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Computer Chess NEWS SHEET 28
"SELECTIVE SEARCH"
June 1990

The purpose in publishing the NEWS SHEET (now renamed "SELECTIVE SEARCH") has always been 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 they provide financial backing and also allow me some time during office hours in which to prepare part of the material. 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.

SUBSCRIPTIONS: £10 a year, for 6 Issues. Foreign Readers £12.

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A REMINDER LABEL is placed on the Envelope of each Reader where the Issue enclosed is the LAST covered by their current sub. If there is such a Label on YOUR envelope, you need to send £10, payable to "Selective Search" or myself, to obtain further copies.

ARTICLES: Articles or Games sent in by readers - or others involved in Chess Computing - are welcome and will receive fair consideration for publication.

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Backing agreed with Michael Healey at Countrywide.

* **I-R-C-R-Z-D-I-B-L-E RESULTS from Nephisto.**

The PORTOROSE beats KARPOV!

New POLGAR 10 stars at Calderdale (all Games covered).

* **FIDELITY wins big Welser Tournament.**

* **New Machines.**

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The NEWS SHEET survives!

I must say I have been overwhelmed by the number of letters encouraging me to do whatever I could to keep the NEWS SHEET going, even though that was likely to mean a drastic reduction in the number of pages. And in the end everything looks to be working out perfectly. My boss at Countrywide, Michael Healey, has agreed to SUPPORT the NEWS SHEET in two positive ways:- (1) By allowing me some time

during my working hours to do part of the games and analysis preparation, and (2) Helping to put it onto a proper financial footing. This means a definite **SUBSCRIPTION** system will now operate - something which I am fully aware many of you have wanted all along anyway!

Over the next Issues you will therefore see the **NEWS SHEET** including its new name - "**SELECTIVE SEARCH**" - and this name will eventually take over from the old one altogether. I have set up an official account in this name, and payments for the News Sheet... oops... I mean **SELECTIVE SEARCH**, can be made out in that name instead of my own for simplicity. Subs. can also be sent direct to myself, or myself care of Countrywide Computers.

Whenever a Reader's sub. is running out, he will be advised by a **LABEL** on the **ENVELOPE** which includes his **LAST** Issue. If you then want more, you will need to send off a proper Subscription. Quite a few Readers will have labels this time, as the last one was sent to quite a few whose subs. had really already run out. I am also sending this one to folk whose contributions had stopped during the past 12 months, but who may want to start off again and, of course, all of their envelopes carry a label. If you now send in your £10, your sub. will start with the **NEXT** Issue, so all such folk are getting this one completely **FREE!** at my own expense. Countrywide's financial backing starts with the next Issue, and we will be asking for subscriptions from most folk with that or the one following.

NOTE to other MAGAZINES: If you currently have an arrangement with me to **SWAP** **MAGAZINES**... i.e. we send our efforts to each other free... then we are **HAPPY** for that to continue if you are.

The **CONTENTS** of **SELECTIVE SEARCH** will hardly change at all, keeping all of the old favourites (mine, if not yours!), plus I am hoping Articles by a couple of new contributors. We also intend to improve the production quality of the Magazine and put a coloured cover on it to make it more attractive, as befits an official magazine.

New Machines

NOVAG SUPERS are to get a new "C" program. In fact I already have a **TEST VERSION** running in my own machine; though it isn't quite the finished one as the Level selection system doesn't work fully in mine. But the **PLAYING PROGRAM** is "it", as far as I understand, and it does seem to represent a 50-60 Elo improvement from my early tests. Whilst just a little of the "Novag verve" may have been taken out, this (in my view) is for the best as the program takes a few less risks and plays a more solid though still constructive and positive game. I also feel that the endgame is improved, an important point. Early days yet, I know, but I like the look of it. The **RATING LIST** will include mine plus Sweden's early results, and will give some indication of how things are shaping up.

The FIDELITY 68030, though sharing 1st. place with the MEPHISTO PORTOROSE 68020 on 7/9, was given top placing above 23 other competitors on the basis of its better Bucholz score in this important Computer vs. Computer Event, games played at 40/2hrs.

The Final Table is shown at the end of the Article, and Readers will see that there were some surprises in store... especially if the Table of Leading Positions after 6 Rounds is shown:-

1. Mephisto PORTOROSE 68030	6	/6...wins over Excel 18MHz, Academy, Super Expert B, Fidelity 68030, Fidelity Mach 4 and the Polgar.
2. Fidelity ELITE 68030	4.5	
Mephisto PORTOROSE 68020	4.5	
4. Fidelity MACH 4 68020/28MHz	4	
Novag SUPER EXPERT B/6MHz	4	
5. CXG SPHINX v/2.04/8MHz	3.5	
Mephisto ACADEMY	3.5	
Mephisto MM4+HG440/10MHz	3.5	
Mephisto POLGAR	3.5	
<i>and 16 others.</i>		

At this point it certainly looked as if the only real race was for 2nd. place!

And then the Portorose 68030 met the Portorose 68020! "Big brother" had White and (you can guess what's coming!)... the 68020 won in a marathon 95 moves.

Now it often happens in human Tournaments that a player suffering an unexpected defeat either loses his next also, or plays deliberately for a consolidating draw while he "pulls himself together". But Computers don't have "nerves" - do they? - so a Round 8 pairing of CXG Sphinx/8MHz v Portorose 68030 was expected to see the top-rated machine get back onto the winning trail. Incredibly the Mephisto 68030 again went down, this time in 69 moves!

In the meantime the Fidelity Elite 68030 had dropped a half-point to its "little brother", the Mach 4 68020/28MHz, whilst the Portorose 68020 had beaten the Novag Super Expert B/6. So the scores and pairings going into the Final Round were:-

1. Mephisto PORTOROSE 68020	6.5	P/Rose 68020 v Mach 4
2. Mephisto PORTOROSE 68030	6	
Fidelity ELITE 68030	6	P/Rose 68030 v Mega 4
4. Fidelity 68020 MACH 4/28MHz	5.5	Fid 68030 v Academy
CXG SPHINX v/2.04/8MHz	5.5	CXG Sphinx/B v MM4/10MHz

The Fidelity 68030 managed to beat the Academy to go to 7, and the Fidelity 68020 version held the Portorose 68020 to a draw, leaving it also on 7. The possible 3-way tie was averted when the Mega 4 astonishingly beat the P/Rose 68030 in 44 moves, obviously giving rise to the question whether some sort of fault had developed in view of its collapse in the last 3 Rounds. But these things can happen in individual games, and there is no point in wondering until we have seen and played over some of the games from the Tournament.

As the following TABLE shows, there were some other interesting placings. The Novag SUPER EXPERT B/6 and CXG SPHINX/8 did very well, I think, in view of the company, as did the 3 year old MM4 at 10MHz. The Psion ATARI PC program actually headed the ALMERIA 68020 due to beating it in their individual game, and Novag's SUPER VIP scored 3 points including a draw against the 18MHz Excel! Of the disappointing results, Fidelity's MACN 3 and EXCEL/18MHz, Saitek's ANALYST D/12MHz and SIMULTANO (bottom!), and Novag's SUPER EXPERT A all appeared in positions rather lower than their manufacturers must surely have hoped.

Computer	Runde	1	2	3	4	5	6	7	8	9	Pt.	BH
01 Elite 2325 68.030		18+	08+	06+	03-	02=	07+	04=	05+	11+	7.0	49.00
02 Portorose 68.020		16=	10=	08+	18+	01=	05+	03+	07+	04=	7.0	47.50
03 Portorose 68.030		17+	11+	07+	01+	04+	12+	02-	06-	08-	6.0	49.50
04 Mach IV/28 MHz		06=	05=	11+	16+	03-	18+	01=	10+	02=	6.0	47.50
05 MM-IV + HG440/10 MHz		10=	04=	15=	08+	13+	02-	14+	01-	06+	5.5	48.50
06 Dominator 2.04/8 MHz		04=	13+	01-	17+	07-	15+	11+	03+	05-	5.5	47.00
07 Super Expert B/6 MHz		19+	14+	03-	15+	06+	01-	12+	02-	10=	5.5	46.50
08 Mega IV		22+	01-	02-	05-	23+	13=	21+	15+	03+	5.5	42.50
09 Psion 2.0 Atari-ST		14-	19+	10+	12-	15=	11-	13=	18+	16+	5.0	37.50
10 Almeria 68.020		05=	02=	09-	11=	17+	16=	18+	04-	07=	4.5	45.00
11 Academy		24+	03-	04-	10-	19+	09+	06-	12+	01-	4.5	43.50
12 Polgar		21-	22=	20+	09+	16+	03-	07-	11-	19+	4.5	38.00
13 Roma II		23=	06-	22+	21=	05-	08=	09=	14=	24+	4.5	36.00
14 Roma 68.020		09+	07-	18-	19=	24+	21=	05-	13=	20+	4.5	35.50
15 Mach III/20 MHz		20+	21=	05=	07-	09=	06-	16+	08-	17=	4.0	41.50
16 Dominator 2.04		02=	23+	21+	04-	12-	10=	15-	22+	09-	4.0	39.50
17 Excel 18 MHz		03-	20=	23+	06-	10-	22=	19=	24+	15=	4.0	34.00
18 Analyst D/12 MHz		01-	24+	14+	02-	21+	04-	10-	09-	22=	3.5	41.50
19 Phantom		07-	09-	24+	14=	11-	20=	17=	23+	12-	3.5	35.50
20 Forte B		15-	17=	12-	24-	22+	19=	23=	21+	14-	3.5	30.50
21 Super Expert/5 MHz		12+	15=	16-	13=	18-	14=	08-	20-	23=	3.0	36.50
22 Super VIP		08-	12=	13-	23=	20-	17=	24+	16-	18=	3.0	33.50
23 Rebell 5.0		13=	16-	17-	22=	08-	24=	20=	19-	21=	2.5	32.50
24 Simultano C/EROM		11-	18-	19-	20+	14-	23=	22-	17-	13-	1.5	33.50

Last Minute NEWS!

Mephisto MONTE CARLO has an UPGRADE due in 2/3 weeks! Existing owners can move up to the MONTE CARLO 4 (probably £79) by having internal chips changed; and the machine new will probably be £329. "An improved MEGA 4", it can be expected to be close to the ACADEMY in playing strength, though it will have Mega 4 type features rather than Academy/ Polgar. Though SuperMondial 2 and Mega 4 have the same programmer as the Academy and Polgar, the former employ a very solid and well-researched Pawn structure system, whereas the Academy and Polgar are more dynamic and keen to get their pieces activated. Could be very interesting.

TOURNAMENT BOOKLET

of the

Mephisto POLGAR 10

at

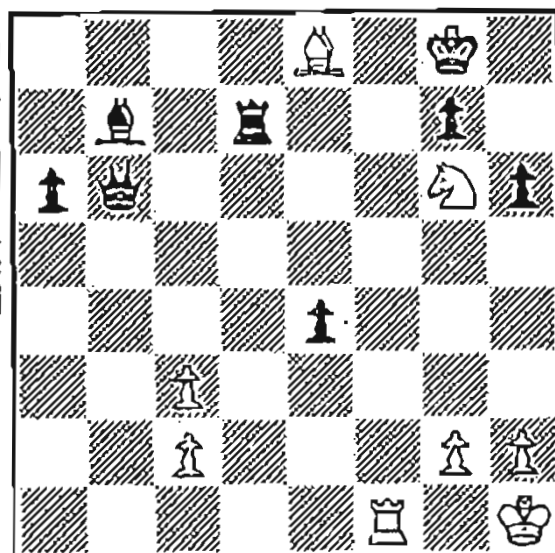
North of England International Chess Congress incorporating 9th Calderdale Congress

Celebrating the 150th anniversary of Halifax Chess Club (founded 4th May 1842)

A Leigh Grand Prix event, with over £9,000 in prizes,
including five qualifying places
for the 1990 British Championship

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Jointly promoted by the Metropolitan Borough Council of Calderdale,
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White has just played 36.Ng6,
threatening mate by 37.Rf8+ and
38.Rh8++. How would you have
defended against this as Black,
in the POLGAR's place?

Just one of the many highlights
from the **Mephisto POLGAR 10's**
appearance in the big NORTH OF
ENGLAND INTERNATIONAL CONGRESS at
Calderdale in May 1990.



To find the POLGAR's winning move in game 2, plus full details with notes of
all its other games in the Event, against players graded from 160 BCF to 224
BCF, please read on...

The POLGAR 10 is a new version of the very highly regarded POLGAR. Though
running on faster processing equipment, it contains ALL the features of its
"little sister" (!)

Its achievement of a TOURNAMENT GRADE of 207 BCF at Calderdale confirmed the
Mephisto POLGAR's stature as a truly high-class Chess Computer, entitled to
wear the name of the three famous Polgar sisters themselves! Further details
available from COUNTRYWIDE COMPUTERS or any authorised stockist.

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Meph Polgar 10 - M.White (170 HCP)
Calderdale(1) 1990.

1.d2-d4 Nq8-f6 2.c2-c4 c7-c5 3.d4-d5
b7-b5 4.a2-a4 b5-b4 5.g2-g3 q7-q6

The Computer expected 5...e5, and now leaves its Opening Book.

6.Bf1-q2 d7-d6 7.b2-b3 Bf8-g7 8.Bc1-b2
Nb8-d7 9.Ng1-f3 0-0 10.0-0 a7-a5
11.Qd1-d3

It seems a useful idea to play this before Nbd2 as it leaves the Queen with more scope.

11...Ra8-a7?

A strange choice, though there is nothing actually wrong with it.

11...Bb7 looks more natural and the game looks pretty even after 12.Nbd2.

12.e2-e4 Bc8-a6 13.Rf1-e1 Nd7-b6

14.Nb1-d2

14.Qd2? to extricate itself from the pin runs into 14...Bxc4!

15.bxc4 Nxc4 16.Qe2 Nxb2 +=.

14...e7-e6

14...Qd7 maintained a fairly equal position. The exchanges allow White more space and his pieces become dangerous.

15.d5xe6 f7xe6 16.e4-e5! Nf6-g4?

The worst of three choices. Better are (a) 16...Ne8 17.Ne4+= or 17.Bh3+=.

(b) 16...de5 17.Qe3+=.

17.Nd2-e4 Ra7-d7

17...Bb7 may have been better.

18.Qd3-b1

This may look negative, but it is perfectly all right, and White controls the game.

18...Rd7-f7?

Doesn't help, but things are not easy. Perhaps 18...Bxc4!?

19.bxc4 Nxc4 would have given better chances?

19.Nf3-g5 Rf7xf2?

Just small inaccuracies are losing the game. Not really wrong as such, but

19...Bxe5 may have been preferable.



20.Ng5xe6 Qd8-d7 21.Ne6xf8 Rf2xf8

22.e5xd6 Bg7-h6?

22...Bb7 better, though losing. Black is hoping for some counterplay, but miscalculates the material cost. Such errors after setbacks are a common event at Club level.

23.Ne4xc5 Qd7xd6 24.Nc5xa6 Qd6-d2

25.Qb1-e4

The Computer evaluates at +4.50 at this stage, but Black hopes the open f-file and his Queen at d2 may still conjure up a disaster for the Polgar.

25...Bb6-e3 26.Relxe3 Nq4xe3 27.Bb2-d4

Ne3-c2 28.Bd4xb6 Nc2xa1 29.Qe4-d5

Qd2xd5 30.Bq2xd5 Rf8-f7

If 30...Kh8 or Kg7, then 31.Bd4+ wins the Knight. Black is clearly lost and could resign now.

31.Na6-c5 Na1-c2 32.Bb6xa5 Kq8-f8

33.Bd5xf7 Rf8xf7 34.Ba5-b6 Rf7-e7

35.a4-a5 Nc2-d4 36.a5-a6

and Black resigned. 1-0

A.Agnew (159J HCP) - Meph Polgar 10
Calderdale(2) 1990

1.e2-e4 c7-c5 2.Ng1-f3 e7-e6 3.d2-d4
c5xd4 4.Nf3xd4 Nq8-f6 5.Nb1-c3 d7-d6

6. Bf1-e2 a7-a6 7. O-O Bf8-e7 8. f2-f4
O-O 9. Kgl-h1 Qd8-c7 10. a2-a4

Probably trying to get the Polgar out of its Opening Book, which of course this does. 10. Qe1 was known by the Computer.

10... b7-b6 11. Be2-f3 Bc8-b7

12. Bcl-e3 Nb8-d7 13. f4-f5?!

Are White's pieces, especially the Bishops, well enough placed for this advance?

13... Nd7-c5

Blocking the centre with 13... e5 also looks promising.

14. f5xe6 f7xe6 15. Be3-g5 h7-h6

16. Bg5-h4 Ra8-e8 17. e4-e5 d6xe5

18. Bh4-g3 Nf6-d7

18... Bxf3 to remove the White-squared Bishop looks a good alternative. Notice the Computer's White-squared weaknesses around his King.

19. Bf3-h5 Re8-d8

I definitely expected 19... Rxf1 20. Qxf1 Re8 here, but this is okay.

20. Qd1-e2 Be7-d6 21. Nd4-f3 e5-e4

22. Bg3xd6 Qc7xd6 23. Nf3-h4 Qd6-d4

24. Nh4-g6

White clearly has some awkward threats on the K-side, and the Computer's next move looks very risky.

24... Rf8xf1?! 25. Ralxf1 Nc5xa4



This seems even more risky! Noting White's control of the open f-file, the freedom of his Queen and the advanced position of the Bishop and Knight we feared the trouble!

26. Nq6-e7

26. Na4 diverting Black's Queen -

26... Qa4 27. Qg4 (27. Qf2 Kh7 also holds just, I think!) - looks promising, but 27... Re8 seems to hold! If there is a win for White, it may be around here, but we must confess we couldn't find it, so perhaps the Polgar's material instincts were sound!

26... Kq8-h8 27. Ne7-g6 Kh8-h7 28. Nq6-f4

Na4xc3 29. b2xc3 Qd4-e5 30. Bh5-f7

I think White's attack has gone now.

30. Qg4 might have been the best chance.

E.g. 30. Qg4 Rf8 31. Qg6 Kg8! (31... Kh8? 32. Qe8! with flickering hopes?)

32. Ngl. A sad end to the attack, but probably necessary to remove dangers of a back-rank mate against himself.

30... Nd7-f8 31. Qe2-e3

Leaving the White squares making no real threat doesn't really help, unless he is hoping to create a perpetual in some way.

31... Qe5-f6?

I don't like this so much, and prefer

31... Qd6. E.g. 31... Qd6 threatening

32... Qd1 33. Rxd1 Rxd1+ 34. Qg1 Rxg1

35. Kxg1 with an easily won game.

32. Qe3xb6 Rd8-d7 33. Bf7-e8 Qf6-d8

34. Nf4xe6

34. Qd8 Rd8 35. Bh5 Rd2 36. Ne2 looks the best way to gain chances of testing the Polgar 10's endgame technique for a while.

34... Qd8xb6 35. Ne6xf8 Kh7-g8 36. Nf8-g6

Agnew has his eye on 37. Rf8+ Kh7 38. Rh8 mate; but the move is an oversight! Understandable in fairness, I think perhaps only one spectator saw the Polgar's shattering reply! Therefore 36. Nd7 lasts longer! - 36... Qd6

37.Nf8 e3! 38.Ng6 e2! though White's position is quite hopeless.



36...Qb6-f2!!

And White resigned. If 37.Rxf2? Rd1 is m/2. If 37.Rg1 Rd2 38.h3 (38.Ne7+ Kf8 wins another piece) e3! is "Night, night!" A blockbuster finish by the Computer. 0-1

Meph Polgar 10 - P.Wells (224 ECF)
Calderdale(3) 1990

1.e2-e4 c7-c6 2.d2-d4 d7-d5 3.Nb1-c3
d5xe4 4.Nc3xe4 Nb8-d7 5.Bf1-c4 Ng8-f6
6.Ne4-g5 e7-e6 7.Qd1-e2 Nd7-b6 8.Bc4-d3
h7-h6 9.Ng1-f3 c6-c5 10.d4xc5 Bf8xc5
11.Nf3-e5 Nb6-d7 12.Ng5-f3 Qd8-c7
13.O-O O-O 14.Bc1-f4 Bc5-d6 15.Rf1-e1
15.Rf1-e1

The Polgar Hook expects 15...Nxe5.

15...b7-b6 16.Ne5xd7

Polgar is now out of its book.

16...Bc8xd7 17.Bf4xd6 Qc7xd6 18.Ra1-d1!
18.Qe5? Qe5 19.Re5 Bc6+=.
18...Qd6-c5 19.Nf3-e5 Ra8-d8 20.c2-c4
a7-a5 21.Rd1-d2 Qc5-c7 22.Qe2-f3 Bd7-e8
23.Qf3-g3

23.Qc6 looks good as the exchange is okay for White now - 23...Qc6 24.Nc6+-. Note 24...Rd6? 25.Bb7 Kh7 26.Rd6.

23...Nf6-d7



24.Ne5-g6?

Looks quite ingenious, but doesn't quite work in the end. Though aware of 26...Ng5! the Computer probably missed the fact that its c4 Pawn would be en pris at move 30. Better was 24.b3 Ne5 25.Re5 Bb7 approx.=.

24...Qc7xc3 25.Ng6-e7 Kq8-h8 26.h2xg3
Kd7-c5 27.Ne7xc8 Rd8xd3 28.Rd2xd3
Nc5xd3 29.Rel-e3 Rf8xc8 30.Re3xd3
Rc8xc4

The Computer now faces a very difficult endgame, a Pawn down against an I.M!

31.Rd3-b3 Rc4-cl 32.Kq1-h2 Rcl-c6
33.g3-g4 Kh8-g8 34.Kb2-g3 Kq8-f8
35.Kq3-f3 Kf8-e7 36.Kf3-e4 Ke7-d6
37.Rb3-d3 Kd6-c7 38.b2-b3?!

38.Rd2 (to stop Rc2) Rc4 39.Kf3 looks a little better.

38...a5-a4

Surprising that Black didn't play the very strong-looking 38...Rc2 here. After 39 Rf3 f6 40 a4 Kd6 Black's win looks assured.

39.Rd3-d2

Correcting its previous inaccuracy and highlighting Black's missed opportunity. But the win is only really being delayed in such a position.

39...a4xb3 40.a2xb3 Rc6-c3 41.Rd2-d3

The alternative is 41.Rb2 when b5 and b4 will leave White in a fearfully passive position as Black's King makes its advance.

41...Rc3xd3 42.Ke4xd3 Kc7-d6 43.Kd3-c4 Kd6-c6 44.Kc4-d4 b6-b5 45.f2-f4?

45.b4 Kd6 46.Ke4 e5 47.g3 appears to give White the best chances of hanging on for a little longer. His position finally disintegrates after a period of good defence which indicates a good standard for the Polgar's endgame.

45...Kc6-d6 46.g2-q3 f7-f5 47.g4xf5 e6xf5 48.b3-b4 q7-q5 49.Kd4-e3 Kd6-d5 50.f4xg5 h6xg5 51.Ke3-d3 f5-f4 52.q3-q4 Kd5-e5 53.Kd3-e2 Ke5-e4. 0-1.

M. Ellis (160 BCF) - Neph Polgar 10
Calderdale(4) 1990

1.c2-c4 e7-e5 2.g2-q3 Nq8-f6 3.Bf1-q2 c7-c6 4.d2-d4 e5xd4 5.Qd1xd4 d7-d5 6.Nq1-f3 d5xc4

The first move out of Book, and an interesting choice. 6...Bb4 7.Nc3 (7.Bd2 Bd2 8.Nbd2 0-0) 0-0 getting its King to early safety might have been expected.

7.Qd4xd8 Ke8xd8 8.Nf3-e5?

This encourages Black towards good development, and protection for P/c4. 8.0-0 getting a Rook closer to action against the exposed King looks better. 8...Bc8-e6 9.Nb1-d2 Bf8-b4 10.0-0 10.a3 virtually forcing Bxd2 looks right. Black is now able to be a nuisance with his extra Pawn, which need not have been allowed. The Polgar only needs one invitation.

10...c4-c3 11.Nd2-c4 Nb8-d7 12.a2-a3 Nd7xe5 13.Nc4xe5 Bb4-d6 14.Ne5-d3 c3xb2 15.Bclxb2 Kd8-e7 16.e2-e4 Be6-c4?

16...Bc7 looks a sound retreat; e.g.

17.Nc5 Rab8+.

17.e4-e5 Bc4xd3



18.e5xf6?!

May not be the best exchange. E.g.

18.exd+ Kd7 19.Bb3 Kd8 20.Rfd1+.

18...q7xf6 19.Rf1-e1 Ke7-d7 20.Ral-d1

The attack looks dangerous - but the Computer evidences fine defensive qualities and keeps a sound advantage ready for the endgame.

20...Bd3-f5 21.Bb2xf6 Rh8-e8 22.Re1-e5 Bf5-q6 23.Re5-a5 Kd7-c7 24.Rd1-cl Kc7-b6 25.Ra5-a4?

White has been losing since making the wrong capture on move 18. This worsens the situation and 25.Bc3 was needed to maintain the Rook on the a-file for the protection of a3.

25...Kb6-b5 26.Ra4-d4 Bd6xa3 27.Bq2-f1 Kb5-b6 28.Rcl-c3 c6-c5 29.Rd4-d6

Missing an interesting try: 29.Ra3! cd4 30.Bd4 Kc6 31.Bq2 Be4 32.Ba7 and not now 32...b6? 33.Rc3! Kd6 34.Bb6!

29...Kb6-c7 30.Rd6-d5 Kc7-c6 31.Rd5-q5 Ba3-b4 32.Bf1-q2 Kc6-b6 33.Rc3-e3?

Better was 33.Rb3 Re1 34.Bf1 Kc6 35.Re5 keeping the King-side Pawns together.

33...Re8xe3 34.f2xe3 Bb4-d2 35.Kg1-f2 Ra8-e8! 36.Rq5-e5 Re8xe5 37.Bf6xe5

Bq6-d3 38.Be5-f4 c5-c4 39.e3-e4 Bd2xf4 40.g3xf4 Kb6-c5 41.Kf2-e3 b7-b5

42.e4-e5 b5-b4 43.Bg2-e4 Bd3xe4
44.Re3xe4 b4-b3 45.Re4-f5
 White should really resign.
45...b3-b2 46.Rf5-f6 b2-b1Q 47.f4-f5
Kc5-d5. 0-1.

Meph Polgar 10 - M.Pein (222 BCF)
 Calderdale(5) 1990

1.d2-d4 e7-e6 2.c2-c4 f7-f5 3.Ng1-f3
Ng8-f6 4.g2-g3 Bf8-b4 5.Bc1-d2
 Malcolm's unusual Opening has put the
 Polgar out of its Book.
5...Bb4-e7 6.Bf1-g2 0-0 7.Bd2-g5 d7-d6
8.0-0 Qd8-e8 9.Nb1-c3 Nb9-d7 10.Qd1-d3
Qe8-g6
 An unashamed K-side build-up.
11.Nc3-b5 Be7-d8 12.Qd3-e3 Rf8-e8
13.Nf3-b4
 The Computer is evaluating at close to
 +1.00 at this time. The Pawns at c4 and
 d4, with its careful attention to the
 King-side probably are a small plus.
13...Qg6-f7 14.Qe3-d3?
 14.Qf4 is preferred, staying K-side.
14...h7-h6 15.Bg5-d2
 A difficult decision, but probably
 best. E.g. 15.Bf6 Nf6 16.e3 (16.c5 is
 not convincing - a6 17.Nc3 dc5=.) Ng4
 17.Nf3+.=
15...Nd7-f8 16.Ra1-d1



e6-e5!

A well-timed thrust. White's Pawns at
 c4 and d4 are broken up, and Black's 2
 at e5 and f5 will be worth more than
 the Computer's control of the open d-
 file.

17.d4xe5 d6xe5 18.Bd2-b4 Bc8-e6
19.Bg2xb7 Be6xc4!

Better than the immediate Rb8.

20.Qd3-a3

Little alternative. Black's central
 thrust is pushing the Computer's pieces
 reluctantly out of position leaving
 Malcolm with control of the main stage.

20...Ra8-b8 21.Qa3xa7 Nf8-d7

21...N6d7? 22.Bf8 Rf8 23.Bc6 Bh4

24.Rd7+/-.

22.Nb5-c3 c7-c5!!

A fine move.

23.Bb4xc5 Nd7xc5 24.Qa7xb8 Nc5xb7

25.Qb8-a7

Otherwise Bb6 will win this piece.

25...Nf6-e4



26.Nh4xf5?

This, with 14.Qd3, is the only minor
 mistake I can really see. Better 26.Ne4
 fe4 (26...Be2?? 27.Nf5 - eval. +1.90!
 and very dangerous Knights - Bf1 (
 27...Qf5 28.Qb7 Bdl 29.Nd6! and
 winning.) 28.Rf1 Re6 - to stop Nfd6 -

29.Qb8! Rg6 30.Nfd6 Nd6 31.Nd6 and a goodly +!) 27.Qe3 Bh4 28.gh4 and evaluation around -0.70, better than in the game.

26...Ne4xc3 27.b2xc3 Qf7xf5 28.Qa7xb7 Bc4xe2 29.Rf1-e1

29.Rd7 Bf1 30.Rg7 Kh8 31.Kf1 Rf8! winning.

29...Be2xd1 30.Re1xd1 Re8-f8 31.Rd1-d2 e5-e4! 32.Qb7-b3 Kq8-h8 33.Qb3-b1?

33.c4 was almost certainly better here then, after Be7, perhaps 34.Re2 and an eval. of around -1.50.

33...Qf5-f3! 34.Qb1-d1

Probably all there is. After other moves Black's threat of e3! is close to devastating.

34...Qf3xd1 35.Rd2xd1 Bd8-b6 36.Rd1-f1 Rf8-f3 37.c3-c4 Kh8-g8

and White resigned, some might feel a little early. But pinned down like this against an I.M. is pretty hopeless.

E.g:- 38.a2-a4 Bb6-c5 39.Kg1-g2 Rf3-c3 40.Rf1-b1 Rc3-c2 41.Rb1-b5 (41.Rf1? e3!! again!) Bc5xf2 42.Rb5-b8 Kg8-h7 43.Rb8-c8 Bf2-c5 44.Kg2-f1 Rc2xc4 etc., winning now with ease. 0-1

A.Hryce {197 BCF} - Meph Polgar 10
Calderdale(6) 1990

1.d2-d4 d7-d5 2.Ng1-f3 Nq8-f6 3.Bc1-f4 e7-e6 4.e2-e3 c7-c5 5.c2-c3 Nb8-c6

The Polgar is out of Book here, though I note the Portorose has 5.Qb6.

6.Bf1-d3 c5-c4 7.Bd3-e2

7.Bc2 is more in keeping with this type of system.

7...Bf8-d6 8.Bf4xd6 Qd8xd6 9.Nb1-d2 b7-b5

The Polgar starts another of its positive Q-side pushes, clearly another of its strengths.

10.a2-a4 b5-b4

11.e3-e4!?

11.0-0 0-0 12.Qc2 += worth considering.

11...Nf6xe4 12.Nd2xe4 d5xe4 13.Nf3-d2 b4xc3

13...Qf4 14.0-0 0-0 += also possible.
14.b2xc3 0-0 15.Nd2xe4 Qd6-f4



16.Be2-f3?!?

16.Nd2 Na5 17.0-0 += looks much better. White's game deteriorates over the next few moves after this, as the Computer plays with great accuracy.

16...Ra8-b8 17.Qd1-e2 Nc6-a5 18.0-0 Bc8-b7 19.g2-g3!?

19.Qe3 Qe3 20.fe3 =/+ preferable.

19...Qf4-f5 20.Bf3-g2 Rf8-d8 21.f2-f4?

Too loosening. 21.Rab1 - is better - Bd5 22.Rb8 and still a small plus, perhaps?

21...Na5-b3 22.Ra1-e1?

A definite error. 22.Ra2 to continue protection of the a-Pawn was necessary. Yet another e.g of one small error leading to another!

22...Qf5-a5 23.Ne4-g5?!?

Although Black appears to out-think its human opponent over the next few moves, I found the position very complicated and hard to be certain of correct analysis, especially for White. Here 23.Qc2 looks the best try, with the threat of Ng5! which gives White some clear threats, even though the Computer

should be able to cope.

23...Bb7xq2!

Exposing White's King even further - the result of wrong positional decisions at moves 21 and 22.

24.Kg1xg2 Qa5xc3



25.Qe2-e4

Is this best? E.g. 25.f5 Nd4 26.Qb5! giving some practical chances, similar to an earlier note. Though I found one or two possible improvements for White, none I discovered was able to achieve equality. Black now makes his superiority clear.

25...Qc3-d3!

White's reply seems virtually forced and leaves Black with a big advantage.

26.Qe4xd3 c4xd3 27.Re1-d1 Rd8xd4

28.Ng5-f3 Rd4-d5

The evaluation is around +2.30.

29.Nf3-d2 Nb3-c5 30.Rd1-b1 Rb8xb1

31.Rf1xb1 f7-f6

The Polgar plays the end-game with precision, quickly taking any suitable chances to exchange material favourably whilst advancing a variety of Pawns for possible Queening!

32.Kg2-f3 a7-a5 33.Rb1-b5 Mc5xa4

34.Rb5xd5 e6xd5 35.Nd2-b3?!

35.Ke3 Nb2 36.Kd4 a4 37.Kc3 Nc4! and

Black is still winning comfortably.

35...Na4-b2 36.Kf3-e3 a5-a4 37.Nb3-cl

Kg8-f7 38.f4-f5 g7-g6 39.f5xg6 h7xg6

40.g3-g4

In case you wondered - 40.Nd3??? Nd3

41.Kd3 a3 42.Kc3 d4 43.Kb3 d3 and one

Pawn MUST Queen!

40...Kf7-e6 41.b2-h4 f6-f5 42.g4xf5

Ke6xf5 43.Ncl-a2 Kf5-g4 44.Na2-b4 d5-d4

A well-found "killer blow", as 44...a3

would also have been. It was encour-

aging to see the Polgar play the end-

game so well, never letting its 197 BCF

opponent back in at all. 0-1.

The POLGAR 10's final TOURNAMENT GRADING for the Event was 207 BCF - all-in-all a very satisfactory British introduction.

There were rumours before the final decision to launch the POLGAR 10 that it might be withheld for "political reasons". As I understand that, the implication was that tests at the Manufacturers had indicated that the finished version was so close to the strength of the PORTOROSE that it might create some difficulties for Mephisto (there is little point in launching a machine whose main achievement could be to take sales off your own World Championship program!).

One can see the reason for their fears in view of a result such as this, especially considering the prices:- MODULAR POLGAR £749, and EXCLUSIVE POLGAR £879.

Early results against other COMPUTERS, at the time of writing these notes, are confirming the 200+ Grading:-

v. Mephisto ROMA 68000 it leads 14-6.

v. Novag SUPER FORTE B/6 it leads 3½-½.

The last month has been extremely successful for the reigning Micro chess computer Worldchampion, Mephisto Portorose 68030. First, the machine scored an incredible International Master result in the Dortmund Open tournament, West Germany. Second, the Portorose defeated ex-Worldchampion Anatoly Karpov and Grandmaster dr. Robert Hübner in a simultaneous display. And third, six Portorose chess computers played against six strong players from Bayern München, this year's champion of West-Germany, in an active chess tournament, and scored an impressive 7,5-4,5 victory.

1. Dortmund Open

The Dortmund Open tournament, held from 5 - 16 april 1990, attracted 142 players, of which 60 held a FIDE-title, Mephisto Portorose 68030 played against 11 opponents with an average ELO of 2280, and scored 7 points (19th place). This meant the first International Master norm ever scored by a micro chess computer. Especially the games in which Mephisto played Black against the grandmasters Kochiyev (USSR) and Schmidt (Poland) and drew both games comfortably, were very impressive.

GM Kochiyev - Portorose 68030

1 Nf3,c6 2 g3,d5 3 Bg2,Nf6 4 c4,dc4 5 Na3,Be6 6 Ng5,Rd5 7 e4,h6
8 ed5,hg5 9 dc6,Nxc6 10 Nxc4,e6 11 0-0,Be7 12 d4,Nd5 13 Ne3,0-0
14 Nxd5,ed5 15 Be3,Qd7 16 Qh5,Qf5 17 Rad1,Rad8 18 f4,g6 19 Qe2,
g4 20 h3,gh3 21 g4,Qd7 22 Bxh3,Bf6 23 Qf3,Qe7 24 g5,Rfe8 25 Bf2,
Bh8 26 Rfe1,Qb4 27 Rxe8,Rxe8 28 Qxd5,Rd8 29 Qb3,Qxb3 30 ab3,Bxd4
31 Kg2,b5 32 Td2,f5 33 Kf3,Bxf2 34 Rxd8,Nxd8 35 Kxf2,Kf7 36 Ke3,
Ke6 37 Bf1,Kd5 38 Bc4,Kc5 39 Bg8,Nc6 40 Bf7,Ne7 41 Be8,b6 42 Bf7,
b5 43 Be8,b4 44 Bf7,Nd5 45 Kf3,Ne7 46 Ke3,Nd5 47 Kf3,Ne7 48 Ke3
draw

GM Schmidt - Portorose 68030

1 Nf3,Nf6 2 c4,e6 3 Nc3,d5 4 d4,c6 5 Bg5,h6 6 Bxf6,Qxf6 7 Qb3,a5
8 e4,a4 9 Qc2,a3 10 cd5,ab2 11 Qxb2,Ba3 12 Qb3,ed5 13 ed5,Qe7 14
Be2,Bb4 15 a4,0-0 16 Ne5,c5 17 dc5,Na6 18 Nd3,Nxc5 19 Nxc5,Qxc5
20 Rc1,Ba3 21 Rd1,Bb4 22 Rc1,Ba3 23 Rd1,Bb4 24 Rc1
draw

2. Simultaneous display

On april 25 1990 two simulms were organised in Munich, the simul-players being ex-Worldchampion Anatoly Karpov and Grandmaster dr. Robert Hübner of West-Germany. In each simul one of the opponents was a Portorose 68030. First the machine outplayed dr. Hübner in a drawish rook endgame. The game against Karpov was very exciting. After the opening Karpov got an overwhelming position by precise positional play. But then the machine fought back, the position becoming totally unclear, possibly drawn.

Karpov commented after the game: "It was the same as against Kasparov. I made one mistake and then it was over."

3. Active Chess tournament

Also on april 25 an Active Chess tournament was held in Munich. Six strong players from Bayern München, Grandmasters Hecht and Bischoff, International Masters Hertneck and Schlosser and two over-2300 players, Tschauner and Zollbrecht, played two games against six Portorose 68030 chess computers. The Bayern-team, West-German champion 1990, lost by a clear margin: 4,5-7,5.

Karpov A - Mephisto Portorose 68030

The "impossible" happened just a few weeks ago! On top of victories gained in Simultaneous Events against JOHN NUNN and ROBERT HUEBNER, the incredible MEPHISTO PORTOROSE defeated ex World Champion, ANATOLY KARPOV.

This is the FIRST time ANY Computer Program, Commercial or Mainframe, has ever achieved a victory over a World Champion, past or present. Recently Kasparov comfortably beat the Main Frame Champion, Deep Thought, by 2-0; and Karpov himself, though less-convincingly, has also beaten the same program. Karpov was not very pleased about this, his only defeat in the Simul., and had little to say afterwards. What comment he did make is referred to in the light notes.

The Computer involved here is the standard commercial 68030 version, now owned by nearly 100 people in various places! Karpov is playing White.

1.d4 d5
2.c4 c6
3.Nf3 Nf6
4.Nc3 dc4
5.a4 Bg4
6.Ne5 Bh5
7.f3 Nfd7
8.Nc4 e5
9.Ne4 Bb4
10.Bd2 Qh4
11.g3 Qe7
12.Bb4 ..

The Computer is now out of its Opening Book.

12...Qb4
13.Qd2 Qd2
14.Kd2 ed4
15.Ned6 Ke7
16.Nb7 Na6
17.Bb3 Bb8
18.Nba5 Rbc8
19.f4 ..

Threatening to win the Bishop with 20.f5,

19...f6
20.e3 de3
21.Ke3 Nb4
22.Kf2 Nd3
23.Kg2 Nb2

The Computer showed 23.Bf7 with an even

evaluation for some time. It then changed to Nb2, showing +0.54, but it will not turn out that well!

24.Rhe1 Kd8
25.Nd6 Rc7
26.g4 Bg6
27.f5 ..



So the Bishop is lost after all!

27...Ne5
28.fg6 hg6
29.Rab1 Bb4
30.g5 Ke7
31.Re4?! ..
(31.Ne4! +/-)
31...Re4
32.Ne4 Na4

33. Ra1 Bb6

34. Nc5 Ne6

35. Nxb7 Bf7

The Computer now reads -1.57

36. g6 g6

37. Ra7 Ke7

38. Ra6?! ..

(38. Na6 Nc8 looks good for White.)

38... Nd5

39. Kg3 Ne5

The Computer uses its Knights extremely well, as you will see, and skilfully claws its way back into the game.

40. Bg2 Ne3

41. Bh1 g5

42. Na5 Rd6

The Computer now shows -1.03.

43. Ke4 Ke7

44. Kc5 Kd6

45. Ncb7 Kd7

46. Ra8 c5

Still improving its chances! This Pawn will prove a potent weapon and prod Karpov into a regrettable mistake.

47. Rh8 Ke6

48. Nb3 ..

(48. Be4 looks better.)

48... Nf5

49. Kf2 Nd3

50. Ke2 c4

51. Na1 Nf4

52. Ke1 c3

53. Nc2 Rc4

54. Kd1 Rc7

55. Re8?! ..

(Be4 looks better here too.)

55... Kf7

56. Rd8 Ke7

57. Nb4?? ..

A poor move! It was wrong to leave the blockade in the first place, but the departure at this particular moment leaves Karpov open to a winning tactic.

(57. Rh8 may still be equal.)

57... Ne3

Making this move the Computer reads +2.01. In truth its play exhibits real quality for the rest of the game - a performance which allows Karpov no way back at all, however much he wriggles.

58. Ke1 c2

59. Nc2 Rc2

60. Rd2 Rcl

61. Kf2 Nc4

62. Rd4 Ne6

63. Re4 Rh1

64. Rc4 Rh2

"It was the same against (Garry) Kasparov (the world champion)", Karpov commented after the game - "I make one mistake, and it is over".

65. Kg3 Rb2

66. Na5 f5

67. Rc3 Kf6

68. Kc4 f4

69. Kf3 Rh2!

Threatening 70. - Rh3+, of course.

70. Rcl Rh3

71. Ke4 g4

72. Re1 Rb3

73. Rg1 g3

74. Rg2 Rc3

75. Nd2 Re3

76. Kd5 Kf5

77. Nf1 Rd3

78. Kc4 Rd4

79. Kc3 Ke4

80. Rg1 ..

80. Re2+ looks better.

80... Kf3

81. Nd2 ..

Loses the Knight, but the game was already won for the *MEPHISTO PORTOROSE* - Karpov's only defeat in the Event.

81... Kf2

82. Nf1 Ke2

83. Rg1 Rd3

White resigns. 0-1.

