gone away on other duties.

18 Nf3 Nd5! 19 Ng5! Qf8 20 Qxh7 cxb2! 21 Nxf7 Nf4?

Spoiling an interesting fight-back. Although still losing 21 - Qb4+ 22 Kf1 Nc3 would have served Black better.

22 Nd6+ Kd8 23 Be4 Nd5 24 Qxg6 Kc7 25 Bxd5 exd5 26 Qc2 Qg8 27 f4 Bg4 28 Qxb2 b6 29 Rc1 Bd7 30 g3 Re8?

The sacrifice to relieve pressure from the Knight leaves the material imbalance far too much in the Computer's favour. There were complaints when Deep Thought's operators were slow to resign against Kasparov - here the human is the guilty party.

31 Nxe8+ Qxe8 32 Qa3 Kb7 33 Qd6 d4 34 0-0 (!) a5 35 Rf2 Bf5 36 Re2 d3 37 Rd2 Be4 38 e6 Ka6 39 Qd7 Qh5 40 Rxc6 Qf3?

Though it hardly matters, 40 - Bxc6 was necessary to avoid mate. The Computer now impresses the spectators with a mate in 5 announcement...

41 Qc8+ Kb5 42 Rxb6+ Kxb6 43 Rb2+ Ka7 44 Qc5+ and Black resigned with mate next move. 1-0.

Thus the Final Round was reached with the PORTOROSE vs. Joe RYAN game being for the Tournament Title; both were clear leaders with 4½ from 5. The Computer was given the unenviable task of playing its 4th. game with Black, and its opponent had obviously heard that Computers 'can't play endings'. True, some can't! Some spectators felt that Ryan was better in the early stages, due to his Queenside Pawn majority, though the Portorose felt that it had a very slight edge. Once Rooks were swapped off, the Computer's optimism increased!

Round 6

White Joe RYAN (2164 Elo)

Black Mephisto PORTOROSE 68020

1 e4 c6 2 c4 d5 3 exd5 cxd5 4 cxd5 Nf6 5 Nc3 Nxd5 6 Nf3 oNc6 7 d4 xBg4

The Computer has transposed back into its Opening Book.

8 Qb3 Bxf3 9 gxf3 e6 10 Qxb7 Nxd4 11 Bb5+ Nxb5 12 Qxb5+ oQd7 13 Qxd7+ Kxd7

14 Nxd5 exd5 15 O-O Rb8 16 Rd1 Ke6 17 Rb1 -

This allows Black to remain the more active. Re1+ and/or b3 was better.

- Bd6 18 Be3 a6 19 Rdc1 Rxc8 20 Rxc8? -

The exchange of Rooks is much more favourable to Black due to his better Pawn structure and much superior King position. Even so, White should be able to get the 1/2, though he must expect to work for it (even against a Computer!?).

- Rxc8 21 Rc1 Rxc1+ 22 Bxc1 d4 23 Bd2 Kd5

The Computer showed evaluations varying from +1.00 to about +1.40 for the next 10 moves or so. Then doubts crept in as various manouvres failed to produce a winning plan.

24 b3 d3 25 h3 -

Perhaps 25 Be3 to slow the march of Black's King would have been better.

- Kd4 26 Kf1 Be7 27 Ke1 Bh4 28 Ba5 Bg5 29 Kd1 Bf4 30 Bb4 h5 31 Ba5 g6 32

Bb4 Bh6 33 Bd6 Bg5 34 Bc7 Be7 35 Ba5 Bd6 36 Bd2 f6 37 Ba5 f5 38 Bd8 Be5

39 Kd2? -

This allows a Bishop check and a further Pawn push.

- Bf4+ 40 Kd1 g5 41 Bf6+ Kd5 42 Ke1 g4! 43 fxg4 fxg4 44 hxg4 hxg4 45 a4

Bd6 46 Bc3 Ke4!

The win is there if the Portorose can find the plan of infiltrating fully with his King.

47 Ba5 -

I marked this as the losing move originally. However I believe the game is already lost providing the Computer can find the right way to proceed. For example 47 b4 Kd5 48 b5 Kc4 (axb 49 axb Kc4 50 Bd2 -/+) 49 Bd2 axb 50 axb Kxb5 is winning. The King at c4 is the key in this line as White cannot protect the Bishop with Kd2 due to Bf4+ which then wins the Bishop.

- Be5! 48 Bb6 Bc3+

With these two moves, Black has won a key diagonal off White.

49 Kd1 Bb4 50 Kc1 Kf3!

Here it comes!

51 Kd1 Kg2 52 a5 Kf1! 53 Kc1? -

White would prefer not to move at all, of course. 53 Be3 is perhaps the least harmful, and 53 Kc1 the most! However the game is won for Black either way now that he has penetrated with his King.

- Ke2! and White resigned, to leave the PORTOROSE the clear Tournament winner!

Leading Final Scores:-

5¹/₂ Mephisto PORTOROSE 68020

5 C. O'Shaughnessy (London), Mel Kennedy (Holland)

4¹/₂ J. Ryan, M. O'Brien, Colm Daly (Dublin), Tony Love (England), Kevin James (Cork)

RATING LIST (c) NS27 Commercial		Mar-Apr 1990	Games	Pos	Human/Games															
BCF	Computer	Elo	+/-																	
221	MEPH PORTOROSE 68030	2375	42	121	1	2314	49	164	NOV FORTE A	1915	10	2077	41	1930	134					
211	MEPH PORTOROSE 68020	2289	17	683	2	2272	140	163	MEPH SUPERMONDIAL 1	1907	14	1051	42	1990	6					
210	FID MACH 4B 68030-V9	2280	39	136	3	2283	7	162	KASP GAL-REN B/6	1903	15	961	43	1873	123					
204	MEPH PORTOROSE 68000	2233	18	605	4			162	CONCH PLYMATE/5.5	1902	11	1599	44	1939	55					
202	MEPH ALMERIA 68020	2219	15	935	5			161	FID CLUB A 68000	1900	30	228	45	1767	6					
200	FID MACH 4 68020	2206	15	845	6	2188	215	161	CONCHESS/6	1892	44	107	46	2037	8					
192	MEPH ROMA 68020	2142	15	960	7	2204	122	161	NOV EXPERT/4	1891	15	915	47	1975	43					
191	MEPH ALMERIA 68000	2134	15	925	8	2052	64	160	FID EXCELLENCE/4	1885	12	1427	48							
190	MEPH POLGAR/5	2121	21	478	9	2052	64	160	KASP TURBO KING	1882	38	148	49	1910	61					
188	FID MACH 3 68000	2106	9	2629	10	2104	31	160	KASP SIMULTANO	1880	19	557	50	1761	28					
185	MEPH DALLAS 68000	2084	12	1388	11	2078	7	159	CONCH PLYMATE/4	1879	24	372	51	2027	6					
183	MEPH ROMA 68000	2066	11	1727	12	2080	197	159	SCI TURBO KASP/4	1876	20	512	52	1959	52					
183	MEPH MONDIAL 68000 XL	2064	20	521	13	2111	215	158	NOV SUPREMO	1865	109	18	53							
182	MEPH ACADEMY/5	2058	13	1155	14	2000	50	158	FID ELITE C	1865	34	182	54	1869	11					
181	MEPH COLLEGE-SUPMOND 2	2051	40	129	15	1975	54	157	CHESSMASTER 2100/PC	1862	58	63	55							
181	KASP GAL-REN D/10	2049	18	609	16	2060	77	157	MEPHISTO MM2	1861	18	667	56	1776	8					
180	MEPH MEGA 4/5	2041	11	1648	17	2063	91	157	SCI TURBOSTAR 432	1860	12	1298	57	1896	61					
180	NOV SUPER FORTE-EXP B/6	2041	18	659	18	2074	8	157	FID ELEGANCE	1860	17	685	58	1872	40					
179	MEPH AMSTERDAM	2039	9	2271	19	2011	75	156	FID EXCELLENCE-DISP 2000	1854	11	1552	59	1881	46					
179	FID MACH 2C 68000	2037	10	2051	20	2041	169	156	KASP GAL-REN B/4	1852	76	37	60	1982	4					
177	FID MACH 2B 68000	2017	26	302	21	2003	54	155	PSION 1/PC	1840	39	137	61	1802	4					
176	MEPH NMA/5	2009	9	2166	22	2068	182	154	CONCHESS/4	1832	20	509	62	1937	23					
175	NOV SUPER FORTE-EXP A/6	2006	15	955	23	2066	127	153	NOV SUPER CONST	1829	6	3172	63	1958	254					
173	CONCH PLY-VICTORIA/8	1988	51	80	24	2040	176	152	MEPH BLITZ	1817	27	277	64	1982	6					
172	MEPH MONTE CARLO	1980	34	185	25	1848	8	150	NOV SUPER CONST	1802	61	57	65							
172	PSION 2 ATARI/PC	1980	12	1415	26	2046	10	147	FID ELITE A	1781	39	141	66	1779	20					
171	KASP GAL-REN C/8	1974	26	313	27	2033	25	146	FID SENSORY 12	1775	13	1128	67	1805	7					
171	CXG SPHINX/4	1968	14	1041	28	2033	98	146	MEPH EXCL S/12	1772	31	213	68	1941	27					
170	FID MACH 2A 68000	1963	25	330	29	2016	98	146	FID PRESTIGE	1772	17	695	69	1758	131					
168	CONCH PLYMATE/8	1951	103	20	30	1955	149	145	SCI SUPERSTAR 36K	1770	15	907	70							
168	NOV SUPER FORTE-EXP A/5	1949	12	1356	31	1918	35	144	MEPH EUROPA-MARCO POLO	1761	37	157	71							
168	NOV EXPERT/6	1947	31	222	32			144	MEPH MONDIAL 11	1754	84	30	72							
167	NOV EXPERT/5	1941	29	247	33	1836	29	144	CONCHESS/2	1753	15	933	73	1786	11					
165	FID AVANT GARDE/5	1926	11	1655	34	2036	22	144	NOV QUATTRO	1752	19	585	74							
165	MEPH REBEL	1925	11	1705	35	1827	18	143	NOV CONST/3.6	1746	16	803	75	1861	17					
165	NOV FORTE B	1924	10	1884	36	2052	62	143	PSION QL/PC	1745	55	70	76							
165	FID PAR E-ELITE-2100	1922	9	2226	37	1862	80	143	CHES											
164	KASP STRATOS-CORONA	1917	12	1497	38	1948	69	142	NOV											
					39	1975	208	140	SARG											
					40	1927	220	140	FID											

APLOGIES to STEVE WAUSHAN... there SHOULD have been coverage of results for his COMPUTER EVALUATION method in NS26. Though disappointingly few timings are in, there still isn't room this issue. Promise: FULL LIST in NS29!