

Eric Hallsworth, The Red House, 46 High St. Wilburton, Cambs CB6 3RA

Computer Chess NEWS SHEET 30
"SELECTIVE SEARCH"
October 1990

The purpose in publishing SELECTIVE SEARCH (previously known as the NEWS SHEET) has always been to provide a survey of the CHES 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.

PUBLICATION DATES: early Feb, Apr, Jun, Aug, Oct and Dec.

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 will need to send your payment, payable either to "Selective Search" or myself, to obtain the next Issue.

NEW SUBSCRIBERS; always please state the number of the first Issue you wish your sub. to cover - otherwise you will always be sent a copy of the current Issue.

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

Contents

- * **Mephisto POLGAR** at the **British Major Open** - Result and Games.
- * **CHES** **CHAMPION 2175** for PC's - reviewed by Steve Maughan.
- * **Computers** and **OPENING INNOVATIONS**, pt.II by Graham White.
- * **World Computer OLYMPIAD** result!
- * **Novag SUPER NOVA** - early results and games
- * **NEWS**, new products.
- * **Comprehensive Computer RATING LIST.**

EDITORIAL

Welcome to another (great) Issue of SELECTIVE SEARCH - a bumper 24 page job this time, though it will normally remain at 20. However there is much to report and plenty of entertaining games so a couple of things promised in SS29 have still had to be left out (*games from the Cambridge Olympiad and the German Blitz Championship... maybe next time?*). Readership of SELECTIVE SEARCH continues to grow so the increase which a proper price-setting resulted in has clearly been well received, and helps in what I hope Readers will agree is an improvement in quality, as well as increase in Magazine size from 16 pages.

World Computer Olympiad in London, August 1990

The above received encouraging coverage in the Press for a nice change, with photos of World Champion Chess programmer, **Richard Lang**, getting into a couple. (*SELECTIVE SEARCH follows suit, not wanting to lag behind the times, Telegraph and Guardian in Computers Chess coverage!*).

In all 55 programs were entered, battling it out for Draughts, Othello, Go, Scrabble, Chinese Chess, Bridge, Backgammon and Chess titles. The Chess is the one that interests us, of course, and it seems to be at Chess that the most effort and progress has been made.

Last years OLYMPIAD was won by Ed Schroeder's REBELL/POLGAR program running at around 20MHz. This year it was running on an Archimedes PC at around 55-60MHz and so well fancied; but Richard Lang's series of programs from Amsterdam to Portorose has won the WORLD Micro Title for 5 successive years, and his improved Portorose was clearly the no. 1 contender, even though Richard's own 36MHz 68030 is no longer the fastest piece of hardware at these events with Zugzwang, Brainstorm and Chess Champion 2175 as well as the Rebell/Polgar all running on equal or faster equipment!



The result was decided by the **Hephisto PORTOROSE I v. Hephisto REBELL/POLGAR** game, which is reproduced with Notes at the end of SS. (*Here I should make a brief addition to the note to move 47 found there. After 47 - a2!, instead of 48 Bxe4 Kc3 which leaves Black equal or winning, I now find 48 b5! Then if - Kc3 49 b6 Kb2 50 b7, and White is still well ahead*). There will be more in SS31, but here is the final RESULTS ORDER (*after giving programs a HALF for Byes where marked **):- **Hephisto PORTOROSE I 7/7; Hephisto REBELL/POLGAR 6; ZUGZWANG 5; BRAINSTORM 3.5; KAISER, ECHECS, WOODPOKER 3.5; CHESS CHAMPION 2175 3; NIGHTMARE, BIANCA 1.5; GURUCHESS .5**

...NEWS AND COMMENT...NEWS AND COMMENT...NEWS AND COMMENT...NEWS AND COMMENT...

CHES MATE program for the Atari ST

This could be a real help to folk wanting to LEARN or brush-up on their Openings. It is NOT a chess opponent - NOR a *Chess Base* or *NIC Base* type copy, but an altogether new idea designed to help the player with his practice.

Users can make full use of the Openings already built into the files - there are 100 Opening Book titles available, I am told, AND you can add all of your own "pet" Openings or variations, plus addition of new theory to existing lines etc. - the limits are determined only by available disk space.

To use the program simply nominate the Opening you want to practice in and, with the mouse control, make what you believe to be the correct moves in that Opening for Black or White. When you are correct, the program replies from within the selected line; when you are wrong you are told so and given up to three chances to make the correct move before the program gives up on you and shows you the answer! The price is £49.95, but there is a demo version for £5 which also works on colour or black and white monitors. My demo version was the Caro Kann just waiting to see how much I know (or don't know!) about it. No comment!

CHES MATE is available from Mark Wadsworth, 1 Norton Grove, Liverpool L31 5JX.

DAN and KATHE SPRACKLEN

One or two readers (three actually) have asked for news of these ex-*Fidelity* programmers as everything has gone so quiet since their move to *Saitek/Kasparov*.

They are of course hard at work preparing a program for a future World Computer Championship entry, but I believe their instructions are to take their time rather than try to rush something out. Probably an entry into the late 1991 Tournaments is the earliest that can be realistically expected though, if the World Micro Championship is in mid-summer for 1991, as I believe, you never know if they might just make that!?

The real question concerns what progress the SPRACKLEN/KAPLAN team has made with regard to combining the best of their respective talents. The *Kasparov D/10* still lags behind a little bit on the various rating lists and Dan and Kathe can certainly improve on this. But will their first *Saitek* production be something similar to the *MACH 3/4 v.1-9* series they wrote for *Fidelity*, or will they also be able to incorporate enough improvements to get closer to RICHARD LANG?

NEW NEPHISTO MM5 upgrade modules!

This is the POLGAR program, but using the REBELL and MM4 display and features which means that existing MM2, Rebell and MM4 owners could upgrade to Polgar strength without paying the Polgar price. Of course they will miss out on some of the special Polgar features, but a MODULAR MM5 at £349 doesn't sound bad!

Novag's SUPER NOVA under TEST

This new Computer from Novag was previewed in SS29, and we have now had chance to play some chess with it. It is a pleasing machine to use, an improvement on its predecessor, the SUPREMO, in both features and appearance (though it is another in the black and silver style, and I confess I preferred the Novag brown and cream combination from the SUPER CONSTELLATION and FORTE A/B days).

At £149 it represents good value for money and, though it must compete with Fidelity's DESIGNER 2100 DISPLAY which is an improved Par Excellence (6MHz instead of 5MHz, and an enlarged updated Opening Book, plus display), there doesn't look to be too much other competition at this price point.

RESULTS

Paul Cohen of Eureka sent me 3 games SUPER NOVA v. PAR EXCELLENCE which went 2-1 to the Novag; and our match SUPER NOVA v. DESIGNER 2100 DISPLAY was a 2-2 draw. It then went on to comfortably beat the new Atari program CHESS CHAMPION 2175 by 3-1. However other results were not quite so good for the Novag: 2-4 v. Nephisto SUPERMONDIAL II; 1-3 v. Nephisto POLGAR/5; 1-3 v. CXG SPHINX GALAXY; and 0.5-3.5 v. Saitek SIMULTANO.

Despite the scorelines, one's impression is of a small but definite improvement over the Supremo/Super VIP programs, so it came as a surprise to me to find the SUPER NOVA actually 7 Elo behind the Super VIP on the latest list just released from Sweden. Their results so far are: 12.5-6.5 v. CONCHESS/2; 10.5-9.5 v. CXG SUPER ENTERPRISE (a big disappointment for the Novag); 0.5-1.5 v. Novag FORTE B; and 2.5-7.5 v. Nephisto MEGA 4. It is hard (for me) to believe that the SUPER NOVA is actually 100 Elo behind CHESS CHAMPION 2175 which is what the Swedish List shows from their results, and I am sure we will see an improvement there for the Super Nova as more scores start to come in.

In the meantime, here is a GAMES SELECTION from our own tests. All were played at 1 min per move.

Novag SUPER NOVA - GAMES

White Nephisto SUPERMONDIAL II

Black Novag SUPER NOVA

1 e4 c5 2 Nf3 d6 3 d4 cxd 4 Bxd4 Nf6
5 Nc3 a6 6 g3 e5 7 Nde2 Nbd7 8 Bg2 Be7
Both machines are now out of their Books

9 0-0 b5 10 a4(?) hxa 11 Bxa4 Nc5

12 Rc4 0-0 13 Be3 a5 14 b4 Be6 15 Nd5
Bxd5 16 exd5 Na4 17 Qc1 Nb6

At this stage, both machines felt that the SUPER NOVA had a slight edge.

18 Bxb6 Qxb6 19 Qd2 a4(?) 20 Bb1 a3
21 Rc6 Qa7 22 c4 Bxc8(?)

Nephisto had expected 22 - Rf6 and a position perhaps just in its own favour. The game now swings away from the Novag.

23 Nc3 Qd4 24 Qxd4 exd4 25 Nb5 Rxc6 26
 dxc d3 27 Rxa3 d5 28 cxd d2 29 Rd3
 Bxb4 30 Bh3 Ne4 31 d6 Nc5 32 Rd5 Ne6
 33 d7 Be7 34 Bxe6 fxe 35 Rxd2 Bd8 36
 c7 Bxc7 37 Nxc7 Rf7 38 d8=Q Rxd8 39
 Rxd8 Ke7 and resigns, 1-0.

Here is the best of SUPER NOVA's two
 wins in this match.

White Novag SUPER NOVA
Black Nephisto SUPERNOVDIAL II

1 e4 e6 2 d4 d5 3 Nd2 c5 4 exd Qxd5 5
 Nf3 cxd 6 Bc4 Qd6 7 0-0 Nf6 8 Nb3 Be7
 9 Nxd4 a6

*Both go out of Book together again at
 this point.*

10 Qe2 b5 11 Bd3 Bb7 12 Rd1 Nbd7 13
 c4 bxc 14 Bxc4 Qc7 15 Bxe6(!)

*An interesting moment. Novag evaluates
 this as a +066 move, but drops to +005
 at move 18 before jumping again to +151
 as it plays 20 Rac1+. Thereafter both
 programs agree that Novag is winning.*

15 - fxe6 16 Nxe6 Qc6 17 Nxf7+ Kd8(!)
 17 - Kf7 had been expected.

18 Ne6+ Kc8(?)

And here 18 - Ke8 was expected.

19 Bg5 Qe4(?) 20 Rac1+ Kb8 21 Qxe4
 Bxe4 22 Bf4+ Kb7 23 Rxd7+ Nxd7 24
 Rc7+ Kb6 25 Rxd7 Bae8 26 Bc7+

*The SUPER NOVA is playing some fine
 chess and its present +287 evaluation
 will reach +445 by move 30!*

26 - Rc6 27 Ne5+ Kb5 28 Nd4+ Kc5 29
 Nb3+ Kb5 30 Rd4 a5 31 Rxe4 a4 32 Nd4+
*We will follow the game through to move
 40. Novag has the win by now, of course,
 but meets stubborn resistance which
 prolonged the game and forced the SUPER*

*NOVA to play cautiously in its build-up
 towards the inevitable.*

32 - Ka6 33 Nf5 a3 34 bxa Bxa3 35 Bd6
 Bxd6 36 Nxd6 Re6 37 Nef7 Rb8 38 f3
 Rb1+ 39 Rf2 Rb2 40 Kg3 Rg6

*We will leave it there as it went to
 move 63 before the SUPERNOVDIAL II
 needed to resign, 1-0.*

Two games from the above match went to
 over 80 moves - there were some tough
 struggles! Next are a win for each from
 the SUPER NOVA v. POLGAR match.

White Nephisto POLGAR/5
Black Novag SUPER NOVA

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6
 5 0-0 Nxe4 6 d4 b5 7 Bb3 d5 8 dxe Be6
 9 Nbd2 Nc5 10 c3 Be7

*POLGAR goes out of Book now, but SUPER
 NOVA stays "with it" for one more move.*

11 Bc2 Bg4 12 Qe1 0-0 13 Qe3 Re8 14
 h3 Be6 15 Nd4 Bd7 16 f4(!)

*The POLGAR central Pawns are worth
 watching in this game.*

16 - Ne6 17 Qd3 Nf8 18 Bb3 Nxd4 19
 cxd4 c6 20 f5 f6 21 e6 Bc8 22 a4 bxa
*At this stage, both programs think they
 have a small edge: POLGAR +090, SUPER
 NOVA +013.*

23 Ba4 Qc7 24 Re1 a5 25 Qc2 Qb6 26
 Nb3 Bb7 27 Bd2 Bb4 28 Rac1 Rab8 29 g3
 Bxd2

*With this move, Novag recognised its
 opponents pressure and went -023.*

30 Qxd2 Ba8 31 Nxa5 Qxb2 32 Qxb2 Rxb2
 33 Nxc6 Ra2 34 Bb3 Rb2 35 Bxd5 Bxc6 36
 Rxc6 Re7 37 Rc7(!!)

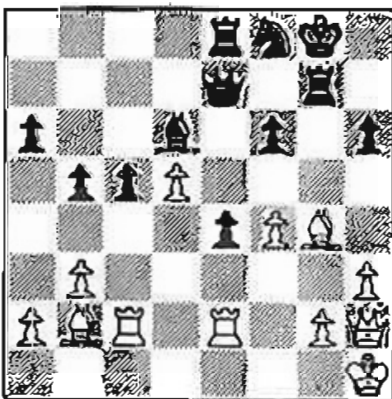
Suddenly its all over. POLGAR +665!

37 - Re8 38 e7+ Kh8 39 Bf7 Bb8 40
 Bxe8 Rxe8 41 d5 h6 42 d6 Kh7 43
 exf8=N+ Rxf8 and the Novag resigned,
 just after allowing the POLGAR to prove
 it knows about under-promotion! 1-0.

The next game is worth playing through,
 if only for one move!

White Novag SUPER NOVA
Black Nephisto POLGAR/5

1 f4(!) d5 2 b3 Bg4 3 d4 Nf6 4 Nf3
 Nbd7 5 Nbd2 c5 6 e3 e6 7 c4 Bd6 8
 cxd exd 9 Be2 0-0 10 0-0 Re8 11 h3
 Rxf3 12 Rxf3 a6 13 Bb2 Qb6 14 Rcl
 Rac8 15 Qel Bb8 16 Qd1 Ra8 17 Qel g6
 18 Rc2 Ra7 19 Qh4 Ne4 20 Nxe4 dxe4 21
 Rf2 Qd8 22 Qg3 f6 23 Bg4 h6 24 d5 Nf8
 25 Rfd2 Rf7 26 Bf5(?!) Rg7 27 Bg4 g5
 28 Qh2 gxf 29 exf h6 30 Kh1 b5 31 Be1
 Qe7



Well, here it is! What would you play? I
would like to give the SUPER NOVA a !!!
or even !!!! - but such extravagances
have to be reserved for Bobby Fisher
(see his famous game as a 13 year old
against Byrne where his Queen sac. move
got !!!!)

32 Bf3(!!) exf3

There is really nothing better. I
actually tried a PORTOROSE from this
position against the SUPER NOVA, and
even it was unable to save the game from

here at 1 min per move!

33 Rxe7 R8xe7 34 Qg1 Nd7(?)
 Michael Healey suggested 34 - Re2 35
 Rxe2 fxc2 36 Bxf6 Rf7 which is
 certainly better, though we also found
 36 Qel Ra? 37 Bxf6 for White which
 improves. The nearest to holding the
 game might be 34 - Rxf4.

35 Qf1 fxc2(?) 36 Rxc2 Bxf4 37 Qxf4
 Re1+ 38 Kh2 Rxc2+ 39 Rxc2 Re2+ 40 Kf3
 Rxb2 41 Qg4+ Kf8 42 Qxd7 Rxa2 43 d6
 and Black resigned, 1-0.

To close we really have to print the
 following from the SIMULTANO match, a
 game in which the Saitex machine showed
 that it too, can play right out of its
 skin (as they say on TV). Moves 11-23
 are worthy of some proper analysis at a
 future date.

White Novag SUPER NOVA
Black Saitex SIMULTANO

1 e4 e5 2 c3(!)

Extravagant... fun for owners but still!
extravagant. Simultano goes straight out
of Book, of course!

2 - Nf6 3 d4 d5 4 Nf3 exd 5 e5 Ne4 6
 cxd c5 7 Bd2 Qa5 8 Bd3 cxd 9 Nxd4 Bc5
 10 Nb3 Bxf2+ 11 Kf1 Nxd2 12 Bxd2 Qb6 13
 Ba5 Qe3

We now show some of each computer's
evaluations, which add to the confusion!

14 Bb5+ (+036) Nc6 15 Qc2 (+112) f6
 (-071) 16 exf (+205) 0-0 (+022) 17 Bd2
 Qb6 18 Bd3 (000!) Rxf6 19 Bg5 (-102)
 Nb4 (+120) 20 Bxb7+ Yh8 (+182) 21 Qe2
 Bh4+ 22 Bxf6 Qxf6+ 23 Kg1 Qb6+ (+552!)
 24 Kf1 Bg4 25 g3 Bxe2+ 26 Kxe2 Qe6+ 27
 Kf1 Kxb7 28 Kg1 Bf6 29 Rf1 Nxa2 and
 White resigned, 0-1!

COMPUTERS AND OPENING THEORY, PART 2

by Graham White

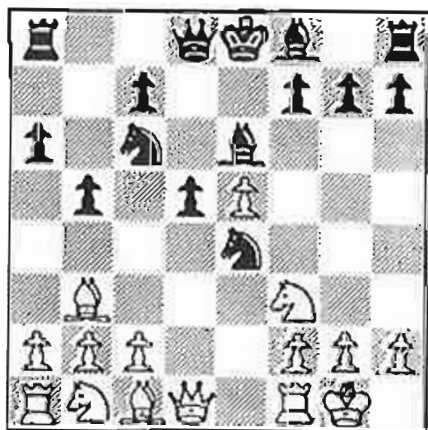
Following my earlier Article on some openings analysis by the MEPHISTO PORTOROSE program, I would like to share some further interesting ideas. In particular I have been studying the "OPEN" RUY LOPEZ in order to add it to my own Black repertoire.

Mephisto's help in practising and generating original analysis in some lines proved quite invaluable, and I hope to show that the Computer found some possibly important new ideas.

1. BATSFORD CHESS OPENINGS 2, Page 394,

Line 3. (BC02 is NOT needed to follow this article).

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.0-0 Ne4 6.d4 b5 7.Bb3 d5 8.de Be6



9.Be3 Be7 10.c3 Nc5 11.Bc2 Nd7(?!)

If my analysis is correct, this line is not good for Black. E.g:-

12.Re1(!) Nde5 13.Ne5 Ne5 14.Bd4 Nc6(?)

We are following Watson-Kaidanov, 1985

15.Bg7 Rg8

Now Watson retreated with,

16.Bd4(?)

BC02 gives this line as unclear - and the game itself ended in a draw.

However the PORTOROSE immediately finds

the much better,

16.Qh5(!)

The point is, if.

-A) 16...Rg7 17.Re6(!)

Looks crushing, e.g.

17...Qd7 18.Bf5(!)

Better is:-

-B) 16...Qd7

but then both,

17.Qh6 or 17.Qh7

Look to be winning. Okay, it's still a game, but I can't see much compensation, if any, for the Pawn Black is going to lose. It looks as if Kaidanov's "Knight's Tour" idea should be thrown on the scrap heap because of 16.Qh5(!) and Black should play 11...Bg4 or vary earlier with 10...Qd7 which is also given in BC02.

2. BC02, same page! Line 5.

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.0-0 Ne4 6.d4 b5 7.Bb3 d5 8.de Be6

As in (1), see Diagram. Now...

9.Qe2 Be7 10.Rd1 Nc5 11.Bd5 Bd5

12.Nc3

And BC02 gives 12...Bc4 with a long and complicated line ending with a +/-.

Here are the moves (as long as you don't ask me to explain them all!):- 13.Rd8

Rd8 14.Qe3 b4 15.b3 Be6 16.Ne4 Rd1+

17.Ne1 Nd4 18.Bb2 Nc2 19.Qe2 Ra1

20.Ba1 Na1 21.Nc5 Bc5 22.Nd3 Bb6

23.Nd4 0-0 24.Nc6 (Timman-Yusupov,

1985). In fact this game ended with

Black managing to draw after, 24...f6

25.h4 fe 26.Qe5 Rf6 27.Nd8(!) Bf7

28.Nf7 Kf7 29.Qa1 Rf2 30.Kh2 a5. But

if all Black can expect is the worse

side of a draw, this line is hardly

appetising.

In fact 11...Bd5 is not in the PORTOROSE

Book; and instead of 12...Bc4(?!), it

prefers,

12...Nb4(!)

This merits attention - it is supposed to be dubious, but let's take a closer look:-

-A) 13.a3(!) Bc4 14.Rd8 Rd8 15.Qc4
(forced) bc 16.ab Ne6

and the position is uncertain or maybe just +/-.

-B) 13.b9(? - but given as ! by Pachman)

0-0 14.Ba3 Ne6(!)

Probably what Pachman missed? Now if,

-Bi) 15.Nd5 Nd5 16.Be7 Qe7 17.Rd5 Nf5

-/+

-Bii) 15.Bb4 Nf4(!) +/-

-C) 13.Ne1(!)

Given as ! by Pachman also, and certainly best.

13...c6 14.a3 Nc2 15.Nc2 Qc7(!)

In fact the PORTOROSE plays 15...Nb3 first, but this is more accurate.

16.Nd5 cd

Now if:

-Ci) 17.Bf4 Black can play, 17...Ne6,

And if

-Cii) 17.Nd5(!) Nb3 18.Rb1 Rc8 19.Rd3

Nc1 (Qc2?) 20.Rc1 Bg5(!) 21.Rc3 Qc3

22.bc Bc1 with a roughly level endgame.

Probably White would be better to sit on a slight advantage with 17.Nd4(!)

Our conclusion is that 12...Nb4 is a perfectly playable alternative to 12...Bc4.

3. BC02, same page. Line 6, Note 28

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6

5.0-0 Ne4 6.d4 b5 7.Bb3 d5 8.de Be6

As in (1), see Diagram. Now...

9.Qe2 Be7 10.Rd1 0-0 11.c4 bc 12.Bc4

Qd7 13.Nc3 Nc3 14.bc f6 15.ef Bf6

16.Ng5 Bg5 17.Bg5 h6 18.Be3

Now, according to Korchnoi (and BC02,

though it endorses 18...Qd6 first), it doesn't matter whether Black plays 18...Ne5 19.Bb3 Qd6 (which is the PORTOROSE Book), or 18...Qd6 expecting 19.Bb3 Ne5, and the same position by transposition. But after.

18...Qd6

The PORTOROSE likes,

19.Bd5(!)

Then, after the continuation:-

19...Bd5 20.c4 Ne7 21.cd Nd5 22.Qc4

White is much better and Black has two weak Queenside Pawns. Who would fancy Black's chances of surviving this against, say, Karpov or Andersson?

4. BC02 - The 10...g6 (Korchnoi) line

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6

5.0-0 Ne4 6.d4 b5 7.Bb3 d5 8.de Be6

Again as (1), and Diagram there. In his 1978 Match with Karpov, Korchnoi (once!) experimented with,

9.Nbd2 Nc5 10.c3 g6(!)

He suffered a catastrophic loss and, as far as I can find, nobody has ever dared this "weak and provocative" move since (Speelman: Best Chess Games 1970-1980). Note: the move 10...g6 is NOT in BC02 which recommends d4, Nxb3 or Bg4.

Can the "g6" line be saved? The game went,

11.Qe2 Bg7 12.Nd4(!) Ne5 13.f4 Nc4(!)

Here,

13...Ned3

Is given as slightly better by Speelman, and this is the move the PORTOROSE would choose, with a continuation,

14.f5 gf (Speelman gives 14...Nc1, but what's the hurry to take this Bishop?)

15.Nf5 Bf6 16.Bc2 Nc1 17.Na1 d4

This is just one sample line, and it's very messy. Worth another try sometime? Only if you fancy playing with fire?!

The NEPHISTO POLGAR 10 at the BRITISH CHAMPIONSHIPS

SELECTIVE SEARCH COULD be criticised for its emphasis on *Nephisto* in a couple of recent Issues. We are aware of that, though **SS29** seemed to us to have a good and fair balance. This Issue IS very lop-sided - WE know that - but we can only publish from WHAT IS HAPPENING! At least, from THIS Article, you will know that we shall print the good, the bad, and the ugly! I wouldn't describe the POLGAR 10's performance in the British MAJOR OPEN as either bad, or ugly - but I think the word disappointing certainly applies, considering its Calderdale 207 BCF grade and our resultant pre-Tournament hopes for another around the 200 mark.

EASTBOURNE WAS A splendid venue for the British Championships in August - it certainly went down well with those who fancied a dip in the sea or an hour or two's sunbathing either before or after play. The weather was just superb and the playing conditions as good as they possibly could be in view of the very warm temperatures.

THE ARRIVAL OF the Computer Team, with their accompanying humans, was greeted with a set of "Rules for Computers" which we had not been made aware of. These were supposed to avoid a repeat of last year's frustration when an ACADEMY over-ran the time control by taking 6 mins to announce a mate-in-5 when it only had 5 left on the clock! However a quick glance through the Rules made it clear that they would not be to our advantage, insisting first of all that ONLY the actual operator for each computer could decide on any time adjustments needed or, indeed, touch any of the machine's controls.

THE BCF HAS always encouraged us to enter as many machines as we are able to (maximising our entry payment?). However available manpower to operate machines, whilst also running a Stand for players at the Tournament to practice or buy computers, means that we can really only manage to enter ONE machine comfortably. So the BCF has always encouraged, and advertised for us, to make use of youngsters there, who are happy to operate a computer for a small fee!

THIS HAS WORKED perfectly well in the past as, in the event of a problem - with a largely untrained youngster operating a machine, the inevitable wrong transfer of a move is bound to happen from time-to-time - it had always been in order for one of Countrywide's other staff to move over and correct an error by taking back moves and getting the correct one/s into the machine's memory. There has to be some loss of time anyway in transferring moves from the main BOARD to the COMPUTER and vice-versa and, in the past, the machines have been set at 40 in 1hr45 instead of 2hrs. to allow for general time loss and one "accident". In view of the new Rule, we decided to put the computers on 1hr40 and told our "team" to go slower, and take extra care! This was okay most of the time, though a 20 minute time loss is still somewhat prejudicial (especially when computers only meet players who WANT to play them - all entrants have the option to refuse to play a computer if they so choose). But there were still 3 occasions when

wrong moves were transferred to the board and the patience now required, as the clock ticks on and one's temperature rises, in instructing a youngster step-by-step through take-back etc. is NOT something I would recommend as an elixir! In 2 games over 30mins were lost altogether for one reason or another.

OTHER RULES STATED that we could not offer a draw, accept a draw, or resign. A draw could be accepted if the computer's evaluation read "000", but as operators were only allowed to press buttons for time control checks, they did not know what the evaluation was. The arbiter could be called to allow this! - or to award a game to the player if it was felt we were "playing on for too long". As we weren't being allowed to resign, it was hard to know exactly what we were supposed to do!

WHILST IN CONTROVERSIAL mode, I see a recent article in *New In Chess* has criticised operators of computers in Tournaments for their noisy habits, complete disinterest in the chess, and disregard for other players. I MUST say that my own experience at such Events with EUREKA, COMPETENCE and COUNTRYWIDE is quite the opposite of this; the management AND operators have always been VERY interested in the games. One of the things which is both valuable and interesting during all of the games is to follow and note down the computer's analysis and evaluative work - the help this can be in assessing and reporting on the results is immense. Because operators were forced to have only the clock times showing this year, that interest and value, for them and us, was clearly spoiled, though I am glad to say there were no subsequent noisy habits nor disregard for other competitors that I saw.

OF COURSE READERS of *Selective Search* are really more interested in the results, but I trust you will find the above remarks at least thought-provoking. Surely it is in the best interests of ALL involved in Chess Computers - as programmers, distributors or PURCHASERS - that accurate information should be available of performance abilities of the machines. Certainly there has always been great concern from many quarters (including the "hierarchy" of British Chess) when unsubstantiated claims/boasts have been bandied about. I believe it is in the interest of ALL concerned that proper opportunity - even encouragement - be given to those willing (and with the courage) to submit their computers to proper Tournament testing?

NOR ARE SUCH INVOLVEMENTS a guarantee of success! There are still some failures and disappointments running alongside the many occasions when the computers do well. The safest COMMERCIAL plan is probably still to stay in the office, save some money, claim that your new offering is "the strongest 32K computer in the world" or whatever, and let the customer find out for himself!

A (NEARLY) ROUND BY ROUND SUMMARY

Everything started out exactly according to plan with a splendid 2.5/3 on the

1st. day, including very good wins against two 166 grade players. On the 2nd. day we had one of the games with very heavy time pressure after the loss of 10 mins through operator error, but the points were still shared. Disaster struck on day three as the POLGAR 10's earned themselves some 190+ strength opposition and crashed 0/3! S. Ledger (194) beat us with 1 f4! to rub salt in the wound.

Fortunately there was a full recovery in round 4, with a 3/3 result, though the opposition average grading was back at 165. Still with 7/12 the POLGAR 10's were averaging close to 190 and everybody was fairly content.

It was during the next four days that things started to go wrong, and it took us that time to see what was happening and do something about it! Don't misunderstand, it was nothing illegal or at all wrong... just something we hadn't come up against before... or at least not that we're aware of! The players started to PREPARE for the computer! Copies of all games were printed and made available after play each day, and we slowly realised that openings which had been proved successful against the POLGAR were being repeated against it. Against 1 e4, e6 kept turning up and players as White were opening 1 e4 and, if the computer went e5, playing 2 Bc4. The POLGAR has various lines it will play in the French so that didn't always work, but 1 e4 e5 2 Bc4 does reduce POLGAR's options considerably, as readers will appreciate, and the computer actually plays along a known "sharp" line and then comes out of its Book at move 5! (1 e4 e5 2 Bc4 Nf6 3 Nf3 Nxe4!? 4 Nc3 Nxc3 5 dxc). This opening was used successfully twice more against the computer after its first appearance when Ian Galloway (192) won "on his own". The first time it re-appeared a small group of players kept arriving at our board for a little giggle as "their champion" sat back and played all his prepared moves. Our computer of course just lives from day to day, and saw no reason to change any of the moves it considered "best" in the previous round, and we just had to accept the situation for the time being.

If we had entered one of Richard Lang's 16 or 32-bit PORTOROSSES, then a quick and fairly easy solution would have been available! We could simply have made adjustments to the Opening Book overnight to cause different variations of the chosen lines to be played if and when they arose. I wonder if we would have had to tell the arbiter? If an ordinary player decides overnight to discard the opening he usually uses and play something different, HE'S allowed to. He can even buy what he needs at the Book Stall to help him do it!

Anyway, that can't be done on the POLGAR, so the question doesn't arise. Of course it would be quite wrong for the operator to force different opening moves via the "Next Best" button, but there was one other thing which we decided we could try, and that was adjust the SELECTIVITY OF SEARCH being used! The POLGARS are normally set to Selective 3, but we decided to try them on Selectives 2 and 4 in the hope that, after the Opening Book had ended, it might just VARY a move soon after to make its opponent think for himself instead of copying the moves from a previous game. Amusingly - no! not amusing really - the first time this

happened (and you should have seen our opponents' face when the POLGAR made a change on move 8!), the supporters of their latest "champion" complained to the arbiter that something had been done and the computer had changed a move! Obviously once we had explained that this was a built-in feature of the POLGAR and we had made an adjustment BEFORE play started which (1) simulated what any human might do when faced with the need to change a move he had found didn't work, and (2) remained in force throughout the game, the arbiters sided wholeheartedly with us. Stewart Reuben also condemned the method being adopted to oppose the computer and, gladly, rounds 9, 10 and 11 all went 2/3 for the machines, and we recovered some of our composure. Strangely, as a footnote to this one particular game, our opponent still won it! "Clearly" the POLGAR needs something different to 3 - Nxe4, or its Book extending up to 8 - Qe7.

Another lesson we have learned is that we DON'T need to offer a £10 prize to folk who beat the machine in order to encourage them to play properly against it! It was clearly noticeable in the final rounds - though we scored 6/9 from them - that, whilst other mid-table players played out some quietish draws, our opponents - short of the readies after their fortnight in Eastbourne - looked at our game as a source which might provide just one more night "on the town!"

Yet, in spite all of the ups and downs, the POLGAR 10C - they were all the same, but named "A", "B" and "C" to distinguish them in the draw for each round - came outright 7th. in the massive field with 7.5 from 11. Notably it never met ANY of the "prepared opening" brigade, and its games were mainly against higher graded folk who chose to play their own games. POLGARS "A" and "B" did less well, scoring 5, and 5.5 for a grand total of 18/33. The resultant final grading isn't known yet, but the truth is that it probably won't be much over 180. In fact our first calculation on pre-Tournament gradings came out at 179 BCF (the ACADEMY's exact 1989 result), though we believe that the update and recalculation done following the Tournament will probably change that by a point or two.

In the GAMES HIGHLIGHTS below readers will find samples of the 1 e4 e6 game AND the 1 e4 e5 1 Bc4 game that beat the POLGAR. In fact Oliver Jackson's win with the French Defence won the "Best Game against a Computer" prize - deservedly so as his win was all his own work. Actually Oliver came into the game really looking for revenge as the computer had beaten his wife quickly in an earlier round. To tell the full story she was somewhat surprised to find herself drawn against the computer, but had forgotten to request avoidance when completing her entry forms and now, playing below her best, lost in 18 moves. Oliver's revenge was comprehensive! Other highlights include a win against Natasha Regan, England's representative in the World Ladies U-21 Championship; and the computer's best scalp, a win against A. Mack in the 11th. round. Mack is graded at 2270 and a win in this final round would have given him a share of the the Major Open Champion Title! Finally an interesting endgame sacrifice by the POLGAR 10 to obtain central passed Pawns. The opponent may have been able to hold this position, but the POLGAR's win was still a credit to its ingenuity.

Which one to start with? Let's have a look at OLIVER JACKSON's rather crushing win as we have already discussed the background in some detail!

White O JACKSON (191 BCF)
Black Neph POLGAR B/10

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 e5 Nfd7
5 f4 c5 6 Nf3 Nc6 7 Bd3
7 Be3 is the computer's Book move.

7 - Nxd4 8 Nxd4 cxd
Of course, computers think they are well ahead at this point. Probably they are, as long as they play exactly through the inevitable pressure which follows.

9 Ne2 Bc5 10 O-O O-O 11 Qe1 Qb6?!
The Queen does not belong on this side of the board, and it would have been better to play Bb6.

12 Qh4!
Emphasising the inaccuracy of Black's last move.

12 - h6 13 f5 Nxe5?!
I think that 13 - f6 to block the advance of White's f-Pawn was better.

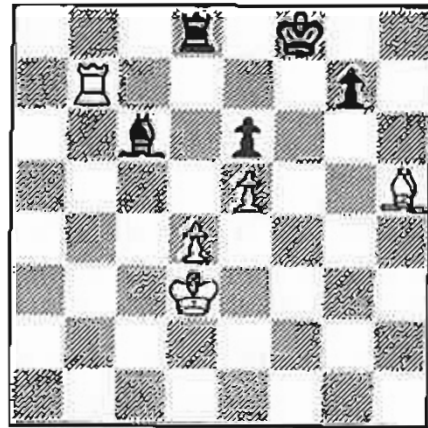
14 f6 Nxd3 15 cxd3 h5??
Played too quickly. Most moves lose outright here... and this is one of them! Only 15 - Rd8 almost holds: 16 fxg7 f5 (if 16 - e5 17 Rf6!) 17 Bxh6 Rd7 18 Rac1! winning, but with some work still to do. Incidentally 18 b4 tempting the Black Queen or Bishop from vital defence is interesting. If 18 - Qxb4 19 Bd2! wins easily; if 18 - Bxb4 19 Rab1 likewise. Finally note that 15 - Re8 does NOT work... 16 Bxh6 Bf8 17 Bxg7 Bxg7 18 Qg5 N/2.

16 Qg5 g6 17 Qh6 e5 18 Qg7 and mate!

Perhaps we should next look at some delightful endgame play by the Computer now, to help Polgar owners recover a little from the shock of the above one.

White Nephisto POLGAR B/10
Black W PURKISS (182 BCF)

We join play after Black's 60th. move (- Bc6). It has been a most interesting game of cut and thrust, with never much in it, and the game looks to be headed for a draw: White's has the better King position and his Rook on the 7th, but Black has his passed Pawn and, though it still has a long way to go, White must work to create his.



61 Rf7+ Ig8 62 Re7 Bd5 63 Bg4! If8 64 Nxe6!?!?

The question mark is only really due to the fact that the game is just 5 mins. from sealing and adjournment! A decision like this would be better held back until afterwards so that the opponent must do his analysis over the board. Of course the POLGAR doesn't know about that, so goes straight ahead.

64 - Bxe6 65 Bxe6 Ke7
The sealed move. The Computer is showing a small plus evaluation, but Purkiss now had an hour to work out how to contain the passed Pawns.

66 d5 g6 67 Ke3 Ra8 68 Bg4 Ra4?!

We thought 68 - Ra3+ 69 Kf4 Ra4+ 70 Kg5 Rd4 71 Bf3 Rd3 72 Be4 Rd4! might be best. Black's move is designed to cut-off White's King support of his two Pawns, but it does allow an immediate Pawn advance and may not be best.

69 d6+ Kd8 70 Bd1 Ra1 71 Be2 Ra3+ 72 Ke4 Ra2?

Here 72 - Kd7 may be better. After the game Purkiss told us that he hadn't been sure at all who was winning, and that he still had some hopes of a win! He was therefore trying to play with that in mind, but hoping to hold the draw if the Computer refused to make the endgame errors he was half-expecting to see. The POLGAR evaluation went over +100 with its 73rd.

73 Bd3 g5?

We are sure this is wrong. The POLGAR's suggestion was 73 - Ra1! with either (a) 74 Kf4 Kd7 75 Bxg6 Rf1+ 76 Ke3 Ke6 or, (b) 74 e6 Re1+ 75 Kd5 Rd1+ 76 Kd4 Ke8 77 Kc4 Rcl+. The Computer's evaluation now goes to +209.

74 e6 Ra5

Reverting to the plan of cutting White's King-support off; but it's probably too late.

75 Be2 Ra7 76 Rf5 Rh7

Best - it stops 77 Bh5

77 Bf3 Kg7 78 Kf6 g4?

The blunder ends it, though 78 - Rg8 79 Bc6 Rf8+ would not prolong things much. Black spotted the deadly 79 Bc6 shortly after playing g4, and resigned without waiting for the POLGAR's reply which would actually have resulted in 79 Kxg7 gxf3 80 Kf7 f2 81 e7+ Kd7 82 e8=Q+.

Still in winning-mode, we follow with the game from Round 9 against England's representative in the World Ladies U21 Championships.

White Nephisto POLGAR C/10

Black Natasha REGAN (169 BCF)

1 e4 Nf6 2 e5 Nd5 3 d4 d6 4 Nf3 Bg4 5 Be2 c6 6 exd exd 7 O-O Be7 8 h3 Bxf3?!

Is this exchange right? - or is it better to keep the Bishop and play Bh5?

9 Bxf3 Nf6 10 Re1 O-O 11 Bf4 Nbd7 12 d5

12 c4 also looks worth considering. The Computer evaluates at around +050 at this stage of the game.

12 - Nxd5 13 Bxd5 exd 14 Qxd5 Bf6?

14 - Nc5 is better. Black's game starts to lose direction now.

15 Nc3 Ne5 16 Rad1 Qb6

An optimistic development of the Queen which the POLGAR also made once or twice, though Natasha refuses 17 Qxb2 when the chance comes.

17 Ne4 Be7 18 Nxd6 Ng6 19 Qxb7 Bf6 20 Bc1 Qa5 21 Qd5 Qxd5 22 Rxd5 Rfd8 23 c4 Rab8 24 b3 a5?!

The brave Pawn carries NATASHA's hopes for a last-minute rescue. Something more solid, like 24 - Be7, could have been tried, but White is still +240 or so in Chess Computer terms!

25 Bd2 a4 26 Ba5 axb 27 Bxd8 bxa 28 Bxf6 Rb1 29 R5d1

And Black resigned as her position has disintegrated dramatically in the last few moves, despite the Oscar-winning efforts of the a-Pawn.

Hopefully our readers are now in a stronger frame of mind to take a look at another of the POLGAR's less successful encounters! - this time from Round 10.

White ♀ PETERS (179 BCF)
Black Nephisto POLGAR A/10

1 e4 e5 2 Bc4 Bf6 3 Nf3 Nxe4 4 Nc3 Nxc3 5 dxc f6 6 0-0 d6 7 Nh4 g6

The POLGAR is out of Book but here finds the vital "book" move.

8 f4 c6?!

And here it doesn't, though c6 looks better than the 8 - f5?! it played in an earlier Round. This was against IAN GALLOWAY (192 BCF), the game continuing 9 Nf3 Qf6 10 fxe dxe 11 Bg5 Qb6+ 12 Kh1 Be7 13 Qd5 Rf8 14 Qxe5 Nc6 15 Bb5 Qc5 16 Rfe1 Qxe5 17 Rxe5 Kf7 18 Bxc6 Bxg5 19 Nxf5 Kf6 20 Nxf7+ Kxe5 21 Re1+, with the POLGAR lasting to move 40. The Opening was then repeated in Round 7, but we had changed the Computer's selectivity from 3 to 2 for this one! As it is defensive care that is needed in this line, a choice in the other direction (e.g. selective 4) might have been better, but our first aim was simply to create possible change. As a final comment to this lengthy note, 8 - Qe7 is the Book move, which is found in the Novag SUPER EXPERT C and Nephisto's own PORTOROSE.

9 f5 d5 10 fxy Qb6+

We have commented on these Qb3/Qb6 moves before! The Computer shows +177.

11 Kh1 dxc 12 Qh5! Kd0 13 Rxf6

Once again the human has quickly taken advantage of Black's Queen moving out of position. PETERS said afterwards that he was torn between the move played and 13 g7, also rather dangerous!

13 - Be7?

I had expected 13 - Nd7 and rather naughtily pressed the Info. button for a sneaky look at the evaluation, which read +097. This optimism was to change very quickly after White's forcing reply.

14 g7! Rg8 15 Qxh7 Re8 16 g8=Q Bxf6 17 Q8f7 Nd7 18 Qhg6 Rf8 19 Qxf8+

Isn't 19 Qxf6+ stronger still? An interesting point is worth mentioning here about the way players use their clocks compared with Computers. Very clearly they think for much longer periods in the early middle-game, willing to leave themselves running a little short of time towards the time control. But they are planning their strategy and getting Pawns and Pieces to the best squares they can - Computers, of course, pace themselves fairly evenly throughout. I am not suggesting the Computers should allow themselves to get in serious time scrambles, but I would like to see them spend longer over those earlier phases. Often the game is won or lost - as in this game - by move 20, and the game then "wins itself" even if the player has to move every 10 secs. In this one, PETERS has used 1hr 33 to the POLGAR's 41m., but it doesn't matter. Even missing the quickest winning line, as now, makes no difference at all to the outcome. As we say at Countrywide, "I could beat Gary from here!" - (I think).

19 - Nxf8 20 Qxf6+ Ke8 21 Bh6 Nd7 22 Qh6+ Kf7 23 Rf1+

Again White misses a real crusher - 23 Bg5! - and again it wont matter.

23 - Ke6 24 Nf5 Nf6 25 Qf8 Qc7

and the Computer resigned, whether it's allowed to or not!

Well, we must finish on a positive note - and let's remember, the Computer did win more than it lost. In fact its final score of 15-12=6 was the BEST ever scored by a Computer in the Major Open. For the statisticians, with White it went 9-5=3, with Black 6-7=3.

We close with its win in Round 11 against A MACK, who started the Round on 7/10 and was lying 1=. For this Round, all the POLGARS were set on selective 4.

White Nephisto POLGAR C/10

Black A MACK (2170 Elo = 209 BCF)

1 e4 e6 2 d4 d5 3 exd exd 4 Bd3 Nc6
The POLGAR goes out of Book with this one - 3 exd is a rare choice nowadays.

5 c3 Bd6 6 Nf3 Nge7 7 0-0 Bg4 8 Re1 Qd7 9 Na3 a6 10 h3 Bh5 11 b4 b5 12 Nc2 0-0?!

Is this okay, or not? White's reply - especially coming from a Computer - must have given MACK quite a shock.

13 Bxh7+!?

Played after just 4 mins. "thought".

13 - Kh8?

Surely Black is being over-cautious, even though it was the result of 13 mins. thought. Perhaps he couldn't believe a Computer would make such a move without practical reasons? Whatever, 13 - Kxh7 was expected and looks to leave MACK standing okay in a tense but evenly balanced position.

14 Bd3

A correct withdrawal in the circumstances; indeed White nurses his advantage most effectively throughout the game.

14 - Ra0 15 Ne5!

This should guarantee the player with White good initiative and pressure whatever his/its opponent tries.

15 - Bxd1 16 Nxd7 Bxc2 17 Bxc2 Nc8?
17 - Rg8 looks better. The Computer's evaluation now jumps near to +300.

18 Bg5 Bg8 19 Nf6 Rxe1+ 20 Rxe1 Be7
21 Nrg8 Bxy5 22 Nf6 gxf 23 Re8+ Ig7
24 Rxc8 Bf4 25 Ra8 a5 26 bxa Bd2 27 a6 and Black resigned. If 27 - Bxc3 28 a7 Nxa7 29 Rxa7 c6 30 Rc7 Bxd4 31 Rxc6 wins comfortably; if instead after 27 - Bxc3 28 a7, Black tries Bxd4?! then 29 Rg8+ Kxg8 30 a8=Q+ followed by 31 Qxc6 winning easily.

Well, finding myself with unexpected space at the bottom of the page, I cannot resist just one more. Here is another from POLGAR C, this time in Round 10.

White D STEWARDSON (190 BCF)

Black Nephisto POLGAR C/10

1 d4 d5 2 Nf3 Nf6 3 c4 c6 4 e3 Bf5 5 Nc3 e6 6 Qb3 (Humans do it too!) b6 7 Re2 Bd6 8 0-0 0-0 9 Ne5 Bxe5 10 dxe Nfd7 11 f4 Nc5 12 Qd1 Na6 13 cxd exd 14 a3 Nc7 15 b4 Ne4 16 Nxe4 Bxe4 (The "!'s and '?'s show we reach some critical moments) 17 Bb2 a5! 18 Qd4 c5!! 19 Qd2 Qb4?! 20 Bf3 (20 bxc is better. White has used 1h 43, Black 49m) Bxf3 21 Rxf3 axb 22 Rh3 Qe7 23 axb h6 24 Rg3 Rxa1+ 25 Bxa1 Ra8 26 Bb2 Ra2 27 f5! Ne8 28 f6 Qxe5! (Well played! The POLGAR finds it, though only just!) 29 Bxe5 Rxd2 30 bxc bxc 31 fxg h5 32 e4 dxe (Eval. around +145 now) 33 Kf1 Rd3 34 Re2 (Perhaps 34 Rxd3 is better) c4 35 Re3 f6 36 Rxe4 fxe 37 Bxe5 Nf6 38 Rc5 Rd4 39 Rc7 Nd5 40 Ra5 c3 (and STEWARDSON resigned, 0-1).

As mentioned in SS29, Oxford Softworks have just released their latest chess program for the Atari ST, Amiga and IBM compatibles. *Chess Champion 2175*, a development of their popular *Chess Player 2150* program, has some excellent new features! The main complaint people had with *Chess Player* was the somewhat unfriendly user interface. This has been vastly improved in *Chess Champ*; so much so that the program is now one of the most friendly on the market. For instance a new feature called fast-move allows most moves to be entered with just one press of the mouse key. Moreover the user now has full control over the opening book. Openings can be selected on the basis of strength, popularity, name or manually as the game precedes.

As regard the paying strength the manual claims a 2000+ score on the ELO scale. The results so far would seem to suggest that this is a bit optimistic, 1900 is more realistic. The test games carried out were on a basic Atari 512 FTSM at one minute per move (when installed on machines with 1 megabyte or more of memory the program uses transposition tables to speed up its search). The results so far are;

	Score
<i>Chess Champ v MMIV</i>	2-5
<i>Chess Champ v Stratos</i>	1-4
<i>Chess Champ v Advanced Star Chess</i>	3-0

Here are two of the games with brief notes. See what you think!

White: *Chess Champion 2175* Black: *Advanced Star Chess* (Aggressive) 1 minute/move
 1.e4 e5 2.Nf3 Nc6 3.d4 exd 4.Bc4 Bc5 5.c3 dxc 6.Bxf7+ Kxf7 7.Qd5+ Kf8 8.Qxc5+ Qe7 9.Qxe7+ Nxe7 10.Nxc3 d5 11.Bf4 dxe 12.Nd2 (simpler is 12.Nxe4) Nb4 13.O-O Nd5 14.Be5 Nxc3 15.Bxc3 Nd5 16.Nxe4 Bf5 17.Ng3 Bg6 18.Bd4 Bd3? (a mistake which leads to the lose of a pawn and a cramped position for Black) 19.Rfd1 Nf4 20.Be5 Ne2+ 21.Nxe2 Bxe2 22.Rd7 Rg8 23.Rxc7 Ba6 24.Bd6+ Ke8 25.Re1+ Kd8 26.R1e7 (Black is paralysed!) g6 27.Rxh7 g5 28.Rhd7+ (28.Be5 looks better - eg 28...Ke8 29.Bf6) Ke8 29.Re7+ Kd8 (not 29...Kf8? 30.Rg7+ Ke8 31.Rxg8++) 30.Rcd7+ Kc8 31.Rg7 Rh8 (surely 31...Rxg7 is better as it gives black a little freedom) 32.Rc7+ Kd8 33.Rgd7+ Ke8 34.Rg7 Kd8 35.h3 Ke8? 36.Rxg5 (missing a mate in 5! 36.Rcd7! Bd3 37.Rge7+ Kf8 38.Rh7+ Ke8 39.Re7+ Kf8 40.Rxh8++) Kd8 37.Rg7 Ke8? 38.a3 (once again missing a mate in 5 via 38.Rcd7!) Kd8 39.Red7+ Kc8 40.a4 (with no black pawns on the K-side it would seem that a pawn advance eg 40.f4 or 40.g4 would be better) Bd3 41.Rxb7 (41.Be5 looks better) a6 42.Rgc7+ (missing another mate, this time a mate in 3 - 42.Rgd7! a5 43.Rbc7 Kb8 44.Rc6++) Kd8 43.Rd7+ Ke8 44.Re7+ Kd8 45.Be5 Rh6 46.Rbd7+ Kc8 47.Rxd3 Ra7 48.Rxa7 Rc6 49.Ra8+ Kb7 50.Rb8 Ka7 51.Rd7+ Rc7 52.Bxc7 a5 53.Rd5 Ka6 54.Rxa5++ mate 1-0.

White: *MMIV* Black: *Chess Champion 2175* 1 minute/move
 1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 (The classical Nimzo-Indian) c5 5.dxc O-O 6.Bg5 Na6 (Both programmes are out of their book) 7.a3 Bxc5 (MCO gives 7...Bxc3 8.Qxc3 Nxc5 which looks a little better as it frees the knight) 8.Ne4 Bd4 (8...Be7 seems safer) 9.Nf3 Qa5 10.Bd2 Qb6 11.Nxd4 Qxd4 12.Nxf6 Qxf6 13.Bc3 Qd8 14.Rd1 Qc7 15.e3 Rd8 16.Bd3 (+0.68) f5 (-0.85) 17.b4 d5 18.cxd Rxd5 19.O-O Bd7 20.e4 fxe 21.Bxa6 bxa 22.Qxe4 Qc6 23.Rd3 Rxd3 24.Qxd3 Qd5 25.Qg3 g6 26.Qf4 Bc6 27.f3 Qb3? (A blunder evaluated as -0.93 by *Chess Champ*, 27...Rf8 was necessary in order to stop the Queen and Bishop connecting along the diagonal. *MMIV* is quick to capitalise on the mistake) 28.Qf6 e5 (-5.66) 29.Bxe5 Qe3+ 30.Kh1 Qh6 31.Qe6+ Kf8 32.Qxc6 Rd8 33.Qf6+ Ke8 34.Bf4 Qxf4 35.Re1+ (announcing mate in 5) Kd7 36.Re7+ Kc8 37.Qxa6+ Kb8 38.Qb7++ mate 1-0.

All in all *Chess Champion 2175* is an easy to use feature packed programme. If you already have an Atari ST, Amiga or IBM compatible then it'll give you a good game for the money!!

CHRSS CHAMPION 2175

by Eric Hallsworth

I too have purchased Chris Whittington's new 2175 program, also for use on an Atari ST. Adverts for it will have been seen in various places, so readers are sure to be wondering if this is the PC program which might save them all buying a "proper" dedicated one in order to get real playing strength! I'm afraid not, though it probably does represent the best program for Atari and Amiga owners... at least until the long-promised *CHRSSMASTER 2100* turns up... if ever!

Having used its predecessor, the 2150 (with which I was not very impressed due to poor playing strength and extreme user-unfriendliness), I was initially pleasantly surprised when first using the 2175. Excellent graphics, choice of playing pieces, 2D/3D, option to vary the colours, easy-to-use system for moving quickly to and from Analysis and Evaluation info, plus much better Opening Book and facilities to add your own or new Openings... all of this was quickly apparent and very encouraging.

In play, too, first impressions were much better, and the 2175 was playing some nice Chess in the early middle-game, a quality which is apparent in many of its games. However, when you attack its King and almost always in the endgame, it really can be a let-down and I have to say I feel that even Steve's estimate of 1900 Elo is likely to be over-optimistic.

I did write to the distributors querying their implication of "2175" in the name for the program, but was assured

that "the marketing people's name choice is not an ELO, but a number higher than *ChessMaster* (whose name is also not an Elo!)" - end of quote, underlining mine. Who are they trying to fool? You're right!

I then met programmer Chris Whittington at the recent OLYMPIAD in London, and we had a good chat. The program has been substantially re-written since the 2175 you and I can currently buy, and was running there on a 68030 at 29MHz (nearly 10x my Atari!). Chris was a little disappointed at its score of 2 1/6 (+ 1 bye) which was less than he had hoped, but it had held good positions in 2 of the games it finally lost, and I think there is potential if its tactics and the endgame can be sharpened. Chris was realistic about the work which still needs doing, but fully intends to bring out at least one more version (presumably numbered 2200+?!) when enough progress has been made.

Here are some games which I have played with the 2175 which will illustrate, I think, some of my comments.

White Chess Champion 2175/Atari ST
Black Mephisto Europa

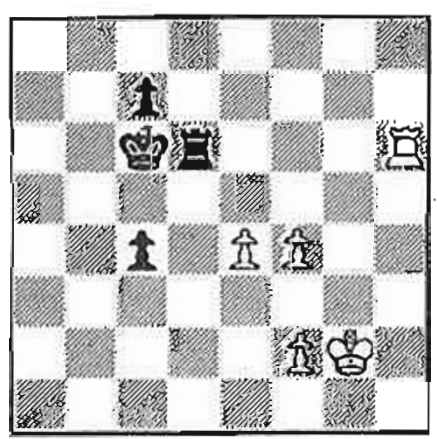
In order to do the job properly I am including the full game but, to be honest, readers only really need to join it at the diagram! It is the final moves from there which show one of the reasons why I really cannot be so enthusiastic about this program.

1.e2-e4 e7-e5 2.Ng1-f3 Nb8-c6 3.Nb1-c3 Ng8-f6 4.Bf1-b5 Bf8-b4 5.O-O O-O

6.d2-d3 d7-d6 7.Bc1-g5 Bb4xc3 8.b2xc3
 Qd8-e7 9.Rf1-e1 b7-h6 10.Bb5xc6 b7xc6
 11.Bg5xf6 Qe7xf6 12.Nal-bl Bc8-g4
 13.Rbl-b7 Hg4xf3 14.Qdlxf3 Qf6xf3
 15.g2xf3 Rf8-c8 16.Rel-bl Kg8-f8
 17.d3-d4 Kf8-e7 18.Rbl-b4 Ke7-e6
 19.Rb4-c4 Ke6-d7 20.d4xe5 d6xe5
 21.Rc4-b4 Rc8-d8 22.Kgl-fl a7-a5
 23.Rb4-bl c6-c5 24.Kf1-e2 Kd7-c6
 25.Ke2-e3 g7-g5 26.a2-a4 Rd8-d7
 27.Rb7-b5 Ra8-a6 28.Rbl-h1 Ra6-a8
 29.h2-h4 f7-f6 30.h4xg5 h6xg5
 31.Rhl-h6 Rd7-d6 32.c3-c4 Ra8-a7
 33.c2-c3 Ra7-a8 34.Rh6-g6 Ra8-d8
 35.Rb5xa5 Rd6-d3 36.Ke3-e2 Rd3-d2
 37.Ke2-f1 Rd2-d1 38.Kf1-g2 Rd8-d6
 39.Rg6xf6 Rd6xf6 40.Ra5-a6 Kc6-b7
 41.Ra6xf6 Rd1-a1 42.Rf6-f5 Ralxa4
 43.Hf5xe5 Ra4xc4 44.Re5xg5 Rc4xc3
 45.f3-f4 c5-c4

By good pressure and with thanks to Europa for falling into a simple trap, 2175 now has a won game with just a modicum of care. And deservedly so as it has outplayed the Europa.

46.Rg5-b5 Kb7-c6 47.Rb5-b5 Rc3-d3
 48.Rh5-h6 Rd3-d6



49.Rh6-h3 Rd6-d4 50.Kg2-f3
 Very disappointing! Worse, the 2175 was expecting 50...c3 from Black. And this was played at 1 min per move. Black's reply wins outright, of course.

50...Rd4-d3 51.Kf3-e2 Rd3xb3 52.f4-f5
 c4-c3 53.f5-f6 c3-c2 54.Ke2-d2 Rh3-f3
 55.Kd2xc2 Kc6-d6 56.Kc2-d2 Kd6-e5
 57.Kd2-e1 Ke5xe4 58.Kel-e2 Rf3xf6
 59.Ke2-e1 Rf6-b6 etc.

0-1

White Chess Champion 2175/Atari ST
 Black Novag SUPER VIP

1.d2-d4 c7-c5 2.d4-d5 d7-d6 3.e2-e4
 Ng8-f6 4.Nbl-c3 g7-g6 5.Bc1-g5 Bf8-g7
 6.Ngl-f3 O-O 7.Bf1-c4 Qd8-b6 8.Nal-bl
 Qb6-b4 9.Nf3-d2 h7-h6 10.a2-a3 Qb4-b6
 11.Ng5-f4 e7-e5 12.Bf4-e3
 12.dxe ep was better.

12...Nf6-g4 13.Nd2-f1 f7-f5!? 14.Be3-d2
 f5xe4

14...f4, gaining space, is an alternative.

15.Nc3xe4 Bc8-f5! 16.Nf1-g3
 16.Nc3?? Nf2 wins easily. 17.Rf2 Bc2!

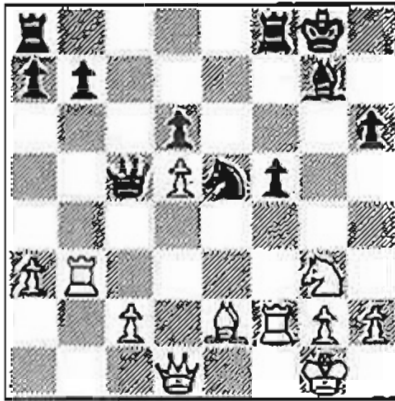
16...Nb8-d7 17.Ng3xf5 g6xf5 18.Ne4-g3
 e5-e4!? 19.b2-b3
 19.Be2 may have been better.

19...Nd7-e5?!
 19...Bd4 looked strong.

20.Bc4-e2 c5-c4 21.O-O e4-e3 22.Bd2-el
 c4xb3 23.Rblxb3
 Super VIP showed a plus at this stage, but the 2175 is winning really.

23...e3xf2 24.Belxf2 Ng4xf2 25.Rflxf2
 Qb6-c5

Super VIP now shows -1.18, and quite right! I thought the 2175's next might allow Novag some good counter-attack chances when I first saw it, but the follow-up is a real surprise, and keeps the PC program ahead cleverly.



26. Rb3xb7!? Ne5-g4 27. Rb7xg7! Kg8xg7
 28. Be2xg4 f5xg4 29. Qd1xg4 Kg7-b7
 30. Qg4-d7 Kh7-h8 31. Ng3-f5 Qc5-c3
 32. Qd7xd6 Rf8-f6 33. Qd6-b4 Qc3xb4
 34. a3xb4 Ra8-e8 35. Nf5-g3 Rf6xf2
 36. Kglxf2 Re8-c8

White's win may no longer look so certain, but it is still genuinely there, as the notes will show.

37. e2-c3 Rc8xc3 38. d5-d6 Kh8-g7
 39. Ng3-f5 Kg7-g6 ??

A mistake, but Black gets away with it.
 39...Kh7 was right to avoid the fork which now becomes available to White.



40. g2-g4??

Missing 40. Re2!! which wins. 40. Re2 Rc2
 (40...Kf5 41. d7!) 41. Kd3 Rc8 42. Ne7!

40...Re3-b3 41. d6-d7??

Re2 still wins! 41. Re2 Rb2 42. Kd3 Rb1
 43. Rc2 Rb4 44. d7!!

41...Rb3-d3 !

Now Black wins - there will be no further chances for the 2175. A shame, its play has deserved the win in this one.

42. Nf5-b4 Kg6-g5 43. Nh4-f5 Rd3xd7
 44. Kf2-g3 Rd7-d3 45. Kg3-f2 Rd3-b3
 46. Nf5-e3 Rb3xb4 47. Kf2-g3 a7-a5
 48. h2-b4 Kg5-g6 49. Ne3-d5 Rb4-b2
 50. Nd5-e7 Kg6-b7 51. g4-g5 a5-a4
 52. g5-g6 Kh7-b8 53. Ne7-f5 a4-a3
 54. g6-g7 Kh8-g8 55. Bf5xh6 Kg8xg7

0-1

White Novag SUPER VIP

Black Chess Champion 2175/Atari ST

1. d2-d4 d7-d5 2. Ng1-f3 e7-e6 3. c2-c4
 d5xc4 4. Qd1-a4

4. e4 is better known.

4...Nb8-c6 5. Qa4xc4 Ng8-f6 6. Nbl-c3
 Bf8-b4 7. Qc4-d3?!
 Why?

7...O-O 8. e2-e4 Rc8-d7 9. Bf1-e2 Rf8-e8
 10. Bcl-f4 Nf6-h5 11. Bf4-e3 Nh5-f6
 12. O-O

Despite the extra moves with his Queen, White has completed development much more positively than Black.

12...e6-e5 13. d4-d5 Nc6-a5

13...Nd4 expected by Novag, looks better;

14. Nd4 ed4 15. Bd4

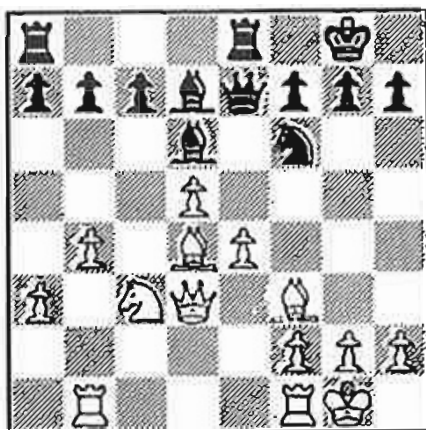
14. a2-a3 Bb4-d6 ?

After 4 mins, but 14...Bxc3 15 Qxc3 c6 was better.

15. b2-b4 Na5-b3 16. Ra1-b1 Kb3-d4

17. Nf3xd4 e5xd4 18. Be3xd4 Qd8-e7

19. Be2-f3

REX Chess on the PC's!

19...a7-a5?

19...c6 was better.

20.b4xa5 Re8-b8 21.e4-e5!

Well played!

21...Bd6xe5 22.Rf1-e1!

Another good move by the Super VIP;
White is winning easily now.

22...Be5xb2 23.Kg1xb2 Qc7xa3 24.Bd4xf6
g7xf6 25.Bf3-e4 f6-f5

The alternative was 25...Qd6+.

26.Nc3-b5 Qa3-c5 27.Qd3-c2 Qc5xc2

28.Be4xc2 Ra8xa5 29.Nb5xc7 Ra5-a2

30.Rel-e2 b7-b6 31.d5-d6 Kg8-g7

32.Nc2-d3 Ra2xe2 33.Bd3xe2 Kg7-f6

34.Nc7-d5 Kf6-e6 35.Nd5xb6 Rb8-d8

36.Rb1-d1 f7-f6 37.Kh2-g3 Ke6-f7

38.Nb6xd7 Rd8xd7 39.Be2-c4 Kf7-g6

40.Nc4-e6 Rd7-a7?

In the words of Paul Lamford, a real
"130 move"! It had to be Rd8 - or lose
a Pawn first by f4+. But Ra7? is very
poor.

41.d6-d7 Ra7-a3 42.Kg3-f4 Ra3-a4

43.Kf4-e3 f5-f4 44.Ne3-f3 Ra4-a3

45.Kf3xf4 Ra3-a4 46.Kf4-e3 Ra4-a3

47.Rd1-d3

1-0

REX, the current "king" of the PC programs, is still showing up well on both Sweden's and our own RATING LIST, using an 80386 PC at 20MHz. Readers have asked if I could print some of its games, but at present I only have 2! - one played against the Modul Computer Magazine folk and the other sent to me by Steve Maughan against CHESSMASTER 2100 - available now for IBM and Compatibles.

It's a Rapid Chess game (30 mins each), using 80386sx hardware at 16MHz.

White REX Chess, Black CHESSMASTER 2100

1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 (*that's a change!*) 4.d4 Bd7 5.Nc3 exd4 6.Nxd4 g6

7.Be3 Bg7 8.Qd2 Nf6 9.Bxc6 bxc6

10.Bh6 0-0 11.Bxg7 Kxg7 12.0-0-0(!)

Rb8 13.f4(!) Re8 14.Rhe1 Rfe8

15.e5(!) Ng4 16.h3 Nh6 17.Nf3 d5

18.Ne2 Qb4 19.Qc3 Nf5 20.g4 Ne7 21.a3

Qxc3 22.Nxc3 Bc8(?) 23.Na4 a5(?)

24.Nd4 h5 (*please sir, I don't know what to do*) 25.gxh5 gxh5 26.Rd3 Bf5 27.Rg1+

Kf8 28.Rc3 Bd7 29.Rg5 h4



30.f5(!) c5 (*running rapidly out of moves*) 31.Nxc5 Bc8 32.e6 fxe6 33.Nxe6+ Bxe6 34.fxe6 Bcc8 35.Rf3+ Ke8 36.Rf7 c5 37.Nf5 Rb7 38.Nxe7 Id8 (*not 38..Rxe7 39.Rg8++*) 39.Nc6+ Bxc6 40.Rg8 and mate!

White Mephisto PORTOROSE X 68030
 Black Mephisto REBELL-POLGAR/58(?)
 World Olympiad 1990, notes GRAM WHITE

1.d2-d4 d7-d5 2.c2-c4 e7-e6 3.Nb1-c3
 Ng8-f6 4.Nc1-g5 Nf8-e7 5.c4xd5

The Exchange Variation which was a favourite of the great Czech G.M Salo Flohr. White's strategy can be simple: Nf3, e3, Bd3, 0-0, Qc2, Bahl, Rfc1 followed by b4 and b5 with a "minority attack" on the Q-side against Black's Pawn phalanx a7, b7, c6 and d5. If allowed to succeed unhindered Black can end up with a position nearly impossible to defend.

3...e6xd5 6.e2-e3 e7-e6 7.Nf1-d3 Nh8-d7
 8.Qd1-c2 0-0 9.Ng1-f3 Nf8-e8 10.0-0 Nd7-f8

This is the main line position, and we are still in theory. 11.a3 was played in Flohr v. Yates, 1930. White prepares 12.b4. Against Euwe two years later, Flohr won a great game with 11.Ne5, and in more modern times Karpov has tried 11.h3. Also Timman v. Kasparov, 1984 went 11.Nf6 Bf6 12.b4. The PORTOROSE X move is also known and is designed to support b4 - which Black correctly stops.

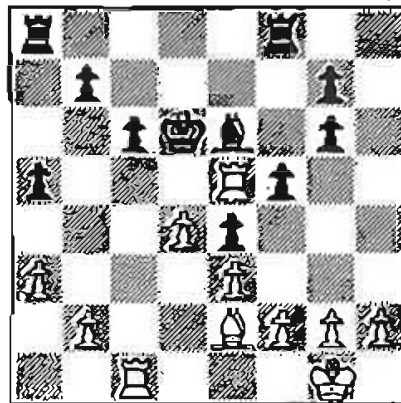
11.Nal-bl a7-a5 12.a2-a3 Nf8-g6
 The PORTOROSE had 12...Ne4 in its Book for Black. Both computers are now "on their own".

13.Nf3-h4 Nf6-e4 14.Bg5xe7 Qd8xe7
 15.Nh4xg6 h7xg6 16.Nc3xe4 d5xe4
 White must have built up some advantage; he has the better Pawn structure, plus the more useful half-open file.

17.Nd3-c4 Nc8-e6 18.Rb1-cl f7-f5 19.Nc4-e2!?

Avoiding exchanges.

19...Re4-f8 20.Qc2-c5 Qe7xc5 21.Nc1xc5
 Kg8-f7 22.Rf1-cl Nf7-e7 23.Nc5-e5
 Ke7-d6



24.h2-h4!

A very good move positionally: this and g3, which follows, fix the Black Pawn weaknesses.

24...Nf8-h8 25.g2-g3 Nc6-d5 26.Ng1-g2
 Ra8-f8 27.Ncl-c2 h7-h6 28.Nc2-cl

Clearly the PORTOROSE X is unsure how it can improve its position further. Black's King is better centralised and White could do worse than head his King towards d2.

28...c6-c5

It could well be that the game is actually headed for a draw - as long as Black does little or nothing. To play on the Q-side he should play Rc8, Rc7 and Rbc8 first... and watch out for h5!

29.h2-h4?! c5xb4 30.a3xb4 a5-a4!!
 30...axb4 31.Nb1 b3 32.Bd1 is better for White than Black's excellent choice!

31.Ncl-c3

White wants to place the Rook as a

blockade on a3, but Black quickly stops this idea!

31...d5-b3 32.Re5-b5 Rf8-h8 33.f2-f3
Good! If 33...exf+ 34.Bxf3 leaves White with the better Bishop.

33...Rh8-f8 34.f3xe4 f5xe4
Whilst Black now has several weak Pawns, he also has that little monster on a4. White must actually be very careful and the issue is truly in doubt!

35.Rb5-g5 Rf8-f6 36.Re2-b5 Rb8-b7
37.Rc3-c6
37.Rxg6? would be far too dangerous.
e.g. 37...Rxg6 38.Rc6+ Rd5 39.Rxg6 Rc7
40.Rxb6 a3! 41.Ra6 a2 42.Be8 Kc4! - a line illustrating our previous note.

37...Kd6-e7 38.Rg5-e5 Re7-d8 39.Rc6-cl
Rb7-e7 40.Re5xe7 Kd8xe7 41.Rcl-c3
Ke7-d6 42.g3-g4 g6-g5
I cannot see the idea or need for this.
42...Rf8! is the move and tempts 43.Rc6+
Kd5 44.Rxb6 a3 45.Bc6+ Kc4 46.Bxe4 a2

47.Ra6 Kc3!

43.h4xg5 Rf6-f7 44.Rc3-c6 Kd6-d5
45.Rc6xb6 a4-a3 46.Bb5-c6 Kd5-c4 47.Rb6-a6 Rf7-f3??

Why? He throws away his trump a-Pawn which can still possibly even win this game! 47..a2! right now could be winning! E.g. 48.Bxe4 Kc3!

48.Ra6xa3 Rf3xe3 49.Rc6-a4
A neat winning tactic to end with. If 49...Kxb4? 50.Rxb3+ and White has one tempo to spare to get his Pawn home!

49...Rb3xa4 50.Ra3xe3 Kc4xd4 51.Re3-a3
Ra4-c6 52.Ra3-a6 Rc6-b5 53.Ra6-g6 e4-e3
54.Rg6xg7 Kd4-d3 55.g5-g6 Kd3-d2 56.Rg7-e7 Bb5-c6 (1-0)

The end of a very interesting game in which the REBELL/POLGAR actually earned itself a chance to "steal" it for a couple of moves, even though the PORTOROSE X - running on somewhat slower hardware - controlled the game for most of the time.

NOTES re the RATING LIST (back page) to help MAGAZINE NEWCOMERS

/S after a machine indicates its **PROCESSOR SPEED** in MHz. Some programs are available running at different speeds and this helps distinguish them.

+/- shows the maximum future **RATING MOVEMENT** likely for that computer. It is 95% certain mathematically that a machine's rating will stay within its +/- range.

As the no. of games played by a machine increases, the +/- figure will decrease.

Human Games This column shows each computer's results, from various countries, in tournament play against humans. The figures are adjusted to British levels, and affect, (1) the **FINAL** rating given to the **INDIVIDUAL** machine concerned, and (2) the **OVERALL** level of the finished Rating List for all computers. 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. The main **BCF/Elo** figures shown combine **BOTH**, and are the most accurate in my own view.

/PC indicates a program available for some **PERSONAL COMPUTERS**. The processing speed of the PC in use will affect the playing strength; figures shown are generally for 6-8MHz, except where shown otherwise

RATING LIST (c.) Oct 1990 SELECTIVE SEARCH 30

BCF	Computer	Elo	+/-	Games	Pos	Human/Games
219	MEPH PORTOROSE 68030	2358	23	387	1	2354
207	MEPH PORTOROSE 68020	2257	13	1203	2	2261
206	FID MACH8 68030/V9	2253	24	354	3	2283
202	MEPH ALERIA 68020	2216	15	935	4	2188
200	FID MACH4 68020/V7	2200	14	992	5	2201
199	MEPH PORTOROSE 68000	2195	13	1222	6	2126
195	MEPH POLGAR/10	2166	30	229	7	2056
195	FID MACH38 2+68000/V5	2162	33	191	8	1888
192	MEPH ROMA 68020	2136	14	966	9	2052
190	MEPH ALERIA 68000	2125	14	974	10	2104
189	MEPH DALLAS 68020	2115	14	987	11	2080
188	MEPH POLGAR/5	2106	14	1055	12	2142
187	FID 2265 MACH3 68000/V2	2100	8	3060	13	2113
186	REX 80386 20MHZ/PC	2088	42	120	14	2000
184	MEPH DALLAS 68000	2076	12	1438	15	2060
183	NOV SUPER FORTI-EXP C/6	2068	22	412	16	2060
182	MEPH MONDIAL 68000 XL	2060	18	606	17	1975
182	MEPH ROMA 68000	2058	10	1861	18	2058
182	MEPH ACADEMY/5	2057	12	1348	19	2063
179	MEPH AMSTERDAM	2032	9	2318	20	2038
178	MEPH MEGA 4/5	2029	10	1921	21	2041
178	MEPH SUPHOND 2-MCARLO 4	2029	34	181	22	2074
178	KASP GAL-REN D/10	2029	14	1007	23	1985
178	NOV SUPER FORTI-EXP B/6	2028	14	995	24	1998
178	FID MACH 2C 68000	2026	9	2289	25	2066
176	FID MACH 2B 68000	2010	26	302	26	1968
175	MEPH MMA/5	2002	9	2296	27	2013
174	NOV SUPER FORTI-EXP A/6	1997	14	967	28	2040
172	CONCH PLY-VICTORIA/8	1980	51	80	29	1848
172	MEPH MONTE CARLO	1976	34	186	30	2046
171	PSION 2 ATARI/PC	1971	11	1619	31	2033
171	KASP GAL-REN C/8	1969	26	313	32	2016
170	CG6 SPHINX/4	1964	12	1332	33	1955
169	FID MACH 2A 68000	1956	25	330	34	1918
167	CONCH PLYMATE/8	1942	103	20	35	2036
167	NOV EXPERT/6	1940	31	222	36	1836
167	NOV SUPER FORTI-EXP A/5	1938	12	1423	37	1827
167	FID CLUB B 68000	1937	12	1375	38	1827
166	NOV EXPERT/5	1934	29	247	39	2052
164	NOV FORTI B	1918	10	1888	40	1975
164	FID AVANT GARDE/5	1917	11	1677	41	1862
164	MEPH REBEL	1916	10	1820	42	1948
164	FID PAR E-ELITE-DES2100	1914	9	2259	43	1927
163	KASP STRATOS-CORONA	1910	11	1733	44	1930
163	NOV FORTI A	1908	10	2088	45	1990
162	MEPH SUPERMONDIAL 1	1901	13	1131	46	1939
162	CONCH PLYMATE/5.5	1899	11	1757	47	1873
162	KASP GAL-REN B/6	1896	15	961	48	1910
161	KASP TURBO KING	1893	34	184	49	1910
161	FID CLUB A 68000	1892	30	228	50	1767

RATING LIST (c.) Oct 1990 SELECTIVE SEARCH 30

160	KASP SIMULTANO	1887	18	627	51	1761	28
160	NOV EXPERT/4	1884	15	935	52	1975	43
160	CONCHES/6	1883	44	107	53	2037	8
160	FID EXCELLENCE/4	1883	11	1522	54		
158	CONCH PLYMATE/4	1870	24	372	55	2027	6
158	SCI TURBO KASP/4	1869	20	512	56	1959	52
157	FID ELITE C	1857	34	182	57	1869	11
156	MEPHISTO M/2	1853	17	725	58	1776	8
156	SCI TURBOSTAR 432	1852	12	1298	59	1896	61
156	FID ELEGANCE	1851	17	685	60	1872	40
155	KASP GAL-REN B/4	1846	76	37	61	1982	6
155	FID EXCELLENCE-DES2000	1845	11	1583	62	1881	46
154	CHESSMASTER 2100/PC	1839	55	69	63		
154	CHESS CHAMPION 2175/PC	1830	46	100	64		
153	PSION 1/PC	1830	39	137	65	1802	4
153	CONCHES/4	1824	20	509	66	1937	23
152	NOV SUPER CONST	1821	8	3248	67	1858	264
152	CHESSPLAYER 2150/PC	1821	51	81	68		
151	NOV SUPER NOVA	1814	49	90	69		
151	MEPH BLITZ	1808	27	277	70	1962	6
149	FIMAL CHESSCARD/PC	1799	44	108	71		
148	NOV SUPREMO	1791	75	38	72		
148	NOV SUPER VIP	1787	30	238	73		
146	FID ELITE A	1774	39	141	74	1779	20
145	FID SENSORY 12	1766	13	1208	75	1805	7
145	MEPH EXCL S/12	1766	31	213	76	1941	27
145	FID PRESTIGE	1764	17	695	77	1758	131
144	SCI SUPERSTAR 36K	1759	15	907	78		
144	MEPH EUROPA-MARCO POLO	1752	36	159	79		
143	CONCHES/2	1750	14	1021	80	1786	11
142	NOV QUATTRO	1743	19	585	81		
142	NOV CONST/3.6	1740	16	823	82		
142	NOV PRIMO-VIP	1739	25	320	83	1861	17
141	PSION QL/PC	1735	55	70	84		
141	MEPH MONDIAL 11	1731	84	30	85		
140	CHESSMASTER 2000/PC	1722	26	317	86		
139	FID ELITE B	1716	47	97	87	1656	31
139	SARGON 4/PC	1716	48	92	88		
136	MEPH MONDIAL I	1692	29	247	89		
136	FID ELITE DR16	1690	39	139	90	1840	5
136	SARGON 3/PC	1689	64	52	91		
134	COLOSSUS 4/PC	1679	30	240	92	1610	2
134	NOV CONST/2	1674	13	1262	93	1730	37
133	SUPER ENI-ADV STAR	1665	16	829	94	1636	11
128	COLOSSUS 10/PC	1628	68	46	95		
127	CHESS 3000	1622	112	17	96		
125	FID SENSORY 9	1603	14	1000	97	1646	59
121	COLOSSUS 2/PC	1571	77	36	98		
121	GM + STEINITZ	1571	27	287	99		
120	CHESS 2001	1565	50	84	100		