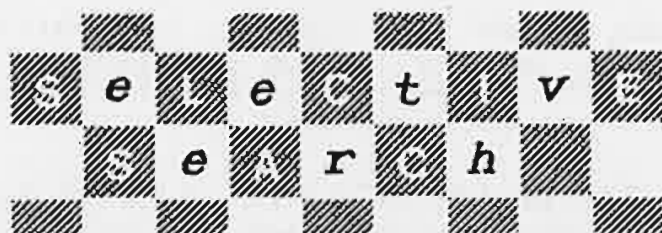


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## Computer Chess NEWS SHEET 31 "SELECTIVE SEARCH"

Dec. 1990/Jan. 1991

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.

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

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A **REMINDER LABEL** is placed on the Envelope of each Reader where the Issue enclosed is the **LAST** covered by their current sub. If there is such a Label on **YOUR** envelope, you 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.

Greetings to all Readers - my best wishes to you for a Happy Christmas and New Year. "Glory to God in the highest, And on earth peace, good will toward men!" Did that say, "Peace?" "What, today?" Oh YES. If you know **WHO** to go to for it. The One Who came to seek and to save all who are lost. And so, happy **CHRISTMAS!**

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\* **FOUR PORTABLES** compared: Novag, CXG, Saitek/Kasparov, Mephisto

\* **NEWS and RESULTS:**

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\* **OPENING INNOVATIONS 3**, by Graham White

\* **PORTOROSE X** ( $\frac{1}{2}$ -way to LYON) plays at Leicester...

and then ties 1= with DEEP THOUGHT!

\* **RATING LIST**

NEWS...RESULTS...NEWS...RESULTS...NEWS...RESULTS...NEWS...RESULTS...NEWS...

There is a nice mixture of "news" items this Issue. Let's start with an excellent win by the NOVAG SUPER VIP against GM MARR TAIMANOV in a recent Simultaneous.

1.e4 e5 2.f4! exf4 3.Nf3 d6 4.d4 g5! 5.Bc4 h6 6.0-0 Bg7 7.c3 Nc6 8.Nbd2 Nf6 9.Re1 0-0 10.Nf1 Nxe4 11.Rxe4 d5 12.Bxd5 Qxd5 13.Re1 Be6 14.b3 g4 15.Nh4 Qh5 16.g3 fxg3 17.hxg3 Rad8 18.Be3 Rfe8 19.Qd2 f5 20.Ng2 Ne5 21.Nh2 Qh3 22.Nf4 Qxg3+ 23.Qg2 Qxg2+ 24.Xxg2 Nf7 25.Nf1 Kh8 26.Ng3 Bd7 27.Ngh5 Bc6+ 28.Kh2 Ng5 29.Nxg7 Rxc7 30.Re2 Ne4 31.c4 g3+ 32.Kh3 Kh7 33.d5 Bd7 34.Bd4 b6 35.Kg2 c5 36.Bb2 b5 37.Rh1 bxc4 38.bxc4 Rb8 39.Bc1 Rb4 40.Ne6 Kg8 41.Rxh6 Bxe6 42.dxe6 Rxc4 43.Bb2 Nf8 44.Bf6 Rxe6 45.Rh8+ Kf7 46.Bb2 f4 47.Rb7+ Ke8 48.Rh5 Kd7 49.Rd5+ Ke7 50.Rf5 Nc3 51.Rc2 Nd5 52.Rxc4 Ne3+ 53.Kf3 Nxc4 54.Bc1 Ne5+ 55.Kg2 Ng6 56.Rxc5 Re2+ 57.Kf1 g2+ 58.Kg1 f3 59.Bg5+ Kd6 60.Rc1 Rxa2 61.Be3 a5 62.Kh2 Re2 63.Bb6 a4 64.Kg3 Ne5 65.Bc7+ Ke6 66.Rd1 Rd2 67.Re1 Kd7 68.Bxe5 f2 69.Rc1 g1=Q+ and Taimanov resigned.

*Well done SUPER VIP!* and, still with the SUPER VIP, Frank Cole has sent me the result of its appearance in the HERNE BAY CLUB CHAMPIONSHIP where it scored a very creditable 6 out of 8 against opposition averaging 133 BCF/1664 Elo (including one ungraded). The PERFORMANCE GRADE was thus a useful 158 BCF/1864 Elo. (Frank: Do you have copies of any of the games? -- Eric).

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Fidelity ELITE 68040, V10 arriving! The first of these was the one lent to ANATOLY KARPOV for use in his current Match against KASPAROV for the World Championship - tied at 6-6 with the next stage in France as I write these notes. Our info. from the States is that he, or his seconds, are using it and they are finding it an interesting challenge especially at Blitz.

I hear from LARRY KAUFMAN that it runs exactly 1.8 times as fast as the V.9 68030, which itself runs 1.9 times as fast as the more popular (because of price) V.6/7 68020.

When we learned from Miami that these were now available for us to order on a 2-week delivery time I decided it was time to remind myself of the forecasts which I made relating to the various Mephisto and Fidelity versions 68000-68040. I had attempted to assess the effective speeds taking into account the processor and its speed AND the RAM-size, and the results were:-

Fid V2. 68000 16MHz with 128K RAM	achieves equiv. 20MHz	Elo = base
Fid V5. 2*68000 16MHz with 192K RAM	-----	30MHz = base + 41 Elo
Fid V7. 68020 20MHz with 1024K RAM	-----	55MHz = base +116 Elo
Fid V9. 68030 32MHz with 1024K RAM	-----	103MHz = base +169 Elo
Fid V10.68040 25MHz with 1024K RAM	-----	155MHz = base +203 Elo

The above relationships, and the forecast Elo gaps between the various models, have all worked out pretty accurately I'm glad to say! But Larry's indication of a 1.8 speed increase suggests my forecast for the 68040 may be too low, as I am showing only a 1.5 improvement.

In fact my previous work was based on, using 68000 again as the "base", 68020 processors = 2x; 68030 = 2.5x; and 68040 = 5x. It would appear now that the 68040 should be 6x, so the entry for that model should be:-

Fid V10.68040 25MHz with 1024K RAM achieves equiv. 186MHz = base +223 Elo

If this is right then I have to stay with my earlier prediction that the Fidelity 68040 will not catch the Mephisto 68030. Putting in the V10 at 54 Elo above the V9, our RATINGS would be (based on LIST at time of writing this Article, and NOT at time of PUBLICATION of SS31):

**Meph PORTOROSE 68030 2359, Fid V10 68040 2306, Meph PORTOROSE 68020 2254,  
Fid V9 68030 2252, Fid V7 68020 2198, Meph PORTOROSE 68000 2195,  
Fid V5 2\*68000 2160, Fid V2 68000 2099.**

If our Tests of the PORTOROSE V.202 (discussed elsewhere, 200+ games played) are correct, then it should mean that Mephisto's forthcoming **LYON 68020** (£1500) will be 2300+ and as strong as Fidelity's 68040 (£5000)!?

**WORLD MICRO-COMPUTER CHAMPIONSHIPS, Lyon.** Though I write this a couple of weeks before the Event, intended to run alongside the second-half of the KASPAROV v. KARPOV Match, the news is that NO-ONE is intending to Challenge RICHARD LANG's new program for the 68000/68030 range in the COMMERCIAL Section.

Thus Mephisto are likely to be launching the LYON in early December, possibly even making it commercially available in time for the K-K Lyon Event itself! I am expecting that pricing for UPGRADING from Portorose to LYON will be very similar to last year, when it was £199 for 68000 and £229 for 68020 - there will also be an upgrade for 68030 owners! This is bound to cost more than the other upgrades, but should still be under £400 if my information is correct. New LYONS machines complete will probably only be £50 more than their current Portorose equivalents, but I will include more definite figures as a P.S. at the end of SS if I find out more before printing takes place.

Back to the WORLD MICRO CHAMPIONSHIP: there should be a SOFTWARE section, as last year, and it is expected that Richard Lang's 68030 program will be meeting Ed Schroeders there (for a repeat of the OLYMPIAD clash), AND I hear that Fidelity may have a "super-68040" there containing the Spracklens MACH4 program.

**SUPERCOMPUTER TOURNAMENT - "La Creme de la Creme"**. The Austrian "MODUL" Magazine reports the following result from a "rather strong" Computer Tournament they held recently. Included are a RONA/28MHz and a Fidelity V7/28MHz, from which it seems someone over there is able to "tweak" the machines a little!

	PR30	FV9	AL20	PR20	RM20	FV7	
1 Neph PORTOROSE 68030	X	1.5	1.5	1.5	2.0	2.0	0.5
2= Fid ELITE V9 68030	0.5	X	1.5	1.5	0.5	1.0	5
Neph ALMERIA 68020	0.5	0.5	X	1.0	1.5	1.5	5
4= Neph PORTOROSE 68020	0.5	0.5	1.0	X	1.5	1.0	4.5
Neph RONA 68020/28MHz	0.0	1.5	0.5	0.5	X	2.0	4.5
6 Fid ELITE V7 68020/28MHz	0.0	1.0	0.5	1.0	0.0	X	2.5

There was some talent (and value!) in that lot! I have copies of 3 or 4 of the games, but haven't had chance to play through them yet to see which are the best to include in SS. Next time perhaps?

---

**DEEP THOUGHT II gunning for KASPAROV**. Reports in *The DAILY TELEGRAPH*, *BCN* and *SCIENTIFIC AMERICAN* confirm the high hopes of the DEEP THOUGHT team at the IBM Thomas J. Watson Research Center where design work continues of the World Champion main-frame.

The **Dk.II** is expected to outcalculate its predecessor by a factor of at least 1,000. The machine they have in mind will examine more than a billion positions per second, enough to search 14 or 15 plies deep in most cases, and from 30 to 60 plies in forcing situations. To achieve this its creator, Feng-hsiung Hsu, is designing a chess-specific processor chip that is projected to search at least 3 million moves per second - which is 3 times faster than the current Deep Thought. However a sophisticated parallel-computing system is also being developed that should have the effect of combining the power of nearly 1,000 such chips which will result in a further 300-fold speed gain! The RESEARCH CENTER has projected a possible 3400 Elo level (??? - Eric), and expect to mount a serious challenge to the World Champion (Kasparov or Karpov), perhaps during 1992!

Kasparov begs to differ! He contends that the very best players will be able to learn from areas where the machine is stronger, and then "prepare themselves to exploit the special weaknesses presented by machines". One of the designers, Dr Nowatzky, says - "I wish I could pretend that, in all this work, we were solving some social problem. If we are, we're not aware of it. We do it because it's tremendous fun".

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**BLAST FROM THE PAST!** One of our regulars has sent me some excellent fun-games of his against some of the earlier computers. How times have changed! He wont be

pleased to read here that I can't remember who sent them.... all of the games are marked, "ME vs. XYZ" (note my fairness in keeping the identities of ALL parties secret for now!). Sorry - can you please drop me a line "ME", remind me who you are, and I'll aim to start a short series of the games next Issue!

As some sort of compensation, here is an amusing game played at QUEEN ODDS! The Time Control was 3 mins per move, and I have included the Mephisto's evaluations which I think add greatly to the interest!

White, Meph PORTOROSE 68000 (without Queen) v. Black, SUPER SYSTEM III

1.Nf3 (-867)	d5	19.Ra4 (-836)	Qb6
2.Nc3 (-887)	Qd6	20.Rf1 (-833)	h5
3.e4 (-866)	dxe	21.Ra3 (-827)	g5
4.Nxe4 (-869)	Qd5	22.Rb3 (-806)	Qc5
5.d3 (-869)	Nf6	23.Rb5 (-478)	Qc4
6.Nc3 (-851)	Qc5	24.Ke3 (-466)	Qd4
7.d4 (-827)	Qd6	25.Nf5 (-454)	Nd3+
8.Be3 (-845)	Bf5	26.cxd3 (-472)	Qxd3
9.0-0-0 (-851)	Ng4	27.Rf3 (-175)	Qc4
10.d5 (-842)	Nxe3	28.b3 (-196)	Qxb5
11.fxe3 (-863)	Nd7	29.Nxb5 (-221)	e6
12.Nh4 (-869)	Bg4	30.Nd4 (-212)	exd5
13.Rd4 (-857)	Ne5	31.Rxf7 (-215)	dxe4
14.Bb5+ (-860)	Kd8	32.Nxc7 (-148)	Ba3+
15.h3 (-848)	Bd7	33.Kc2 (-093)	Rb8
16.Bxd7 (-866)	Kxd7	34.Nb5 (+033)	Bb4
17.Nf5 (-839)	Qa6	35.a3 (+054)	Ba5
18.e4 (-851)	Kc8	36.Nd6+ (MT 2)	

1-0!

Michael and I were trying to decide what Elo/BCF difference Queen odds makes! His guess is 800 Elo, mine a bit more at 1000. Has it ever been worked out? If anyone has any thoughts, we'd be glad to hear from you!

REI Chess for PC's. Various people have been asking about this, but I understand from its programmer, Larry Kaufman, that it isn't really being made commercially available at this stage. One or two who have written pleading letters to him have managed to get a copy I believe, but he is currently re-writing it in "C" - with Assembly Language for the trickiest algorithms. The intention then is to clean up the graphics and overall presentation and features, so that it can be marketed commercially. I am writing Larry to see if he would let us keep a small stock here for sale only to known Chess Computer nuts - hopefully I will be able to give future enquirers a clearer picture soon.

## PLUG-IN PORTABLES REVIEWED

With the arrival of the new **NOVAG ANIGO** and improved **SAITEKI/KASPAROV CAVALIER** (Advanced Trainer version), it seemed a useful idea to have a look at them alongside two other favourites, the **ADVANCED STAR CHESS** and **NEPHISTO MARCO POLO**.

We ran a small **TOURNAMENT** at 30 secs per move (I doubt if most folk play against portables at 2 or 3 mins per move as a rule), playing 4 games between each pairing. Before going on to the result of that however, a brief look at the features etc. is in order.

Firstly the **PRICES** - ALL exactly the same! Of course there may be small variations from individual distributors, but basically they each sell at £69! This means they must each compete from exactly the same base. So how do they compare?

Most features - hint, take-back, verify, game replay, set-up any position, special beginner levels, memory-save, problem solving are, like the price, common to them all. Here are some differences I spotted:-

**ADVANCED STAR CHESS. Plusses...** Has a wide range of levels (44), AND 4 different playing styles (though the *Very Aggressive* is a bit "over the top" to be of much use in practice). The LEDs will give you an approximate indication of time used in a game, and an approximate evaluation of how it sees the game from 1-8 (1 = you've nearly lost, 8 = I've nearly won, and 2-7 intermediate standings). You can put in an opening line or lines for special practice, and there is a library save which should store a couple of games; opening book 6000 moves.

**Minusses...** Detachable lid has been known to come off in one's pocket (I recommend a good rubber-band be wrapped round it); captured pieces are stored in a small opening in the side of the computer - lid must be slid back for piece to go in, and then returned for safety after each capture.

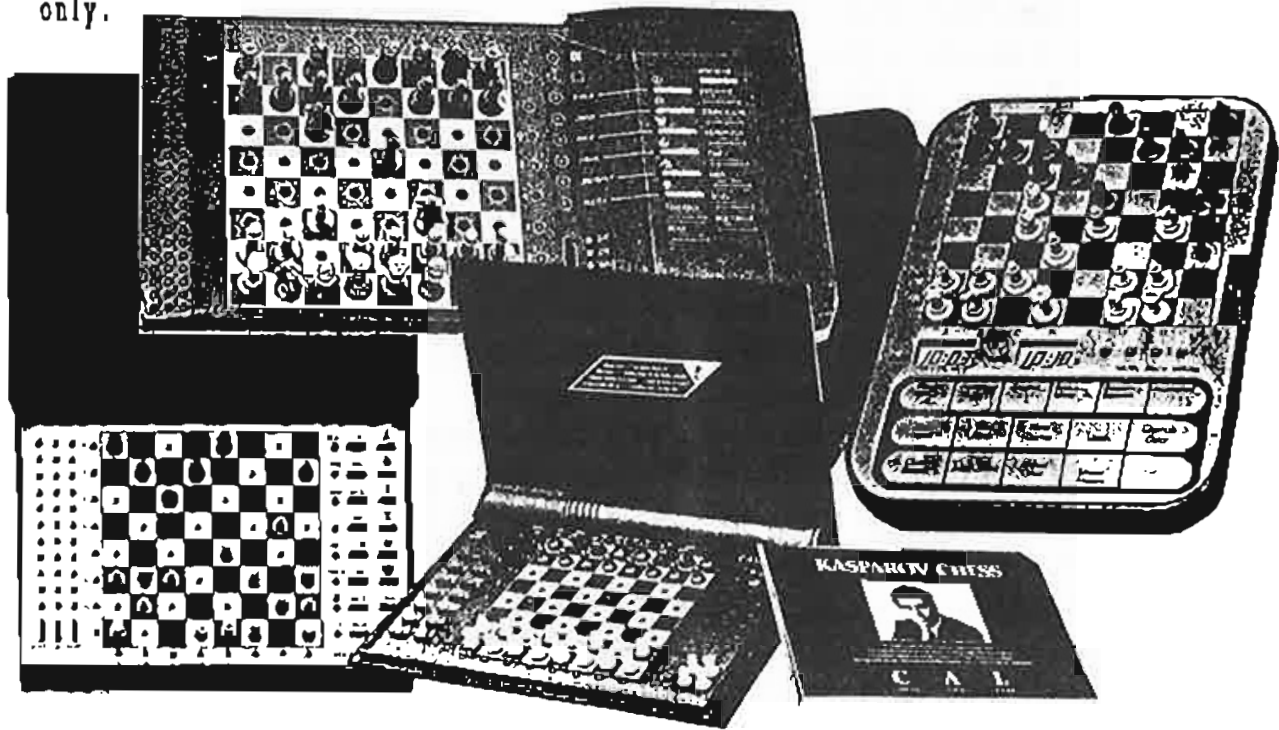
**ANIGO. Plusses...** Another with a wide range of levels (48). Can be set to play against itself (useful for overnight analysis, find out who won next morning!). Display gives full details of time usage during game of both computer and player. Is the smallest of the 4 machines. Opening book 8000.

**Minusses...** Is the smallest of the 4 machines! The point is that some folk like it because it's the smallest, and others dislike it and find it too small.

**CAVALIER. Plusses...** The LEDs give an approximate indication of who is winning, as Advanced Star Chess. The Cavalier has very useful Coaching features - warning if you blunder and demo of winning reply, warning of threat being made by the computer and demo showing endangered piece! Comes with a very useful Training book which relates to games already loaded into the computer's memory, and gives the user a chance to study with the book some specific positions during the course of each game. A clean, easy to "see" board. Opening book 5000.

**Minusses...** Only 17 levels - but they cover all the main ones. Batteries only.

**MARCO POLO. Plusses...** Another with the Coaching system, warning of any blunder made with demo of reply and chance to take-back, and warning of threats made by computer to alert the user. As with the Cavalier, these options are excellent for newcomers to the game. A clean, easy to "see" board. Opening book 5000.  
**Minusses...** 24 levels, but again covering all main requirements. Batteries only.



But readers should also consider our Tournament result, and the Ratings currently enjoyed (or otherwise?!) by these 4 competitors. I had a pretty good idea how the result might look, as the Advanced Star Chess is the Super Enterprise program and already well-known; the Amigo is the Mentor 16 program which we have tested quite a bit; the Cavalier is basically the Conquistador program which we have also tested; and the Marco Polo is the Europa which Larry Kaufman refers to in nearly every issue of his *CHESS REPORTS* as none of us can quite understand how it plays as well as it does with such a small program size ... "never mind the depth, feel the quality" or something like that!

	MPolo	Cavlr	ASChs	Amigo	TOTAL	SS Grade
<b>Marco Polo</b>	xxxx	11½½	½1½½	1111	9½	1758 Elo
<b>Cavalier</b>	00½½	xxxx	0111	010½	5½	1582 Elo
<b>Adv Star</b>	½0½½	1000	xxxx	½101	5	1664 Elo
<b>Amigo</b>	0000	101½	½010	xxxx	4	1529 Elo

I never seem to play as well on the little boards anyway (that's my excuse), so have found all of these Portables perfectly able to perform the most dastardly of tricks on a half-hour train journey. I will say no more - playing strength is probably more important to readers of *Selective Search* than other buyers, but it is still not the be-all and end-all of everything and EACH of the machines has something individual to offer and, in my view, every one is good value for money and will give many hours of pleasure. (Games from Tournament on page 8).

### Games Selection from the "PORTABLE TOURNAMENT"

The games are chosen as much for their sheer fun value as anything else.

**MONTI CARLO v. CAVALIER.** *In which Black moves its Queen 19 times, and White plays an excellent 32nd.*

1 Nf3 d5 2 d4 Nf6 3 Bf4 c5 4 e3 Qb6 5 Nc3 Qxb2 6 Na4 Qb4+ 7 c3 Qa5 8 Nxc5 e5 9 Nxe5 Qxc3+ 10 Ke2 Bxc5 11 dxc5 Qxc5 12 Rc1 Qb5+ 13 Kf3 Bg4+ 14 Nxf4 Qd7 15 Nxf6 gxf6 16 Rc7 Qe6 17 Bb5 Nc6 18 Rxb7 a6 19 Qa4 Qe4+ 20 Ke2 axb5 21 Qxa8 Nd8 22 Bc7 Qc2+ 23 Kf3 Qe4+ 24 Ke2 Qc2+ 25 Ke1 0-0 26 Bxd8 Qb1+ 27 Ke7 Qxb1 28 Rxb5 Qxg2 29 Qxd5 Qg4+ 30 Kf1 Qh3+ 31 Ke1 Qxh2 32 Qg5+! fxf5 33 Rxf5+ Kh8 34 Bf6 mate. 1-0.

**CAVALIER v. ANIGO.** *In which White plays its favourite opening, and uses only 11 mins for the whole game.*

1 e4 e5 2 Nf3 Nc6 3 d4 exd 4 Bc4 Nf6 5 Nxd4 Nxe4 6 Nxc6 bxc6 7 0-0 d5 8 Bb3 Bb7 9 Nd2 Nxd2 10 Bxd2 Bc5? 11 Re1+ Kf8 12 Qf3 Bd4 13 c3 Bf6 14 Bf4 Qd7 15 Qe3 a6 16 Rad1 Kg8? 17 Bxc7! Rc8 18 Bf4 h6 19 Qc5 Qf5 20 Bd6? Rh7 21 Rd2 Rh8 22 Rde2 Qd3? 23 Bc2! Qxe2 24 Rxe2 Rd8 25 Qb6 g6 26 Bc7 Rd7 27 Qxb7 Re7 28 Rxe7 Bxe7 29 Qxc6 Kg7 30 Bb3 f6 31 Bxd5 a5 32 Qe6! h5 33 Qxe7+ Kh6 34 Be4 Kg5 35 Qg7 Rg8 36 Qxg8 f5 37 f4+ Kb4 38 Qxg6 a4 39 Qg5 mate. 1-0.

**ANIGO v. CAVALIER.** *A comprehensive piece of revenge!*

1 e4 e6 2 d4 d5 3 Nd2 a6 4 exd exd 5 Nf3 Nf6 6 Bd3 Bb4 7 a3 Ba5 8 Qe2 Be6 9 Ng5 Qd7 10 Nxe6 fxe6? 11 Bf5 Ke7 12 b4 Bb6 13 Bb2 Nc6 14 Nf3 a5 15 b5 Na7 16 a4 c5 17 dxc Bxc5 18 Ng5 Ne4 19 Nxe4 dxe4 20 Qxe4 Rhf8 21 Rd1 Bxf2 22 Ke2 Qc8 23 Ba3+ Kf7 24 Bxf8 Kxf8 25 Bxe6 Qc7 26 Qf5+ Ke8 27 Rd7! Qxd7 28 Bxd7+ Ke7 29 Kxf2 g6 30 Qe6+ Kf8 31 Qf6+ Kg8 32 Be6+ mates. 1-0.

**ADVANCED STAR CHESS v. ANIGO.** *Watch that d7 square, the key in this game.*

1 c4 c5 2 Nf3 Nc6 3 Nc3 Nf6 4 d4 cxd 5 Nxd4 e6 6 g3 Bc5 7 Nxc6 dxc6 8 Qxd8+ Kxd8 9 Bg5 Be7 10 0-0-0 Bd7 11 h4 b5 12 Bg2 Rh7? 13 Rd2 Ke8 14 Rhd1 Rd8 15 Be3 b6 16 f4 g6 17 Bg1 Rh6 18 Bd4 b5? 19 cxb cxb 20 Bxf6! Bxf6 21 Rxd7 Rxd7 22 Bc6 b4 23 Ne4 Bxb2+? 24 Kxb2 a5 25 Rxd7 Kf8 26 Ng5 f6 27 Ne6+ Kg8 28 Ra7 Rh7 29 Rxa5 Re7 30 e4 g5 31 hxg fxf 32 Rxf5+ Kf7 33 Nd8+ Kf8 34 Rxb5 Ra7 35 Ne6+ Ye7 36 Rh7+ and 1-0.

**ANIGO v. ADVANCED STAR CHESS.** *White recovers well moves 16-21 to earn revenge.*

1 e4 e6 2 d4 d5 3 Nd2 c5 4 exd Qxd5 5 Nf3 cxd 6 Bc4 Qd6 7 Ne4 Qb4+ 8 Nfd2? Nd7 9 0-0 Ne5 10 a3 Qe7 11 f4 Nxc4 12 Nxc4 Qd8 13 Re1 Nf6 14 Nxf6 Qxf6 15 Qd3 a6 16 Nb5! Rh8 17 Nd5 Qg6 18 f5 Qg4 19 Bf4 Ra8 20 Nc7+ Ke7 21 Qxd4! Qxf5 22 Bd6+ Kd8 23 Bxf8+ Bd7 24 Bxg7 Kxc7 25 Bxb8 Kc8 26 Qd6 Be8 27 Qe7 Qb5 28 c4 Qb6 29 c5 Qb5 30 Bf6 Kb8 31 Qd6+ Ka7 32 a4 Qb4 33 Bc3 Qb3 34 Ra3 Qxc3 and 1-0.

*The MARCO POLO and CAVALIER did win games with Black... but they were long ones!*



by Graham White

Readers who are familiar with the bi-annual Yugoslav *CHESS INFORMANT* series will know that it publishes a list of what a panel of G.M.'s consider to be the most important new moves which, having been played for the first known time, were then published in the preceding Issue.

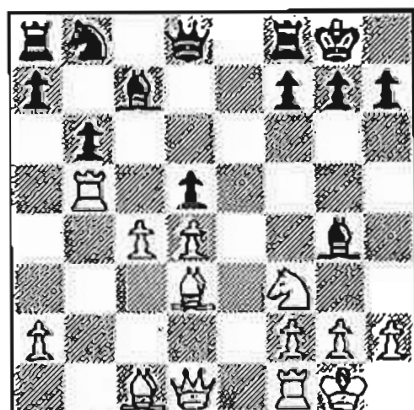
I have been testing the Mephisto PORTOROSE, interested to see how many of these it might play "by itself"!

Considering that these are all significant improvements on previous theory and grandmaster play, one would not expect that it would be very many, but the strength of these programs is again confirmed by the fact that it actually found 20 of these 60 latest novelties itself! Perhaps more impressive even than the quantity, however, is the quality of the analysis - as I hope to illustrate - and it found some further improvements to the published analysis. It even proved that at least one of the "novelties" was totally unsound!

Here are some of the most interesting examples:

**[1] SHORT v TIMMAN, Match 1989**

1.e4 e5 2.Nf3 Nf6 3.Ne5 d6 4.Nf3 Ne4  
5.d4 d5 6.Bd3 Bd6 7.O-O O-O 8.c4 c6  
9.cxd cxd 10.Nc3 Nc3 11.bc3 Bg4  
12.Rb1 b6 13.Rb5 Bc7 14.c4(?)



*Now Timman's:*

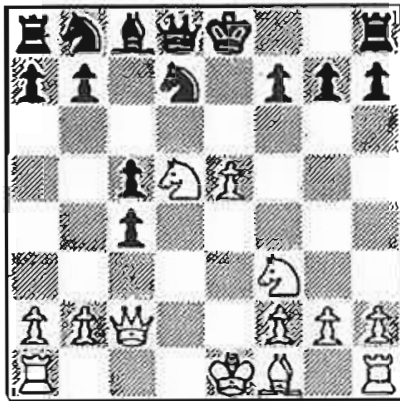
14...dxc(!)  
*is supposed to be a novelty. I can hardly believe this as it looks so obvious. However I did find that Salov had played 14...Qd6 (?! - also shown by Portorose briefly during ply 2) in an earlier game against Short (Salov lost); so perhaps 14...dxc is new! Mephisto soon thinks that 14...dxc(!) is best. In the game Short replied:*

15.Be4  
*which looks strong (if 15.Bc4 - Mephisto's choice - Bh2+!). But Timman now found 15...Nc6 (!? - though just a "!" from Timman, with the trick that if 16.Bc6 Qd6 -/+). And in the game, after ...Nc6 16.Rg5 Bf3 17.Qf3 Qd6, the position is just =/+. But the Mephisto shows why it had preferred 15.Bc4 by producing, after 15.Be4...*

15...Qe8(!)  
*Amazingly everyone has totally missed this simple fork which wins outright!*

**[2] YUSUPOV v SEIRAVAN, 1989**

1.d4 d5 2.Nf3 Nf6 3.c4 dc 4.Nc3 c5  
5.d5 e6 6.e4 ed 7.e5 Nfd7 8.Bg5 Be7  
9.Be7 Qe7 10.Nd5 Qd8 11.Qc2  
*11.Bc4 may have been better.*



Now Seirawan played:

11...b5(!)  
and claims it to be a "stunning novelty" - but it is immediately favoured by the Nephisto. Yusupov now went 12.0-0-0 and later drew. However the key test is:

12.Qe4  
for which Seirawan had prepared 12...Bb7 13.e6 0-0(!) 14.ed Qa5+, though it is doubtful if Black has enough compensation. But the Portorose immediately finds another obvious improvement with:

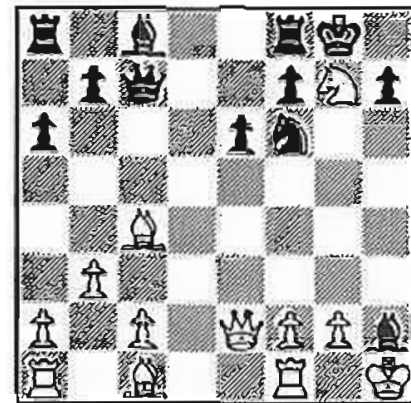
12...Bb7 13.e6 Nb6(!)  
giving the critical line as 14.Qf4 0-0 15.e7 Re8 16.0-0- Qd5 17.Rd5, which it evaluates at about equal. White may also draw by 14.ef+ Kf7 15.Qf5+, but the whole balance of play is much different for Black than it was after the dubious 13...0-0.

Very interesting analysis then - but neither as complicated nor as fascinating as our next example for which you will need to put on your thinking caps!

### [3] RUBIN v GLEK. Correspondence 1989

1.e4 e6 2.d4 d5 3.Nd2 c5 4.ed Qd5  
5.Ngf3 cd 6.Bc4 Qd6 7.0-0 Nf6 8.Nb3  
Nc6 9.Nbd4 Nd4 10.Nd4 a6 11.b3 Qc7  
12.Qe2 Bd6 13.Nf5 Bh2+ 14.Kh1 0-0

15.Ng7!



Don't ask me to explain all of this - but I know that, if now 15...Kxg7 then 16.Bb2! is very good for White.

15...Qe5 16.g3

White might perhaps be better playing the line suggested by Portorose here - 16.Bh6 Bf4 17.Qe5 Be5 18.Rae1, and a level position. After 16.g3, Glek played the novelty:

16...Qa1(!)

which is what the Portorose also chooses after 16.g3 has been played! This move is supposed to lose for tactical reasons, but Glek (and Portorose) both find a good defence to White's rejoinder, which was

17.c3

The threat (I believe!) is 18.Ba3! Qc3 19.Bb2

17...b5(!)

This is Glek's idea, but the Portorose also only takes 10 secs. to find the same continuation.

18.Bd3

At this point Glek played 18...Rd8(!?), but we will leave the main game to follow the stronger alternative continuation produced by the Portorose!

18...Qc3(!) 19.Bb2 Qc6+(!)

This is why 17...b5 earned its "!" as it drove White's Bishop from c5.

20.f3

If 20.Kh2 then Bb7 looks good. Now the Portorose likes:

20...Nd5(!)

and I can't find anything at all convincing for White here after, for example 21.Qh2 f5(!). But now, put the Knight back on f6, because Glek also looks at the position reached here in his analysis covering the 18...Qc3 improvement played by Mephisto. And he recommends:-

20...e5(!)

which Portorose also has a "+" evaluation for and not far behind its own 20...Nd5. White's best is now:

21.Qe5

Let's look at the three main replies:

[1] 21...Nd5(?)

This is very bad as

22.Bh7+(!)

is crushing. For example:

22...Kh7 23.Ne6(!)

and mate looms. So 21...Nd5 loses.

[2] 21...Qd5(!?)

This looks as if it may be better. If:-

-(A) 22.Bh7+ Kh7 23.Qf6 Qd8(!)

--(a) 24.Kh2 Qf6 25.Bf6 Kg6(!) 26.Bd4 f6(!) and the Knight is trapped.

--(b) 24.Ne6 Qf6 25.Nf8+ Kg7 26.Bf6+ Kf6 27.Kh2 Kg7 and again the Knight is trapped.

-(B) 22.Qf6(!) Qd3 23.Nh5! Qf1+ and headed for a draw. So 21...Qd5 draws.

[3] 21...Bb7(!)

This is the Portorose move! Let's again

test it against three replies:-

-(A) 22.Nh5 Qf3+(!) 23.Rf3 Bf3+ 24.Kh2 Ng4+ and wins!

-(B) 22.Qg5(!?)

Remarkably this falls to:-

22...h6(!) since, if 23.Qh6 Qf3+(!) wins again!

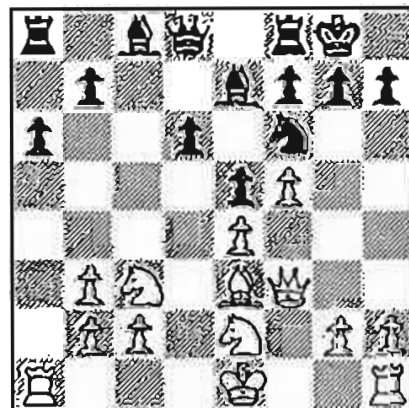
-(C) 22.Qf6 (appears best) Qf6 23.Bf6 and now 23...Rfd8 wins! So 21...Bb7 wins, and the Mephisto's 18...Qc3 therefore looks as if it is the right and winning continuation for Black which earns the novelty, 16...Qa1 its "!"

I think it's time to move on! Those mind-bending complications are enough to give anyone a headache!

#### [4] AXOPIAN v ANASTASIAN, 1989

I give this example, not because it was one of the 20 novelties which the computer actually found, but because it illustrates a few tips on how a strong computer with a good range of features can be a great help in analysing and preparing openings.

1.e4 c5 2.Nf3 d6 3.d4 cd 4.Nd4 Kf6  
5.Nc3 a6 6.Bc4 e6 7.Bb3 Nbd7 8.f4 Nc5  
9.f5 Be7 10.Qf3 0-0 11.Be3 e5 12.Nde2  
Nb3 13.ab



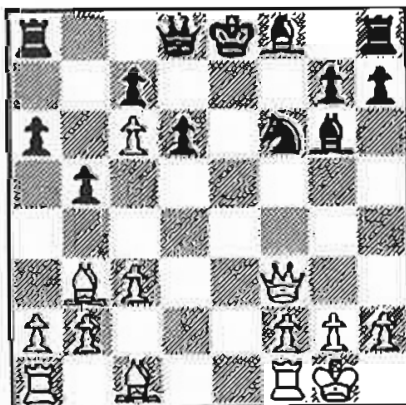
The Portorose's number 1 choice here is 13...Bd7(!? +009 evaluation). By using the "Next Best" option we can see how

the Portorose orders its "candidate" moves, with the various analysis and evaluations of the various alternatives. Black does have several reasonable moves but it is not too long before we come to 13...b5(!) with the intention of 14.Nb5 d5(! evaluation 000). In fact this is Anastasian's new move. If, with the Portorose and using the "Next Best" method outlined above, we had found this for ourselves, one would obviously want to analyse the sacrifice further since it has a decent evaluation. So extending the line from the diagram, play goes:-

13...b5 14.Nb5 d5 15.ed Nd5  
and the position is evaluated as good for Black, who has a dangerous initiative. So this is a useful tip for analysing most positions - use the "Next Best" option to generate a set of reasonably similarly evaluated alternatives, and then analyse each systematically for a few more moves with the computer. In this way many interesting ideas and original lines may well be unearthed, which could be successfully used over-the-board!

Finally, here is a recent "novelty" which Mephisto Portorose totally refuted:

[5] **KARKLINS v NANCE, 1989**



The above position is reached after:

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6  
5.c3 f5 6.ef Bf5 7.d4 e4 8.d5 ef3  
9.dc6 b5 10.Qf3 Bb1 11.Bb3 Bg6 12.0-0  
Nf6

I don't understand all of this line either! - but the G.M's have concluded it represents best play, and it's all accepted theory. Karklins novelty was,

13.Bh6(!)  
which looks startling, but is only intended as a brief sacrifice. The idea is, if 13...gh 14.Rfe1+ Be7 15.Qf6, which looks good! In the game, Nance avoided 13...gh on the basis of the above analysis, and played instead 13...d5 14.Rfe1 Be4 15.Rad1 Be7 (...Qe7 looks a better chance) 16.Re4 de 17.Rd8 Bd8 (if...Rd8 18.Qg3 gh 19.Qc7 is winning) 18.Qg3 gh 19.Qe5+ Be7 20.Qc7, and White won - and it's a brilliant line! Unfortunately the Portorose concludes that White is actually busted if; instead of either 13...gh or 13...d5, Black plays

13...Be4(!)  
White should now play

14.Rfe1  
If Black goes for the 14...d5 continuation, as above, the line has transposed; but better is

14...Qe7(!)  
Can anyone see what White can now do here? - he looks totally lost! If for instance,

15.Qh3 gh6 16.f3 Bg7 17.fe4 Qe5(!)  
and Black will unravel his position, play Ke7, and should win. Both this, and the play in [3], are full of terrific chess - can Readers find alternatives?

**Nephisto PORTOROSE X 68020 at the  
H. E. ATKINS MEMORIAL EVENT, Leicester, 1990**  
*by Graham White and Eric Hallsworth*

A few weeks ago the COUNTRYWIDE COMPUTERS' staff had the opportunity to give a partially-upgraded PORTOROSE 68020 a "run-out" in the very prestigious (and strong!) LEICESTER CONGRESS.

V.202 was the Display-Name given at switch-on: the 1st "2" for second upgrade - Almeria was "0", Portorose "1", Lyon will be "2"; and the 2nd "02" for second effort! - a term which will be known by American Football fans at least. It had no Opening Book changes at all from the Portorose, but contained the work from V.201 (which incorporated some new search methods to speed-up tactics! - yes, even more!), plus work on Pawn structure in the middle-game, various positional factors and improvements to endgame knowledge, especially relating to Pawns and passed-Pawns and using or opposing them.

The final, commercial LYONS will include further programming changes developed during September-November (mostly minor, but some of importance), and an enlarged, adjusted Opening Book. After 200 games with a 68020 V.202 our tests against a range of other Computers were showing a 62 Elo (virtually 8 BCF) improvement over the PORTOROSE 68020; obviously the final version will increase on this, even if perhaps not by all that much.

Also I should mention that the V.202 we used at Leicester had EXACTLY the same program that was running in RICHARD LANG's 68030 board when it won the WORLD OLYMPIAD in London in August. So both results were obviously more than satisfactory, though improvements since August will incorporate adjustments based on these performances and the game-scores and comments resulting from our own testing. Readers may well be interested to see a comparison of results (as at 21/11/1990) using a standard 68020 in over-the-board play:-

	V.202			PORTOROSE 68020		
		%	BCF perf		%	BCF perf
v. POLGAR/10	18-8	69%	212	5-3	62%	205
v. MACH 3	78-23	77%	214	86-33	72%	209
v. SUPER EXPERT C/6	13-2	87%	219	33-10	77%	209
v. MONDIAL 68000XL	13-3	81%	215	10-6	63%	197
v. ACADEMY	14-2	87%	218	28-12	70%	201
v. MEGA 4	9-1	90%	218	32-10	76%	204
v. RENAISSANCE D/10	11-1	92%	220	24-8	75%	203
v. MACH 2C	9-1	90%	218	48-10	83%	211

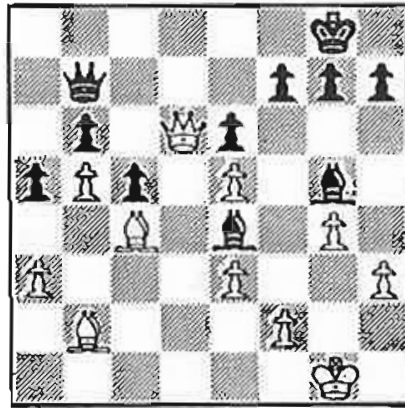
I don't have information on improvements in the features at present, but there will be some - including a "much improved" method for adding and using one's own extended opening book.

## The LEICESTER (H. E. Atkins Memorial) EVENT

Here are some highlights, and one of the games, from the Event, in which **V.202** ended with a score of 4 from 6, and a 214 BCF Grading. It was headed only by winner, GM Michael Adams and then, 2-4, GM's Suba and Babu and IM Mark Hebden followed by GM Flear, IM Mike Basman and... **V.202** in a field of over 60 which included many other very strong players.

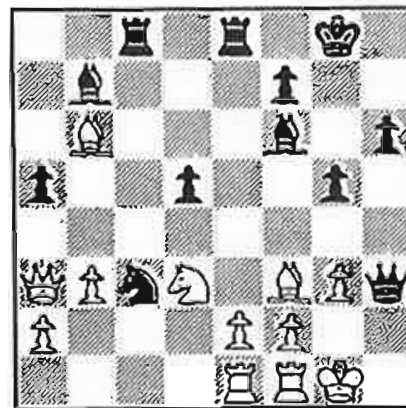
This 1st. round finish was quite amusing: **A.BYRON (201 BCF) v. PORTOROSE I**, when we see White quite rightly becoming worried about the security of his King.

Understandably from that point of view he played **32.Bf1**. However at this particular moment the d5 square was more important than g2 and the Computer replied immediately with **32...Bd5!!** which traps the Queen and threatens **33...Be7** to win it. **BYRON** played **33.e4** before he saw Black's reply, and then resigned without waiting for it.



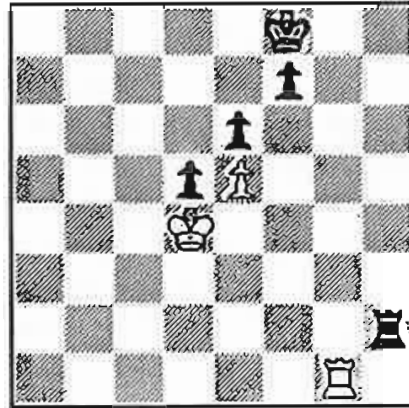
In round 2 the Computer was the victim of a very nice combination by one of the country's most promising Juniors who is, in truth, already over 200 strength. In the position shown, **PORTOROSE I v. SIMON CULLIP (199J BCF)**, Black spotted **26...Nxe2+!!** Such instances are always frustrating when the Computer is in fact showing the winning move as "expected"! In this case the **PORTOROSE** had just

played **26.B(e3)xb6** (a Pawn) showing -0.75 -> **Nxe2+**, and it probably didn't have a better move! Now, after **Nxe2+**, if **27.Bxe2 d4** (! threatening **Qh1++**) **28.f3 Qxg3+** **29.Kh1 Rc2!** winning. So the Computer was forced to reply **27.Rxe2**. Black played **27...Rxe2** and remains ahead as White still can't play **28.Rxe2** because of very similar tactics: - **28...d4!** **29.f3 Qxg3+** **30.Kh1 Rc2!** In the game the Computer continued with **28.Qxa5 Rec2** **29.Qa7 Ba8** **30.Rd1 Qf5** **31.Bb5 Bg7** **32.Nel R2c9** **33.Bd4 R3c7** **34.Qb6 Qe6** **35.Qb4 Re1** **36.Bxg7 Rxd1** **37.Bxd1 Lxg7** **38.Qd2**, but finally had to resign at move 51.



In round 3 the computer won again with the Black pieces, this time against **J.WELSON (189 BCF)**, but round 4 saw the Countrywide team generously (?) resigning against past British Ladies Champion, **MRS JANA BELLIN** (ex Hartston/Miles), who now plays off a reduced **204 BCF** though she is arguably stronger. Did I say a generous resignation? The game involved an interesting struggle for the c-file, and this battle continually re-appeared despite various exchanges and manouvres. Eventually the Computer played a touch too aggressively with a Rook and then,

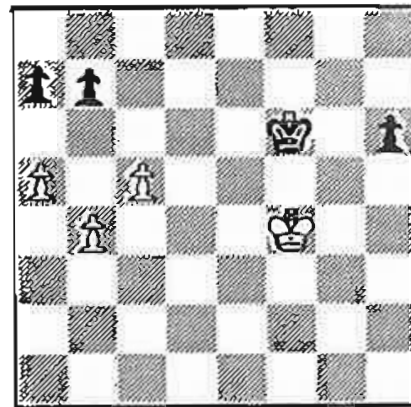
when it couldn't get it back quickly enough to cover the c-file, it lost a Pawn. By move 52 another had dropped (*see diagram*) - but were we giving Jana credit for still being 215 or so, or did she smile nicely at our operator! I reckon we might have played on for a few more moves in most cases, though the Computer itself was showing -2.40.



If we had any doubts as to whether we might have salvaged a half-point in round 4, there was little doubt that we gained a half-point in round 5.

In the game I.DUTTON (184 BCF) v. PORTOROSE X, the Computer, as reported in The BIRMINGHAM POST by Peter Gibbs, had carefully nurtured a small initiative gained at move 17 without ever being able to convert this into a clear advantage.

As we join the game it has the remote passed Pawn, but the game is still drawn with best play from both sides even though Black has some practical chances due to the pressure on White to find the right move each time. Here the PORTOROSE would no doubt like to play 44...Ke6 45.b5 Kd5. But it won't work as 46.c6!



bxc 47.b6! then wins for White. So play went 44...Ke7 45.b5 Rd7 46.Kf5 a6. Now 47.b6 or c6 or Kg6 will, all lose the game for White but, though it might appear losing, 47.bxa WONT! PORTOROSE X was showing exactly 0.00! Sadly (for Dutton) he must have miscalculated the King and Pawn rush after the exchange and, concluding he'd lost in all variations, **resigned!** The Computer analysis actually went: 47.bxa bxa 48.Kg6 Kc6 49.Kxh6 Kxc5 50.Kg5 Kb5 51.Kf4 Kxa5 52.Ke3 Kb4 53.Kd2 Kb3 54.Kc1, and White has drawn!

We came to the final round, after 5 consecutive wins for Black, with White!

#### PORTOROSE X v. R.J.BURGESS (175 BCF)

*Notes by Graham White.*

1.c4 Nf6 2.Nc3 c5 3.Nf3 d5 4.cxd Nxd5 5.e4 Nc7. This is not the usual move, even though Miles played it against Timman in 1983, with Black replying 5.d4. After 5...Nh4, play can go 6.Bc4 Nd3+ 7.Ke2 Nf4+ 8.Kf1 Ne6. This is the only opening line I know of where Black can play 6 of his first 8 moves with the same piece - and still have a reasonable position! Kasparov v. Korchnoy (1989) went 6.Bb5+ N8c6 7.d4 cd 8.a3 dc 9.Qd8+ Kd8 10.ab cb 11.Bb2, and Kasparov won brilliantly. 6.Bc4 Nc6 7.O-O e6 8.Nd5 Be7 9.d4 cxd 10.Nbxd4 Bd7 11.Bf4. White has obtained a much more active position for himself/itself. 0-0 12.Nac1

**Ne8 13.Ne2 Nf6 14.e5 Nd5.** An interesting sacrifice to get a bit of activity. I think it's a good practical decision. **15.Bxd5 exd5 16.Qxd5 Be6 17.Qb5 Qb6.** Black might be better justifying his gambit with 17...Qd5! since, if 18.Qb7? Nd4! 19.Qa6 Nf3+ and a good position. **18.Qxb6 axb6 19.a3 b5 20.Ned4 Na4 21.Nfd1 Bg4 22.Be3 h6 23.Nxc6 bxc6 24.Rxc6.** Black is certainly losing now. **24...Re4 25.Rd5 Re8 26.Nd2 Ra4 27.f3.** If 27.Rb5, then...Bd7! But can White play 27.Rc7! **27...Be6 28.Rxe6.** I don't think this is necessary. **28...fxe6 29.Rxb5 Rd8 30.Kf1 Bg5!** Black's Rooks gain authority on the open board! **31.Bxg5 hxg5 32.Ne4 g4 33.Nc5 Nc4 34.Nxe6 Rd2!** Although Mephisto has 4 (!) Pawns for the exchange, Black's Rooks have become very dangerous, and I am not sure whether White is still winning or not. **35.Rc5 Ra4?** A disappointing move which spoils Black's potential fight-back. 35...Rxc5 could give drawing chances, e.g. 36.Nxc5 gf 37.gf Rb2 38.h4 Rb5 39.Nd3 Rb3 40.Ke2 Ra3. I don't know - perhaps White does have some winning chances here still. **36.Ng5.** Now the Computer threatens mate! **36...Kf8 37.Rc8+ Ke7 38.Rc7+ Ke8 39.Ne6 Rxb2 40.Nxg7+ Id8 41.Ne6+ Ke8 42.Nc3 gxf 43.Rxf3 Ke7 44.Nf4.** White's position is now won and it's just a question of technique **44...Rc4 45.Xg1!** This is very clever! Now if 45...Rc1+ 46.Rf1! Even so, it was Black's best chance as, after 46...Rf1 47.Kf1 Ra2, White still has some work to do to finish it off. **45...Ra2 46.h4 Rcl+ 47.Kh2 Rc8 48.h5 Ral 49.Ng6+ Ke6 50.h6 Rh1 51.h7 Rb8 52.Rf6+ Id7 53.e6+ Kc7 54.Xg1 Kb7 55.e7** (1-0). An interesting game with nearly a fascinating swing in fortune during the middle-game imbalance. The Computer, however, always appeared to have something in hand and played some very strong chess, though the game could have been even closer if Black had played 35...Rxc5.

### The WORLD CHESS-COMPUTER OLYMPIAD, London 1990

Issue 30 gave the RESULT for this TOURNAMENT, so we wont repeat that. However readers will remember that there was a brief addition to Graham White's excellent notes following further analysis we had done on the game. As we have now had time to do a little more we thought we would cover this quite complicated game again from move 33 with revised comments.

#### **PORTOROSE 68030 X v. POLGAR-REBELL/58MHz**

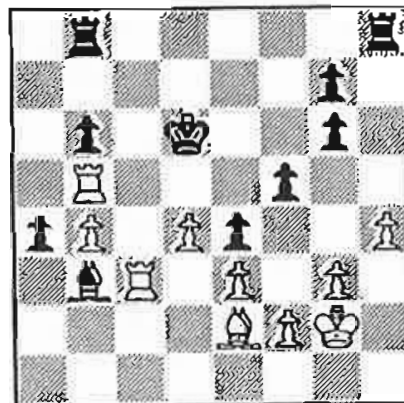
*From the diagram...*

**33.f3!** Good! This is a fine move which poses Black a number of serious problems. If 33...exf+ 34.Bxf3 gives White the better Bishop, and the threat of Rc6+

means that Black can hardly avoid the loss of a Pawn. There is also now White's threat to play fxe4 which will expose the weakness in Black's Pawn structure.

(The PORTOROSE X had fixed these earlier with an excellently timed 24.h4).

**33...Rhf8 34.fxe4 fxe4.** So Black now has several weak Pawns, but also the potential little monster on a4. White should win the game, but with the proviso





that he keeps the a-Pawn under lock-and-key. 35.Rg5 Rf6 36.Bb5 Rb7 37.Rc6+. 37.Rxg6? would be far too dangerous. For example, in a line illustrating our previous note:- 37...Rxg6 38.Rc6+ Kd5 39.Rxg6 Rc7 40.Rxb6 a3! 41.Ra6 a2 42.Be8 Kc4! 37...Re7 38.Re5+ Kd8 39.Rc1 Re7 40.Rxe7 Kxe7 41.Rc3. At first sight this is hard to fathom as 41.Rc7+ looks so strong... Kf9 42.Ra7. However 42...Rf3 actually gives adequate counterplay. 41...Kd6 42.g4! This is an excellent move seeking to nudge away the Black Rook from f6 - the only square on which it can both defend the g6 and b6 Pawns and retain the important option of Rf3. Black's response is slightly over-desperate and 42...Rf8 looks the better move, tempting 43.Rc6+ Kd5 44.Rxb6 a3 45.Bc6+ Kc4 46.Bxe4 a2 47.Ra6 Kc3! 42...g5? 43.hxg5 Rf7 44.Rc6+ Kd5 45.Rxb6 a3 46.Bc6+ Kc4 47.Ra6 Rf3? It is surely wrong to throw away the possible trump card - his a-Pawn - but probably Black missed the effect of White's 49th. Another move to fail is 47...Kxb4 when 48.Rb6+ Kc3 49.Rxb3+ Kxb3 50.Bd5+ wins. Best, therefore, must be 47...a2 when, if 48.Bxe4 Kc3 is winning for Black. However the PORTOROSE recommends 48.b5! as the best reply to a2 and, if 48...Kc3 49.b6! Kb2 50.b7! winning. Perhaps Black's best after 48.b5 may be...Kd3, but we have to agree with the PORTOROSE/LYON that it was still going to get the full point. 48.Bxa3 Rxa3. If 48...Kxb4, then 49.Ra7 attacking the g7 Pawn. 49.Ba4! A neat tactic to end with. If 49...Kxb4 50.Rxb3 51.Bxb3 Kxb3 52.d5 and wins. Also 49...Re2+ fails to 50.Kf1. 49...Bxa4 50.Rxe3 Kxd4 51.Ra3 Bc6 52.Ra6 Bb5 53.Rq6 e3 54.Rxq7 Id3 55.g6 Id2 56.Re7 Bc6+, but Black resigned playing this move as 57.Kg1 e2 58.Kf2 leave Black completely helpless. Ray Keene, in The TIMES, commented, "One of the best endgames I have ever seen conducted by a computer".

Round 6. BRAINSTORM v. Mephisto PORTOROSE 68030 I

Notes by Graham White.

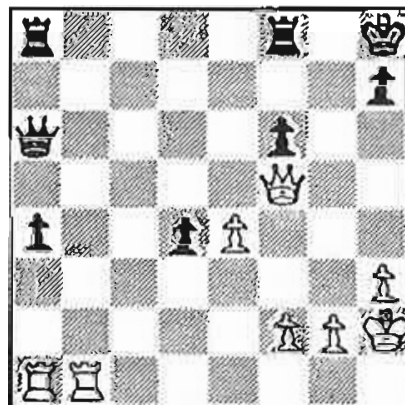
1. d4 d5 2.c4 dc. The Lang programs play this most of the time, and Brainstorm had clearly been booked in readiness. 3.Nf3 c5. 3...Nf6 4.e3 e6 5.Bc4 and then c5 is the main line. Mephisto here likes to provoke d5. 4.d5!? 4.e3 is the move expected by the Mephisto "book", and then the game transposes back into main lines. Notably this 4.d5 is Brainstorm's book and, whilst Mephisto is now "on its own", White remains in its book until move 10! 4...e6. To my mind this is actually a bit better than 4...Nf6. Then the main line goes 5.Kc3 e6 6.e4 ed 7.e5 Nfd7 8.Bg5 Be7 9.Be7 Qe7 10.Nd5 +/- . Amongst Black's most interesting deviations are, following 6...Ne4!?, 7.Ne4, [a]...ed, and [b]...Be6 8.ef gf. Both lines, though interesting, are probably slightly unsound. 5.Nc3. Or 5.e4!?, 5...ed. Here again, 5...Nf6 would probably have resulted into a transposition to the line resulting if White had gone 5.e4. 6.Qd5 Qd5. Black could also have played 6...Nc6. 7.Nd5 Bd6. Despite the various main lines discussed above, the computers have not actually strayed from known theory. Here 7...Na6 was played in Bareyev v. Nikolic in 1986. 8.e4!? And here 8.Nd2 appeared in Ribli v. Seirawan in 1985. I tried this against my own Mephisto and it went 8...Ne6(!? - a novelty of its own! Seirawan played 8...Ne7), 9.e4 b5!?, 10.b3 Nc6 11.bc b4 12.Bb2 f6. I like the Mephisto play here which seems to me to be more challenging than Seirawan's approach! 8...Nc6. Black now has a

very comfortable position and displays good understanding of proper opening play. His Queenside Pawn majority may be a telling advantage later. 9.Bc4 Nge7 10.0-0 Bg4. It is certainly rare to see Black with all his minor pieces in active positions after just 10 moves! 11.Ng5. The start of a faulty idea. The Mephisto had expected 11.Ne7 which is better. 11...h6 12.Nf6+?! I really don't like the plan with the Knight on moves 11 and 12, though the Mephisto also would have played the sacrifice presented with the position at this point. 12...qf6 13.Nf7 Id7 14.f3 Be6 15.Be6 Ke6 16.Nh8 Kh8. In practice two Minor pieces tend to be better than Rook and Pawn, but all Mephisto's pieces are "alive" here. Perhaps Brainstorm's algorithms suggested that it had sufficient compensation in Black's split Pawns, whilst Mephisto's program must prefer the active piece possibilities - also his split Pawns are actually well placed to stop his opponent getting a passed Pawn easily! 17.Be3 Nd4 18.Rad1 Nec6 19.If2 Nc2 20.g3 h5! The Pawn is less vulnerable here. 21.Rd2 Ne3 22.Ke3 Be5! Headed for the strong square d4 where this Bishop will be almost as good as a Rook! The Mephisto evaluation at this point was +0.63, so it shows a good awareness of the long-term potentials - in fact I would evaluate the advantage at even more! 23.f4 Bd4 24.If3 b5! 25.Rc1 Re8 26.b3 If7?! I don't see any need for the retreat. 27.Rcd1 a5! Back on track with strong moves again, and moving his distant Pawn majority 28. Rcl Ra8 29.a4?! This wont help - he should have waited for Black to play a4. 29...ba 30.ba Rb8! Of course! Now I would say that Black's advantage should be decisive, and Mephisto has edged up to +1.20. 31.Ke2 Rb3 32.Rc4 Re3 33.Id1 Re4 34.Ke2? Brainstorm now starts to defend poorly, but the game could no longer be saved anyway. The rest, therefore, needs no comment. 34...Re2 35.Ke2 Ke6 36.Rcl Id5 37.h3 Ke4 38.h4 Rb4 39.Rb1 c4 40.Re1 c3 41.Rd1 c2 42.Rcl Be3 43.Rh1 Nd5 44.Re1 Nc3+ 45.If1 If3, and White resigned (0-1).

To close the section on Mephisto LYONS, here are two games from our own V.202 68020 v. POLGAR/10 match. First an 'amusing' finish which caught the operator (me) by surprise.

From the diagram, V.202 is White.

32.Rxa4(!). Easy once you've seen it. Of course not now 32...Qxa4 when 31.Rb7! is mate in 4. So, 32...Qd6+ 33.f4! and V.202 soon won.



POLGAR/10 v. V.202 68020. 1.c4 e6 2.d4 d5 3.Nc3 c6 4.Nf3 dxc 5.a4 Bb4 6.e9 b5 7.Rd2 Bb7 8.axb Bxc3 9.Bxc3 cxb 10.b3 a5!? 11.bxc b4!? 12.Bb2 Nf6 13.Bd3 Nbd7 14.0-0 0-0 15.Rd2 e5 16.dxe Nxe5 17.Bxb7 Nxb7 18.Bxd5 Qg5 19.Bg9 Rfd8 20.Qc2. Opening Books are left only NOW! - yet the game is OVER in 10 more moves! 20...a4 21.Rfcl b3 22.Qb2 Nf6 23.c5 Qd5! 24.Nf3 Ke4 25.Qa3? Nd2! 26.Bc7 Nxf3+ 27.qxf3 Qxf3 28.c6 Rd2!! 29.Bg9 Bc8!! 30.c7 Rd1+, announcing mate in 6. Magnificent!?

**STOP PRESS! North American Champs. Result.** The final scores from this annual Event for MAIN-FRAMES and MICROS came in just before SS was due to go to the printers. Over the years it has been a big testing ground for the incredibly fast main-frame machines, with the micros only occasionally "boldly going..." and usually to get their knuckles wrapped! The Championship has thus been dominated by names such as BELLE, CRAY BLITZ, HITECH, CHIPTEST and DEEP THOUGHT.

Last year Mephisto dared to put the PORTOROSE program in and Ed Schroeders REBELL/POLGAR. Readers may remember that the 1989 Event saw Deep Thought lose its first ever game to ANY other computer when the Portorose 68030 beat it! However the Rebell then beat the Portorose and stopped it from winning the Tournament, so HiTech and Deep Thought ended up above the Portorose (3rd).

This year's entrants were just as mind-boggling but Mephisto again entered their top micro, the now-finished LYON, against the multi-powered field. The result saw a micro sharing top place with a main-frame for the first time ever in any such Event, though the LYON lost its individual game to DEEP THOUGHT when it was beaten by special preparation in the Opening. The main-frame programmers are easily able to get and try out the commercial machine's Opening Book of course, which Richard Lang cannot do with theirs and, in the Deep Thought game, the LYON probably did well to last to move 60! However the LYON beat all of its other opponents, including HiTech which had, in the meantime, beaten Deep Thought!

Thus the final result saw a tie for first place, 1= Mephisto LYON 68030 and DEEP THOUGHT 4/5; 3= HITECH, M CHRSS 3.5. BEBE (2.5) and BELLE (2) were amongst other main-frames lower down the table. I will try to get one or two games from the Tournament for SS32.

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**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 running at different speeds and this helps to 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 and 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; e.g REX 20MHz/PC.

RATING LIST (c) SELECTIVE SEARCH 31		Dec 1990		Human/Games	
BCF	Computer	Elo	+/-	Games	Pos
219	MEPH PORTOROSE 68030	2359	22	427	1
206	MEPH PORTOROSE 68020	2253	12	1311	2
206	FLD MACH48 68030/V9	2252	24	362	3
201	MEPH ALMERIA 68020	2215	15	951	4
199	FLD MACH4 68020/V7	2198	14	1000	5
199	MEPH PORTOROSE 68000	2194	12	1288	6
194	FLD MACH38 268000/V5	2156	30	238	7
193	MEPH POLGAR/10	2149	27	287	8
192	MEPH ROMA 68020	2137	14	980	9
190	MEPH ALMERIA 68000	2124	14	1011	10
189	MEPH DALLAS 68020	2115	14	993	11
187	FLD 2265 MACH3 68000/V2	2098	8	3203	12
187	MEPH M5-POLGAR/5	2098	13	1213	13
184	MEPH DALLAS 68000	2076	12	1457	14
184	REX 80386 20M2/PC	2072	37	157	15
182	NOV SUPER FORTE-EXP C/6	2063	18	629	16
182	MEPH MONDIAL 68000 XL	2061	18	658	17
182	MEPH ROMA 68000	2056	10	1879	18
181	MEPH ACADEMY/5	2052	12	1414	19
179	MEPH AMSTERDAM	2032	9	2320	20
178	MEPH MEGA 4/5	2028	10	1923	21
178	NOV SUPER FORTE-EXP B/6	2027	14	1037	22
178	FLD MACH 2C 68000	2026	9	2309	23
177	KASP GAL-REN D/10	2021	14	1103	24
177	MEPH SUPOND 2-KCARLO 4	2018	33	192	25
176	FLD MACH 28 68000	2010	26	302	26
175	MEPH M4/5	2002	9	2329	27
174	NOV SUPER FORTE-EXP A/6	1998	14	990	28
172	CONCH PLY-VICTORIA/8	1980	51	80	29
172	MEPH MONTE CARLO	1976	34	186	30
171	PSION 2 ATARI/PC	1969	11	1677	31
171	KASP GAL-REN C/8	1969	26	313	32
170	C6 SPINX/4	1963	12	1392	33
169	FLD MACH 2A 68000	1956	25	330	34
167	CONCH PLYMATE/8	1942	103	20	35
167	NOV EXPERT/6	1940	31	222	36
167	NOV SUPER FORTE-EXP A/5	1939	12	1430	37
167	FLD CLUB B 68000	1936	12	1382	38
166	NOV EXPERT/5	1935	29	247	39
166	KASP CORONA 0/5	1929	67	48	40
164	NOV FORTE B	1918	10	1888	41
164	FLD AVANT GARDE/5	1917	11	1687	42
164	MEPH REBEL	1916	10	1832	43
164	FLD PAR E-ELITE-DES2100	1914	9	2259	44
163	KASP STRATOS-CORONA	1909	11	1739	45
163	NOV FORTE A	1908	10	2088	46
162	MEPH SUPERMONDIAL 1	1903	13	1156	47
162	CONCH PLYMATE/5.5	1898	11	1761	48
162	KASP GAL-REN B/6	1897	15	961	49
161	KASP TURBO KING	1893	34	187	50

RATING LIST (c) SELECTIVE SEARCH 31		Dec 1990		Human/Games	
BCF	Computer	Elo	+/-	Games	Pos
161	FLD CLUB A 68000	1893	30	228	51
161	KASP STINULAMO	1891	18	651	52
160	CONCESS/6	1885	44	107	53
160	NOV EXPERT/4	1884	15	935	54
160	FLD EXCELLENCE/4	1884	11	1543	55
158	CONCH PLYMATE/4	1871	24	372	56
158	SCI TURBO KASP/4	1859	20	512	57
157	FLD ELITE C	1859	34	182	58
156	MEPHISTO M2	1853	17	725	59
156	SCI TURBOSTAR 432	1853	12	1298	60
156	FLD ELEGANCE	1853	17	685	61
155	KASP PRISMA-BLITZ	1849	62	56	62
155	KASP GAL-REN B/4	1847	76	37	63
155	FLD EXCELLENCE-DES2000	1847	11	1611	64
154	CHESSMASTER 2100/PC	1837	55	69	65
154	PSION 1/PC	1833	39	137	66
153	CONCESS/4	1825	20	509	67
152	NOV SUPER CONST	1822	8	3268	68
151	CHESSPLAYER 2150/PC	1814	49	90	69
151	MEPH BLITZ	1809	27	277	70
150	NOV SUPER NOVA	1804	38	148	71
149	FINAL CHESSCARD/PC	1796	44	111	72
149	CHESS CHAMPION 2175/PC	1796	37	151	73
148	NOV SUPER VIP	1790	29	254	74
148	NOV SUPREMO	1789	75	38	75
147	SARGON 3/PC	1779	59	62	76
146	FLD ELITE A	1775	13	141	77
146	FLD SENSORY 12	1771	39	1235	78
145	MEPH EXCL 5/12	1767	31	213	79
145	FLD PRESTIGE	1765	17	695	80
144	MEPH EUROPA-MARCO POLO	1758	35	171	81
144	SCI SUPERSTAR 36K	1758	15	927	82
144	CONCESS/2	1753	14	1050	83
142	NOV GIATRO	1743	19	585	84
142	NOV CONST/3.6	1741	16	825	85
142	NOV PRIMO-VIP	1739	25	320	86
141	PSION QL/PC	1734	55	70	87
140	MEPH MONDIAL 2	1726	83	31	88
140	SARGON 4/PC	1721	47	94	89
139	FLD ELITE B	1721	26	317	90
139	FLD ELITE 8	1717	47	97	91
136	MEPH MONDIAL 1	1692	29	247	92
136	FLD ELITE OR16	1691	39	139	93
134	COLLOSSUS 4/PC	1677	30	240	94
134	NOV CONST/2	1675	13	1262	95
133	SUPER ENT-ADV STAR	1664	16	841	96
128	COLLOSSUS 10/PC	1624	68	46	97
127	CHESS 3000	1623	112	17	98
125	FLD SENSORY 9	1604	14	1000	99
123	COLLOSSUS 2/PC	1590	77	36	100