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Computer Chess NEWS SHEET 29
"SELECTIVE SEARCH"
August 1990

The purpose in publishing "SELECTIVE SEARCH" (previously known as the NEWS SHEET) 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.

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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 your payment, payable either to "Selective Search" or myself, to obtain further copies.

ARTICLES: Articles or Games sent in by Readers - including other Distributors or Programmers - are welcome and will receive fair consideration for publication.

Contents

- * PORTOROSE beats DAVID BRONSTEIN! Annotated game.
 - * NEWS from NOVAG, and Super Expert C games.
 - * FIDELITY's win at Welser Tournament, some games.
 - * NEWS from around the World, and Results.
 - * Jack ORCHISON annotates Academy v. Simultano.
 - * Graham WHITE writes about COMPUTERS and OPENING innovations!
 - * Programs for PERSONAL COMPUTERS.
 - * International RATING COMPARISONS and RATING LIST.
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Welcome to another Issue of SELECTIVE SEARCH - a 20 page effort this time, which it is our intention to maintain as far as possible. We also have some ideas for one or two new Articles/Features... but what would Readers like? "If you don't ask, you wont get" (James 4:2), "if you do ask, you might!" (Eric) - it all depends on ours and our various contributors abilities! But ideas for articles would be welcome, as would contributions. My thanks are due this time to Jack Orchison and Graham White for their efforts, and Steve Maughan has kindly offered me another article, this time on creating a formula to assess features as well as playing strength to calculate a "Value-for-Money" table. It could be controversial!

RESULTS with SOME GAMES

Reported in the current Issue of Schach & Spiele (rate of play, 40/2).

1. Fidelity DESIGNER 2265/v2	11.5/14 (9-0=5!)
2= CIG SPHINX Dominator/12MHz	10
Mephisto PORTOROSE 68000	10
4 Mephisto MM4/10MHz	8.5
5. PSION ST/PC	6
6. Fidelity DESIGNER 2100/8MHz	4.5
7. Mephisto REBELL	3.5
8. Mephisto MM2+BG240	2

A splendid result for the Fidelity 2265 which continues to get good placings on a regular basis and remains a real value-for-money machine. References to CXG "Dominator" will be found in various places. The "Dominator" like the "Galaxy" is a board (rather like Mephisto's Modular/Exclusive/Munich group), and NOT the actual program. The SPHINX is the program, and is only available commercially in the 4MHz version in this country. There were plans to have a 6 or 8MHz version I believe - if readers in Sweden, Holland, Germany etc. have any up-to-date details and, perhaps, prices, I'd be glad to hear of them for prospective British purchasers.

Mephisto PORTOROSE 68030 v. Bayern Munich (Germany's top Club Team).

This result was reported in SS28. The individual scores are now available:-

Portorose v. H J Hecht (GM. 2435)	0-1=1
Portorose v. K Bischoff (IM. 2505)	1-1=0
Portorose v. G Hertneck (IM. 2480)	0-0=2
Portorose v. P Schlosser (2465)	1-0=1
Portorose v. K Tschauner (?)	1-0=1
Portorose v. J Zollbrecht (2260)	<u>2-0=0</u>
	5-2=5 (7.5-4.5 for Portorose)

The Portorose 68030 grading for this Event, excluding the Tschauner result as I don't have his grade, was 2509 (Active Chess Event, of course).

COMPUTERS come out TOP in big DUISBURG Event!

24 players, with a range of gradings between 1696 and 2232, took on a team of Computers in March in a Double Round Event - thus 48 games were played in all.

The Computer board orders were determined by estimated gradings, so two Mephisto PORTOROSE 68030's took boards 1 and 2, with the PORTOROSE 68020 on boards 3 to 5; then came Fidelity's 68020/v6 and their newer twin 68000 processor/v5. These were followed by the PORTOROSE 68000, Fidelity's 2265/v2,

the Kasparov ANALYST D module running at 19MHz! then Mephisto's POLGAR 5 before six Kasparov MAESTRO D/10 machines (on boards 16 to 21). The Novag SUPER FORTE B/6 took boards 22-24.

On day 1 the Computers completely overwhelmed their opponents taking a 17.5-6.5 lead which was obviously not going to be overturned unless there was a failure of the mains supply on the second day! However the Players did make a few strategical substitutions which enabled them to get a much closer result on day 2, only going down by 14-5-9.5 leaving a final result of 32-16 to the Computer Team.

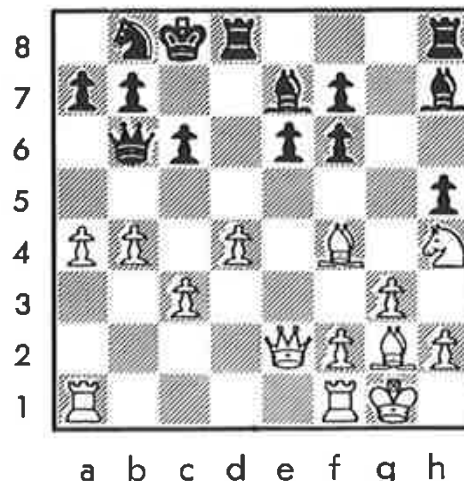
Here is the Order of "Merit" for the Computers based on the Tournament Grading achieved of each Program. I have shown actual scores obtained together with the average grading for each computer's opposition which should give the Table more meaning. Readers will appreciate that the slightly strange results of some machines (e.g. that Fidelity 2265/v2 - doing so well again! - out-grading its 68020 and twin-processor "bigger brothers") can be put down to the small number of total games played by some of the Machines. Even so some of the Computers did do particularly well, and the overall result is an impressive one.

<u>Computer</u>	<u>Score</u>	<u>Opp.</u>	<u>Grade %</u>	<u>GRADING</u>
Mephisto PORTOROSE 68020	5.5/6	2088	92%	2424
Fidelity 68000 2265/v2	2 /2	1904	100%	2304
Mephisto PORTOROSE 68030	2.5/4	2184	63%	2288
Mephisto POLGAR	3.5/4	1872	98%	2176
Kasparov ANALYST D/19MHz	2.5/4	1896	63%	2000
Fidelity 68020/v6	1 /2	1952	50%	1952
Mephisto PORTOROSE 68000	3 /6	1936	50%	1936
Kasparov MAESTRO D/10MHz	7.5/12	1776	63%	1880
Fidelity 2x68000/v5	1 /2	1808	50%	1808
Novag SUPER FORTE-EIPECT B/6	3.5/6	1720	58%	1784

Here are 2 games:

White Mephisto POLGAR
Black R. LAKATUA (1872)

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Nxf6+
 gxf6 6.c3 Bf5 7.Nf3 Nbd7 8.g3 e6 9.Bg2 Qa5
 10.O-O h5 11.Bf4 Be7 12.Qe2 O-O-O 13.Nh4 Bh7
 14.a4! Nb8 15.b4 Qb6 (see diagram) 16.Qxh5!
 (if 16...Bd3 17.Qxf7 Bxf1 18.Qxe6 is better for
 White, Rdf8 17.Qe2 f5 18.a5 Qd8 19.a6! b6
 19...Nxa6? 20.Rxa6! bxa6 21.Qxa6+ Kd7 22.Bc6++)
 20.b5 Bd6 21.Bh5 Rfg8 22.bxc6 Qf6 23.Bd2 f4

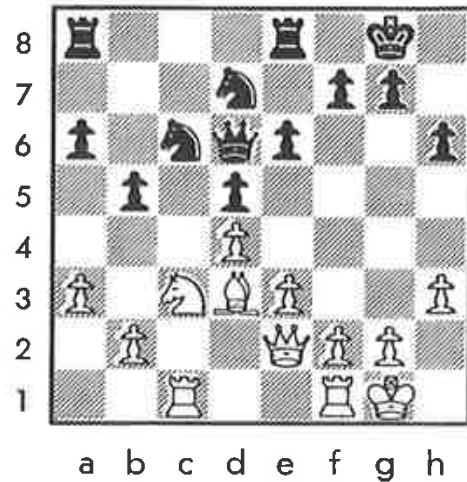


24.Qf3 Kc7 25.Rfe1 Bc2 26.c4 Rg5 27.c5 bxc5
28.Ra5+ Kc8 29.c7 and a win for White, 1-0.

White Kasparov MAESTRO D/10

Black R.DRESCHER (1840)

1.d4 Nf6 2.Nf3 d5 3.c4 c6 4.cxd5 cxd5 5.Nc3
Nc6 6.Bf4 e6 7.e3 Bb4 8.Bd3 O-O 9.Rc1 h6
10.a3 Bd6 11.Bxd6 Qxd6 12.O-O Bd7 13.Qe2
Rfe8 14.Nb5 Qb8 15.Ne5 a6 16.Nxd7 Nxd7 17.Nc3
Qd6 18.h3 b5 (see diagram) 19.Bxb5! (if
19...axb5 20.Nxb5! wins the N/c6 with threats
of Nc7 to follow) Nxd4 20.exd4 axb5 21.Nxb5
Qa6 22.Rc7 Reb8 23.Rxd7 Qxb5 24.Rd8+ and Black
gave up, so 1-0.



JACK ORCHISON ANNOTATES!

NEWS SHEET/SELECTIVE SEARCH bids Jack a warm welcome on his return to these pages. It does seem ages since we printed an 8-page Report with analysis by Jack following a Computer v. Computer Tournament which he had run in his "spare" time, so it's good to have him back!

In fact, Jack confesses to being a fan of the **Kasparov SIMULTANO** which he is currently playing in 2 matches. current scores being:

Kasp SIMULTANO v. Fidelity MACH 2C, 3-2

Kasp SIMULTANO v. Mephisto ACADEMY, 1-3 - but the Academy is lucky, says Jack, and sends the following game as evidence!

White Kasparov SIMULTANO

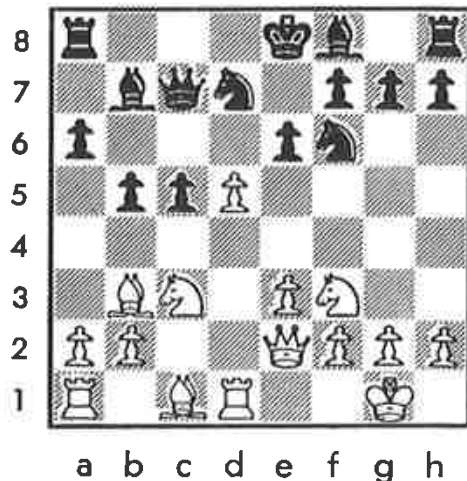
Black Mephisto ACADEMY

Queens Gambit Accepted, 3 mins per move.

1.d4 d5 2.c4 dxc4 3.Nf3 Nf6 4.e3 e6 5.Bxc4
c5 6.O-O a6 7.Qe2 b5 8.Bb3 Bb7 9.Rd1 Nbd7
10.Nc3 Qc7 11.d5! (diagram 1)

The first move out of its Book. The text has the desired effect, as we shall see, but really it should have just led to exchanges. It was better to play 11.e4 cxd4 12.Nxd4 Nc5 13.e5 Nfd7 14.Bf4 +/- (Farago-Dobosz, Lodz 1980:

11...c4?! 12.dxc6! fxc6 13.Bc2 b4 14.Na4 Bd6
Both machines thought they were winning here.



Obviously the Academy values piece activity over Pawn structure!

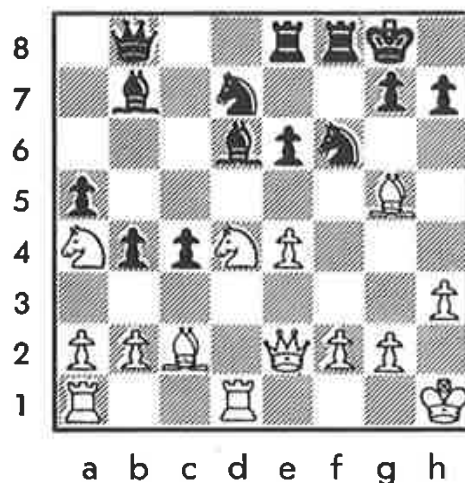
15.e4 0-0 16.h3 a5?

Once again we are forced to pay attention to Nimzovitsch and his theories on outposts, taken up in so many books on strategy since. The move played allows a White Knight into b5!

17.Nd4! Rae8 18.Nb5 Bb2+ 19.Kh1 Qb8 20.Nd4

Not 20.Qxc4?? Ba6! 21.g3 Bb5, and a big plus. Nor 20.g3? Nxe4. (Though after 21.Bxe4 Bxe4 22.Qxe4 Qxb5 23.Qc2 b3 24.axb cxb 25.Qc7, any advantage looks small to me - indeed I am not sure that it isn't actually White who is +/-... Eric - with apologies for the interruption - I never could help it!).

20...Bd6 21.Bg5 (diagram 2- if readers do nothing else, they really **MUST** play through the game from this position!)



21...Ne5!?

Better than it looks - I thought it was a blunder at the time! The Simultano now went to an evaluation of +0.58.

22.b3?! c3! 23.f4! Nf7 24.Bxf6 gxf6 25.Nxe6! Rxe6

White has allowed a protected passed Pawn, but he is about to win material and launch a strong attack!

26.Qg4+ Ng5 27.fxg5 f5! 28.exf5 Re3

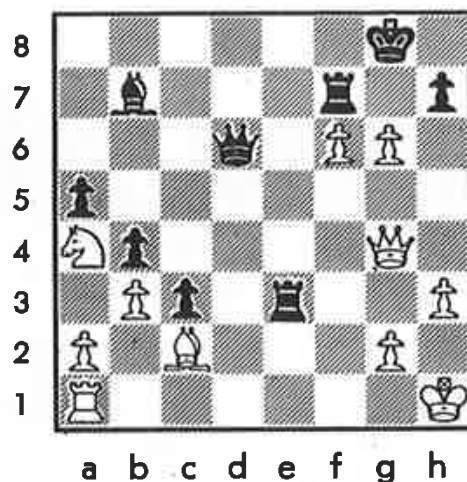
The Simultano was showing +2.06, and I'm inclined to agree. However, perhaps it should have tried 29.Rd3 next, instead of the move played.

29.f6

White is, of course, threatening 30.Bxh7+, mating - and plans a fine-looking sacrifice.

29...Rf7 30.Rxd6! Qxd6 31.g6! (diagram 3)

This excellent sacrifice now brings White's QR into play. Surely he is winning clearly!?



31...Rg3!?

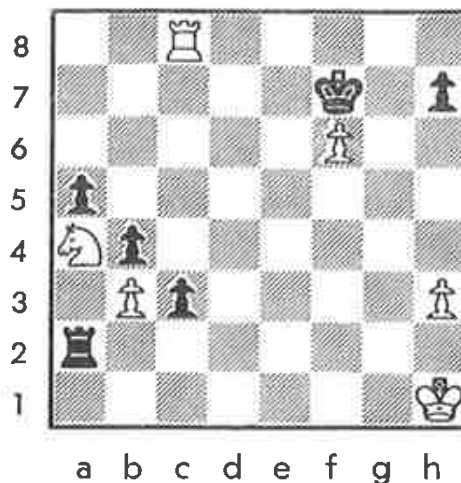
The last ditch attempt by the Academy to salvage something - and it works as the Simultano loses its way in the complications.

32.gxf7+ Kf8 33.Rd1 Rxf2 34.Qc8+

An error that throws away the win. I was expecting 34.Qxg2 Rxf2+ 35.Kxg2 Qxf6, leaving the Simultano with R,P and N against Academy's Queen, and a position which ought to be good enough to complete the win. The next few moves are all forced but by the end of them Academy will have a secure draw.

34...Bxc8 35.Rxd6 Rxc2 36.Rd8+ Kxf7 37.Rxc8 Rxa2 (diagram 4)

Human players often find it difficult, after playing hard for a win for a long period of time, to adjust and mentally accept that they must suddenly start playing for the draw. However this shouldn't really affect Computers - but it does in this game! Danger lurks here for the unwary Simultano, and it is necessary to play 38.Nxc3! bxc3 39.Rxc3, thus gaining the draw. However...



38.Rc6?? c2!

Of course.

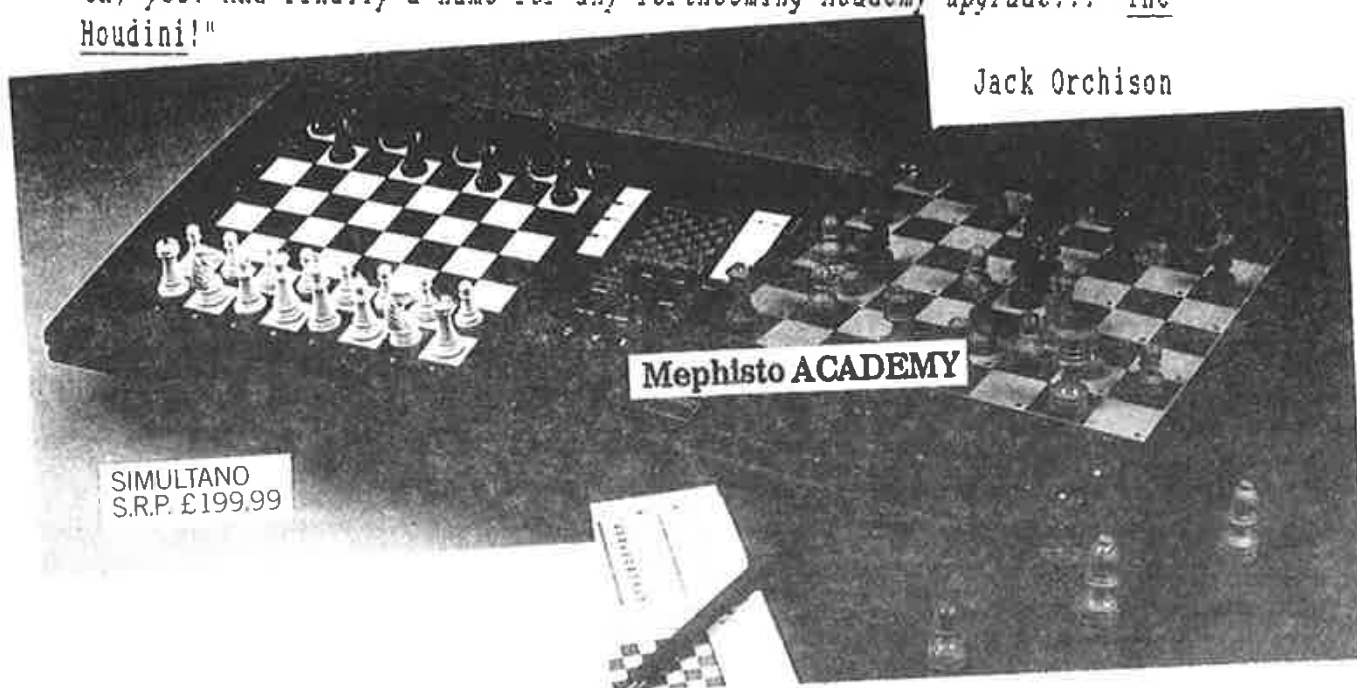
39.Nb6 Ra1+ 40.Ig2 c1=Q

And here I resigned for the Simultano, which did not deserve to lose. Credit though to the Academy for keeping open all its options for cheapos.

I think that the Simultano is definitely not the patzer some people think it is, although I do feel Saitek have gone too far towards gimmicky features instead of increasing playing strength properly beyond that of their Turbostar Kasparov.

Oh, yes! And finally a name for any forthcoming Academy upgrade!.. "The Houdini!"

Jack Orchison



Welser Tournament, 1990

7

This Tournament was covered in SELECTIVE SEARCH 28, but a couple of the games which are now available will be of interest to readers.

As a reminder, the TOURNAMENT LEADERS were:

1=	Fidelity ELITE 68030/v9	7
	Nephisto PORTOROSE 68020	7
3=	Nephisto PORTOROSE 68030	6
	Fidelity 68020/28MHz	6
5=	Nephisto MM4+HG440/10MHz	5½
	CXG Dominator/8MHz	5½
	Novag SUPER EXPERT B/6MHz	5½
	Nephisto MEGA 4	5½
9	Psion 2 Atari ST	5
10=	Nephisto ALMERIA 68020	4½
	Nephisto POLGAR/5MHz	4½
	Nephisto ACADEMY	4½
	Nephisto ROMA 68020	4½
	Nephisto ROMA II	4½

and 10 others scoring 4 down to 1½.

From Round 4.

White Fidelity 68030/v9

Black Nephisto Portorose 68030

1.e2-e4 Ng8-f6 2.e4-e5 Wf6-d5 3.c2-c4 Nd5-b6 4.c4-c5?! Nb6-d5 5.Nb1-c3 e7-e6
6.Nc3xd5 e6xd5 7.d2-d4 b7-b6 8.Bc1-e3 b6xc5 9.d4xc5 c7-c6 10.Bf1-d3 Nb8-a6
11.Qd1-c1?! Qd8-a5 12.Be3-d2 Na6xc5 13.Bd3-e2 Qa5-b6 14.Qc1-c2 Nc5-e4
15.Bd2-e3 d5-d4 16.Qc2xe4 d4xe3 17.Qe4xe3 Qb6xb2 18.Ral-d1 Qb2xa2 19.Ng1-f3
Bf8-b4 20.Kel-fl 0-0 21.Wf3-g5 Bb4-e7 22.h2-h4 Qa2-c2 23.Rd1-cl Qc2-b2
24.Be2-d3 h7-h6 25.Rcl-bl Qb2-a3 26.Qe3-e4 g7-g6 27.Ng5xf7 Rf8xf7 28.Qe4xg6
Rf7-g7 29.Bd3-c4 Kg8-h8 30.Qg6xb6 Rg7-h7 31.Qh6-d2 Qa3-c5 32.Qd2-e2 a7-a5
33.Bc4-d3 Qc5-d4! 34.g2-g3 (34.Bh7?? Ba6!) 34...Rh7-h6 35.Bd3-c4 Be7-f8
36.Rbl-d1 Qd4-c5 37.Kf1-g2 a5-a4 38.f2-f4 Qc5-e7 39.Qe2-c2 a4-a3 40.Bc4-a2
Qe7-h7 41.Qc2-e2 Nc8-b7 42.Rh1-h2 Qh7-g7 43.Qe2-f3 d7-d5 44.e5xd6ep Bf8xd6
45.Rd1-bl Ra8-a4 46.Kg2-bl Ra4-b4 47.Rblxb4 Bd6xb4 48.Rh2-e2 Qg7-d7 49.Kh1-
h2 Bb7-c8 50.Qf3-g2 Rh6-d6 51.h4-h5 Bb4-c3 52.Ba2-bl Qd7-g4 53.f4-f5 Bc3-e5!
54.Re2xe5 Qg4xb5 55.Kh2-g1 Qh5-d1 56.Qg2-fl Qd1-d4 57.Kg1-h2 Qd4xe5 58.Qf1-
h3 Kh8-g8 and 0-1.

This put PORTOROSE 68030 on 4/4.... indeed it went to 6/6 before losing to its little brother, the 68020 version, in Round 7. And then in Round 8:

White CXG Dominator/8

Black Mephisto Portorose 68030

1.d2-d4 d7-d5 2.c2-c4 d5xc4 3.Ng1-f3 c7-c6 4.e2-e3 Bc8-g4 5.Bf1xc4 e7-e6
 6.Qd1-b3 b7-b6 7.Nf3-e5 Bg4-f5 8.Nb1-d2 Ng8-f6 9.Nd2-f3 Nf6-d7? 10.Ne5xf7!
 (Splendid!) 10...Ke8xf7 (Eval. was just +0.24) 11.e3-e4 Bf5-g4 12.Nf3-g5
 Kf7-e8 13.Bc4xe6 Nd7-e5 14.Be6-f7 Ke8-d7 15.d4xe5 Kd7-c8 16.f2-f3 h7-h6
 17.f3xg4 h6xg5 18.Bcl-e3 Kc8-b7 19.Bf7-e6 Nb8-a6 20.O-O Na6-c5 21.Rf1-f7
 Kb7-b8 22.Qb3-c4 Qd8-e8 23.Be6-f5 Qe8xe5 24.h2-h3 Bf8-d6 25.Ral-d1 g7-g6
 26.Bf5xg6 Qe5-h2 27.Kg1-f1 Qh2-h1 28.Be3-g1 Bd6-h2 29.Qc4-d4 Qh1xg1
 30.Qd4xg1 Bh2xg1 31.Kf1xg1 a7-a5 32.Rdl-d6 Ra8-a7? (The Portorose should be
 looking for ways to avoid exchanges, surely?! Yet it has positively encouraged
 them over the past 3 or 4 moves?) 33.Rf7xa7 Kb8xa7 34.Rd6xc6 Rh8-d8 35.e4-e5
 Rd8-d5 36.Rc6-c7 Ka7-a6 37.Bg6-f7 Rd5xe5 38.Bf7-c4 b6-b5 39.Rc7-c6 Ka6-b7
 40.Bc4xb5 Nc5-e6 41.a2-a4 Ne6-c7 42.Kg1-f2 Nc7xb5 43.a4xb5 Re5xb5 44.Rc6-c2
 Kb7-b6 45.g2-g3 Rb5-b4 46.Kf2-f3 Rb4-b3 47.Kf3-g2 Rb3-b4 48.Kg2-h2 Kb6-b5
 49.Rc2-g2 Kb5-a4 50.h3-h4 Rb4xg4 51.Kh2-h3 Rg4-b4 52.h4xg5 Ka4-b3 53.g3-g4
 Rb4-b8 54.Kh3-h4 Rb8-h8 55.Kh4-g3 a5-a4 56.Kg3-f4 Rh8-f8 57.Kf4-e5 Rf8-e8
 58.Ke5-f6 Re8-f8 59.Kf6-g7 Rf8-f1 60.g5-g6 Rf1-b1 61.Kg7-h6 Rb1-h1 62.Kh6-g5
 Rh1-cl 63.g6-g7 Rcl-c8 64.Rg2-f2 Rc8-g8 65.Kg5-h6 Kb3-a2 66.Kh6-h7 Rg8-b8
 67.g7-g8Q Rb8xg8 68.Kh7xg8 Ka2-b3 69.g4-g5 and 1-0.

Advertisements

Alan Jones has the following:-

a. A scruffy **TURBOSTAR KASPAROV**. One Rook lost and replaced by one that doesn't quite match. £20.

b. A **Novag CHESS PRINTER** with 19 rolls of paper. £25.

c. A **Mephisto MEGA 4** in excellent condition. £130.

Each +£2 for p/p. Also over 100 Chess Books for sale. Send s.a.e. for list or details of computers to: Mr. A Jones, 2 Townmead, Oakford, Nr Tiverton, Devon EX16 9EN.

Bryan Whitby offers:-

Saitek **SIMULTANO** 5MHz, 64K program. Solves mate in 10 and play 8 games simultaneously. Stores over 60 games in library bank. Plus unique LCD chess board, full game replay etc. 8 months old, as new in box with instruction manual. Was £195 new, will accept £145 for quick sale. Tel. Bryan Whitby on 0928 88942 after 8pm.

Mr J Price offers:-

Mephisto PORTOROSE 68020 in **EXCLUSIVE** board, just 8 months old and boxed in good condition. Very fair value at £1150, which is £300 below RRP! Upgrade for this model expected later in the year. Contact Mr J Price, 228 Camden Road, London NW1 9HE, who is open to offers near to the intended price.

INTERNATIONAL RATING COMPARISONS

Previous NEWS SHEETS have discussed the differences in Eic points terms between the various Countries. For example, "old" readers will recall figures showing deductions of 120 from USA gradings, and additions of 80 to those from Sweden (a figure sometimes queried as "excessive", or even "mythical"!).

The Swedish *PLY* Magazine has now produced the following Table following considerable research by their workers:

<u>Country</u>	<u>Variation</u>	<u>Games</u>
Sweden (base)	0	
USA	+201	454
England	+124	44
Austria	+ 75	105
France	+ 29	279
Holland	+ 25	454
Germany	- 60	257

The "Games" column shows the number of GAMES v HUMANS on which their figures are based. A note tells us that the English result excludes the Fidelity Mach 2C and Mach 3 tests which were at 2 mins per move. The inclusion of these in fact reduces the difference from +124 to +117... both figures still above my supposedly mythical figure which was also the result of much work about 18 months ago.

Here is the same Table, but now using England as the base, and also showing the current adjustments I make to foreign figures when they are incorporated into the NEWS SHEET/SELECTIVE SEARCH grading program:

<u>Country</u>	<u>Variation</u>	<u>SS Variation</u>
England (base)	0	0 (of course!)
USA	+ 77	+100
Sweden	-124	-100
Austria	- 48	- 40
France	- 95	- 80
Holland	- 99	- 80
Germany	-184	-160

Thus, when a grading reaches me from the USA, the Swedish figures suggest I could deduct 77 to convert it to a British level - but I deduct 100. When a Swedish result comes in, their indication is that I could add 124 to it, but I only add 100. This reduction to all adjustments should continue to ensure that the SS RATING LIST stays EQUAL or even SLIGHTLY BELOW the actual levels for British equivalents throughout the list and that the figures, after conversion to BCF, will NOT exaggerate but rather PROPERLY REPRESENT the BRITISH level!

ANOTHER remarkable scalp for MEPHISTO PORTOROSE

After a series of exciting wins in Simultaneous games, the PORTOROSE achieved its most impressive individual result yet when it defeated GM David Bronstein in the recent "Humans v Computers" match at The Hague, with games being played at serious Tournament Time Controls.

Although this win, understandably, didn't get quite as much coverage in the daily Press as the win against Karpov, the *WEEKEND GUARDIAN* gave the total performance a large 3 columns!

David BRONSTEIN (GM) (White)
Mephisto PORTOROSE 68030 (Black)
 The Hague, Aegon 1990. Rate of play, 40 moves in 2 hours. Larsen Opening.

1. b2-b3 d7-d5
2. Bc1-b2 c7-c5
3. e2-e3 Ng8-f6
4. Ng1-f3 Bc8-g4

The Computer is out of its Book at an early stage.

5. h2-h3 Bg4-h5
6. g2-g4 Bh5-g6
7. Nf3-e5 Nb8-d7
8. Ne5xg6 h7xg6
9. Bf1-g2 e7-e6
10. g4-g5

10.c4 is usual here, and obtains a slight advantage. Bronstein is making tactical aims against Black's offside Knight.

- 10... Nf6-h5
11. c2-c4?! Qd8xg5
12. Qd1-g4 Qg5-d8

Not (of course) 12... Qxg4 as 13. hxg4 leaves the Knight pinned.

13. c4xd5 Nh5-f6
14. Bb2xf6 Qd8xf6

The computer does not fall for 14... Nxf6? 15. Qa4+ Qd7 16. Qxd7+ Nxd7 17 dxe6 which gives White the advantage.

15. d5xe6

Trying to force the pace; but 15. Nc3 was better.

15... Qf6xa1

16. e6xd7 Ke8-d8

17. Qg4-e4

17. 0-0 Qe5=

17... Bf8-d6

18. Ke1-e2!

18. Qb7 is not as good: 18... Rb8 19. Qa6 Qb1+=

18... Qalxa2

18... Rb8 19. Nc3! +/-

19. Qe4xb7 Ra8-b8

20. Qb7-c6 Bd6-c7

21. Rh1-c1?!

21. Bd5 may be better 21... Rb6

21... Qa2xb3

22. Nb1-c3 Qb3-c4!

Precise tactical defence.



23. Ke2-d1?

Not best - the Computer gains the upper hand, though the position remains rather (!) complicated, with both sides on all-out attack!

Better is 23. Ke1 Rb6 24. Qa8 (24. Qa4 is

also possible) 24...Bb8 25.Qe4 and approx =

- 23...Rb8-b6
- 24.Qc6-a8 Bc7-b8
- 25.Nc3-d5 Qc4-a4
- 26.Kd1-e2 Rb6-b2
- 27.Rc1xc5 Qa4xd7
- 28.f2-f4?!

28.Rc3 also looks possible and barely -/+

28...Rh8-h5?!

28...Qb7, or an immediate 28...Rxf3 look more precise

29.Rc5-c3?!



29.Ke1 Qa4 evaluates at Computer +0.54

29...Rh5xb3

30.Ke2-f2?

30.Bxb3 must be best. Bronstein was keeping out of the way of further checks, no doubt hoping that his own attack would then succeed first. But 30.Bxb3 Qxb3 31.Rc2 (31.Nc7 Qh2 32.Kf3 Qd2 is also good for the Computer)

31...Rc2 32.Qb8 Qc8 evaluates at Computer +1.81

30...Qd7-g4!!

A pleasant surprise as 30...Rxd2+ 31.Ke1 Rb2 would win Pawns. After the excellent 30...Qg4! the GM resigned. (31.Bh3 Rd2 and mate next, or 31.Rc2 Qg3 32.Ke2 Qg2 33.Kd3 Rb3 and Black wins easily). 0-1.

The WEEKEND GUARDIAN also included the following very tricky position:



The PORTOROSE is White (to play), and against the USSR's Bogdan BORSOS (2355 Elo). Of course the PORTOROSE is Rook and Knight up, but is suddenly in serious danger of losing its hard-earned advantage as it is threatened by 1...Qxh3+ followed by mate!

At first view 1.h4 appears to be the only resource; but 1...Qg4 still wins quickly for Black.

However the PORTOROSE came up with the unexpected 1.Nh4!

Now if [a] 1...Qxh4 2.Bxb7! leaving his Queen safely covering h3.

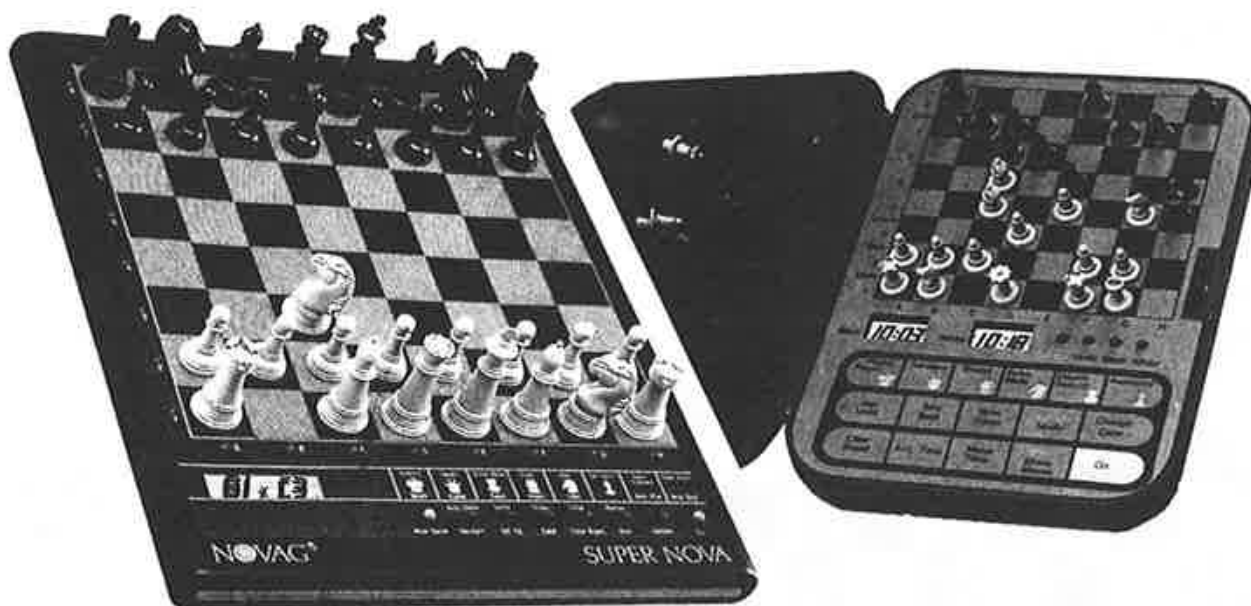
Or, if [b] 1...Bxe4 simply 2.Qxe4 and the N/h4 is covered!

The game ended: 1...Qe5 (threatens both 2...Qh2 mate and 2...Bxe4+) 2.Nf5+! exf5 3.Bxb7 and Black resigned. With his Queen pinned and so far behind materially, there was no other choice.

The TOP COMPUTER in the Tournament was the main-frame machine HiTECH scoring 5 points, with PORTOROSE, POLGAR+Turbo, Fidelity versions 6,7 and 9, plus Novag SUPER FORTE B all scoring 3.

NEWS from NOVAG

Novag SUPER NOVA. A new 32K table-top, intended to supercede the SUPREMO presumably and at a price not too much higher (£149). With a 15,000 size Opening Book the claim is that it will be the world's strongest 32K program. This means it will have to beat machines such as Mephisto's SUPERMONDIAL 2 and MEGA 4, so it is a bold claim! Eureka advises me that it leads the PAR EXCELLENCE 2-1 in their early tests, but a score from Sweden (also at 3 mins per move) has it losing to the SUPER ENTERPRISE by 4-3 after the first 7 games of their 20 game Match. Price-wise it will compete with Fidelity's DESIGNER 2100 DISPLAY which is only slightly cheaper.



Novag AMIGO. A new portable with twin Clock Display and 48 playing levels using the Novag MENTOR 16 program which has an 8,000 Opening Book and does up to Mates in 5. Using the plug-in system it will compete alongside the Kasparov CAVALIER (close to Conquistador/Astral program), CXG ADVANCED STAR CHESS and Mephisto MARCO POLO (Europa program). It looks a very nice little set, though it is not clear where captured pieces go when you're "on the move" from the picture. The price is £69. *(found it!)*

The new Novag "C" program for SUPER FORTE-EXPERT. This has been available for a week or two now, and quite a few results are coming in.

I suggested a 50-60 Elo improvement over the Novag SUPER "B" program, and I have absolutely no reason to change that - indeed it may yet prove to be even a touch more in my view! Incorporating some recommendations from Larry Kaufman as used in his REX/PC program (Larry has previously and is still responsible for the work on the Novag SUPER's Opening Book), my SUPER EXPERT C seems more solid to me. It still plays a positive and constructive type of game playing chess designed to test the opponent and with a better endgame (which I think it is

fair to say, was needed to get to a 2100 level of grading). I also feel that there is an improvement in the quality of its accuracy in providing Evaluations, which is vital for anyone wishing to use the machine for serious analysis - though there is still a tendency to over-estimate occasionally when making exchanges.

Perhaps, though, a little of its tactical sharpness is missing as a result, as also indicated by its scoring in the Spanish "TEST DE FRONTERA" - basically a tactical active and defensive test system. Of course, as I have said on more than one occasion, there is much more to playing a game of chess than solving ONE position quicker than the next man (or computer) but results of Tactical Tests will always give us some idea of a programmer's progress in that part of a computer's make-up.

The leaders in *Test de Frontera* are currently Mephisto PORTOROSE 68020 with 2317, and Fidelity ELITE 68020/v6 with 2265. The Novag scores are:

SUPER EXPERT B/6 (select 3)	2096
SUPER EXPERT C/6 (select 5)	1992
SUPER EXPERT C/6 (select 3)	1984

Compare the SS Ratings for the "A-C" programs (as at 5/July):

SUPER EXPERT C/6	2102	and v. humans ????
SUPER EXPERT B/6	2038	and v. humans 2009
SUPER EXPERT A/6	2005	and v. humans 2040
SUPER EXPERT A/5	1949	and v. humans 1836

Readers should note that, whilst the recommended Select setting for the "B" program was 3 (some felt 4 had the edge, but results were inconclusive and VERY close), the new "C" program is set at 5. The higher Select settings for the Novag SUPERS, as with Mephisto's ACADEMY and POLGAR series, are designed to improve positional and defensive play, so when the higher setting produces a better tactical result as well it is presumably safe to assume that the new SUPER C machines will be definitely best all-round on Select 5. Certainly the improved quality of play and results I have had sticking to Select 5 have been very satisfactory, but a low early Grading for the "C" program occurred due to the very poor start it made against a couple of Computer opponents in Sweden. However these have improved a little now, and the TOTAL of results from all sources for games known to be at 1-3 mins per move at the time of writing this section of SS (5/July) is as follows:

Novag SUPER FORTE-EXP C/6. Rating 2102 +/- 37. v Humans - no games thus far.

v Meph PORTOROSE 68030, 1.5-1.5	v Fid MACH 4B 68030/v9, 8-12 (!)
v Meph PORTOROSE 68020, 8.5-32.5	v Meph POLGAR/10, 2-4
v Meph MONDIAL 68000XL, 1.5-2.5	v Meph MEGA 4/5, 6-4
v Kasp RENAISSANCE D/10, 1-1	v Nov SUPER FORTE-EXP B/6, 6-4
v Fid MACH 2C, 18.5-10.5	v CXG SPHINX/4, 5-4
v Nov EXPERT/4, 15-5	

Finally, Chess-playing NS/SS Readers will want to play over a couple of games to make their own assessments, so here are a couple of its wins:

White Nephisto MEGA 4

Black Novag SUPER EXPERT C/6

1.e4 e5 2.f4 exf 3. Bc4 Nf6 4.*Nc3 c6 5.Qf3 d5 6.exd Bd6 7.Qe2+ *Kf8
8.dxc Nxc6 9.Nf3 Bg4 10.Nb5 Bc5 11.b3 Qa5!? 12.Id1? Re8 13.Qf1 Ne4 14.b4
Qxb4 15.c3 Nf2 16.Qxf2 Qxc4 17.d4 Qxb5 18.dxc5 Qa4 19.Qc2 Qc4 20.Bb2 Qxc5
21.Rf1 Ig8 22.Kc1 h6 23.h4 Bf5 24.Qd2 Re3 25.Nh2 Qc4 26.Re1 Rxe1 27.Qxe1
Nb4 28.Qd2 Nxa2+ 29.Kd1 Kh7 30.Nf3 Re8 31.Rxa2 Qb3+ 32.Kc1 Qxa2 33.Kd1
Qb1+ 34.Qc1 Qd3 35.Qd2 Qf1+ 36.Ne1 Bg4+ and 0-1.

A pretty comprehensive performance building up from better play after the Opening to some convincingly destructive moves near the end. The latest score in this match is 6-4 for the Novag.

Here is one I particularly liked, this time against the Mach 2C. After playing very well between moves 20 and 30 to get a winning advantage, the Novag does meander a little from time to time, in between bursts of powerful moves. Nevertheless I enjoyed the middle-game section in this one, and feel that the overall improvement in the endgame also shows itself here.

White Fidelity MACH 2C

Black Novag SUPER EXPERT C/6

1.d4 Nf6 2.c4 e6 3.Nc3 c5 4.*d5 exd 5.cxd Bd6 6.e4 *Be5 7.Nge2 0-0 8.f4
Bxc3+ 9.Nxc3 d6 10.Be3 Ng4 11.Bg1 Qh4+?! 12.g3 Qe7 13.h3 Nf6 14.Qe2 Re8
15.Bg2 b6 16.0-0-0 Bb7 17.Kb1 Na6 18.Qd2 b5! 19.e5?! dxe

(evaluation here, for example, +0.56; expecting 20.d6)

20.Nxb5 Rad8

(evaluation now -0.13, expecting Nc3)

21.d6 Ne4 22.Qe2 Nxd6

(evaluation now up to +0.90; but this time it's definitely right as the Novag has outplayed Fidelity with its Knight)

23.Rxd6 Bxg2 24.Qxg2 Rxd6 25.Nxd6 Qxd6 26.Qf1 exf 27.gxf?

(Novag had expected 27.Bf2, which was surely better? The Novag evaluation leaps to +4.30 with its next move and, again, no complaints)

Qd2! 28.Bxc5 Nxc5 29.Qc1 Qxc1+ 30.Rxc1 Nd3+ 31.Rc4 g6 32.Ra4 Re2 33.b4?

Rb2+ 34.Ka1 Rxb4 35.Rxa7 Nxf4 36.Ra3? Ig7 37.Rf3 Ne6 38.Re3 Rh4 39.Kb2 Ng5

40.Kc2 Kf6 41.Rd3 Rxb3 42.a4 Rh2+ 43.Kb3 Ke5 44.a5 Ne4 45.Ka3 Rh1 46.Kb4

Rb1+ 47.Kc4 Nd6+ 48.Kc3 h5 49.Re3+ Ne4+ 50.Kc4 Ra1 51.Kb5 Kf4 52.Rd3 f5 53.Rh3

Ig4 54.Rh2 Nd6+ 55.Kc6 Nc4 56.a6 Ig3 57.Re2 f4 58.Kc5 Ne3 59.Kb5 g5 60.Kb6

Nc4+ 61.Kc5 f3 62.Rc2 Ne3 63.Rc3 Kf4 and a deserved 0-1.

My match between these two stands at 3.5-2.5 for Novag, but the total score including Sweden etc. is currently 18.5-10.5.

Computers and Opening Innovations by Graham White

(Editorial note: Graham's Article was written before the Portorose wins against Nunn, Huebner and Karpov. In the light of these results, his comments take on extra relevance!).

It is well known that most Grandmasters now use DATABASES inside Personal Computers to store Opening moves and prepare for different opponents. However, I think that the usefulness of CHESS-playing COMPUTERS for testing out new ideas and even finding new moves in theoretical lines is still underestimated.

I have seen Computers overturn theoretical evaluations of crucial lines by finding new ideas and improvements that had not been noticed before. Here are a few interesting examples from analysis by the World Champion Mephisto PORTOROSE program.

1). This one comes from the highest level of chess - a World Championship game, **Karpov-Kasparov, 1986**. The Opening moves were:-

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Bf4 Bg7 5.e3 c5 6.dc Qa5 7.Rc1 dc 8.Bc4 0-0 9.Nf3 Qc5 10.Bb3 Nc6 11.0-0 Qa5 12.h3 Bf5 13.Qe2 Ne4 14.Nd5 e5.

This was all well-known, 15.Bh2 being the normal continuation with an assessment of "about equal". Karpov found a new move which he admits (Karpov - "Semi-Closed Openings") "doesn't seriously challenge Opening Theory", but it is interesting. 15.Rc6!?..

It certainly posed unexpected problems for Kasparov, who replied 15...exf. In the game, Karpov missed a probable win on move 24. Now the PORTOROSE also plays 15.Rc6 after spotting it in barely 1 second and assessing it as slightly better for White - about +0.20. It then prefers the probably safer 15...bxc to Kasparov's exf. So we could say that, if Kasparov had had a Computer like this Mephisto to help during his preparations, he would have been likely to have been aware of and prepared for 15.Rc6, which could have made a big difference to the resulting play!

2). This one comes from a line in the Guioco Piano which is over 100 years old. Don't worry if you don't understand the moves, I assure you they are the best and can be found in the "Books"!

1.e4 e5 2.Ncf Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 ed 6.cd Bb4+ 7.Nc3 Ne4 8.0-0 Bc3 9.d5 Bf6 10.Re1 Ne7 11.Re4 d6 12.Bg5 Bg5 13.Ng5 0-0. Mephisto is actually programmed to play h6 here, but by using its monitor mode, we can force it to continue with "our" selected line for later analysis. 14.Nh7 Rh7 15.Qh5+ Kq8 16.Rh4 f5 17.Qh7+ Kf7 18.Rh6 Rq8 19.Re1 Qf8 20.Bb5 Rh8 21.Qh8 qh 22.Qh7+ Kf6 23.Re7..

It has always been assumed that Black, undeveloped and surrounded, has to allow White a perpetual check after 23...Qxe7. In fact he has another possibility which throws something of a spanner in White's works!

23...c6!!

Spotted by the PORTOROSE in just 2 seconds!! Now White has 2 pieces en prise and, if 24.dc, Black's King has another flight square at e6. "Unfortunately" White CAN still force the draw in a different way, which was also quickly worked out by the Computer but which might be missed by an unsuspecting opponent over the board.

24.dc Qe7 25.Qh6+ Kf7 26.Qh7+ Ke6 27.Bc4 d5 28.Bd5 Kd6 29.Qe7 Ke7 30.cb..

Reaching a probably drawn endgame! So 23...c6 comes pretty close to refuting entirely this ancient, though currently rarely played Möller Attack line of the Guioco Piano.

3). The next one comes from the Moscow Championship of 1989 - a game **Sveshnikov-Nezherov**.

1.e4 c5 2.c3 d5 3.ed Qd5 4.d4 Nf6 5.Nf3 Bg4 6.Qa4..

!?... a novelty according to Sveshnikov in Informator 47.

...Nc6 7.Bc4..

The game now went, ..Qd7, and White quickly built up an advantage and won in 28 moves.

An alternative to 7...Qd7 is 7...Qe4, but Sveshnikov "refutes" this with:-
8.Be3 Bf3 9.Nd2 Qg4 10.Nf3 Qg2 11 Ke2!.. with advantage to White. Indeed this seems to be true, but Black can completely turn the tables by, instead of 9...Qg4?, 9...Bd1!! This is found by the PORTOROSE in only 2 seconds, and is evaluated as +1.00 for Black. Although it's not 100% clear, this does appear very good for Black! I cannot believe Sveshnikov would have been happy to enter this line if he had considered 9...Bd1, and it would have been interesting to see him face it over the board.

4). This is another old line, but it is quite dangerous - the Four Knight's Game, "Belgrade" Gambit.

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.d4 ed 5.Nd5..

The main line is 5...Ne4 which leads to a wild game.

Here is another line, which has been dismissed as impossible for Black:-

5...Nd5 6.ed5 Nb4 7.Bc4 Qe7+ 8.Kd2..

White now threatens Rel which looks to be very strong. However, after 10 secs, the PORTOROSE came up with 8...g6! Now, after 9.Rel? Bh6+ wins. Also 9.Nd4?! looks bad because of 9...Qg5+ 10.Kc3 Nd5+ 11.Bd5 Qd5 12.Rel+ Kd8!

So, 9.Qe1 looks best. The Portorose then gives 9...Bg7 10.d6!? dc 11.Qe7+ Ke7 12.a3 Nc6 13.Rel+ Kf8 14.Kd1 Ne5 15.Bd5 Nf3 16.Bf3.. which it considers unclear.

I think 9...d3, or 9...d6 look safer than the Portorose's 9th. move, but that doesn't alter the fact that it's 8...g6! show the line to be better for Black than was previously thought.

These examples show that Computers can provide fresh and original analysis of theoretical positions and, being unbiased to accept what Theory "says" is best, can often find important new ideas and improvements which have gone unnoticed and might otherwise never have been noticed!

NEW PROGRAMS FOR PC's!

Various new PC programs have become available in the past few weeks. Here is a brief summary:-

REX. The program which **Larry Kaufman** has been developing for the past couple of years and is now available for IBM PC's and compatibles. As Larry works in close contact with Dave Kittinger, the Novag programmer, one can expect to see some of the Novag style in there. In the same way, I am informed that the latest "C" version of the SUPER EXPERT and FORTE does contain some of Larry's work for REX, particularly I believe some positional and endgame improvements.

The playing strength which REX achieves will be affected quite considerably by the specific Computer into which it is loaded. The results incorporated now into the current SELECTIVE SEARCH Rating List were obtained by an 80386 running at 20MHz.

Here is a list which aims to indicate the likely strength adjustments for various differences in **PC Computer Power!** I have shown Larry's USA estimates with our -100 adjustment to convert his expectations to British levels and then a BCF equivalent.

<u>Processor</u>	<u>USA</u>	<u>British</u>	<u>BCF</u>
8088 4.77MHz	1950	1850	156
8088 9.54MHz	2026	1926	165
80286 8MHz	2100	2000	175
80286 10MHz	2125	2025	178
80286 16MHz	2200	2100	187
80386SX 16MHz	2200	2100	187
80286 20MHz	2225	2125	190
80386 20MHz	2225	2125	190 (the version on Rating List)
80386 25MHz	2255	2155	194
80386 25MHz+cache	2300	2200	200
80386 33MHz+cache	2330	2230	203
80486 25MHz+cache	2375	2275	209
80486 33MHz+cache	2400	2300	212

I understand that REX on the next to last Processor leads POROTORSE 68020 by 12.5-11.5 over various levels, so these figures may be quite close to the mark - as one would expect from someone with Larry's vast experience.

If you are thinking of buying a copy, you should be able to estimate the approximate playing strength you will obtain - also check the current Grading of the 80386/20MHz on the SS RATINGS and make any further adjustment up or down depending on how that also is comparing with the forecast!

THE FINAL CHESSCARD. This is available also for the IBM PC's and compatibles, as well as the Commodore 64/128 I believe. I regret I have no further details, but again some early results coming through from Sweden should put THE FINAL CHESSCARD on to the RATING LIST. Those tests were probably carried out at 8MHz, so purchasers using this program on something like the 80386 at 20MHz would presumably get a playing improvement over the Grading shown there. I will try to let Readers know more next time, together with sources for purchase and prices... (if anyone has such details, please let me know in time for SS30!).

CHESS CHAMPION 2175. An improved version of CHESS PLAYER 2150, and available for the Atari and Amiga machines, as well as the obligatory IBM group. CHESS PLAYER 2150 did not get too good a "press" in Chess circles - it was well received in some of the Computer mags, where it was described in terms like "unbeatable" by editors who are nothing but hobby players (or less!) of course. Chess-playing owners with other programs or dedicated machines found it "very difficult" to obtain the standard of results claimed in the Instruction Brochure - always a put-off when one's first "wild" hopes are dashed by disappointing moves and scores. However SS Reader Alastair Scott tells me, as a tester for the program, that we can look forward to a clear improvement in the 2175. His test games have it beating the PAR EXCELLENCE at 30 secs. per move, and only just losing to the same machine at 1 and 2 mins per move (the results which SS uses, of course, unfortunately for the 2175!). Anyway I have one on order! so more details and some games next time hopefully.

CHESSMASTER 2100. This long-awaited improvement to the popular CHESSMASTER 2000 has now become available on - guess what!... the IBM group, of course. The versions for Atari and Amiga still seem to be delayed, though I am frequently led to expect them "within a couple of weeks". One of the reasons for the popularity of Chessmaster 2000 was its delightful ease of use and very extensive range of useful features. My guess based on the very early results coming through are that, for the Atari and Amiga owner, the previously mentioned CHESS CHAMPION 2175 and CHESSMASTER 2100 (when available) may be very closely matched. (NB. 4/7 - my CHESS CHAMP 2175 just arrived - more in SS30!).

NIC BASE. This, of course, is not a PLAYING program, but is the main competitor to the long-known CHESSBASE. Though CHESSBASE does work on the Atari ST, it has certain RAM requirements which limit me to the demonstration version. Pleasant though this is, the practical applications are limited. However for around £80 NIC BASE sent me a Disk and comprehensive manual which has enabled me to produce not only GAME PRINTOUTS for SS, but also the notes and alternative lines AND the diagrams. All games with analysis are easily stored on disk - the printouts can be produced in a basic version, or you can load the finished work into your preferred Word Processor (PROTEXT in my case) and then go to work on making the whole finished Article much more presentable. All of the POLGAR work in SS28 was done using NIC BASE + Protext - the BRONSTEIN game in this Issue is just one further example. Recommended for those who need this type of thing.

On the subject of "controversial", one person did comment unpleasantly on the balance of SS/NS28. I can only print what I have! - this comes from results, games and information sent to me (from all over the world), plus my own findings from games and testing. If virtually the only machines being entered in Tournaments v. Humans, and nearly the only information, games, reports etc. being sent to me is Mephisto related, then there is little I can do about it. Almost all of the Fidelity, Novag, Saitek, CYG work done is always **DONE BY ME** - but their main Distributors are welcome to contribute as they know.

LATE NEWS

Annual Cambridge CHESS OLYMPIAD. Won by the Computers for the 2nd. year running which had a PORTOROSE 68020 on top board, a POLGAR/5 on second and an MM4 on third. The **Computers** scored 16.5/18; 2 **Australia** 13, 3 **Scotland** 12, 4 **Israel** 10.5, 5= **Africa, London City, Cambridge University** 10. Britain scored 9.5, the USA 9, Germany 8.5 and France 6.5 amongst 22 Teams altogether in this Active Chess Event. The **Cambridge University Chess Magazine** printed an amusingly written game from the Event which we will put into SS30.

Early MONTE CARLO IV scores: v. Novag SUPER EXPERT A/5 9-1 (!); v. Novag SUPER EXPERT B/6 2-2; v. Novag SUPER EXPERT C/6 1-3; v. Meph POLGAR/5 0-4 (!); v. Fid MACH 3 2-2.

Computer wins GERMAN BLITZ CHAMPIONSHIP. I could have added the word "EASILY" as well! Of course Blitz is particularly suitable to Computers but even so the decisiveness of the result was rather astonishing. 1 **Mephisto PORTOROSE 68030** 31/35 (!); 2 **P Enders** 26; 3= **L Keitlinghaus, G Siegel, P Burkhart** 25. 36 players competed - perhaps a game or two next time.

NOTES re the RATING LIST (back page) to help Magazine newcomers

*/5 after a machine indicates its processor speed in MHz. Some programs are available with different processors, so this helps distinguish between them.
+/- shows the maximum future rating movement likely for that machine. It is 95% certain mathematically that a machine's rating will stay within its +/- range.
Human Games. This column shows each Computer's results against humans from various different countries and adjusted to British levels. These figures firstly AFFECT the FINAL Rating given to the INDIVIDUAL machine concerned, of course. They are also used to adjust the OVERALL LEVEL of the list. Some people feel that the results v. humans are more significant than those v. computers, but they often involve only a small number of games and I believe the main BCF/Elo figures - which combine BOTH - are the MOST accurate.
/PC indicates programs available for some Personal Computers.*

RATING LIST (c)		SEL SEARCH		Aug 1990		Elo +/-		Games Pos		Human/Games					
BCF	Computer														
221	MEPH PORTOROSE 68030	2368	28	273	1	2349	75	163	KASP GAL-REN B/6	1904	15	961	48	1873	123
209	FID MACH 4B 68030/V9	2273	28	272	2	2283	7	162	FID CLUB A 68000	1901	30	228	49	1767	6
209	MEPH PORTOROSE 68020	2272	14	1051	3	2276	166	162	KASP TURBO KING	1899	35	168	50	1910	61
202	MEPH ALMERIA 68020	2222	15	935	4	2188	215	162	CHESS CHAMPION 2175/PC	1897	75	38	51		
201	MEPH PORTOROSE 68000	2209	14	1044	5	2126	16	161	NOV EXPERT/4	1892	15	935	52	1975	43
201	FID MACH 4 68020/V7	2208	14	966	6	2201	124	161	CONCHESS/6	1891	44	107	53	2037	8
200	MEPH POLGAR/10	2205	43	114	7	2256	6	160	FID EXCELLENCE/4	1887	12	1484	54		
195	FID MACH 3B 2*68000/V5	2164	42	122	8	1888	2	160	KASP SIMULTANO	1885	19	566	55	1761	28
194	REX 80386 20MHZ/PC	2159	83	31	9			159	CONCH PLYMATE/4	1878	24	372	56	2027	6
192	MEPH ROMA 68020	2143	14	962	10	2052	64	159	SCI TURBO KASP/4	1877	20	512	57	1959	52
191	MEPH ALMERIA 68000	2133	15	957	11	2104	31	158	NOV SUPER NOVA	1866	103	20	58		
190	MEPH DALLAS 68020	2122	14	987	12	2080	197	158	FID ELITE C	1865	34	182	59	1869	11
188	MEPH POLGAR/5	2111	16	810	13	2142	11	158	MEPHISTO HM2	1860	17	709	60	1776	8
188	FID 2265 MACH 3 68000/V2	2108	8	2935	14	2113	217	157	SCI TURBOSTAR 432	1859	17	1298	61	1896	61
188	NOV SUPER FORTE-EXP C/6	2105	35	172	15			157	FID ELEGANCE	1859	17	685	62	1872	40
185	MEPH DALLAS 68000	2087	12	1408	16	2000	50	157	CHESSMASTER 2100/PC	1857	56	67	63		
183	MEPH MONDIAL 68000 XL	2071	19	593	17	2060	77	156	FID EXCELLENCE-DISP 2000	1854	11	1554	64	1881	46
183	MEPH ROMA 68000	2067	11	1777	18	1975	54	156	KASP GAL-REN B/4	1853	76	37	65	1982	6
183	MEPH ACADEMY/5	2064	12	1287	19	2063	91	156	NOV SUPREMO	1850	94	24	66		
181	MEPH SUPMOND 2-MCARLO 4	2052	37	155	20	2074	8	154	PSTON 1/PC	1839	39	137	67	1802	4
180	MEPH ANSTERDAM	2041	9	2300	21	2068	182	154	FINAL CHESSCARD/PC	1836	60	60	68		
179	MEPH MEGA 4/5	2039	10	1837	22	2041	169	154	CHESSPLAYER 2150/PC	1833	53	75	69	1937	23
179	NOV SUPER FORTE-EXP B/6	2039	14	969	23	1998	68	154	CONCHESS/4	1832	20	509	70	1858	264
179	KASP GAL-REN D/10	2039	16	818	24	2004	87	153	NOV SUPER CONST	1829	8	3231	71	1962	6
179	FID MACH 2C 68000	2037	9	2241	25	2066	127	152	MEPH BLITZ	1817	27	277	72		
177	FID MACH 2B 68000	2018	26	302	26	1968	25	148	NOV SUPER VIP	1791	35	169	73		
176	MEPH MM4/5	2012	9	2220	27	2013	89	147	FID ELITE A	1781	39	141	74	1779	20
175	NOV SUPER FORTE-EXP A/6	2005	14	967	28	2040	176	146	FID SENSORY 12	1774	13	1188	75	1805	7
173	CONCH PLY-VICTORIA/8	1987	51	80	29	1848	8	146	MEPH EXCL S/12	1773	31	213	76	1941	27
173	MEPH MONTE CARLO	1985	34	186	30	2046	10	146	FID PRESTIGE	1771	17	695	77	1758	131
172	PSTON 2 ATARI/PC	1978	11	1568	31	2033	25	146	SCI SUPERSTAR 36K	1768	15	907	78		
172	KASP GAL-REN C/8	1976	26	313	32	2016	98	145	MEPH EUROPA-MARCO POLO	1760	37	157	79		
172	CX6 SPHINX/4	1976	13	1230	33	1955	149	144	CONCHESS/2	1757	15	960	80	1786	11
170	FID MACH 2A 68000	1964	25	330	34	1918	35	143	NOV QUATTRO	1751	19	585	81		
168	CONCH PLYMATE/8	1950	103	20	35			143	MEPH MONDIAL II	1748	84	30	82		
168	NOV EXPERT/6	1948	31	222	36	2036	22	143	NOV CONST/3.6	1747	16	803	83	1861	17
168	NOV SUPER FORTE-EXP A/5	1947	12	1400	37	1836	29	142	PSTON QL/PC	1743	55	70	84		
168	FID CLUB B 68000	1945	12	1375	38	1827	18	142	NOV PRIMO/VIP	1741	26	298	85		
167	NOV EXPERT/5	1941	29	247	39	2052	62	141	CHESSMASTER 2000/PC	1728	26	318	86		
165	FID AVANT GARDE/5	1925	11	1677	40	1862	208	141	SARAGON 4/PC	1725	48	92	87		
165	NOV FORTE B	1925	10	1884	41	1975	69	140	SARAGON 4/PC	1722	29	247	88	1656	31
165	MEPH REBELL	1924	10	1800	42	1948	69	137	FID ELITE B	1702	27	51	89		
165	FID PAR E-ELITE-DESS2100	1922	9	2253	43	1927	220	137	SARAGON 3/PC	1698	65	139	90		
164	NOV FORTE A	1916	10	2085	44	1930	134	137	FID ELITE ORIG	1697	39	139	91	1840	5
164	KASP STRATOS-CORONA	1916	11	1656	45			136	COLOSSUS 4/PC	1688	30	240	92	1610	2
163	MEPH SUPERMONDIAL 1	1909	14	1082	46	1990	6	135	NOV CONST/2	1682	13	1262	93	1730	37
163	CONCH PLYMATE/5.5	1904	11	1669	47	1939	55	134	SUPER ENT/ADV STAR CH	1673	16	796	94	1636	11