

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



Computer Chess News Sheet **"SELECTIVE SEARCH 35"**

Aug-Sept 1991

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 reliable assessments of the PLAYING STRENGTHS of the many machines now available. My work at COUNTRYWIDE COMPUTERS is of special help in this as they provide financial backing and allow me some time off in office hours during 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. The final selection of games and articles for each Issue is done independently and solely by myself.

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ARTICLES, REVIEWS, GAMES sent in by Readers, Distributors, Programmers etc. are always welcome and will receive fair consideration for publication.

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Greetings to another packed Issue. I really had expected to be able to put so much more in than I have managed! E.g. a games sample from the **WORLD CHAMPIONSHIP**; an outstanding review of the new **TURBO KING II**; **TABLES** to give an easy reference system for comparing Processors and Speeds. And I don't think you've had one of my little "mini-Sermons" for quite a while either! Next time perhaps? I hope so, but it's never easy from the happy position of having "too much" to decide what must be sadly left out. Also next time there should be... wait for it ... an Article in SS by **Murray Chandler** and **Malcolm Poin**. What more could you ask? Don't answer that!

68000 programs for NOVAG, the DIABLO and SCORPIO. I think it is probably true to say that this is news which has been awaited by quite a few people for 3/4 years! - the DAVE KITTINGER program transferred to the more powerful 68000 processor. Basically a translation of the FORTE/EXPERT C program - but obviously with any improvements Kittinger has been able to make since the latter first came out - it will run at the excellent 16MHz (8.8MHz) and have 64K of Hash Tables, a 32K opening book and maximum search depth 28 ply. Although 8.8/6 means that the new program will run nearly 50% faster, Larry Kaufman reports that it will not appear quite so much through the plies as Kittinger has used the extra speed to improve the quality of the selective searching and to add search extensions. Indeed the default selectivity is back to 3, as with the "B" program (the "C" defaults at 5).

As far as playing strength change is concerned, Larry reports that his "Problem Test Method" indicated a 94 Elo improvement. However a later phone conversation between Larry and Gerald Murphy revealed that the first test games were coming out at around 50 Elo. Please note that this is a small sampling! In the same way Sweden (who have one from Novag before we even know prices!?) have an early score of 3-5 against a Lyon 68000. This would put the Diablo at 2132 on the SS list - a rise of 72 over Forte/Expert C/6. However I also learn that it has 5 1/8 for Swedish 2054 (=2154/194BCF) in their Champs (1 round to go!) which is a 94 increase, so my own guess is that somewhere close to the higher figures is likely to apply... i.e. around 80-90 Elo.

The wood board DIABLO will be the same as the Super Expert and will cost £599, which should represent good value for money. There are rumours that Super Expert owners may be able to upgrade, but cost is not yet known. The press-sensory board has been redesigned and will be called SCORPIO, retailing for £399.

The CHESS MACHINE - for PCs. With some of the dedicated Chess Computer Manufacturers still reeling from the emergence of M CHESS for the pc's, the World Micro Championship - as reported elsewhere - revealed a newer and even stronger threat... the Chess Machine! Its only drawback is that, again, it is for IBM and compatible PC's only... a restriction on the number of people able to make use of it and necessitating use of a screen rather than a board for play. That said, there are also plenty of plusses - not least in terms of playing strength!

I have one on order for myself so will leave discussion of features until the next SS, by which time I should have been able to test one out thoroughly. But I believe game and diagram recording, saving and printing will all be possible. As far as strength is concerned, its sharing of the World Micro Champion's Title with 7-time winner Richard Lang's 68030 is testimony enough! A "blip" occurred at Aegon where 2 entries disappointed, but Yasser Seirawan's report in "INSIDE CHESS" where he saw it at work in the press room at Wijk aan Zee beating GMs right, left and centre at 5min Chess, indicated that he was very impressed.

The commercial 512K version (probably £449) runs at about 55% of the speed of the machine entered in the World Micro Championships, and has much more modest (and, all-round!) book openings. The 128K version is £349 and may be 25-30 Elo lower. Also I gather you have to "fit it" inside your PC... I won't know what's involved there until I get mine... and have a go! But

the interesting info is that **Chess Machine** gives the PC its own speed! - which means it is supposed to run as fast on an AT, XT or 286 as on the fastest 486!?

In the last few days I have received scores from Hans Pahlen in Sweden. He has got an early 128K version, and his results are included in the PC section of the Rating List and indicate that **Chess Machine** is possibly very slightly stronger than the Lyon 68020/20, but not quite as strong as Lyon 68030!! It has beaten Lyon 68000 12½-7½, M Chess 80386 by 13½-6½, and Novag Super Expert C/6 by 17½-2½. If I get more results, the Rating List will show the latest grading of course.

TRAVELMASTER, strongest PORTABLE ever?! This one sounds like a humdinger from Larry Kaufman's report in his excellent "CHESS COMPUTER REPORTS". The first all-new joint release from FIDELITY/MEPHISTO using a Franz Morsch program, is a (very) strong portable with a couple of interesting new ideas. Firstly the **Travelmaster** comes with two sets of pieces - a magnetic disc set for when travelling, but a magnetic stand-up set for use at home, which makes the computer that bit easier to see and use. The other innovation for a portable is that our moves are made on the press-sensory basis, which makes usage easier and quicker (very useful for Quickplay games). The computer's replies, however, are shown in algebraic in the display and, I believe, are simply transferred to the board without square-pressing. You'll gather I've not seen one yet.. they're due in at the end of August, so I should have had a chance to test things out by the time SS reaches you.

Playing strength will be a key matter for most SS folk, and here I can give you Larry's test results (a combination of 10 secs a move, and game-in-30 mins results):- v Fid MACH 3 3½-6½. v Fid DESIGNER 2100 4½-1½. v Saitek PRISMA 4-2. v CXG SPHINX 4½-1½. v Meph MM5 3½-2½. v Fid MACH 2C 2½-3½. v Meph LYON 68000 1½-4½ and v Meph POLGAR 5-3(!). Putting the game-in-30 scores into my Rating program gave a 2040 Elo (180 BCF) figure. The 10 sec results actually improve on this slightly, but this time control is a bit fast for ratings, in my view anyway.

Finally the **Travelmaster** uses the new H8 chip at 10MHz (=6.5CMHz), has 2 styles of play, 64 levels, a display for moves/clocks/evals/analysis, and costs £99.95.

Delays for new SAITEK products. The long awaited Spracklen RISC program made its debut at Vancouver in the World Micro, but disappointed in 5th. place - it would have been 8-11 except for a bug in the pc program NOW (see report). It is uncertain if the commercial module will now come out this Autumn as originally hoped, as they may wait for more work to be done.

Apparently a new Franz Morsch program for Saitek using hash tables with an H8 chip has also been delayed due to the desire to get more competitive strength. It had been hoped to get this out at 15MHz, but I believe it will now be 10MHz instead. The intention is that both the Spracklens and the Morsch programs should be available in module form for the Galileo and Renaissance boards, so they are certainly something to look forward to. The difficulty is that playing strength requirements just go up and up with competition from new Novag programs, high strength available on PC's plus, of course, the already existing strength in the top Mephisto and Fidelity programs. The next 12 months promise to be exciting for some... and nerve-racking for others!

RESULTS... RESULTS... RESULTS... RESULTS... RESULTS

PAPATOTOE, 1990. My apologies for being late with this one, which our friends in NEW ZEALAND sent to me some time ago. There is on this occasion little point in doing a Round-by-Round summary, trying to build up the tension, as the final outcome was really never in doubt! The scores after 3 Rounds were, thanks to a win by the MEGA IV over the PORTOROSE:-

[2] Novag SUPER FORTE C/6, Saitok TURBO KING 2, Mephisto PORTOROSE 68020... (1½) Mephisto MEGA IV, CXG SPHINX... (0) Fidelity PAR EXCELLENCE

But after this no-one was able to take even a ½ off the pre-Tournament favourite and the final cross-table looked like this:-

	PROS	TK2	EXP	MEGA	SPH	PAR	Total
1 Meph PORTOROSE 68020	--	11	11	11	11	11	9
2 Saitok TURBO KING 2	00	--	½0	10	11	11	5½
3 Novag SUPER EXPERT C/6	00	½1	--	½0	½0	11	4½
4 Mephisto MEGA IV	10	01	½1	--	00	½0	4
5= CXG Sphinx	00	00	½1	11	--	00	3½
5= Fidelity PAR EXCELLENCE	00	00	00	½1	11	--	3½

Here are the shortest games of the Tournament...

Mephisto PORTOROSE 68020 v Novag SUPER FORTE C/6 1.c4 c5 2.Nf3 Nf6 3.Nc3 d5 4.cd Nxd5 5.e4 Nb4 6.Bb5+ Nbc6 7.d4 cd 8.a3 dc 9.Qxd8+ Kxd8 10.ab Nxb4 11.Ra4 cb 12.Bxb2 a5 13.Ng5 Be6 14.Nxe6+ fe 15.Bc3 Rc8 16.Kd2 b6 17.Bxb4 ab 18.Rxb4 Rc5 19.Be2 Kc7 20.Rhb1 Rc6 21.Bb5 Rd6+ 22.Ke1 Kb7 23.e5 Rd5 24.f4 Kc7 25.Be8 Kd8 26.Bf7 Rd3 27.Rxb6 g5 28.Rb8+ Kc7 29.Be8 Re3+ 30.White announced m/3 beginning with 30.Kf2

Fidelity PAR EXCELLENCE v Mephisto PORTOROSE 68020 1.d4 d5 2.Nf3 Nf6 3.Bg5 e6 4.e3 Be7 5.Nbd2 0-0 6.Bd3 c5 7.dc Bxc5 8.0-0 Nc6 9.e4 h6 10.ed ed 11.Bf4 Nh5 12.Be5 Bg4 13.Qe1 Re8 14.Bb5 f6 15.Bxc6 bc 16.h3 Bxf3 17.Nxf3 fe 18.b4 e4 19.bc ef 20.Qd2 fg 21.Kxg2 Qh4 22.Kh2 Rf8 23.c4, and Black announced m/7 (!) beginning with Rf3

Novag SUPER FORTE C/6 v Fidelity PAR EXCELLENCE 1.e4 e5 2.f4 Qh4+ 3.g3 Qe7 4.fe d6 5.Nc3 de 6.d3 c6 7.Qf3 Nf6 8.h3 Qb4 9.a3 Qb6 10.Bg2 Bd6 11.Nge2 Be6 12.Bh6 0-0 13.0-0-0 Nbd7 14.Be3 Qa5 15.g4 h6 16.g5 hg 17.Bxg5 b6 18.Qg3 Nh5 19.Qh4 Nhf6 20.Rhg1 Bc5 21.Rgf1 Rac8 22.Qg3 Nh5 23.Qe1 Ndf6 24.Qh4 Rcd8 25.Bf3 Nf4 26.Nxf4 Be3+ 27.Kb1 Bxf4 28.Bxf6 gf 29.White announced m/6 beginning with Rg1+

NOVAG success at Eskilstunamesterskapet (!), 1991. "PLY" Magazine reports the Novag SUPER FORTE C/6 obtaining a very good 5/7 and a 2031.5 Elo grade (= 2131.5, or 191 BCF after our conversion from Swedish levels) at the above Event. In fact it may even be slightly higher, but one win was against a Bo Eriksson for whom I have no grading.

Its best win from a grading point of view was a lengthy 72-mover with Black against Johnny Becker (2198). The quickest win follows...

Lars Nilsson v Nov Super Forte C/6 1.d4 d5 2.c4 dxc4 3.e3 e5 4.Bxc4 exd4 5.Qb3?! Qe7 6.Bd2 Nd7 7.Nf3 dxe3 8.fxe3 Nc5 9.Qc2 Nh6 10.0-0 Bf5 11.Qd1 0-0-0 12.Nd4 Bg4 13.Qe1 Ne4 14.Rf4? g5! 15.Rf1

Bg7 16.Bc3 Nxc3 17.Nxc3 Rhe8 18.Nd5 Qc5! 19.Nxc7 Rxe3 20.Nce6 Bxd4 21.Nxd4 Rxe1 22.Be6+ Bxe6, and 0-1.

Creditable SIMULTANO result in Yugoslavia, Perhaps "credible" is a little unfair really as, by face-value, the result was very good. However the Omis Chess Club in Yugoslavia is not known for its *savoir faire* when it comes to Chess Computers so I believe it entered the Tournament in conditions similar to those applying when, for example, the Novag Super Conny got 2014 at the US Open. At one stage the Simultano had 4/6, including wins against J.Horvat (2125) and M.Popovic (2085), but defeats in very long games in Rounds 7 and 8 showed up its endgame weakness and left it with 4/8.

Aegon Tournament, Holland, 1991. The name AEGON should be well known to SS readers by now from its annual Tournament in which 20 chess computers, of all types, face 20 human opponents in a six Round Event at 40/2. The average strength of the human opposition is being increased each year, to make sure they stay ahead, and this year no less than five were GMs!

M CHESS 80486/25 got the highest score of the computers, with 4/6, and beat GM Larry Christiansen en route! This gave it an outstanding 2439 Elo grading for the Tournament. However the M CHESS grading was eclipsed by an absolutely incredible result from a Mephisto LYON 68030 (running at about 50MHz however!). Facing only one player under 2500 Elo, and scoring 3½/6 with wins over GMs Cifuentes and Sosonko and a draw with Christiansen, it achieved a 2534 grade! REX Chess 80486/25 also scored superbly getting 3½/6 and a 2403 grade. In fact it lost a won position on time in Round 1 as the operator forgot to make an allowance for time loss in transferring moves. This resulted in its facing less formidable opposition, but it may be that it would have had the best grade and score of all but this error.

Of the other computers:-

[3/6] Meph LYON, Fid ELITE 7, Nov SUPER EXPERT B... [2½] HiTech (!), Meph LYON, Chess Machine K, Quest, Meph POLGAR, Chess Machine... [2] Fid ELITE 10, Zarkov... [1½] Fid ELITE 9, Chess Player X, Novag SUPER EXPERT C... [1] Novag SUPER FORTE... [½] Echecs

As Larry Kaufman comments in his "COMPUTER CHESS REPORTS", the apparently poor results of HiTech, the two Chess Machine versions on their RISC systems (i.e. the new joint World Championship holder!), and the "big" Fidelity 68030 and 68040 were rather surprising. But I have no grading figures for any of these as yet, and we may find that one or two of them had particularly tough opposition.

The actual Tournament winner was GM van der Wiel with a 100% 6/6. A pleasant change for him, as one or two of his defeats against computers have gone the rounds in the past.

As the Lyon 68030 beat GM Sosonko in 26 moves, it gets pride of place for just one game from the Tourney at this time.

6 Sosonko v Mephisto LYON 68030 1.d4 d5 2.Nf3 Nf6 3.c4 dxc4 4.Qa4+ Nc6 5.Nc3 Nd5!? 6.e4 Nb6 7.Qd1 Bg4 8.d5 Ne5 9.Bf4 Bxf3 10.gxf3 Ng6 11.Bg3 e5 12.dxe6 Qe7 13.f4 fxe6 14.Bxc4 Nxc4 15.Qa4+ c6 16.Qxc4 0-0-0 17.Rd1 Rxd1+ 18.Kxd1 Qf6 19.Ke2 Nxf4+ 20.Bxf4 Qxf4 21.Qxe6+ Kb8 22.Qe8+ Kc7 23.Rf1 a6 24.h3 g6 25.a3 Qf6 26.Rc1 Bc5, and 0-1 agreed.

The NORTH OF ENGLAND INTERNATIONAL Tournament
Calderdale, May 1991

Yet another fine success of Mephisto's LYON 68020/12 was referred to in brief on the front cover of SS/34. Since May, of course, the performance has been overtaken somewhat by more recent Mephisto results - which are referred to elsewhere in SS - by the brand new 68020/20MHz and the 68030 machine.

However readers will want the full record of the CALDERDALE result, achieved at the 40 moves in 2 hours and 30 min Action Chess finish:-

R1 Black v A.MYLES	1960 Elo	½ in 43	
2 White v R.CLEGG	1944	1 in 30	
3 Black v D.JAMES	2104	1 in 36 (a good win)	
4 White v P.BROWN	2104	1 in 21 (Black played badly)	
5 Black v J.EMMS (IM)	2432	½ in 23 (theoretical encounter)	
6 Black v V.KNOX	2368	0 in 53	
av. 2152	4/6	Tourn. Grade 2285/211 BCF	

Once again it is very encouraging to find a Computer achieving a Grade against human opposition, and in serious competition, which is very close to the "official" SS Rating! The work done by ourselves, and friends in Sweden, Austria, and the USA is not in vain.

We are showing here ALL of the games; but as a couple were disappointing because of the way the opposition wilted, the notes are fairly light in places.

A Myles v. Meph Lyon 68020/12

Round 1

1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 dxc4 5.a4 Bg4 6.Ne5 Bh5 7.g3 e6 8.Bg2 Bb4 9.Nxc4 Nd5 10.Bd2 0-0 11.Nxd5 Bxd2+ 12.Qxd2 cxd5 13.Ne5 Qb6 14.e3 f6 15.Nd3 Nd7

- I just prefer 15...Nc6 which appears to give the Knight a little more scope -

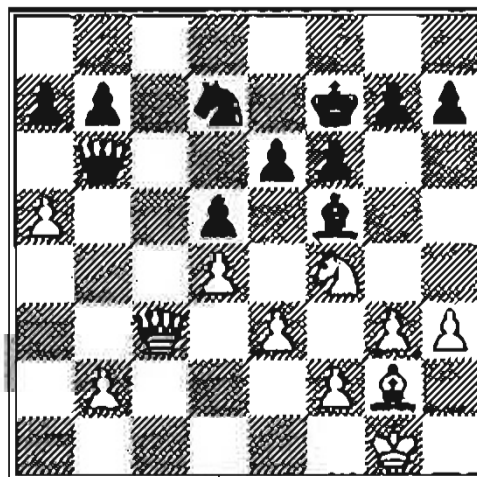
16.0-0 Rac8 17.Rfcl Bg6 18.Nf4 Bf5 19.b3 Be4 20.Rxc8

- 20.Bxe4 dxe4 21.Rxc8 Rxc8 22.Rcl is nearly the same as in the game except, of course, that the Bishops are gone and Black has a possible double-Pawn weakness -

20...Rxc8 21.Rcl Rxc1+ 22.Qxc1 Kf7 23.Qc3

- 23.Bxe4 dxe4 24.Qc8 looks a better opportunity -

23...Bf5! 24.a5



24...Qc6

- The exchange of Queens looks to leave a completely drawn position, though the players continued for some while -

25.Qxc6 bxc6 26.g4 Bh1 27.Bf1 e5 28.Bd3 Bxd3 29.Nxd3 Ke6 30.Kf1 Kd6 31.b4 g5 32.Nc5 Nxc5 33.bxc5+ Ke6 34.Kg2 f5 35.Kg3 Kf6 36.Kf3

e4+ 37.Kg3 a6 38.Kg2 Kg6 39.Kh2
b6 40.Kg2 Rf7 41.Kh2 f4 42.Kg2
f3+ 43.Kh2 Kg6

- and the game was (at last)
agreed a draw - I am not sure
which of the players had kept it
going even this long - $\frac{1}{2}$ - $\frac{1}{2}$

Meph Lyon 68020/12 v. R Clegg

Round 2

1.c4 c5 2.Nf3 b6 3.d4 cxd4 4.Nxd4
Bb7 5.f3

- The Computer is already out
of Book - not surprisingly! - so
5.f3 is its own choice and quite
unusual. One would probably
expect something more natural
such as 5.Nc3 e6 6.c4 from a
Computer -

5...e6 6.e4 d6?!

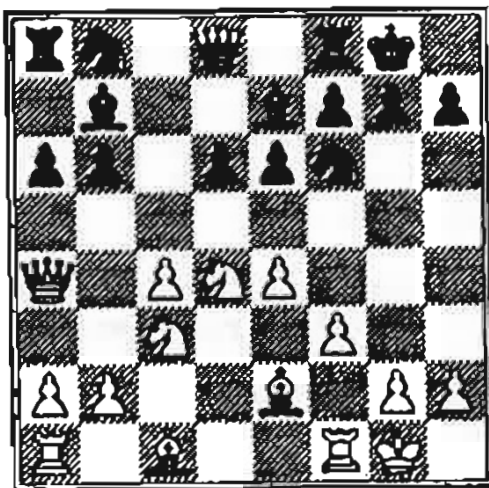
- 6...Nc6 must be better?! The
move played restricts his KB -

7.Be2 Be7 8.O-O Nf6 9.Nc3 O-O
10.Qa4

- A bit early, but it prompts
an inaccuracy. 10.b3 Nc6 11.Bb2
looks better -

10...a6?

- 10...Nbd7 11.Rd1 Ne5, or
10...Qc8 11.Be3 Nc6 12.Rad1 look
better than the weakening of the
b6/Pawn -



11.Be3 Qc7 12.Rac1 Nbd7 13.Rod1
Rfd8 14.Nc2 Nc5 15.Qa3 d5

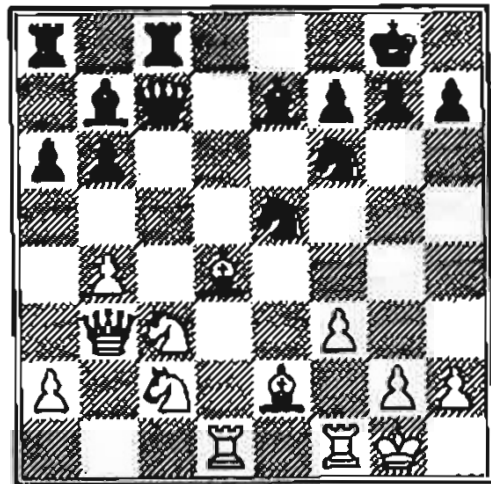
- A nice idea opening the
Bishop's diagonal threat e7/a3 -
16.b4! Nod7 17.exd5 exd5 18.Qb3!

- Not 18.cxd because of Bd6!

19.g3 Nxd5 with advantage -
18...dxc4?!

- Black's 15.- d5 had come out
well for him, and he continues to
play strongly. Here 18.- Rad8
looks to keep him on top with a
just a slight edge -

19.Bxc4 Ne5 20.Be2 Rdc8 21.Bd4



21...Nc6?

- 21...Bd6 is strong, and
keeps the initiative for Black! -

22.Bxf6 Bxf6 23.Nd5 Qe5?

- 23...Qd8 24.Nxf6+ Qxf6
25.Rd7 and White has some
unpleasant threats which only
25...Nd8 seems to just about
cover. This is certainly better
for Black than the move played -
24.Rfel! Qg5

- There were no pleasant
choices now. Was 24...Bh4 25.Bxa6
Qb8 26.Bxb7 Qxb7 best? Within 2
moves Lyon evaluates at >+600 and
has a completely won game -
25.Nxb6 Ne5 26.Nxa8 Nxf3+?

- A typical human response
after seeing his good position
crumble in the space of 2 or 3
moves; quickly throw away all
hope of recovery! 26...Bxa8 was
losing it's true... but there was
still some small chance of escape
27.Bxf3 Bxf3? 28.Qxf3 b5 29.Ne3
Rc3 30.Nb6 1-0

D James v. Meph Lyon 68020/12

Round 3

1.e4 Nf6 2.e5 Nd5 3.c4 Nb6 4.c5

Nd5 5.Nc3 e6 6.d4 b6 7.Nxd5

- The Computer leaves its Book here -

7...exd5 8.cxb6 axb6 9.Nf3

- And then comes back INTO Book! -

9...Ba6 10.Bxa6 Nxa6 11.0-0

- But now finally leaves Book again -

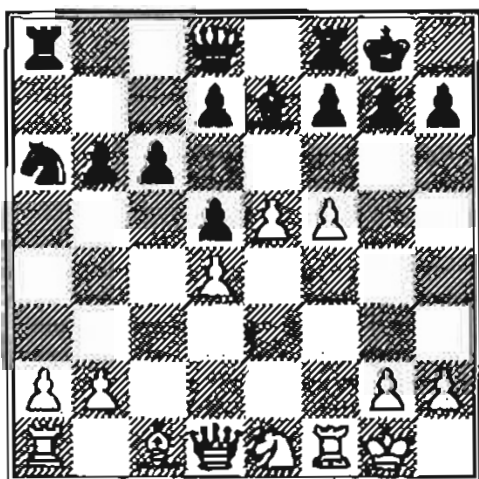
11...Be7 12.Nel

- The start of an interesting idea - which works against many Computers, but not so well against the Lyon! (James got a well-earned $\frac{1}{2}$ at Calderdale v. the Almeria a couple of years ago). Against Lyon it is better to continue as if playing a human, with, say, 12.Bf4 0-0 13.Qb3 holding a small space advantage -

12...0-0 13.f4

- White continues with his plan - the anti-Computer King-side attack -

13...c6 14.f5



14...f6 15.Qg4?!

- 15.e6 dxe6 16.fxe6 Nc7 17.Qg4 looks better for White -

15...fxe5! 16.dxe5 Kh8 17.Nf3 Nb4!? 18.f6?

- Loses a Pawn. 18.a3 Nc2 19.Rb1 Bc5+ 20.Kh1 or, better still 18.Bg5! Nd3 19.Qh4 Bc5+ 20.Kh1 give White much better chances -

18...gxf6 19.exf6 Bc5+ 20.Kh1 Qxf6 21.Bd2 Nc2 22.b4?

- After some interesting play, White responds to the complexities too rashly. 22.Ra1 Qxb2 23.Qxd7 Rxa2 24.Ng5 Rxf1+ 25.Rxf1 and White, though still losing, has mate threats... as does the Lyon, of course! -

22...Nxa1 23.bxc5 bxc5 24.Bg5

- Missing Black's strong reply. However... 24.Rc1 Rg8 25.Qxd7 Rg7 26.Qh3 Rxa2 leaves Black very much in control -

24...Qg7! 25.Qh5 Rxa2 26.Re1 Nb3 27.h3 Nd4

- In this position the Lyon, of course, is quite right to seek exchanges. The reason for this remark will become clear in Lyon's 6th. game v. Knox -

28.Nxd4 Qxd4 29.Be7 Qg7 30.Qg4?! Qxg4 31.hxg4 Rf4 32.Bxc5 Re4 33.Rb1 Rc2 34.Bd6 Rxg4 35.Rb7 Rgng2 36.Rxd7

- but White resigned before Black could reply. Apart from the fact he only had 1min on the clock and Lyon has 38, Black's 36...Rge2 is somewhat terminal! - 0-1

Meph Lyon 68020/12 v. P Brown

Round 4

1.e4 e5 2.Nf3 d6 3.d4 Nd7

- Played purely to put a Computer out of its Book -

4.Bc4 Qe7

- As the Lyon is now out of its Book, further extravagance is of little real value. 4...exd, or Nb6 look wiser -

5.Nc3 c6

- Presumably to discourage 6.d5 - which Lyon was not interested in anyway. But wasn't 5...exd the best way to do this? 5...Nb6 to further development was also still a good choice -

6.0-0 h6 7.Be3 Qf6? 8.Qd3 a6? 9.dxe5 dxe5 10.Rad1 Be7 11.Bb3 Nf8 12.h3 g5?

- Why don't 188 BCF players make moves like this against me? - probably because they don't feel under much pressure!

12...Ng6 was consistent with Black's 11th. and protected e5 -
13.Nxe5!

- Lyon evaluates at +321 with this -

13...Qxe5 14.Bd4 Qc7 15.Bxb8 Ng6
16.Qd4 Bd7 17.Bxf7+!

- The evaluation jumps to +736 with this move -

17...Kxf7 18.Qg7+ Ke6 19.Qxg6+
Nf6 20.Bxf6 Bxf6 21.e5

- And Black resigned. He would have to play 21...Qxe5, then 22.Rfel of course! Not a game Black will want to remember. 1-0

J Enns v. Meph Lyon 68020/12

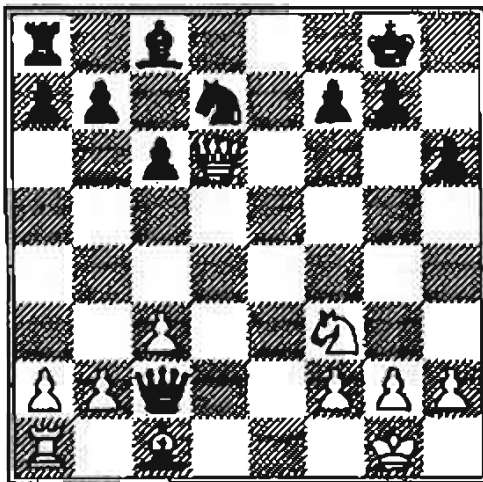
Round 5

- In the past playing a 2432 Elo 229 BCF grade could be a potential nightmare. Now it's a Tournament highlight, with high (well, fairly high!) hopes -

1.e4 c6 2.d4 d5 3.Nd2 dxe4 4.Nxe4
Nd7 5.Ng5 Ngf6 6.Bd3 e6 7.Nlf3
Bd6 8.O-O h6 9.Ne4 Nxe4 10.Bxe4
O-O 11.c3 e5 12.Bc2 Re8 13.Rel
exd4 14.Rxe8+ Qxe8 15.Qxd4

- So far the Computer has been playing from its Book. It should cope easily with the simple back-rank threats - in fact neither player has too much chance of progressing from here, unless a mistake is made - which never looked likely -

15...Qe2 16.Qxd6 Qxc2



17.Bd2

- The Lyon had expected 17.h3 and now grabs the b/Pawn showing +042. However Enns is quickly able to force the draw -

17...Qxb2 18.Rel Nf6 19.Qd8+ Kh7
20.Qd3+ Kh8 21.Qd8+ Kh7 22.Qd3+
Kg8 23.Qd8+ Kh7 $\frac{1}{2}$ - $\frac{1}{2}$

V Knox v. Meph Lyon 68020/12

Round 6

-Entering the final Round, there are still chances Lyon can get a share of 1st. place! However we were disappointed to be given Black yet again, with a tough 2368 opponent -

1.e4 c6

- Although this is currently the Computer's favourite Book reply to 1.e4, and it works well in play v. other Computers, it is not our favourite at all in these Tournaments. It will, I expect, be changed for the next upgrade and take a lesser role -

2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5
5.Ng3 Bg6 6.Nf3 Nd7 7.Bd3 Bxd3
8.Qxd3 e6 9.O-O Ngf6 10.Rel Be7

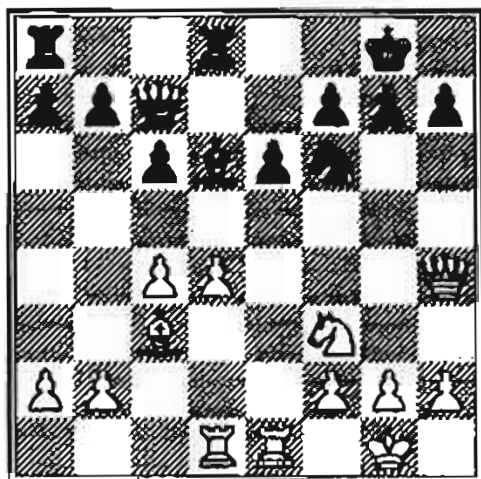
- The Bishop might have more scope if played to d6; but protection of the f6 square is also important - as we shall see!
11.c4 O-O 12.Bd2 Bd6?

- A wasted tempo... and probably not the best square. The immediate 12...Qc7 followed by Rfd8 looks better, but White's better centre and piece activity are already looking slightly ominous -

13.Bc3 Qc7 14.Ne4 Nxe4 15.Qxe4
Rfd8 16.Rad1 Nf6

- White has obtained a simple opportunity to damage Black's Pawns round his King. As Lyon's eval. is +0.03 one wonders if it fully recognised that the unblocked Pawn (d5) can move. And oh for the Bishop being back on e7! -

17.Qb4



17...a6?

- Lyon plays a disappointing move showing -106. Better was 17...Qe7 - or even Be7 - in order to protect f6, and it is hard to know why the Computer didn't choose either of these. E.g. 17...Qe7 18.b3 (18.d5? cxd5 19.Bxf6 Qxf6 20.Qxf6 gxf6 and Black looks to be winning!) Bc7 looks virtually equal -

18.d5! cxd5

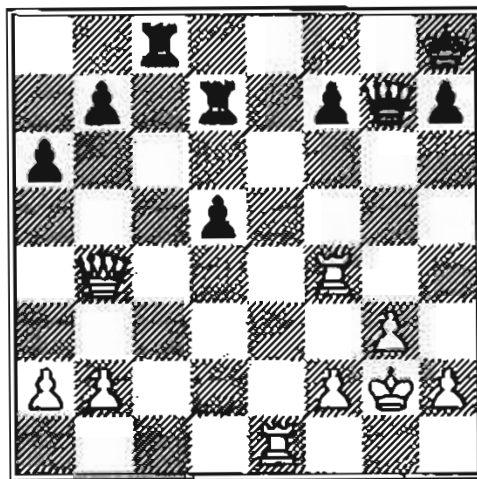
- 18...exd5 19.Bxf6 gxf6 20.cxd5 cxd5 simply transposes - 19.Bxf6 gxf6 20.cxd5 exd5 21.Qxf6

- Altogether a very unpleasant position for the Lyon - which he doesn't help too much with his next. The damaged King protection and White f6/Q demand that Black keeps his Queen for protection and support there -

21...Qc2 22.Nh4 Qc6 23.Qg5+ Kh8 24.Qf6+ Kg8 25.g3 Bb4 26.Qg5+ Kh8 27.Re2 Rd7 28.Nf5 Rg8 29.Qf4 Qf6 30.Qxb4 Qxf5

- The Lyon has held very well in an inferior position - so far. Perhaps even recovered slightly from a positional point of view. But it should now aim to avoid exchanges as White's King will enjoy Lyon's weak Pawns given the chance. Knox knows this and exploits it well! -

31.Red2 Rc8 32.Rd4 Qc2 33.Kg2 Qf5 34.Rf4 Qe5 35.Rel Qg7



36.Re7! Rxe7 37.Qxe7 f5

- Lyon's evaluation, unconcerned at -112 just before the exchange, now drops to -169 -

38.Qxg7+ Kxg7 39.Rxf5 Rd8 40.Kf3 Kg6 41.g4 d4 42.Ke2 Rc8

- 42...d3+ 43.Kd2 Rd4 44.h3 was not really much better -

43.Kd2 Rc6 44.h4 Rb6 45.b3 Rf6??

- Not so good. I thought everyone - well nearly everyone! - knew that it is necessary for Black to do everything he can to keep the Rooks on the board; his only hope for escaping with a $\frac{1}{2}$ point. The exchanges can only help White at this time -

46.Rxf6+ Kxf6 47.f4 Re6

- Another example of Lyon's realising its error after the event. The evaluation read -228 just before the exchange, but now shows -421! The algorithms which KNOW about these exchange factors appear to come into effect only AFTER they have taken place?!... when it's often too late -

48.Kd3 Kd5 49.g5 Ke6 50.Ke4 Ke7 51.Kxd4 Ke6 52.Ke4 Kf7 53.f5 Ke7

- Resigns. Lyon expects 54.Ke5 and reads -759, so resignation was in order! - 1-0

During the last day we had the Lyon 68030 on the Stand, playing all-comers for £1 a game, and £10 to winners... "proceeds" to the Calderdale Club. Gladly it got a 37-2 score for a small profit!

M-Chess For IBM Compatibles

by Steve Maughan

M-Chess is the new program from Martin Hirsch of California. It is the successor to *AI chess* which was a strong but commercially unsuccessful IBM program. Despite the basic manual and packaging the program itself is excellent and can certainly be classed as a classic IBM program. All the necessary features are present, making for a very functional, easy to use program. Upon loading you are asked for the playing level before being presented with a clear 2D display of the board.

As regards playing strength the program has gained some superb results against other machines, making it clearly the strongest of the PC programs, ahead of *Rex* and *Psion*. The style of play is very aggressive, the machine being quite happy to sacrifice a pawn to obtain a mere sniff of an attack. Its tactical awareness is amazing, especially with combinations at a depth of 5 to 9 ply. In most games it is this tactical awareness which gives it the upper hand. Against human opponents it has not done quite as well, with ratings of 2250 ELO from the Austrian Open and 2121 ELO from Holland. Both results were obtained on a 25 Mhz 486 (one of the fastest IBMs available). One would expect the program to do slightly better than this but the results are probably due to humans steering the games away from the tactics which *M-Chess* cherishes. Here are some games to play through. All were played at an average speed of 1 minute per move on a 16 Mhz IBM 386sx machine, which is approximately 1/6 of the speed of a 33 Mhz 486 (see Selective Search 34 for more details about the relative speeds of processors).

White: *M-Chess* Black: *MMIV*

1.e4 e5 2.Nf3 Nf6 3.Bc4 Nxe4 4.Nc3 Nxc3 5.dxc Qe7? (the first move by *MMIV* outside of its opening book and clearly an error. MCO gives 5...f6 6.O-O leading to a slight advantage for black) 6.Ng5 (evaluated by *M-Chess* as +1.80!! to white) Qf6 7.Bxf7+ Ke7 8.Bd5 Ke8? (8...c6 looks better) 9.Be3 Be7 10.O-O b6 11.Ne4 Qf5 (it would seem better to move the Queen away from the f-file which is going to be under siege once the f pawn is pushed) 12.f4 (evaluated as +3.08) d6 (12...c6 is again better) 13.fxe. (+4.30, the game would seem to be almost over!) Qxe5 14.Bf4 Qf5 15.Bxd6 Qd7 16.Bxe7 (+5.10) Qxe7 17.Re1! (+6.77) Nd7 18.Ng3 Ne5 19.Qh5+ Kd8 20.Rxe5 Qd6 21.Qh4+? (for once *M-Chess* misses the quicker win via 21.Rd1! g6 22.Qe2 Qb6+ 23.Kh1 Bd7 24.Be6) Qf6 22.Qd4! c5 23.Qe4 Rb8 24.Bb3 b6 25.Rd1+ (+18.45) Bd7 26.Qd5 resigns (1-0)

Once my *MMIV* had been upgraded to an *MMV*, I decided to see how the new version would cope with the same line.

White: *M-Chess* Black: *MMV*

1.e4 e5 2.Nf3 Nf6 3.Bc4 Nxe4 4.Nc3 Nxc3 5.dxc f6! (the opening book has been corrected - or has it?) 6.O-O Bd6?? (The first move out of book seems to be very strange, blocking the d pawn and allowing a king side attack) 7.Nh4! g6 (stopping Qh5+) 8.Nf5! (evaluated by *M-Chess* as +2.25 to white; if now 8...gxf 9.Qh5+ Ke7 10.Qf7++ Nc6 9.Qd5 (+4.61, exploiting the weakness at f7) Qe7 (9...Rf8 was expected by *M-Chess* and was the preferred move of the *MMV* for most of the search. However it also loses quickly to 10.Bh6) 10.Nxe7 (+9.38) Bxf7 11.Qf7+ Kd8 12.Qg7 Rf8 13.Bh6 e4 14.Qxb7 Ne5 15.Bxf8 (+10.94) Bxf8 16.Bd5 d6 17.Bxe4 f5 18.f4! Nd7 19.Bf3 d5 20.Rae1 resigns (1-0)

The next game is a typical *M-Chess* victory in which *M-Chess* finds itself after the opening in an inferior position, but manages to push through a winning attack.

White: *M-Chess* Black: *MMV*

1.d4 d5 2.c4 c6 3.Nc3 dxc 4.Nf3 (*M-Chess* is out of book with this move, and despite the material deficit evaluates the position as a slight advantage to white; MCO gives 4.e4 b5 5.a4) b5 5.e4 e6 6.Be2 Bd6 7.O-O Ne7 8.e5 Bb4 9.Bg5 h6 10.Bh4 (+0.55; *M-Chess* is happy with the extra space and development in compensation for the pawn) Bb7 11.a3 Ba5 12.Ne4 O-O 13.Nc5 Qc7 14.Nxb7 (+0.29) Qxb7 15.a4 (-0.03) Bd8 16.Qc2 Nf5 17.Bxd8 Rxd8 18.Qe4 (-0.15) a6 19.g4 (*M-Chess* tries to muster something on the K-side) Ne7 20.g5 hxcg 21.Nxcg Nf5 22.axb Qxb5 23.Bg4 (*M-Chess* has built up a strong attack but at this stage sees chances for *MMV* with 23...Rxd4 and evaluates the position as -0.65) g6 24.Bxf5 (with this *M-Chess* recognised the attacking chances and the evaluation jumped to +1.14. However even 23...Rxd4 loses to 24.Rad1 Rxd1 25.Rxd1 g6 26.Bxf5! and black cannot recapture 26...exf 27.Rd8+ or 26...gxf 27.Qh4 both lead to mate for white) exf 25.Qb4 Qd5 26.e6! (+2.27) Kf8 27.Qh6+ (+3.55; given extra time *M-Chess* finds 27.Rfe1 which looks to be better - eg 27.Rfe1 Kg7 28.exf Rf8 29.Re6 winning) Ke7 28.Rfe1 Nd7 29.exf+ Kd6 30.Ne6 Qxe6 31.Rxe6+ Kxe6 32.Qxg6+ Kd5 33.Qxf5+ Kd6 34.Qf4+ Kd5 35.Qc7 c5 36.Rxa6 Rxa6 37.Qxd8 Rg6+ 38.Kf1 Rd6 39.dxc dxc 40.e8=Q Nxf8 41.Qxf8 Kc6 42.Qf5 Rd5 43.Qe6+ Kc5 44.h4 Rd1+ 45.Ke2 Rd5 46.Qe7+ Kc6 47.h5 Ra5 48.h6 Ra2 49.Qe6+ resigns (1-0)

White: *Super Expert C 6 Mhz* (Selective 5) Black: *M-Chess*

1.e4 e5 2.Nf3 Nc6 3.d4 exd 4.Bc4 Nf6 5.O-O Bc5 (The Max Lange Attack) 6.e5 d5 7.exf dxc 8.Re1+ Be6 9.Ng5 Qd5 10.Nc3 Qf5 11.Nce4 O-O-O (Both machines are now out of their opening books and evaluate the position as approximately even) 12.g4 Qe5 13.Nxc5 (MCO gives Nxe6) Qxc5 14.fxcg Re8 15.Ne4 Qe5 16.Bg5 (This looks at first to be a strong move and *Super Expert* evaluates it as +0.65. White will have an easy game once the Bishop is on f6. However *M-Chess* finds a brilliant reply) Qxcg! 17.Bxd8 (+0.25) Bxcg!! (evaluated by *M-Chess* as +0.52 to black. It turns out that white's position is almost impossible to defend) 18.Bf6 (-0.84; *Super Expert* starts to see the danger) Qg6 19.Nd6+ (any other move would be answered by Rxe4) Kd7 (+1.66) 20.Qd2 Bd1+! (this stops 21.Qg5 which would take the sting out of the attack) 21.Kf1 Rxe1+ 22.Qxe1 (Not 22.Kxe1 Qg1++) Bxc2 (+2.45) 23.Qe8+ Kxd6 24.Be7+ Nxe7 (+6.49) 25.f3 Nd5 26.Kf2 Nf4 (+13.74) 27.Qd8+ Kc6 28.Qe8+ Kb6 (announcing mate in 6) 29.Qb5+ Kxb5 30.a4+ Bxa4 (0-1)

White: *Super Expert C 6 Mhz* (Selective 5) Black: *M-Chess*

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.c3 f5 5.exf e4 6.Qe2 (+0.31; *Super Expert* is out of book and reasonably happy with the position - 6.d4 is more normal) Qe7 (-0.63) 7.Ng1 Nf6 8.b4 Bb6 9.a4?! (this slightly overstretches the Q-side) a5 (+0.21) 10.bxa Rxa5 11.Ba3 d6 12.Bb4 Ra8 13.g4 Bd7 14.g5 (14.a5 may be slightly better) Nd5 15.Qh5+ (-0.32) Kd8 (+1.32; at this point the position seems to fall apart for white. The pawn advances on the flanks have left white's central defence somewhat weak) 16.Ba3 Bxf5 17.Ne2 (-0.64) Ne5 (+2.72; the threat is 18...Bg4 19.Qh4 Nf3+ winning the queen) 18.Kf1 c6 19.a5 (-1.51) Rxa5 (+4.16) 20.c4 Nc7 (given a bit more time *M-Chess* finds 20...Qf8 which is better, exerting pressure upon the f-file eg 21.Ng1 e3! 22.dxe Nxe3! winning) 21.Ng3 Bg6 22.Qe2 cxb 23.Nxe4 Nxc4 24.f3 Nxa3 (missing a slightly quicker win via 24...Rf8! 25.Kg2 Rxf3!!) 25.Rxa3 Rxa3 26.Nxa3 d5 27.Nd6 Qxd6 28.Nxb5 Nxb5 29.Qxb5 Rf8 30.Kg2 Rxf3! white resigns in view of Kxf3 Qf8+!! (0-1)

The next two show that *M-Chess*, although very strong, can still be beaten. The first is against *Rex*, another fine programme. *M-Chess* seemed to have the prospect of an attack on the K-side, but *Rex* defends well and capitalises on a blunder by *M-Chess*.

White: *Rex* Black: *M-Chess*

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.d4 exd 6.O-O b5 (6...Be7 is normal) 7.e5 Ng4 8.Nxd4 Nxe5 9.Bb3 Bb7 (+0.81; *M-Chess* is at this stage quite happy) 10.f3 c5 11.fxg cxd 12.Qxd4 Qc7 13.Be3 Bd6 14.Nc3 O-O (+0.00) 15.Rad1 Nc4 16.Bf4 Qc6 17.Ne4 Nxb2? (Evaluated as +0.50 this move a mistake as the knight is unable to escape - 17...Bxf4 would be better) 18.Bxd6 Nxd1 (-0.88) 19.Rf4 a5 20.c4 bxc 21.Bxf8 Rxf8 22.Bxd1 Re8 23.Bf3 d5 24.Nc3 Re1+ (-1.66) 25.Kf2 Qe8 (-2.08) 26.Nxd5 Rh1 27.Re4 Qf8 (-3.58) 28.Qe3 Bxd5 29.Re8 Be6 30.Rxf8+ Kxf8 31.Qc5+ Kg8 32.Bd5 h6 33.Bxe6 fxe 34.Qxc4 Kf7 35.Qf4+ Kg8 36.Qe5 Kf7 37.Qxa5 Kf6 38.Qd8+ Kg6 39.Qe7 Kh7 40.a4 Rd1 41.Qxe6 Ra1 42.Qd5 Rh1 43.a5 Ra1 44.Qd3+ Kg8 45.Qc4+ Kf8 46.a6 g5 47.Qb3 Ke7 48.a7 Rxa7 49.Qe3+ Kf7 50.Qxa7+ Kf6 51.Qh7 Ke5 52.Ke3 Kd5 53.Qxb6 Ke5 54.Qb6 announcing mate in four (1-0)

The next game, unlike the others was played on a 12 Mhz 286 at a rate of 60 minutes for the whole game.

White: *M-Chess* Black: *Lyon 68020*

1.d4 d5 2.c4 dxc 3.Nf3 a6 4.e4 (the first move out of book) b5 5.b3 Bb7 6.bxc Bxe4 7.cxb Nf6 8.bxa e6 9.Nc3 (+0.70) Bb4 10.Qa4+ Nc3 11.Bd2 Bxc3 12.dxc O-O 13.Be2 Qd6 14.O-O Rfd8 15.Rfe1 (+1.06) Ra7 16.Rac1 Nd5 17.Bb2 Nb4 18.Ne5 Nf4 19.Bh5 (+0.42) Nxb5 20.Rxe4 (-0.12) Nf6 21.Re3 (-0.88) Rxa6 22.Qb5 Nxa2 23.Rc5 Rb6 24.Qa5 (-4.70) Rb2 25.Nc4 Rb1+ 26.Re1 (-8.26) Rxe1+ 27.Qxe1 Qxd4 28.Rxc7 Ne8 29.Rb7 Qxc4 30.h3 Qc5 31.Qb1 Nc3 32.Qb4 Ne2+ 33.Kf1 Qc1+ 34.Qe1 Rd1 35.Kxe2 Rxe1+ 36.Kf3 g5 37.Rxf7 Kxf7 (0-1)

As for the future, Martin Hirsch is continually developing *M-Chess*. The version used in the games above was version 1.18 and Countrywide is now stocking version 1.37, which is apparently a slight improvement. Hopefully there will be some extra features added in future upgrades. It would be nice if the opening book was expanded as it is amazingly narrow for such a strong programme, and as it stands the other manufacturers will find it very easy to "book up" their machines. Mouse support and a few more analysis features would also be nice. However, all in all you can see from the games, *M-Chess* is a brilliant programme, bursting with energy. If you already have access to an IBM compatible then this programme really is a must!

PRIZE COMPETITION from S534

This was from one of the SUPER EXPERT v ACADEMY games: no.4 in fact, on Page 6. Almost all entries agreed with the notes I made when preparing the last Issue that the losing move was Novag's 26.Qxa5; and most went along with the improvement I chose, 26.Qg4, when Qe6 would give Black only a minimal advantage. There were also votes for the good alternative 26.Qh4 attacking the h2/B, but the winner "out-of-the-hat" of those choosing my own original selection was PHILIP GOSLING. I've added a YEAR'S SUBSCRIPTION for you Philip, and well done!

The KING'S HEAD OPEN by Graham White.

June 8th and 9th saw our return to the Porchester Hall in Bayswater for the enjoyable KING'S HEAD OPEN. This Event was a 5-Round Swiss, with the games played at 45m in 90mins followed by a 15min Quickplay finish. Once again we were taking the opportunity to test out something new, this time it was to be the first public appearance of two 32bit 68020 Mephisto LYON computers, running at 20MHz! One was to be operated by myself, and the other by Gary Preston on the Saturday, and Alan Cooper on the Sunday.

The "top seed" was GM Danny King, though there weren't quite as many G.Ms and I.Ms entered as is sometimes the case at King's Head. But the Tournament was certainly strong in depth, and Mephisto's opposition averaged over 196BCF, so it was almost certainly the toughest test a computer has ever faced at any weekend Congress involving slow speeds!

And so, on to the chess...

ROUND 1

My machine, "A", was set on ACTIVE for the Tournament, while "B" was set to play on RISKY! - the first time we have tried that!

The LYON B opponent was familiar to us as the same Mr. Barlow whose loss featured in the Quickplay report of SS/33! I hope he won't mind us reproducing another defeat, but he put up a terrific struggle - sacrificing material in a real all-out effort to win.

B Barlow (1984) Meph Lyon 20MHz(r)

1.e4 c5 2.Be2 Nc6 3.Nf3 d6 4.c3 Nf6 5.d4

- All White's moves were played instantly so this is obviously a pet line. I believe it is an idea of our English I.M Mike Basman. The point will be revealed shortly -

5...cxd4 6.cxd4 Nxe4 7.d5 Qa5+

- Forced -

8.Nc3 Nxc3 9.bxc3 Ne5

- Of course not Qc3+?? when Bd2 would win a Knight -

10.Nxe5 Qxc3+ 11.Bd2 Qxe5 12.0-0

- Now we see the idea. White gets a very dangerous lead in development, and he will gain more time attacking the exposed Queen. Meanwhile Black needs 3 moves to get castled safely! -

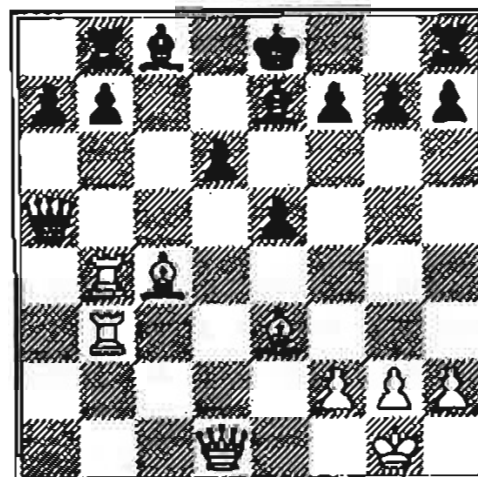
Qxd5 13.Rel e6 14.Bf3 Qc4 15.Rcl Qxa2 16.Bf4 e5

- Now it is getting critical! 17.Be5 is worth looking at but doesn't seem to get anywhere after ...de 18.Re5+ Be7 -

17.Bd5 Qa3 18.Re3 Qb4 19.Rc4 Qb6 20.Rb3 Qa5 21.Be3 Rb8 22.Rcb4

- Perhaps White could have tried 22.Bc6+!? -

22...Be7 23.Rb5 Qa4 24.R5b4 Qa6 25.Bc4 Qa5



26.Rb5?

- Possibly White missed his best chance here. Mephisto was expecting 26.Bb5+! Kf8 (though Bd7 is better) 27.Ra4 Qc7 28.Ba7 Ra8 29.Bb6 Qb8 30.Bc7, which is unclear -

26...Qc7 27.Bd5 b6

- Black seems now to be more or less out of the woods. If we had known our opponent was to play so aggressively we might have preferred to see the computer on Solid or Active, so it is most encouraging to see it managing like this on Risky mode! 28.h4!? Bxh4 29.R5b4 Bf6 30.Qh5 Bb7 31.Bc4 0-0 32.Bh6!

- A good try -

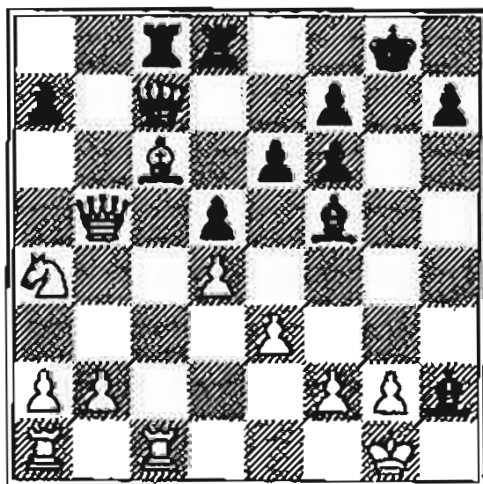
32...d5!

- The most accurate, although 32...gh also appears to be okay. E.g. 33.Rg3 Kh8 34.Qh6 Bg5! 35.Rg5 f6 holds -

33.Rg3 Qe7 34.Bxd5 Qxb4 35.Bxg7 Qb1+ 36.Kh2 Bxg7 37.Qh6 Qg6 38.Rxg6 hxg6 39.Bxf7+ Rxf7 40.Qxg6 Rxf2 41.Kg3 Rxg2+

- Played with a mate announcement - 0-1. A fantastic game, which leaves me wondering if White has an improvement somewhere that I have missed. Can anyone find a convincing line?

Meph Lyon 20MHz(a)
D Hubbard (2000)



My game was a more sedate affair, which we join after Black's 18...Bxh2+

19.Kh1!?

- 19.Kf1? Rd6! 20.Be8 Qc1+ however looks quite good for Black -

19...Bd6 20.Kg1 Bh2+ 21.Kh1 Bd6 22.Qa6!?

- Played to avoid the draw! We had introduced a contempt factor for exactly such situations - a calculated risk on our part! -

22...Qe7 23.Bb5 Qf8 24.Kg1 Rxc1+ 25.Rxc1 Qh6 26.f4

- The only move -

26...e5?!

- The computer was expecting the interesting line 26...Bf4!? 27.ef Qf4 28.Rd1 Bc2! 29.Qa5 Bdl 30.Qd8+ Kg7 31.Nc3 Qd4+, which would have kept Black at least equal. The computer now asserts itself impressively -

27.Qxa7 exf4 28.Qb6 Qf8 29.Rf1! Rb8 30.Qc6 Be4 31.Nc3 f3 32.Rf2 Bg3 33.gxf3 Bxf2+ 34.Kxf2 Bg6 35.Nxd5

- And the computer, now well on top, won without great difficulty after -

35...Qh6? 36.Nxf6+

The extra power provided by the 20MHz processor was immediately evident to me during the 1st. Round. Tests at home with my 12MHz version have shown that it generally calculates to 04/16 (i.e. 4 ply full width, 16 selective) on a 2min level. However the 20MHz processor mostly reached 1 ply further, and this was to prove helpful on several occasions.

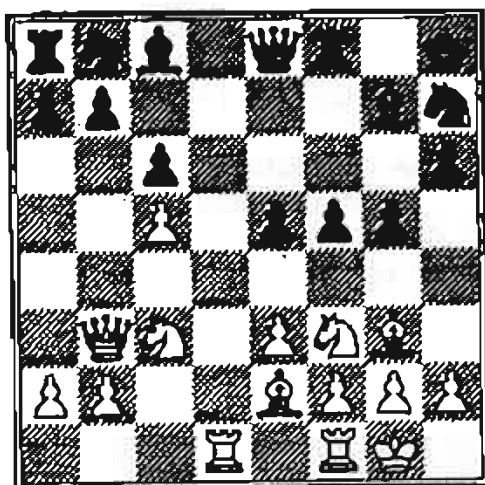
ROUND 2

The "B" got involved in another tough game - not surprising as Bill Stirling OWNS his own Lyon 68020!

Meph Lyon 20MHz(r)
W Stirling (2120)

1.c4 Nf6 2.Nc3 g6 3.d4 Bg7 4.Nf3
 d6 5.Bg5 h6 6.Bh4 c6 7.e3 0-0
 8.Be2 Qe8 9.0-0 Nh7 10.Qb3 Kh8
 11.c5 dxc5 12.dxc5 f5 13.Rad1 g5
 14.Bg3 e5?!

- Bill Stirling owns a Lyon and surprises us by deciding to pin his hopes on a K-side attack. Did someone tell him we had this Lyon on Risky mode?



15.h3 Nd7 16.Qc4 b5 17.cxb6 Nxb6
 18.Qb4 f4 19.Bh2 c5!?

- The Pawn sacrifice makes it look as if Black wants to play Bb7, but this was not the case! -
 20.Qxc5 e4 21.Bb5 Qh5 22.Ne1

- Lyon changes to this on 04/16. Black's idea was to follow 22.Ne4!? with Bb3! which is very messy. Or if 22.Nd4 then f3! which is again unclear. 22.Ne1 looks passive, but was probably designed to protect g2 -
 22...Bf5?!

- The Lyon had expected 22...Bb7! 23.ef Rac8 24.Qd6 gf - another unclear line! Black would seem to have enough activity for his Pawn deficit since if 25.Bf4? Bc3! 26.bc Rf4 27.Qf4 Qd1. The Bishop is not so well placed on f5, where it interferes with the Rook on f8 -
 23.exf4 Rac8 24.Qd6 Rf6 25.Qb4 gxf4 26.Bxf4 Rg6

- It looks as if Black is building up a big attack, but the Lyon now finds a quite excellent defence which brings the game to a very quick conclusion -

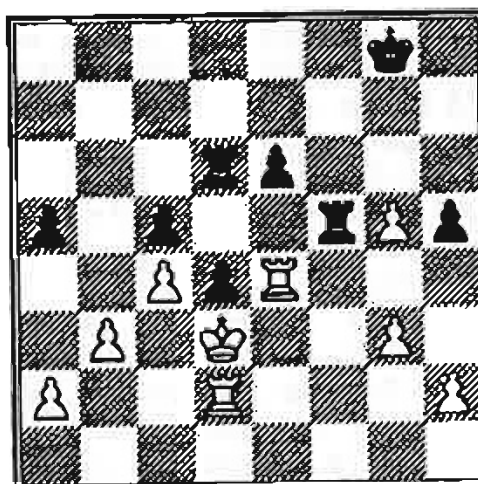
27.Be2! Qxh3 28.Bg3! Rxg3
 29.fxg3 Qxg3 30.Rxf5 Ng5 31.Qd6
 Qe3+ 32.Kf1 Rg8 33.Nc2!

- Mating the Queen (!), so Black resigned. Another fierce game.

Meanwhile mine was involved in a tense Rook endgame, as Black, against P.Sharp.

P Sharp (2184)
Meph Lyon 20MHz(a)

After 35.fxg5



- The Lyon can play the simple re-capture Rxg5, but chooses instead the surprising -
 35...Kf7!?

- Probably expecting 36.Rf4 and then Kg6 37.h4 Rf4 38.gf Kf5 39.Rf2 a4, which gives the computer enough play. Anyhow, White continued -

36.h4 Rf3+ 37.Kc2 Rxg3 38.Re5 Rc6 39.Kb2 Rg4 40.Ka3 Rxh4 41.Ka4 Rf4 42.Kb5 Rc8 43.Rxc5 Rxc5+ 44.Kxc5

- White's King is now ideally placed, and he should be winning-
 44...e5 45.Kd6 Rf5

- So we arrive at the 15min Blitz finish -
 46.c5 Rxg5

- What else? -

47.c6

- 47.Kd7 was suggested as winning later. However if one considers 47...Kf6 48.c6 Rg7+ 49.Kd6 Kf5 50.c7 Rg8 51.Kd7 Ke4, we can see that it's not so clear! -

47...Ke8!

- Not 47...Kf6? 48.c7 Rg8 49.Rf2+! -

48.c7 Rg6+ 49.Kxe5 Rc6 50.Rxd4 Rxc7 51.Rd5 a4 52.bxa4 h4 53.Rd3 Rc5+?

- "Rooks behind passed Pawns" said Tarrasch, and 53...Rh7! 54.Rh3 Kd7! would have gained the draw without further ado -

54.Kd6 Rc4 55.Ra3!

- We may say "See our previous note"! -

55...Rc2?

- If Black had played 55..Kd8! and run for the corner, I still can't see a win for White -

56.a5 Rd2+ 57.Ke5?

- Undoing his good work. Of course it's not that fair in analysis done at home to criticise either side's play in a complicated Quickplay endgame. In fact the standard is very high considering this. Even here, though the King must go to the Queen-side to have any winning chance, after 57.Kc6 Rc2+ 58.Kb7 Rb2+ 59.Ka8 Kd7 60.a6 Kc8 61.a7 Kc7 62.Rc3+ Kd7 63.a3, I can only say I "think" White is winning! - 57...Re2+ 58.Kf4?! h3! 59.Rxh3 Rxa2 60.Rh5 Kd7

- And the win has gone after some tense moments for both parties near the end! - $\frac{1}{2}$ - $\frac{1}{2}$

ROUND 3

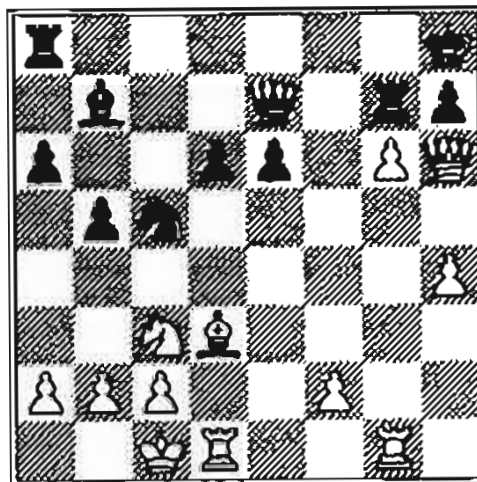
I Snape (2096)

Meph Lyon 20MHz(r)

This, too, was a fairly full-blooded encounter, in which White played the sharp Keres attack against the Sicilian Scheveningen. Indeed Snape surprised

computer and operator with an unexpected Bishop sacrifice on g7 and actually gained a Pawn from this eventually. However the Lyon started analysing lengthily (3 moves in 30mins at one stage) to fight its way back into the game.

However "we" were still showing -100 when White offered the draw, his attack exhausted but still a Pawn up. Final position:



Meph Lyon 20MHz(a)

M Inzani (2152)

This game featured a very strange Opening! -

1.Nf3 Nf6 2.d4 c5 3.c4 g6 4.dxc5!? Qa5+ 5.Nc3 Bg7 6.Qa4 Qxc5 7.Be3 Qc6 8.Nb5! 0-0 9.Nfd4 Qa6 10.Qb4 Nc6 11.Nxc6 Qxc6 12.Nxa7 Qe6 13.Nb5 Ng4? 14.Nc7 Nxe3 15.fxe3 Qxe3 16.Nxa8 Bd4 17.Nc7 Qf2+ 18.Kd1 d6 19.Nd5 Re8 20.a3 Bg4 21.Qxb7

- Concluding that Black's attack is not to be feared! - 21...e6?

- Taking vital retreat squares from his own Bishop, which the Lyon quickly takes advantage of - 22.Nc7 Re7 23.h3 Bf5 24.g4 Bb6 25.Qa8+ Kg7 26.Nb5 Rc7 27.gxf5 Rxc4 28.fxe6 d5 29.e7 Rd4+ 30.Kc2 Rc4+ 31.Nc3 Rxc3+ 32.bxc3 Qf5+ 33.Kb2

- Black resigned here - 1-0

Both machines - with their different selection for playing style - ended Saturday's play nicely placed on 2½/3.

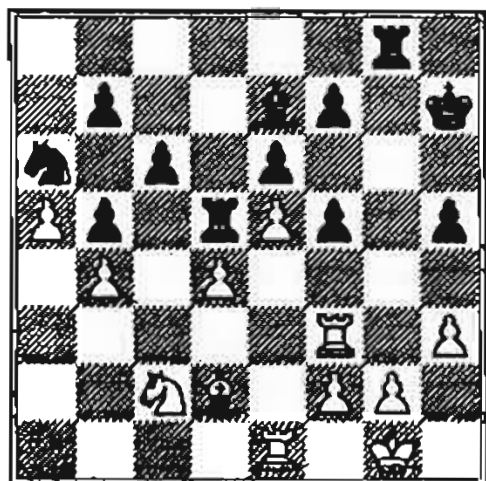
ROUND 4

Inevitably we were drawn against very strong opposition on Sunday morning.

Meph Lyon 20MHz(r) A Summerscale (2280)

Young Aaron Summerscale, already 210 BCF, is more than likely to become an I.M soon. However the position in this game soon became quite blocked, and the players moved with caution (suspicion?!) up to the time control, and the start of the 15min Quickplay finish.

We join the game after White's 46.Rel and just before Aaron makes a decision to try and force the issue! -



46...Rd7 47.Ra3 c5?! 48.bxc5 Bxc5
- Lyon had expected 48...Nc5 and was planning 49.Bb4 Ne4 50.Be7 which looks quite good for White -
49.Rd3 Ba7 50.Rb1 Rc8
- He could also have tried 50...Nc5 followed by Ne4 -
51.Rc3 Rxc3 52.Bxc3 Rc7
- Probably expecting 53.Rb3. Lyon's reply might well have been

a surprise! -

53.Na3!

- Now if 53...Rc3 54.Nb5 Bd4 55.Nd4 -

53...b4 54.Bxb4 Bxd4 55.Bd6 Rc8!?

- 55...Rd7 might well hold -
56.Rxb7 Rcl+ 57.Kh2 Bxf2 58.Rxf7+ Kg8 59.Rf8+ Kg7 60.g3!

- Well played! This stops most of Black's now optimistic counter attack, whose best try here might have been 60...Rc3 -

60...Ral!? 61.Ra8 Nc5 62.Bxc5 Bxc5 63.Nb5 Ra2+ 64.Khl Rb2?

- That does it. 64...Bf2 looks best; but Black was rapidly running out of time -

65.Nc7 Kf7 66.Ra6 Rbl+ 67.Kg2 Rb2+ 68.Kf1 Rbl+ 69.Ke2 Rb2+ 70.Kd3 Be7 71.Nxe6 Rb3+ 72.Kd4 Rxb3 73.Nf4 Ra3 74.e6+ Kg7 75.Ke5 Bb4 76.Kxf5

- And Black lost on time here, though his position had become hopeless anyway - 1-0

The "Active" computer was also given strong opposition!...

J Adv (2288) Meph Lyon 20MHz(a)

1.e4 c6

- We had made a small adjustment to reduce the likelihood of the computer playing either c6 or d6 in reply to 1.e4, as many games have been seen where the Lyon adopted these. Nor do we believe they are the most suitable for a computer in this level of competition. Perhaps we should have set c6 to 0%!

2.d4 d5 3.e5!

- The "!" because this is a known sensible choice against computers as it blocks the centre and gains a little space -

3...Bf5 4.Nc3 Qb6 5.Be2

- Adv told us that this is his favourite line! Oh dear! -

5...e6 6.Nf3 Nd7 7.0-0 c5!?

- A late preference over 7...f6?! which would have looked

rather risky to me -

8.dxc5 Bxc5 9.Na4 Qc7 10.Nxc5 Qxc5

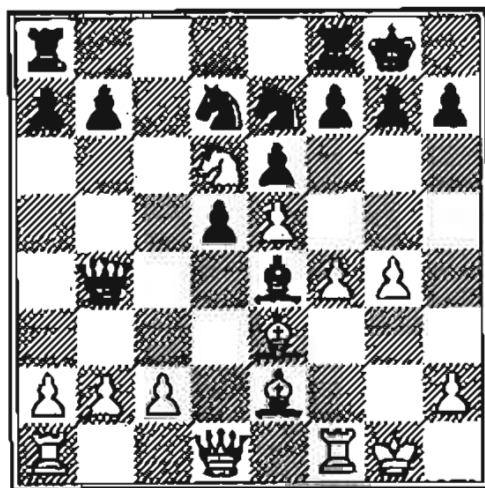
- Black has not equalised from the Opening - losing the Bishop pair and lagging in development - 11.Nd4! Ne7

- Thank goodness for a computer that realises it is risky to go Pawn-grabbing. E.g. 11..Nxe5?! 12.Be3 Qd6 13.Bb5+ Nc6 14.Nf5 exf 15.Bd4, and White is winning- 12.Be3 Qb4

- As with its predecessor, the Portorose, it looks as if the program aim to have an aggressive Queen can still lead to occasional over-exposure! Here it is in a bit of trouble again -

13.g4 Bg6 14.f4 Be4 15.Nb5! 0-0

- White was threatening Nc7+ - 16.Nd6!



16...a6!

- White was threatening 17.a3 Qa4 18.Bb5, or 17...Qb2 18.Ne4 de 19.Qd7 - 17.c4!

- Played after much thought - but Black's Queen is now in deep trouble -

...f5 18.a3! Qa5 19.Nxb7 Qc7 20.Nd6 Qb8 21.b4 a5 22.b5 Qd8 23.c5

- Suddenly the Q-side attack also looks very promising. Of course White should win easily from here, and that is just what Ady did... apart from when he

very nearly put a Rook en prise! He just noticed in time and retracted his move having not quite released the piece, thus saving a spoiled end to the best game played against the computer at King's Head.

ROUND 5

So, entering the last Round, "B" (playing on Risky, remember) is on 3½/4 and still in the Prize hunt (i.e. for a top or leading placing, not the money!). Danny King was sole leader with 4/4, but it was very unlikely that they would pair the G.M with the top computer for such an important game. In the circumstances we probably got the most difficult opponent possible in I.M Philip Morris - an extremely talented player who was also given the White pieces.

P Morris (IM) (2400)

Neph Lyon 2048(r)

1.e4 e5

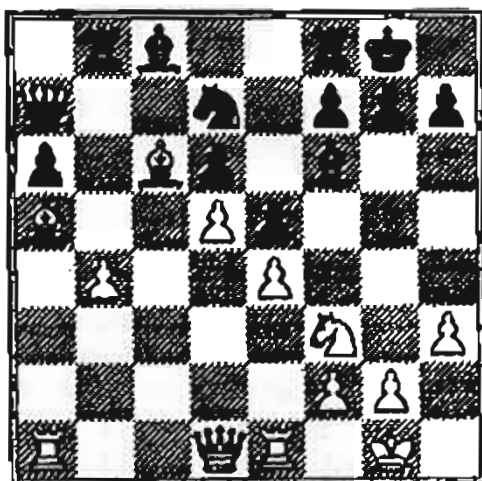
- We were glad to avoid the Sicilian as we had seen Ian Snape in fervent discussion with Philip before this game, apparently looking at Ian's missed win-opportunity in case Philip could now aim at something similar -

2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Na5 10.Bc2 c5 11.d4 Nd7!? 12.Nbd2 cxd4 13.cxd4 Nc6 14.Nb3 Bf6 15.d5 Na5

- All this is apparently theory, but it seems to me that White is somewhat better as his two Bishops are more active -

16.Nxa5 Qxa5 17.Bd2 Qd8 18.a4 bxa4 19.Bxa4 Qb6 20.Bc6 Rb8 21.Ba5 Qa7 22.b4

- The Lyon Queen is again looking slightly unhealthy, so it wisely seeks exchanges -

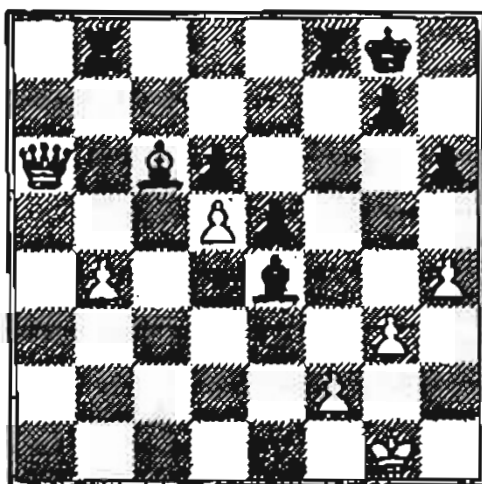


22...Bd8! 23.Qd2 Bxa5 24.Rxa5 Qb6
25.Ra4 f5 26.exf5 Rxf5 27.Ng5 Nf6
28.Ne4 Nxe4 29.Rxe4 Rf8 30.Qe2
Rf7 31.Ra3 h6 32.h4 Rf8

- The computer is unable to come up with any positive plan in this position, so waits quietly - 33.g3

- Inviting an interesting series of exchanges -

33...Bf5!? 34.Rxa6 Qxa6 35.Qxa6 Bxe4



- An imbalanced ending in which White's b/Pawn is a potential game winner. But he must also be careful he doesn't get mated as Black's Bishop is dangerously placed -

36.Qc4 Bf3 37.b5 Rf6 38.Qb4 g5!

- An excellent idea found on 05/17. If 39.hg?! hg 40.Qa3! Rbf8! 41.Qe3! Rh6! 42.Qg5+ Kh7 43.Qe7+, and this series of fine

chess moves results in a draw! - 39.h5!

- Keeping the K-side blocked - 39...Bxh5 40.b6 Bf3 41.b7 Kg7

- The computer's exact play seems to have made it impossible for White to make any further progress -

42.Qb6 Rf7 43.Qa7 Rbxb7!

- Another good move, though I think Rff8 holds anyway. E.g. 44.Bd7 Bd5! 45.Bc8 Rb7! 46.Bb7 Rf7, with transposition to the game! -

44.Bxb7 Bxd5 45.Qa5

- Not 45.Qa6 Rb7 46.Qd6? Rbl+! 45...Bxb7 46.Kf1 Bf3 47.Kel Bg2?

- Black should be trying to set up a fortress against Queen checks with Bishop on f7, Rook on f6, and then advancing the h-Pawn to pursue good winning chances due to White being comparably short of time -

48.Qd8! d5

- Now we see that the Bishop is out of play as 48...Rf6 49.Qe7+ already draws - 49.Qd6!

- And now something must drop - 49...Be4 50.Qxe5+ Kh7 51.f4 gxf4 52.gxf4 Rf5

- So by this point a draw does look very likely -

53.Qd6 h5 54.Kf2 Kg8 55.Ke3 Kf7 56.Qd7+ Kf8 57.Kd4 Kg8 58.Qe8+ Kg7 59.Qe7+ Kg6 60.Qe8+ Kf6 61.Qf8+ Kg6 62.Qg8+ Kh6 63.Qh8+ Kg6 64.Qg8+ Kf6 65.Qf8+ Ke6

- And White has clearly got a perpetual check draw - $\frac{1}{2}$ - $\frac{1}{2}$. This was a close, fighting game with good play from both sides.

It was a shame for us that Lyon "B" couldn't quite get the win as then it would have finished in 2nd. place. As it was it came a very creditable 3rd. on 4/5, behind Danny King on 5, and Phil Rossiter on 4 $\frac{1}{2}$.

Meanwhile Lyon "A" had also drawn it's last Round game (which we missed "saving", due - our excuse

- to the excitement generated in the other game!). Actually it had been quite a dull affair against J Nellist (2168), livened up by a complex endgame which SS readers would have enjoyed, with only the Lyon having winning chances - fairly slight actually after the need to keep repeating King moves. Finally an arbiter declared it a draw with time running out. So the "A" finished with 3/5.

I wouldn't want to draw too many conclusions from a short Tournament, but it was a surprise that

Risky so significantly out-performed Active this time. Maybe it was luck!? Whatever, the Risky "B" grade came out at 2408 Elo, 226 BCF; whilst the overall grading for both machines was 2324 Elo and 216 BCF. A very impressive performance!

I would like to conclude by saying that all the games were played in a **friendly and sporting manner** by everyone concerned... including those who were defeated. This not only makes the operators' work 100% easier, it also means that we can enjoy the chess itself. So "thank you" to the players!

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WORLD CHAMPIONSHIP 1991, VANCOUVER

I know - it's over before most of you knew it was taking place! Funny how these things seem to happen isn't it. **AND WHO WON?**

That's another good question! Depends who you ask! The Press Release from **NEPHISTO** which came out immediately after the Event claimed that they had won once again - the 9th in a row. This was a surprise, as I knew Richard Lang's program had lost 2 of its first 3 games! What a come-back! On the other hand, the advertising for **THE CHESS MACHINE** declares that it is the "ABSOLUTE" World Champion! So what happened? Here is the position as I understand it.

Firstly the **NEPHISTO LANG** (basically the LYON with few changes at that stage) did win the MANUFACTURERS group. Yes, I know Kevin O'Connell in Pergamon **CHESS** stated categorically that they weren't going to enter... "What a shame... poor do" etc. Actually they were the ONLY entry in that Section, so won unopposed. It's for commercially available dedicated machines, so who else could enter?!

But the SOFTWARE group saw 15 entries!... which included **Mophisto LANG**, **GIDEON** (Ed Shroeder RISC-based), **M CHESS** (PC 80486/40MHz), **The King** (RISC-based), **ECNEC** (PC 80486/25MHz, last year's runner-up), **SPRACKLEN** (RISC-based on a SPARC chip).

Quite a line up. **LANG** started favourite, but **GIDEON** and **M CHESS** are now well-respected indeed, and many eyes were on the **Spracklen** program. Where's the **CHESS MACHINE** in that list, you say! Well **GIDEON** is now the **CHESS MACHINE** in its commercially available format. Not with the opening books used at Vancouver, I hasten to add, as that and **The KING** were both using a specially prepared Jan Loumanns book which was different each day according to the opposition!

Round 1 went "as planned" with the 3 favourites, plus **SPRACKLEN**, **The KING**, **HIARCS**, **PATZER** and **CUMULUS** all winning. NO draws! However the **SPRACKLEN** win was decidedly fortunate. **NOW**, according to reports, was cheerfully 3 Pawns up and headed for an easy win. Unfortunately the code for the Time Control setting was being misinterpreted by **NOW** which, set at 40/2, was trying to play all moves in 2! The nearer the 2 hour mark came, the faster it played, doing eventually 1 ply searches to make instantaneous moves. This game **NEXT ISSUE** if possible.

The shocks started in Round 2. First was the **LANG v KING** result, which went to **The KING** in 51 moves. Partly due to the special opening book which gave the latter an advantage on both the board and the clock, but it was still some shock as Richard Lang's programs have always been able to come back against the so-called "minnows" in such encounters in the past. The second game to create real interest was the draw between **M CHESS** and **SPRACKLEN**. **GIDEON** won again, and **ECNEC** got its first point.

Round 3 actually ENDED **NEPHISTO LANG**'s hopes altogether! It lost to **M CHESS** in

48 moves due to a mistaken exchange. With 1/3 in a 7 Round Event, that is that. GIDEON won again, and SPRACKLEN beat HIARCS. So the scores after 3 Rounds were:-

[3] GIDEON... [2½] M CHESS, SPRACKLEN... [2] The KING, HIARCS, CUMULUS...
[1½] BRAINSTORM, ECHEC, INNOVATION... [1] LANG, NOW, NIGHTMARE, PATZER,
CENTAUR... [½] WOODPUSHER... altogether astonishing.

GIDEON won again in Round 4, and in beating M CHESS (only 34 moves) was already well on its way to the Title! Especially with The KING beating SPRACKLEN. HIARCS won again so joined The KING on 3/4, a point behind GIDEON, but was inevitably drawn to play GIDEON in Round 5... and lost! In the meantime M CHESS beat The KING, and SPRACKLEN beat ECHEC to also stay close. Mephisto LANG, in beating NOW and PATZER, came back into the race for runners-up spot at least.

But there was just no stopping GIDEON which now beat SPRACKLEN in Round 6 in a 51 mover which was quite interesting around move 20. M CHESS beat HIARCS, LANG beat ECHEC comfortably (remember their strange draw in 1990?!), and The KING beat CUMULUS. So:-

[6]! GIDEON... [4½] M CHESS... [4] LANG, The KING... [3½] SPRACKLEN, BRAINSTORM
(wins over tail-enders), NIGHTMARE (likewise)... [3] HIARCS, NOW

Happily GIDEON and Mephisto LANG met in the Final Round, and LANG gained some revenge with a speedy 32 move win. But M CHESS held on to 2nd. spot with a win over BRAINSTORM, The KING beat NIGHTMARE, and SPRACKLEN beat CUMULUS to leave the final scores and positions:-

[6] GIDEON... [5½] M CHESS... [5] LANG, The KING... [4½] SPRACKLEN...
[4] HIARCS, NOW... [3½] BRAINSTORM, NIGHTMARE, ECHEC... [3] PATZER...
[2½] CUMULUS, WOODPUSHER, INNOVATION... [1] CENTAUR (1 point from its bye!).

At this stage a 4 GAME PLAY-OFF MATCH was arranged between MEPHISTO LANG (winner of Manufacturers Section) and GIDEON/CHESS MACHINE (winner of Software Section). This was supposed to decide the Absolute Champion. Two games were played consecutively and the Mephisto LANG started off superbly with a 27 move draw with White, but a 57 move win with Black (a Caro Kann, of all things!!). So LANG led 1½-½. The second pair of games were "rather strange". In the game with GIDEON as White 1 c4 c6 2 d4 d5 3 Nf3 Nf6 was played. Fair enough. But LANG White played 1 d4 and saw... b6! to go straight out of Book. By move 17 GIDEON was a Pawn up in both games! so some strategic discussions took place and it was agreed that the game with GIDEON as White should be called a draw, but the other was scored as a win for GIDEON to leave them tied on 2-2 and sharing the overall TITLE!

In the NEXT ISSUE these two positions will be given, plus full game-scores from some of the other key games with light notes. Then you can judge for yourselves!

RATING LIST (c) Sel/Search 35

BCF Computer

223 MEH LYON 68030

220 MEH PORTOROSE 68030

218 MEH LYON 68020/20

212 MEH LYON 68020/12

208 FID ELITE 68040-V10

206 FID ELITE 68030-V9

205 MEH PORTOROSE 68020

204 MEH LYON 68000

202 MEH ALMERIA 68020

199 FID MAC4+ELITE 68020-V7

199 MEH PORTOROSE 68000

194 FID ELITE 2x68000-V5

192 MEH ROMA 68020

192 MEH POLGAR/10

190 MEH ALMERIA 68000

189 MEH DALLAS 68020

187 FID MACH3+2265 68000-V2

185 MEH POLGAR/5

185 MEH RMS/5

184 MEH DALLAS 68000

182 MEH NONDIAL 68000 XL

182 NOV SUPER FORTE-EXP C/6

182 MEH ROMA 68000

181 MEH ACADEMY/5

179 MEH AMSTERDAM

178 NOV SUPER FORTE-EXP B/6

178 MEH MESA 4/5

178 FID MACH 2C 68000

178 KASP GAL-REN D/10

176 MEH SUPRNOID 2-MCARLO 4

176 FID MACH 28 68000

175 MEH MHA/5

174 NOV SUPER FORTE-EXP A/6

173 KASP TURBO KING 2

172 MEH MONTE CARLO

171 KASP GAL-REN C/8

171 CG SPINX/4

170 FID MACH 2A 68000

167 NOV SUPER FORTE-EXP A/5

167 NOV EXPERT/6

167 FID CLUB 8 68000

166 NOV EXPERT/5

165 NOV FORTE B

164 MEH REBEL

164 FID AVANT GARD/5

164 FID PAR E-ELITE-DES2100

164 KASP STRATOS-CORONA

163 NOV FORTE A

162 CONCH PLYMATE/5.5

162 MEH SUPERNONIAL 1

Aug 1991

Elo +/- Games Pos

2389 30 236 1

2362 21 460 2

2347 57 66 3

2299 14 1013 4

2270 91 26 5

2253 19 547 6

2247 11 1566 7

2233 22 446 8

2216 14 1003 9

2196 14 1091 10

2196 12 1399 11

2156 29 248 12

2141 14 1018 13

2140 21 487 14

2126 14 1025 15

2116 14 996 16

2099 7 3797 17

2086 12 1459 18

2082 18 635 19

2075 12 1478 20

2062 17 714 21

2057 12 1405 22

2057 10 2088 23

2050 11 1721 24

2033 9 2340 25

2031 13 1234 26

2030 9 2380 27

2026 9 2380 28

2024 13 1184 29

2015 31 212 30

2012 26 302 31

2003 9 2479 32

1995 14 1070 33

1989 25 326 34

1977 30 240 35

1970 26 313 36

1970 11 1627 37

1970 11 336 38

1960 25 1450 39

1942 12 222 40

1942 31 1389 41

1938 12 287 42

1928 27 1913 43

1921 10 1937 44

1919 10 1975 45

1918 11 1717 46

1915 9 2383 47

1914 10 1871 48

1911 10 2102 49

1901 10 1914 50

1900 13 1276 50

Human/Games

2445 37

2354 82

2327 10

2249 40

2283 7

2258 182

2188 215

2201 124

2127 25

1888 2

2052 64

2085 54

2104 31

2080 197

2116 223

2142 11

1902 11

2000 50

2060 77

2082 12

1975 54

2036 97

2068 182

2004 76

2041 169

2066 127

1985 97

2074 8

1968 25

2013 89

2040 176

2046 10

2016 98

1956 155

1918 35

1836 29

2036 22

1827 16

2052 62

1975 208

1948 69

1862 80

1927 220

1930 134

1939 55

1990 6

162 KASP SIMULIANO

162 KASP GAL-REN B/6

161 FID CLUB A 68000

161 KASP TURBO KING 1

161 CONCHES/6

161 FID EXCELLENCE/4

160 NOV EXPERT/4

159 CONCH PLYMATE/4

159 SCI TURBO KASP/4

158 CG SPINX 40

157 FID ELITE C

157 FID ELEGANCE

156 MEHISTO NM2

156 SCI TURBOSTAR 432

156 KASP GAL-REN B/4

156 FID EXCELLENCE-DES2000

155 KASP PRISMA-BLITZ

154 NOV SUPER NOVA

153 CONCHES/4

153 NOV SUPER CONST

151 MEH BLITZ

150 NOV SUPREMO

149 NOV SUPER VIP

147 FID ELITE A

147 FID SENSOR 12

146 MEH EXCL 5/12

146 FID PRESTIGE

145 MEH EUROPA-MARCO POLO

145 SCI SUPERSTAR 36K

145 CONCHES/2

143 NOV QUATTRO

143 NOV PRIMO-VIP

143 NOV CONST/3.6

141 MEH MONDIAL 2

139 FID ELITE B

137 MEH MONDIAL 1

136 FID ELITE ORIG

134 NOV CONST/2

133 SUPER ENT-ADV STAR

128 CHES 3000

126 FID SENSOR 9

123 KASP ASTRAL-COIN-CAVL

122 GEM + STEINLITZ

121 CHES 2001

120 MEHISTO 3

119 SCI SUPERSTAR ORIG

119 KASP TURBO 24K

119 KASP TURBO-EXPRESS 16K

119 MEHISTO 2

119 GEM + MORPHY

1899 16

1898 14

1894 30

1893 34

1889 11

1888 44

1886 15

1875 24

1872 20

1871 36

1862 34

1856 17

1855 16

1855 12

1849 76

1844 32

1832 26

1829 20

1826 7

1812 27

1801 75

1797 27

1778 39

1776 13

1771 31

1768 17

1762 35

1761 15

1746 14

1746 19

1746 25

1745 16

1731 83

1719 47

1694 29

1694 39

1678 13

1670 15

1672 112

1668 14

1667 77

1587 36

1577 27

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1553 18

1558 29

1554 45

1553 35

1552 38

809 51

966 52

228 53

187 54

107 55

1649 56

946 57

372 58

512 59

182 60

685 61

781 62

1305 63

37 64

1641 65

203 66

312 67

509 68

3400 69

277 70

38 71

286 72

141 73

1260 74

213 75

695 76

173 77

927 78

1096 79

585 80

322 81

825 82

31 83

97 84

247 85

139 86

139 87

1262 88

868 89

17 90

1000 91

92 92

287 93

84 94

94 95

242 96

104 97

168 98

559 99

145 100

1930 36

1873 123

1767 6

1910 61

2037 8

1975 43

2027 6

1959 52

1869 11

1872 40

1776 8

1896 61

1881 46

1853 48

1937 23

1838 264

1962 6

1864 8

1779 20

1805 7

1911 27

1258 131

1786 11

1861 17

1556 31

1840 5

1730 37

1636 11

1646 59

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BCF Computer

214 CHES MACHINE/PC

214 M CHES 486/PC

208 M CHES 386/PC

201 M CHES 286/PC

199 REX 486/PC

191 PSION 2 386/PC

189 M CHES/PC

185 REX 386/PC

181 PSION 2 286/PC

181 PSION POOM 386/PC

180 REX 286/PC

174 PSION POOM 286/PC

171 PSION 2/PC

PC's Aug 1991

Elo +/- Games Pos

2315 43 112 1

2314 36 159 2

2268 24 375 3

2211 38 146 4

2192 49 90 5

2130 52 77 6

2119 96 23 7

2082 24 360 8

2050 103 20 9

2049 82 32 10

2043 93 25 11

1996 94 24 12

1971 10 1914 13

167 COLOSSUS X 386/PC

166 C'MASTER 2100 386/PC

165 C'MASTER 2100 486/PC

156 PSION POOM/PC

155 CHESMASTER 2100/PC

151 CHESPLAYER 2150/PC

150 SARGON 3/PC

148 CHES CHAMPION 2175/PC

146 FINAL CHESCARD/PC

142 PSION OL/PC

141 SARGON 4/PC

141 CHESMASTER 2000/PC

135 COLOSSUS 4/PC

1937 94 24 14

1931 48 91 15

1924 94 24 16

1849 34 177 17

1846 42 120 18

1810 47 95 19

1805 49 90 20

1791 30 240 21

1769 38 146 22

1738 55 70 23

1734 46 98 24

1730 24 374 25

1683 30 240 26