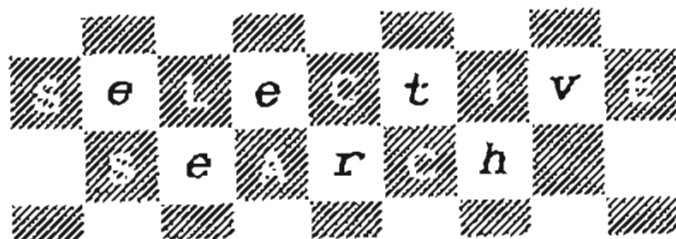


Eric Hallsworth, The Red House, 46 High St. Wilburton, Cambs CB6 3RA

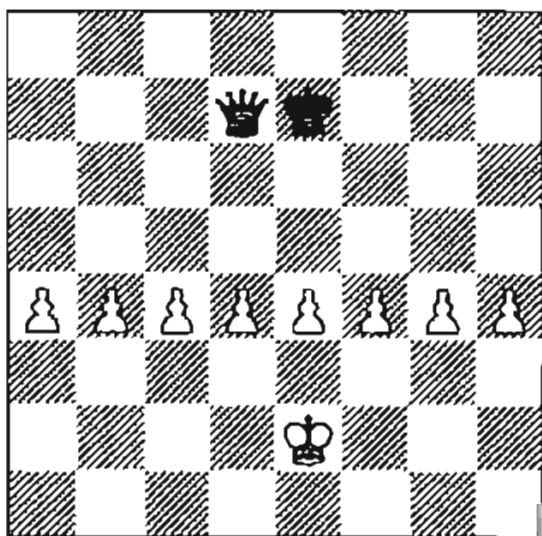


£2

Computer Chess News Sheet
"SELECTIVE SEARCH 37"

Dec 1991 - Jan 1992

*** SUBSCRIPTIONS: £10 a year for 6 Issues. Foreign readers £12. *** PUBLICATION DATES: early Feb, Apr, Jun, Aug, Oct and Dec. *** A REMINDER LABEL is placed on the ENVELOPE of any 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 to "Selective Search", to obtain the next Issue. *** ARTICLES, REVIEWS, GAMES sent in by Readers, Distributors, Programmers etc. are always welcome and will receive fair consideration for publication.



Chess!

Christmas

What do **Chess** and **Christmas** have in common?
BOTH have a KING!

In one, YOU try to save HIM
That's why you play!

In the other, HE seeks to save YOU!
That's why HE CAME!

BRIEF INDEX for a PACKED 20-PAGE ISSUE!

- 2 NEW COMPUTERS. 3 NEWS & RESULTS. 8 BRITISH MAJOR OPEN (Mephisto LYON).
- 14 TRAVELMASTER REVIEW (Natasha REGAN). 18 PROCESSOR SPEEDS.
- 19 Mephisto VANCOUVER Games. 20 GAME OF THE MONTH (Graham WHITE).
- 25 LATE RESULTS. 26 GAMES - SCORPIO/CHESS MACHINE/VANCOUVER.

NEW Computers - a BRIEF REVIEW

[1] Mephisto VANCOUVER - this is the UPGRADE to the well-known LYON. Big changes to the OPENING BOOK - it's 50% bigger to start with (150,000 positions claimed!) and includes special Gambit, Blitz, Modern and Classical sections amongst others. Pawn structure and Piece placement within each structure has been improved; also endgames involving Pawns, or single Piece and Pawns; and tactical awareness when under attack. New features include facility to adjust the search selectivity as well as style of play and individual piece values. Upgrade costs are £229 for the 68000, and £249 for the 68020. Prices for new VANCOUVERS are only £20 above the LYON (and LYON prices - at Countrywide - are reduced by over £100 whilst stocks last!). Pleasing all-round upgrade. Strength? Maybe +30 Elo.

[2] Novag SCORPIO and DIABLO - referred to previously, and selling at £399 and £599 respectively. THE DIABLO board is the same as SUPER EXPERT, but the SUPER FORTE has had a "face lift" so the SCORPIO looks smarter. So does the program! This new Novag 68000 recovers some of the Novag "spirit" which I thought their "C" version had lost a little of - and NOT at the cost of playing strength which is definitely up nicely (perhaps +100 Elo - I had forecast 80!). Plus ALL of the well-known and liked Novag features make these a pair of good value machines!

[3] Fidelity TRAVELMASTER - also referred to previously and has arrived at last! There are one or two minor quality niggles: disc pieces have nominal magnetism and slip around in transit, and we've found one position where it changes a Rook to a Pawn!?! Easily put back to a Rook via SET-UP mode, of course. Also you need to leave it empty overnight when changing batteries. But it has ALL of the features of Fidelity's DESIGNER machines - including Displays and user's choice of info. for the display. Strength too seems clearly 175-180 BCF, so, with mains or battery use, 2 sets of pieces, memory save etc. the quality comment should be viewed in the light of a very low £99 price for a powerful portable.

[4] Mephisto MILANO and Fidelity DESIGNER 2325 DISPLAY - both just arriving in Britain, so too late for review. The MILANO is an improved POLGAR, but press-sensory with features to make it more portable as well as cheaper (£269 probably). The FIDELITY is the well-known MACH 3/MACH 4 program, in its 68020 and 20MHz format. Thus VERY strong at around 200 BCF for £579.

[5] PC PROGS: ZARKOV and FRITZ - no room for anything this time - results and reviews in SS/38. My guess is they're REX-type standard, not M CHESS! The new RISC card for my troublesome CHESS MACHINE has just arrived - fingers crossed!

FOR SALE - MEPHISTO MOBIL REBELL with ADAPTOR, £95. Contact BERNARD HILL on 0750 20956 (evenings).

FOR SALE - SAITEK SIMULTANO. Excellent condition. £85, plus £5 for Insured Postage. CHESSMASTER 2100 IBM 3½" & 5¼" disks, £10. Contact BRYAN WHITBY, 16 Manse Field Rd. Kingsley, Warrington, Cheshire WA6 8BZ.

News...Results...News

Plenty to fit in, again, this Issue - so straight down to business!

New Novag DIABLO & SCORPIO

These are now available - though possibly in short supply at present.

The program looks from my first tests to be better than indicated on the SS/36 RATING LIST, when based in the main on results from Sweden. I do wonder, as the model initially used over there pre-empted official release by quite a few weeks, if the program in their Swedish Champs. was the finished version? Certainly my results, and those I have from Austria and Germany look rather better - as you can see from this machines' position in the new LIST.

In FRANCE, under a time control of 1 hour for all moves, four SCORPIOS got $34\frac{1}{2}/40$ against players graded 2070 Elo, giving a 2245 grading - MUCH better than the 1972 obtained in Sweden, and from a good-sized sample of 40 games played!

The SCHACH & SPIELE Magazine reports on a short series of matches, with the following results:-

DIABLO v M CHESS 286/16, 5 -5
DIABLO v LYON 68020/12, $5\frac{1}{2}$ -4 $\frac{1}{2}$
DIABLO v CHESS MACHINE 2 -8

The result v. LYON is very good; and

that v. CHESS MACHINE the reverse. I have played almost the same matches, and it shows how small samples can mislead! Though the matches are not over yet, my current scores are:-

SCORPIO v M CHESS 286/12, $1\frac{1}{2}$ -2 $\frac{1}{2}$
SCORPIO v VANCOUVER 020/12, 2 -8
SCORPIO v CHESS MACHINE, 4 -6

Of course my small samples are no better than those from SCHACH & SPIELE - the truth is best learned by adding them together! And still there aren't enough really, but it is clear that the new SCORPIO/DIABLO is BETTER than the 2112 in S/536 - and may even improve on my 80-90 Elo forecast for its improvement over the SUPER FORTE/EXPERT C/6. A timely moment at which to include a TOURNAMENT RESULT from HOLLAND.

	LYON	FIDv7	DIABL	NSEC	MMV	PREST	TOTAL
Meph LYON 68020/12	*	2 $\frac{1}{2}$	3 $\frac{1}{2}$	3	2 $\frac{1}{2}$	2	= 13 $\frac{1}{2}$
Fid ELITE v7	1 $\frac{1}{2}$	*	3	1 $\frac{1}{2}$	1 $\frac{1}{2}$	3 $\frac{1}{2}$	= 11
Novag DIABLO	$\frac{1}{2}$	1	*	2	3 $\frac{1}{2}$	3 $\frac{1}{2}$	= 10 $\frac{1}{2}$
Nov SUPER EXPERT C/6	1	2 $\frac{1}{2}$	2	*	2	2	= 9 $\frac{1}{2}$
Meph MM5	1 $\frac{1}{2}$	2 $\frac{1}{2}$	$\frac{1}{2}$	2	*	2	= 8 $\frac{1}{2}$
Fid PRESTIGE (?)	2	$\frac{1}{2}$	$\frac{1}{2}$	2	2	*	= 7

Don't ask me how that old pensioner the PRESTIGE got in there! Was it carrying the original 'Prestige' program (S/536 Rating 1767 Elo)? If so, how on earth did it get a 2-2 with the LYON 68020?

#

IAN PENDLEBURY has sent me an interesting little TOURNAMENT result, which the arrival of his new TRAVELMASTER spurred him on to running. Games were played at 1min per move.

	<u>POLG</u>	<u>TMAST</u>	<u>MPOLO</u>	<u>PAREX</u>	<u>TOTAL</u>
Meph POLGAR/5	*	1½	2	2	= 5½
TRAVELMASTER	½	*	1	1	= 2½
Meph MARCO POLO	0	1	*	1	= 2
Fid PAR EXCELLENCE	0	1	1	0	= 2

The Austrian MODUL Magazine reports disappointment with TRAVELMASTER results, but those reaching me over here are good - mostly better than the above in fact.

One thing we have found which is rather unusual. When the TRAVELMASTER makes its move, there is no need to press anything! You just move the piece gently on the board in accordance with the algebraic note in the display. Only PRESS the squares on the board for your own move. It seems that IF YOU PRESS THE BOARD after TRAVELMASTER's move but BEFORE your own, it stops the computer thinking whilst it waits for your (it thinks) second press to confirm your move. You may have pressed the board accidentally or out of habit, but it looks as if this inadvertently switches the machine onto "easy" mode. Indeed, we think - if you should press the board TWICE like this - it starts counting YOUR time for that move AGAINST itself! This doesn't seem to happen on every time control and we are still experimenting to get to the bottom of what's going on. But it may well explain some folks' poorer results and, as you can access forward analysis, evaluations etc. quite safely via the INFO button, we recommend that you ONLY press the board just to INPUT your own move to be sure of getting best results!

After all that, IAN really was writing me to extol the virtues of the MARCO POLO of all things! He says, "The PAR EXCELLENCE and MARCO POLO finished on 2 each. I have enclosed a game from these two which shows the MARCO POLO is superb form - I am sure you have heard it said before, but this machine is capable of brilliant play considering its cost..... it also beat the TRAVELMASTER in 1 of those games". (The dots (.....), of course, mean I've left something out - Ian's bias favouring Marco Polo puts my own occasional enthusiasms into the shade, and you would think either I'd made up his comments - or paid him to say them! Let's just say he likes it!). Anyway, here is the game v. the PAR E.

White MARCO POLO - Black PAR EXCELLENCE

1.c4 Nf6 2.Nc3 e6 3.d4 d5 4.Nf3 c5 5.cd Nd5
 6.e4 Nc3 7.bc3 cd 8.cd Bb4+ 9.Bd2 Bd2+ 10.Qd2
 0-0 11.Bc4 Nc6 12.0-0 b6 13.d5 Na5 14.Bb5 f5
 15.d6 a6 16.Be2 fe 17.Ne5 Bb7 18.Racl Bd5 19.d7
 Rf5 20.Qc3 Ba2 21.Bg4 Rf8 22.f3 ef 23.Rf3 Bd5
 24.Rf8+ Qf8 25.Qh3! and 1-0.

Alastair Scott has sent me his TRAVELMASTER results, also at 1min per move. Clearly he is using it right! Scores are (TRAVELMASTER first):

v PSION PD*/8, 6½-1½;	v PSION PD* 386/16, 6½-1½;
v PSION PD* 386/25, 4½-3½;	v Fid DESIGNER 2100, 5½-2½;
v CHESSMASTER 2100/PC, 7-1;	v CHESS CHAMPION 2175/PC 7-1.

Alastair's admits his favourite game is one in which the TRAVELMASTER amazed him with its finish. It must be said that Alastair sacked his Queen deliberately - that's what he says, anyway - to see what would happen. Here we go:

White **TRAVELMASTER** - Black **A. SCOTT**

1.e4 c5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 e6
6.Nf3 Ne7 7.Be3 b6 8.d4 d6 9.dc5 bc5 10.e5! d5
11.Bxc5 Nxe5 12.Nxe5 Bxe5 13.0-0 Qc7 14.Na4 Nf5
15.c4! Ba6?! 16.cd5 Bxf1 17.d6 Bxg2 18.dc7 Bd5
19.Nb6!! ab6 20.Qa4+!! Rxa4 21.c8=Q mate!

Oh. I forgot to say - just a 5 minute game time control! Alastair did try to catch me out by getting his move numbering wrong, but I was vaguely awake as I typed this one out, and think I've put it right okay.

SCHACH & SPIELE also report on a large test done by a Thomas Poppelmann over in Germany - with LYON 68020/12 and Fidelity ELITE v10 68040/25. At 30mins per game the Fidelity 68040 won narrowly by 19-16; a new match at 40/2hours has just started and the early score is 2½-2½. According to my PROCESSOR SPEEDS CHART, the Fidelity 68040 has a six times speed advantage, so it has to be to the LYON's credit that it nearly holds it at RAPID Chess!?

MODUL MAGAZINE, which is fairly pro-PC's since the emergence of M CHESS and REX, reports on a TOURNAMENT matching the BEST PC PROGRAMS against some of the BETTER (but not best) DEDICATED machines. The PC PROGRAMS thus won quite easily by 24½-7½ - a fairly crushing result, and the DEDICATED machines, whilst not the very best, are well-enough known!

Here is the cross-table:

	Fid MACH 3	SUP FORTE C	Meph MMS	Meph ROMA 68000
CHESS MACHINE	1½- ½	2 -0	2 -0	2 -0
REX 80486/25	1 -1	2 -0	2 -0	1½- ½
THE KING	1 -1	1 -1	1½- ½	2 -0
M CHESS 80486/25	1½- ½	1 -1	1 -1	1½- ½

Thus the final scores in order:

PC's _____ : CHESS MACHINE 7½; REX 6½; THE KING 5½; M CHESS 5;
Dedicated's _____ : MACH 3 3; SUPER FORTE C 2; Meph MMS 1½; Meph ROMA 68000 1.

And now we come to **PAPATOTOE!** I L-O-V-E typing that each year - I do wonder if this place in NEW ZEALAND is as marvellous as its name?!

Their ANNUAL double Round Robin Tournament has, in the past couple of years, been slightly over-balanced by the lack of real competition for the improving series of RICHARD LANG programs. However this year the starting line-up, especially bearing in mind the result just given, suggested a different finish and certainly a more combative Tournament was possible. Entrants:-

Mephisto LYON 60020 (S/S36 2280); M CHESS 386/33 (2264); REX 386/33 (2078); Novag SUPER FORTE C/6 (2056); CXG SPHINX/4 (1969); Saitek TURBO KING (1891).

In Round 1 LYON won easily, and M CHESS beat REX. Round 2 saw the favourites (by grading points) due to meet and give an early indication of the possible outcome - but LYON (with Black) beat M CHESS by maintaining better Pawn structure. But REX drew with the LYON in Round 3, while M CHESS beat SPHINX, SUPER FORTE C beat TURBO KING, and the LYON (on 2½) only led by a-½ from M CHESS and SUPER FORTE C.

The NOVAG drew with M CHESS in Round 4 after a very even and lengthy struggle in a Ruy Lopez where Novag, with Black, obtained the distant passed Pawn but never had any real chance to do anything with it. LYON won again, but REX's tournament was suddenly looking anything but healthy.

White REX - Black TURBO KING

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nc4 Nxe4 5.d4 d5
6.Ne3 Be6 7.Bd3 f5?! 8.O-O Bd6 9.c3 Qc8 10.f3
Nf6 11.Qc2 g6 12.Re1 O-O 13.Qe2 Re8 14.Bd2 c5!
Delightfully aggressive play by TURBO KING - like a human having a "go" at the player out of form! 15.Bb5 Nbd7 16.dc Qxc5 17.a4 a6 18.Bxd7 Bxd7
19.Qf2 Qb6 20.Ng4?? A pretty awful move by REX! It's been going slowly downhill but 20.b4, though struggling, would still be in the game. E.g...a5 21.h3 axb 22.cxb Bxb4 23.Bxb4 Qxb4 24.Nd2. 20...Bc5! 21.Rxe8+ Rxe8 22.Nxf6+. If 22.Be3? looked a tempting try, things would be worse after...Nzg4! 23.Bxc5 Qxc5 and mate in 5. If here, of course, 24.Qxc5, then Re1 is mate in 1! 22...Kf7 23.Kf1 Bxf2 24.Nxe8 Qxb2 25.Nd6+ Kg8 26. and White resigned.

NOVAG played LYON in Round 5, but was quite unable to stop the leader's progress. To make matters worse (at least for the pro-PC and anti-MEPHISTO fans... as if there were such people!), TURBO KING now beat M CHESS - though not as easily as it had 'done' REX - this time taking 67 moves. Thus LYON was suddenly 2 points clear. And REX? Just go through this one!

White SPHINX - Black REX

1.e4 c6 2.d4 d5 3.ed cd 4.c4 Nf6 5.Nc3 Nc6
6.Bg5 Qa5 7.Bxf6 ef 8.cd Nb4 9.Bc4 Bf5 10.Qe2+
Kd8. Well, they've behaved themselves so far! 11.O-O-O? Castling right into the

danger area; as REX quickly proves. 11.Rc1 Rc8 12.Nf3 is quite okay. . . .Rc8!
 12.Re1?? Compounding the error (like a human?! - oops. sorry!). Of course life is
 already very hard, and 12.Kd2 (best) Bd6 13.Qf3 Bc2 is not going to be good enough anyway. But
 now . . .Nxa2+ 13.Bxa2 Rxc3+ 14. White resigns. 14.bxc3 Qxc3 is mate
 in 5. 14.Kd1 Rd3+ 15.Qxd3 (Kc1? Qc7 m/4) Bxd3 16.Re3 Bf1 17.Rg3 (to stop Bxg2) Qxa2, and it's
 all too easy.

So, it's LYON 4½; M CHESS, SUPER FORTE C and TURBO KING 2½; REX 2; SPHINX 1.

TURBO KING managed to force LYON's 2nd. loss of a-½ point in Round 6. And REX...
 was AT IT AGAIN!

White REX - Black M CHESS

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dc 5.Nc3 Bc5
 6.Nxe5 Qg5. I ought to make you close your eyes before you look at what comes next.
 If only I could have got this bit at the bottom of a page, and made you turn over! You'll not
 believe it from one of today's top programs! 7.Nxf7??? It's just completely unsound.
 After the inevitable (now) Qxg2, White's only chance would be to get his Queen to f3 - and
 Nxf7 takes away the very piece that could have supported it! 7.d4 Qxg2 8.Qf3! Qxf3 9.Nxf3 Bb4
 10.Rg1 or Bf4 seems okay. 7...Qxg2 8.Rf1 Bh3 9.Qe2 Kxf7
 10.d3 Qxf1+ 11.Qxf1 Bxf1 12.Kxf1. Not surprisingly, Black won
 comfortably from here!

I think that's the last of the crazy games. In fact the Tournament ended to all
 intents and purposes in Round 7 as NOVAG fell to the SPHINX, and LYON did the
 double over M CHESS. Indeed there were no more shocks to come at all - except
 perhaps that REX got its second draw against the undefeated LYON, and then won
 its last 2 games to end up in a quite presentable position after all:

- 1 Mephisto LYON 68020, 8½
- 2 M CHESS 386/33, 6
- 3= REX 386/33, Novag SUPER FORTE C/6, 4½
- 5 Saitek TURBO KING, 4
- 6 CXG SPHINX/4, 2½

As Graeme Banks says in his POSTSCRIPT COMMENTS, REX is just slightly erratic!
 Brilliant in some games, very poor in others. The LYON he considers to be a
 "very classy program... with the PORTROSE from last year, the first he has
 really liked of Richard Lang's many World Championship winners". Graeme feels
 the SUPER FORTE C version "has lost some of Novag's distinctive aggression",
 though he agrees it has better positional and endgame play. He also liked the
 TURBO KING (apart from its endgame, and occasional King-attack blind spots), and
 comments on how both it and SPHINX have usefully clear ideas about the value of
 the struggle for the centre.

All round, an interesting and appreciated effort. Thanks NEW ZEALAND!

The MEPHISTO LYON at the BRITISH MAJOR OPEN, Eastbourne 1991

Michael Healey, my boss at Countrywide Computers, discussed for us in the last Issue the Computer Stand and some of the interesting visitors there. He also gave an outline of how the three **Mephisto LYON 68000** computers had performed: some of the ups, and some of the downs.

In this Issue you will find 5 of the actual games played, including our "loss" on time for you to make your own assessment, and the defeat which earned Michael Denison the prize for Best Game against a Computer. Also 3 of the Lyon's quickest and best wins.

But first I am sure many of you would like to see a run down showing all of the results, with opponents' grades etc, so that you can see how we got to our **186 BCF** grade calculation.

THE OPERATOR FACTOR

Mike has already pointed out how much better the **Lyon 3** with our own experienced operator performed. This is a factor which we have recognised in previous years, but normally only seen something like a 5 to 10 BCF swing, at most.

The "difference" of course is caused by the fact that our "professional" operators (myself, Graham White, Alastair Cargill, Eddy Wakefield, Gary Preston, Alan Cooper etc) can manage with a time allowance loss of only 5 secs per move - for transferring moves from one board to the other and "hitting" the clock. To our amateur helpers (whose assistance we greatly

appreciate and without whom we would not be able to manage!) are given 20 secs - which is designed to save them any risk of panic, and make sure we never (hmm) lose a game on time! We would not have thought this extra 15 secs per move deduction would have caused more than a 5 BCF loss in the end, but it certainly seems to have this year.

THE GRADINGS

Judge for yourselves:

Lyon 1

Gibbons	160 BCF	1
Flunkert	150	½
Holander (2242 Elo)	201	0
Goodwin	173	1
Moore	179	0
Fixter	129	1
Griffiths (2205 Elo)	184	0
Brown	179	1
Bursztyl	183	1
Haimovitch (2280 Elo)	210	1
Gavriel	181	0
Score: 6½	Grading 187 BCF	

Lyon 2

Jordan	158 BCF	1
Tuddenham	155	1
Cooper (2275 Elo)	207	0
Lewis	161	½
McMaster	174	0
Denison (best game)	177	0
Darwen (loss on time)	165	0
Martin	165	½
Johansson	152	1
Morris	170	0
Williamson	168	½
Score: 4½	Grading 160 BCF	

Lyon 3

Boyd	157 BCF	1
Zifroni (2295 Elo)	212	1
Kwiatkowski (2260 Elo)	202	½
Weisbuch (2240 Elo)	205	½
Poulton (2220 Elo)	210	½
Harman	185	1
Wilde (2265 Elo)	208	0
Sugden (2245 Elo)	195	½
Dilley (2205 Elo)	187	1
Webb (2215 Elo)	194	1
Knox (2210 Elo)	192	0
Score: 7	Grading 209 BCF	

Two final thoughts: Firstly our opponents Elo grades were, more often than not, a little higher than their equivalent BCF grades (Lyon 3 got 213 BCF/2303 Elo using the Elo gradings).

Secondly the fact is that the stronger players generally ignored opening devices discovered by others (e.g. the 1 c3 e5 2 d4 idea), and played "their own game" - i.e. properly! This shows, I believe once again, why a Computer's grading almost always drops from its initially exalted grading (!? - well, it does depend which Computer, of course!). Familiarity with a program, its playing style and, especially, its opening responses, enables an owner or opponent to knock some 10 to 15 BCF points off its grading over a period of time. Proper preparation would be another way to describe it!

And there is little doubt that many players do prepare very thoroughly for their games against Computers in Tournaments, using both their own and the findings of others. Nothing at all wrong with that, of course - but it continues to present a real challenge to programmers, especially where the Opening Book is concerned.

The actual problem is that, once the program is out of its Book, it will always play the same moves. If it can be put out of Book with some weird opening very quickly, trouble is only round the corner! Never mind if weird is weak - that doesn't matter! - as soon as someone, anyone, comes up with a way to beat "Computer A" from that (weak!) opening, the method becomes available to everyone!

One possible answer would be for the Computer to be given a range of three or four replies to even the "daftest" of ideas which could get played during the first 2, maybe 3 moves. Thus, against 1 c3, the Computer could have e5, Nf6, c5 and c6 in its Book, simply to generate greater randomness and reduce considerably the chances of repeating games! The first 4 or 5 plies of the program's Opening Book will then be full of all sorts of variations, weird and wonderful. It will be coded not to play but only to reply to 1 c3, or 1 h3 etc but, having 3 or 4 random (but reasonable) choices to such will make it considerably harder to prepare against in this way. Equally the machine will need three responses as White after, 1 e4 a6, or 1 e4 h6, or 1 d4 h6 etc.

This shouldn't be a too big a task for any of the major programmers, and will I believe remove perhaps completely the repetition losses which can de-value a Computer's real grading in a most unpleasant manner!

But now to the games... "AT LAST!" did I hear you say? You're probably right!

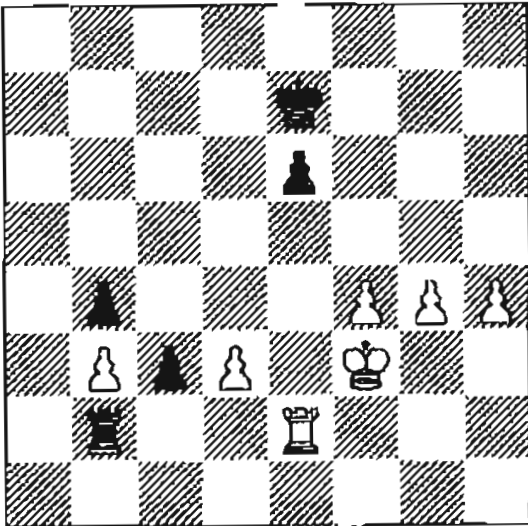
Meph Lyon 68000 v D Darwen 165 BCF
 Brit Major Open, 1991

1.e4 c6 2.Nc3 d5 3.Nf3 Bg4 4.h3 Bxf3
 5.Qxf3 Nf6 6.d3 e6 7.Be2 Bb4 8.e5 d4
 9.a3 Qa5 10.exf6 dxc3 11.0-0 Nd7
 12.fxg7 Rg8 13.b3 Be7 14.Bh6 Qd5
 15.Qxd5 cxd5 16.d4 Bf6 17.Bd3 Bxg7
 18.Bxh7 Bxh6 19.Bxg8 Nf6 20.Bxf7+ Kxf7
 An interesting imbalance! Is Black's
 c3/P going to be weak or strong. Surely
 the former as long as his b and d/Pawns
 are kept from giving support.

21.f4 Nh5 22.Rf3 Ke7 23.Raf1 Bg7 24.Rd1
 Rc8 25.g4 Nf6 26.Kg2 Ne4 27.h4 Nd6
 28.a4 b5 29.axb5 Nxb5 30.Rfd3 Rc6
 31.Ra1 Bxd4!? 32.Ra5 a6 33.Rxb5
 axb5 34.Rxd4

So the Computer has won a Pawn, but the
 question about the c3/Pawn remains and
 Black can support it now!

34...Ra6 35.Rd3 b4 36.Re3 Ra2 37.Re2 d4
 38.Kf3 d3 39.cxd3 Rb2



The Lyon had 3 mins for its final
 move... but THOUGHT it had over 15
 dueto operator carelessness. Sadly it
 made its 40th. just 10 secs after
 the flag fell - and lost. But who was
 winning anyway?! We suggest:-

40.Re4 Rxb3 41.Rc4 Rb1!

Black honestly thought he would have
 lost if the Lyon hadn't overstepped the
 time control. But IF Darwen had found
 THIS move, we believe he COULD have won

42.h5 b3 43.Rc7+ Kd6 44.Rxc3 b2 45.Rb3
 Rf1+

The reason for 41...Rb1 was
 specifically to give this check.

46.Kg2 b1Q 47.Rxb1 Rxb1 48.Kf3 Rg1
 49.g5 Ke7 50.Ke4 Re1+ 51.Kf3 Kf7 52.h6
 Kg6 53.Kf2 Rd1 54.Ke2 Ra1 55.Kf3 Kf5

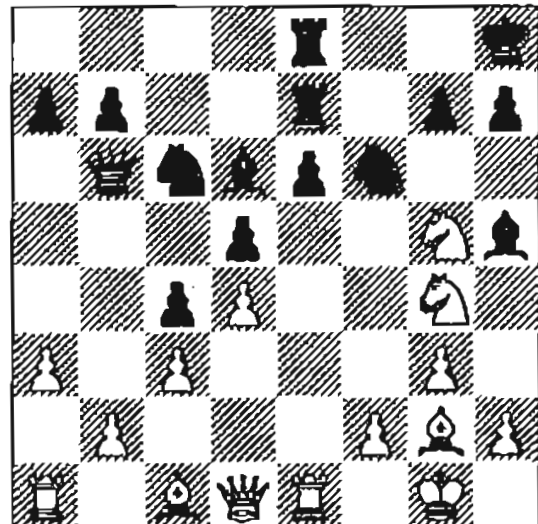
And we see that Black is winning. Can
 anyone find either a drawing or winning
 improvement for White? Then again,
 would Darwen have found 41...Rb1?

Meph Lyon 68000 v D Zifroni (212 BCF)
 Brit Major Open, 1991

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3
 Qb6 6.a3 c4 7.g3 f6 8.exf6 Nxf6 9.Bg2
 Bd6 10.0-0 0-0 11.Re1 Bd7 12.Nbd2 Ra8
 13.Nf1 Ne4 14.N1d2 Nf6 15.Nf1 Re7
 16.Qc2 Be8 17.Ng5 Bg6 18.Qd1 Rfe8
 19.Nf3 Bh5 20.Qc2 Bg6 21.Qd1

Both players are moving as if already
 agreeing to the draw. But the game is
 about to EXPLODE!

21...Be4 22.Ne3 Kh8 23.Ng5 Bg6 24.Ng4
 Bh5



The pin appears to give Black a definite advantage. But Lyon has walked into it with eyes open, and is ready with its next!

25.Nxf6! Bxd1 26.Nxe8 Bb8 27.Nxg7 Kxg7
28.Rxd1

And it is White who has a (small) advantage.

28...h6 29.Nf3 Qb3 30.Rd2 Bd6 31.Re2
Qd1+ 32.Re1 Qc2 33.Re3 Na5 34.Ne1 Qa4
35.Re2 Nb3 36.Rb1 Qe8

The start of a fast re-grouping now that White has repulsed the Q-side attack.

37.Be3 Qh5 38.Nf3 Rf7

Beginning to look dangerous on the K-side. But Lyon still shows better than a +100 evaluation, and continues to defend cleverly.

39.Rbe1 Bc7 40.Nd2 Nc1 41.Bxh6+ Kh7?
41...Qxh6 looks okay to me - or am I missing something?

42.Rxe6 Nd3 43.R1e2 Nxf2 44.Rxf2 Rxf2
45.Kxf2 Qf7+

Black keeps coming up with new threats, co-ordinating his pieces superbly. Yet Lyon's evaluation continues to rise! This has turned into a high-class and most exciting game.

46.Nf3 Bd8

The Rook could not be taken because of White's Knight fork with check.

47.Bh3 Bf6 48.Kg2 Qg6

48...Kxh6 49.Ne5 Qf8 50.Rxf6+ Qxf6
51.Ng4+ winning the Queen.

49.Bd2 Kg7 50.Rd6 Qc2 51.Rd7+ Kg6

52.Be6 b5 53.g4... 1-0

Black must lose his Queen to stop mate.

Meph Lyon 68000 v T Haimovitch (210) "

Brit Major Open, 1991

1.d4 e6 2.g3 f5 3.Bg2 Nf6 4.Nf3 d5 5.0-0
Bd6 6.c4 c6 7.b3 Qe7 8.Bb2 0-0 9.Nbd2
b6 10.Ne5 Bb7 11.e3 Nbd7 12.Nxd7 Qxd7
13.Rc1 Qe7 14.Nf3 Rac8 15.Ne5 Rfd8
16.Qf3 Ne4 17.Qe2 c5 18.cxd5 exd5
19.Nf3 Qf7 20.Rfd1 c4 21.Ne5 Bxe5
22.dxe5 cxb3 23.axb3 Nc5 24.b4 Ne4
25.Qd3 Rxc1 26.Rxc1 Qf8 27.Qd4 Rc8
28.Rxc8 Qxc8 29.e6 Nf6

Black has relied on this to stop the mate on g7. But how to stop the runaway e/Pawn - that is another matter!

30.Qe5 Ba6? 31.Bxd5 Kf8 32.Qd6+ Kg8
33.e7+ Nxd5 34.Qxd5+..

Announcing mate in 3. 1-0

M Denison (177 VCF) v Meph Lyon 68000

Brit Major Open, 1991

1.e4 c5 2.Nf3 Nc6 3.Nc3 g6 4.d4 cxd4
5.Nxd4 Bg7 6.Be3 Nf6 7.Nb3 d6
7...a5 8.Bb5 d5 is also popular.

8.Be2 0-0 9.f4

Denison's aggressive intentions are clear from early on!

9...Be6 10.Bf3 Nd7 11.0-0 Bxc3?

A typical computer-type error, even at the top levels of Lyon and Chess Machine! The doubling of White's Pawns is much less important than the loss to Black of his black-squared, fianchettoed Bishop. 11...Rc8 was correct.

12.bxc3 Rc8 13.f5!

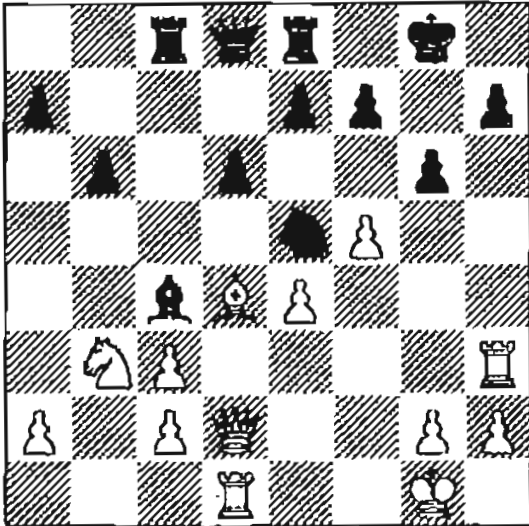
Immediately attacking Lyon's self-inflicted K-side weakness, and increasing the scope of his strong e3/Bishop at the same time!

13...Bc4 14.Rf2 Nde5 15.Qd2 Nxf3+

16.Rxf3 Re8

I think I would have left the Rook where it was, allowing White to play Bh6 at some time, which would not be making best use of that piece.

17.Rd1 Ne5 18.Rh3 b6 19.Bd4!



Putting the Bishop on the perfect diagonal where Black's g7/Bishop should have been opposing it. Note also how this move releases White's Queen so that she can now get to the f/g/h files! White is playing beautifully.

19...Ng4 20.Qg5 Be2?!

20...e5 21.Qxg4 exd4 looks preferable to me. How about, 22.cxd4 h5 23.Rxh5 Be2! 24.Qxe2 gxh5 and a slight resemblance of health!

21.Qh4 h5 22.fxg6 fxg6 23.Qg5 Kf7

24.Re1 Bc4 25.Rxh5! Nf6

Trying to save the Knight. 25...gxh5?? 26.Qxh5+ is mate in 4 by 26...Kf8 27.Qh8+ etc.

26.Bxf6!!

A great move! Perhaps the only one to absolutely ensure the win, which it surely does!

26...gxh5 27.Qxh5+ Kxf6

27...Kf8 would survive slightly longer, though 28.Bh8 e5 29.Qh6+ Ke7 30.Qh7+ etc. is winning quite easily.

28.Qf5+

28.Re3 was actually a mate in 6 (instead of 7!) - but who's quibbling?

28...Kg7 29.Re3 Bf7 30.Rg3+ Kf8 31.Rf3

Kg7 32.Qxf7+ Kh6 33.Rh3+ Kg5 34.Qf5+

and mate. Denison's play throughout fully deserved the prize for Best Game against a Computer. 1-0

Meph Lyon 68000 v J Dilley (2205 Elo)

Brit Major Open, 1991

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Bc4 Bg7

5.Nf3

5.Qe2 and, less often, 5.Bb3, are also book.

5...c6 6.e5 dxe5 7.Nxe5 0-0 8.O-O Nbd7

9.Bg5 Nb6 10.Bb3 Nfd5 11.Bd2

A slightly unexpected, but perfectly acceptable and interesting choice.

11...Nxc3?! 12.Bxc3 Nd5 13.Qf3 Be6

14.Bd2 a5

14...c5!? looks possible here, expecting 15.c3 or 15.Qd3 (15.dxc3? Bxe5)

15.c3 a4 16.Bc4 Qd6

16...Bxe5 17.dxe5 Nb6 looks promising (17...Nxc3!?)

17.Rfe1 c5 18.Rac1!

Lyon cleverly allows the central tension to grow as the increasing complications could be in its favour.

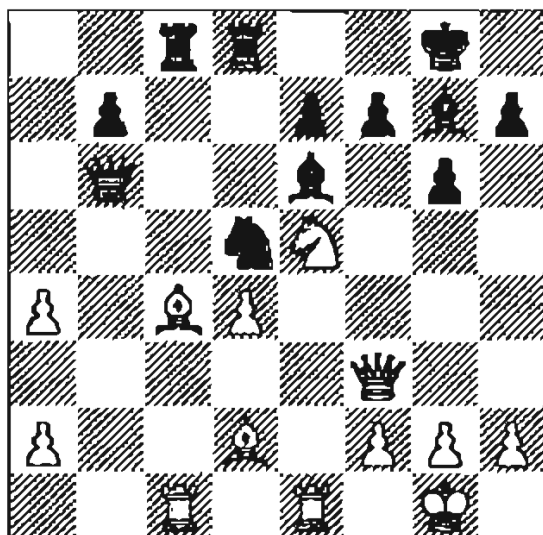
18...cxd4 19.cxd4 Rac8 20.b3 Rfd8

The Pawn sac. doesn't give Lyon much, if anything, as Black gets useful

pressure on the Q-side.

21.bxa4 Qb6

22.Bg5?! Qxd4; 22.Re4?! Qb2; 22.Bxd5 Rxc1; 22.Qe4!? Nf6... what's your choice?



22.Qd3

Not necessarily the best, but it encourages what is a natural-looking reply that is definitely not the right one for Black!

22...Bf5?

22...Qa7 23.a5 (23.Bb3 Bxe5) Qb8 was better. 22...Bxe5 23.Rxe5 Qc6!? was another possibility.

23.Qb3! Qxd4

23...Bxe5 24.Rxe5 Qxb3 was the alternative.

24.Ba5!?

24.Nf3 was almost certainly the move Black expected - and may be better objectively! - but Lyon continues to mix-it cleverly.

24...Bxe5 25.Bxd8 Nf4?

Seeing attacking possibilities against White's King. Nor are they altogether over-optimistic, except that he has played his Knight to the wrong square.

25...Nc3! 26.Bxf7+ Kh8 27.Rxc3 Rxc3 28.Qb5 Bxh2+ looks to have potential. 25...Rxd8 is the most obvious move, but 26.Rcd1 is winning for White after 26...Bxh2+ 27.Kxh2 Qh4+ 28.Kg1.

26.Bb6!

A fine move possibly missed by Dilley but which helps the Lyon defend and re-organise his pieces over the next few moves.

26...Qd6 27.Bxf7+ Kg7 28.Rxc8 Bxc8 29.Bc4 Bf5 30.Be3

Dilley has worked hard to make the most of his attack, but the Lyon clearly has the upper-hand now, after some nervous moments for its operator!

30...Nh5 31.h3

A simple threat of g4, but altogether frustrating for Black.

31...Nf4 32.Qxb7 Nxh3?!

Black needed to admit that his attack was over. 32...Ne6 leaves him still losing, but with vague hopes that the Computer might not handle the doubled a/Pawns successfully.

33.gxh3 Bxh3 34.Bg5! Bd7 35.Bb5!

Sweet and simple.

35...h6

It does no good, but 35...Bxb5 36.axb5 Bf6 37.Bxf6+ Kxf6 38.Qf3+ Kg7 39.a4 and the Lyon has two little monsters!

36.Bxh6+ Kxh6 37.Qxd7...

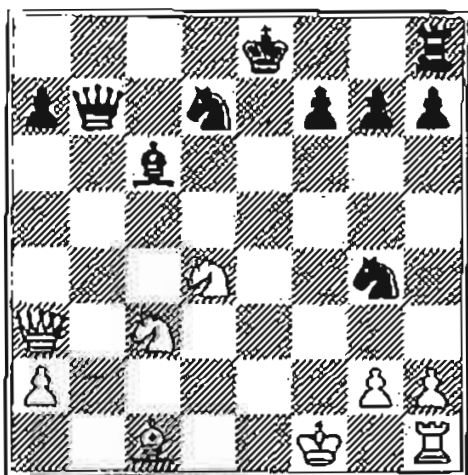
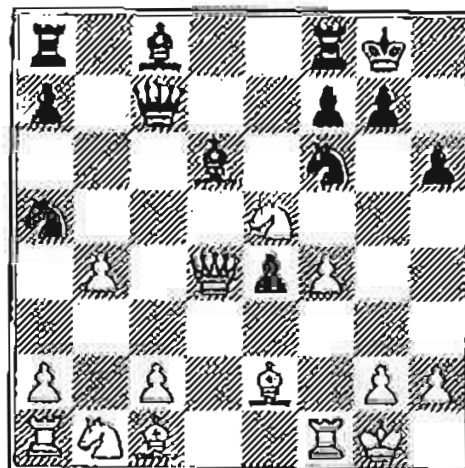
And Black resigned. 1-0

Natasha REGAN reviews the TRAVELMASTER

Travelmaster v Fid Des 2100

Centre Game, Danish Gambit

1.e4 e5 2.d4 exd4 3.c3, This is the sort of opening computers should play - for fun! 3...dxc3 4.Bc4 cxb2 5.Rxb2 d5 6.Rxd5 Bb4+ 7.Kf1 Nf6 8.Qa4+ c6 9.Qxb4 cxd5 10.Qb5+ Bd7 11.Qxb7 Bc6 12.Qb3 dxe4 13.Nc3 Nbd7 14.Qa3! An important move, to prevent Black's castling. 14...Rb8 15.Rb1 Qb6 16.Bc1 Qc7 17.Rxb8+ Qxb8 18.f3 exf3 19.Nxf3 Ng4 20.Nd4 Qb7



How should White react to this? 21.Nf5! With a mate threat of his own! 21...Bxg2+ 22.Kg1 Kd8 23.Qe7+ Kc8 24.Nd6+ Kc7 25.Nxb7 Bxb7 26.Bf4+ Kc8 27.Ne4 g5 28.Bg3 Bxe4 29.Qxe4 Kd8 30.Qa8+ And Black resigned. 1-0

Nov Forte B v Travelmaster

Gioco Piano - Two Knights Def.

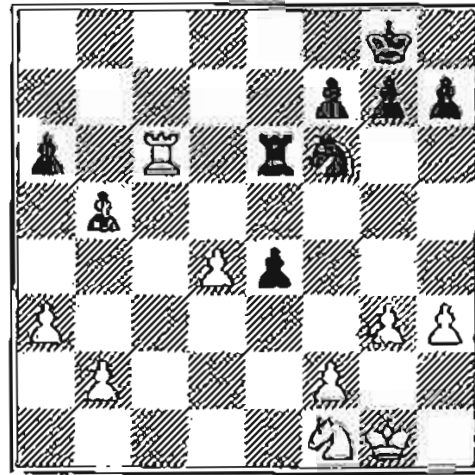
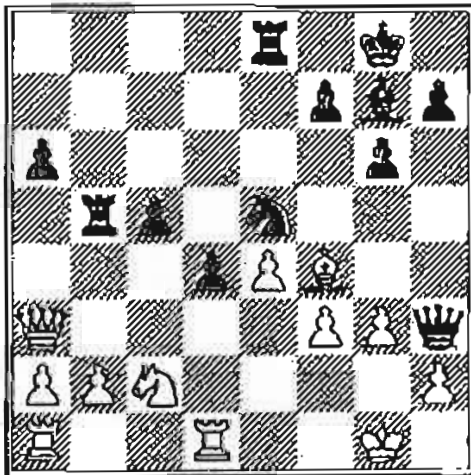
1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 Na5 6.Eb5+ c6 7.dxc6 bxc6 8.Be2 h6 9.Nf3 e4 10.Ne5 Bd6. Though the gambit Pawn down, Black's pieces can co-ordinate well in this position. Having no b/d Pawns to defend also encourages him to concentrate his efforts positively. 11.f4 0-0 12.d4 c5 13.0-0 cxd4 14.Qxd4 Qc7 15.b4

White is liable to accidents on the b/c/d files! 15...Rd8 16.Be3 Nb7 17.Qc3 Qxc3 18.Nxc3 Bxb4 19.Nd1 Bc5 20.Bxc5 Nxc5 21.Nc3 Rd2 22.Bd1 Bb7 23.Nc4 Rd7 24.Rb1 Rc8 25.Re1 Ne6 26.Ne5 Re7! 27.Rxb7, This is actually forced, otherwise the c3/N must move and then Nxf4 traps the e5/N! 27...Rxb7 28.Nxe4 Nxe4 29.Rxe4 Rb1 30.Re1 Rd8 31.Nd3 Nxf4 32.Bf3 Rdb8 33.Nc1 R8b2 34.Rd1 g5 35.g3 Rxc2 36.gxf4 Rcxcl 37.Rxc1 Rxc1+ 38.Kf2 gxf4 39.Be4 Rc3 40.a4 Kg7 And Black won this interesting game at move 49. 0-1

Adv Star Chess v Travelmaster

Reti Opening - Benoni Reversed

1.Nf3 d5 2.c4 d4 3.g3 c5 4.Bg2 Nc6 5.d3 g6 6.0-0 Bg7 7.Ng5 Nf6 8.Na3 0-0 9.Nb5 Bf5 10.Bf4 e5. It is important to see how the Travelmaster will do against some weaker opposition - particularly a competitor in the portable market! 11.Bd2 Qd7 12.Qa4 Rfe8 13.Rfd1 a6 14.Na3 e4 15.dxe4 Nxe4 16.Nxe4 Bxe4 17.f3 Bf5 18.e4 Bh3 19.Bxb3 Qxb3 20.Qb3 Ne5. The Travelmaster maintains the initiative in good style. 21.Bf4 Rab8 22.Nc2 b5 23.cxb5 Rxb5 24.Qa3



Black has prepared an excellent attack - can you see what's coming? 24...d3 25.Ne1 Ng4! 26.Qxc5, If 26.fxc4, then Bd4+! leads to an even quicker mate than the mate in 5 now announced by Travelmaster. 26...Rxc5 27.Nxd3 Bd4+ 28.Be3 Rxe3+ 29.Nf2 Qxh2+ 30.Kf1 Qxf2+ And mate! Excellent. 0-1

Travelmaster v Meph Mondial 68000XL

Slav - Exchange variation

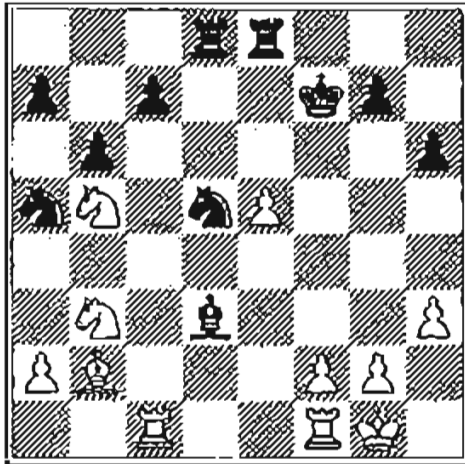
1.c4 c6 2.d4 d5 3.cxd5 cxd5 4.Nf3 Nf6 5.Nc3 Nc6 6.Bf4 Bf5 7.e3 e6 8.Bd3 Bxd3 9.Qxd3 Be7 10.Qb5 Qd7 The Mondial 68000XL, and M Chess were Travelmaster's toughest tests, and this game shows how well it stands up even in such company. 11.Rc1 a6 12.Qd3 0-0 13.0-0 Qd8 14.Ne5 Nxe5 15.Bxe5 Bd6 16.Bxd6 Qxd6 17.e4 Qf4 18.exd5 exd5 19.Ne2 Qd6 20.Ng3 Rae8 21.a3 Qf4 22.Rc5 Re6 23.Rfcl Rfe8 24.R5c3 Ng4 25.Rf1 Rel 26.Rc2 Nf6 27.Rxel Rxel+ 28.Nf1 Qg4 29.Rc7 b5 30.h3 Qf4 31.Rc6 Re6. Travelmaster has played well and, having forced Black's aggressive Queen and Rook to retreat somewhat, has obtained a pretty equal position. 32.g3 Qe4 33.Qxe4 dxe4

One has to expect that a program using the 68000 processor will have too much power from these positions; and that's really where the difference lay in these games, even though it was never easy! 34.d5 Rxc6 35.dxc6 Nd5 36.g4 f6 37.Nd2 Kf7 38.Nxe4 Ke6 39.Kf1 Nc7 40.g5 f5 41.Nd2 Kd6 42.Nb3 Ne6. Which Pawn should White protect? 43.Na5? The wrong one, as the c6/Pawn will be lost anyway. With 43.h4 Black's advantage would be quite nominal. 43...Nng5 44.Kg2 Ne6 45.Kf3 g6 46.Ke3, White decides to make bold commitments with his King, forcing the Mondial 68000 to play accurately. However this assures him of the win - as long as he does! 46...Kc7 47.Kd2 Nd8 48.Kc3 Nxc6 49.Nxc6 Kxc6 50.Kb4 g5 51.Ka5 g4 52.hxg4 fxg4 53.Rxa6 h5 54.b4 Kd6 55.Kxb5 h4. So Travelmaster must lose by two tempi! 56.a4 h3. And the Travelmaster resigned a move or two later. 0-1

Travelmaster v Nov Super VIP Centre Game - Danish Gambit

1.e4 e5 2.d4 exd4 3.c3 dxc3 4.Bc4 cxb2 5.Bxb2 I suppose this means if it can beat a Designer 2100 with this opening, it thinks it can do the same to a Super VIP!? 5...d5 6.Bxd5 Nf6. The Designer 2100 played 6...Bb4+ here.

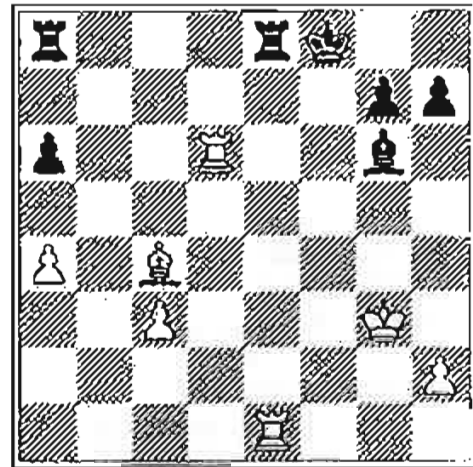
7.Bxf7+! See note after move 10.
 ...Kxf7 8.Qxd8 Bb4+ 9.Qd2 Bxd2+
 10.Nxd2 Nc6. Great stuff wasn't
 it! And I should tell you that
 Travelmaster went out of its Book
 at move 5, so the Bxf7+ etc it
 worked out for itself! 11.Ngf3
 Bg4 12.e5 Nd5 13.0-0 h6 14.h3 Bf5
 15.Nb3 Rad8 16.Nc5 Rhe8 17.Rac1
 Na5 18.Nd4! The start of some
 nice play by Travelmaster.
 18...Rh7 19.Nb5 b6 20.Nb3 Bd3



Which is the best square for the
 Rook? 21.Nxc7! Aha! 21...Nxb3
 22.axb3 Bxf1 23.Nxe8 Bd3?!
 24.Nd6+ Ke6 25.Nc8 a5 26.Nxb6
 Nxb6 27.Rc6+ Kd5 28.Rxb6 Rd7
 29.f3 Bc2 30.Ra6 Bxb3 31.Rxa5+
 Ke6 32.Ra6+ Kf7 33.f4 Bc4 34.Rd6
 Rb7 35.Rd2 Ke6 36.g4, Travel-
 master plays positively, giving
 the Novag no respite. 36...Ke7
 37.Ba3+ Kf7 38.f5 g6 39.e6+ Kf6
 40.e7 Rbl+ Perhaps the Super
 VIP's best defence was to
 sacrifice the exchange with
 40...Rxe7 41.Bxe7 Kxe7. 41.Kf2
 Rf1+ 42.Kg2 Re1 43.Rd6+ Kg7
 44.Rxg6+ Kh7 45.Rb6 Bf7 46.f6 Kg6
 47.Kf2 Rhl 48.Kg3 Re1 49.Bc5 Re4
 50.h4 Re1 51.h5+! A killing move
 after which Black has no chance.
 51...Kh7 52.Rb8 Rcl 53.Rf8 Rc3+
 54.Kh4 Bxb5. And resigned playing
 this move, which was a shame as
 Travelmaster could have played
 its 55.f7, announcing mate in 7!
 1-0

Turbo King II v Travelmaster Slav (Czech Defence)

1.d4 d5 2.Nf3 c6 3.c4 Nf6 4.Nc3
 dxc4 5.a4 Bf5 6.Ne5 e6 7.f3 c5
 8.dxc5 Qc7 9.Nxc4 Bxc5 10.e4 Bg6
 11.Nb5 Bb4+ 12.Bd2 Qe7 13.e5 Nd5
 14.Ncd6+ Bxd6 15.Nxd6+ Kf8 16.Bc4
 Qh4+ 17.g3 Qd4 18.Bc3 Qe3+ 19.Qe2
 Qxe2+ 20.Kxe2 Nxc3+ 21.bxc3
 Travelmaster has fought back well
 from a disadvantageous start. All
 the games against Turbo King II
 were hard fought and quite long -
 a very evenly-matched series!
 Black now needs to free the
 h8/Rook and it's very close
 again. 21...Nd7 22.f4 Ke7 23.Kf3
 f6 24.Nxb7 fxe5 25.Na5 Rbc8
 26.Rhcl a6 27.Bf1 exf4 28.gxf4 e5
 29.fxe5 Nxe5+ 30.Kg3 Rf8 31.Re1
 Kf6 32.Rad1 Rfe8 33.Rd6+ Kf7
 34.Nc4 Nxc4 35.Bxc4+ Kf8



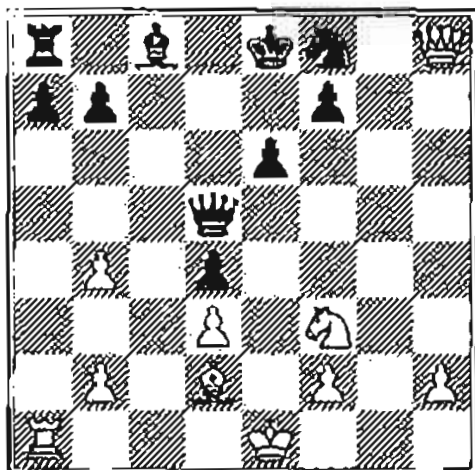
Does White still have a small
 advantage? Perhaps so, as Black's
 King looks in some danger.
 However Travelmaster turns those
 tables impressively, exposing
 instead White's King to attack...
 and winning his Bishop! 36.Rf1+
 Ke7 37.Rb6 Rac8 38.Rf4 Kd7
 39.Rd6+ Kc7 40.Rxa6 Re3+ 41.Kg4
 Rxc3 42.Bf7?! The Bishop suddenly
 isn't so easy to hide safely!
 42...Bd3 43.Ra7+ Kb6 44.Rd7 R8c7
 45.Rd6+ R7c6 46.Rd8 Be2+ 47.Kg5
 h6+ 48.Kf5 Re3 49.Re4 Rf6+ 50.Ke5
 Rxe4+ 51.Kxe4 Rxf7 52.Ke5 Ra7
 53.Rd6+ Kc5 54.Rg6 Bd1 55.a5 Bh5

56.Rg1 Re7+ 57.Kf4 g5+ 58.Kg3
 Re3+ 59.Kf2 Rf3+ 60.Kg2 Ra3
 61.Rcl+ Kb5 62.Rc7 Ra2+ 63.Kg3
 Rxa5 64.Rh7 Ra6 65.b4 Ra3+ 66.Kh2
 g4 67.Rxh6 g3+ 68.Kg2 Be8 69.Kh3
 Bd7+ 70.Kg2 Bc6+ 71.Rxc6 Kxc6.
 TKII resigned moments later. 0-1

Meph Mega 4 v Travelmaster

French - Winawer

1.d4 e6 2.e4 d5 3.Nc3 Bb4 4.e5 c5
 5.Bd2 Ne7 6.a3 cxd4 7.axb4 dxc3
 8.Bxc3 Qb6 9.Bd3 Nbc6 10.Qg4 d4
 Travelmaster does love to mix it,
 and this game is about to get
 quite tricky! 11.Bd2 Nxe5 12.Qxg7
 Nxd3+ 13.cxd3 Rg8 14.Qxh7 Rxy2
 15.Nf3 Rg8 16.Rg1 Rxy1+ 17.Nxy1
 Ng6 18.Nf3 Qd6 19.Qg8+ Nf8 20.Qb8
 Qd5



The large-scale exchanges have left Mega with a much inferior Pawn structure. However his next moves look very ominous for Black - can the Travelmaster survive?
 21.Bb6 Qxf3 22.Qxf8+ Kd7 23.Rcl Qf5 24.Bg7 b6 25.Rc4 e5 26.Bh6 Bb7 27.Qg7 Re8 28.Rcl Re6 29.Qf8 e4 30.Qb8 exd3+ 31.Be3 d2+ 32.Kdl 32.Kxd2 is the only alternative (his Bishop is pinned), but that too is decidedly unpleasant after dxe3+ 33.fxe3 Qf2+. 32...Qf3+ 33.Kxd2 dxe3+ 34.Kc2 Rc6+ 35.Kbl Rxc1+ 36.Kxc1 Qc6+ 37.Kbl exf2 38.Qf4 Qe4+. And White resigned. A good example of Travelmaster's readiness to turn defence into a well-conducted attack. 0-1

Summary by Natasha Regan

From the above games it is clear that the **Travelmaster** is both unorthodox and aggressive. It can certainly conduct a successful kingside attack (as seen against the Advanced Star Chess), and is equally not afraid of swapping off queens and waiting until later to outplay its opponent (witness the game against Turbo King II). And the MATCH SCORES are no less impressive! It convincingly beat the other portables whilst also taking points from machines well above its provisionally estimated playing strength - and far more expensive! In play alone, the Travelmaster really is amazing value for money. Here is a full list of all of my TEST RESULTS:

Opponent	T/MASTER result
Mephisto MEGA 4,	won 2½-1½
Mephisto MONDIAL 68000,	lost ½-3½
Novag SUPER VIP,	won 3-1
Novag FORTE B,	won 4-0
Saitek TUBRO KING II,	drew 2-2
M CHESS 80286,	lost 1-3
Advanced STAR Chess,	won 3½-½
Fidelity DESIGNER 2100,	won 3-1

To complement all of this, the machine has a very wide range of features, many of which can alter its play in useful ways. The user can steer Travelmaster into any type of game (i.e. either open or closed) by choosing the active or passive opening book. Using the complete opening book will make the computer sometimes choose the more daring (unsound!?) moves, whereas with the tournament book only the best variations will be played. There are also options to alter the playing style and, for beginners, special levels such as easy mode!

[This report is an EXCERPT from the REVIEW done by Natasha Regan for COUNTRYWIDE COMPUTERS].

PROCESSOR SPEEDS COMPARISON CHART for DIFFERENT PROCESSORS

Following my ARTICLE in SS/34, one or two readers have asked if I could produce a COMPARISON CHART, fitting onto just a single page, to show the full range of PROCESSORS currently used in both Dedicated and Personal computers. No problem.

There is a point which I think should be made. Whilst, [1] understanding the great interest in speed, [2] appreciating that speed does make a difference, and [3] being "guilty" of quite often discussing such issues and pointing out various speed differences... the whole end idea is to show the achieved Grading of each computer... in the published RATING LIST. Of course it is interesting to try and work out how it got there: i.e. extra speed, special opening book, hash tables, or "just" better chess knowledge (the foundation for greatness).

One interesting thing we could (and might!) do in the future is to calculate what EVERY program's GRADE would be if it ran at the equivalent of a 6502 at 5MHz! This could tell us EXACTLY which programs were, on EQUAL terms, best at chess!... that would settle a few arguments!! (though probably create a few others!?). But if (on my side of the business) we advertised on the basis of such a list, and (on your side) you bought! (we live in hope!)... it would be just as misleading as advertising or buying on the basis of speed alone. BOTH forms of "single-vision" advertising emphasis ARE still seen from some quarters and, when carefully (or cleverly!) presented, can prove powerfully misleading with regard to finished strength. For example there are still one or two PC programs which, if they ran on a £4,000 80486 at 33MHz plus all the memory trimmings, would STILL do little more than play at the fun level. On the other hand there are one or two really good programs still having to do their best on a 6502 processor, and one wonders what they might achieve on really fast hardware. The fact is, we have to buy and play on them as they are, warts and all.

Having said all of that.... here is the requested TABLE. (Note [1], CMHz=Chess MegaHertz. Use the Chart and multiply "my" CMHz figure by the quoted MHz of the computer you are interested in. The resultant figure can be compared to a 6502 processor at 1MHz which would obtain a CMHz of 1. [2], pc* applies for Atari and Amiga computers for which emulators are available converting 68000 to 8088AT).

Processor	Used by	CMHz	Processor	Used by	CMHz
6301	cheaper ded.	x 0.2	AT (8088)	pc & pc*	x 0.45
6502	dedicated	x 1	80286 (1 wait)	pc	x 0.45
88	dedicated	x 0.65	80286 (0 wait)	pc	x 0.55
68000	ded. & pc*	x 0.55	80386sx	pc	x 0.55
68020	dedicated	x 0.9	80386	pc	x 0.65
68030	dedicated	x 1.2	80386 + cache	pc	x 0.75
68040	ded.	x 2.5	80486 + cache	pc	x 1.5
XT (8086/88)	pc	x 0.25	RISC	pc (& ded?)	x 2

New Mephisto VANCOUVER Games

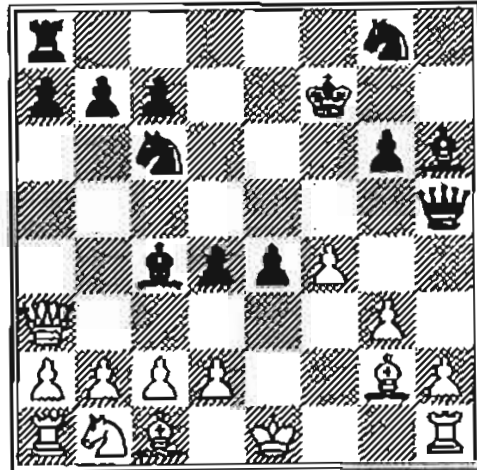
Meph Vanc 020/12 v Nov Sup Exp C/6

1.e4 e5 2.Nf3 Nf6. Also a moderate favourite of Richard Lang's own programs. 3.d4 exd4 4.e5 Ne4 5.Qxd4 d5 6.exd6 Nxd6 7.Nc3 Nc6 8.Qf4 g6 9.Bb5. Novag now goes out of its book. 9...Nxb5 10.Nxb5 Bb4+ 11.c3. The last move in the Vancouver book in this line, regardless of Black's reply. 11...Ba5 12.0-0 0-0 13.Be3 Qe7? Allowing White to make early gains on the Q/side. 13...a6 was better. 14.b4 Bb6 15.Bxb6 cxb6. 15...axb6 was expected by the Vancouver, which now reads +175. 16.Nc7 g5? Expecting 17.Qg3 from White, this just loses a Pawn. 17.Nxg5 h6 18.Nf3 Rb8 19.b5 Na5 20.Nd5! Giving Black far too much to do. 20...Qe6 21.Rad1! Ra8 22.Rfel. Unrelenting and powerful play, with a +693 evaluation. 22...Kh7. There is nowhere to hide the Queen! 22...Qg6 23.Ne7+! wins; 22...Qg4 23.Nf6+! same result. 23.Rxe6 Bxe6 24.Nf6+ Kg6. 24...Kg7 25.Nh5+ would be a m/7 announcement. 25.Rd5! Announcing mate in 6:- 25...Bxd5 26.Nh4 etc. 1-0.

Fid Mach 3 v Meph Vanc 020/12

1.e4 e5 2.Nf3 f5!? Vancouver's new Gambit Book is in use! 3.Bc4. 3.Nxe5 is considered best to give White a safe plus. 3...fxe4 4.Nxe5 d5!? Another stab at the Gambit from the new Vancouver Book. 4...Qg5 tempts many, but is losing against best play. 5.Qh5+ g6 6.Nxg6 hxg6 7.Qxb8 Kf7 8.Qd4 Be6 9.Be2 Nc6 10.Qe3 Bh6 11.f4 d4. Vancouver's last move still in its Book! To be able to choose between different opening book emphases at Tournaments like King's Head etc. should produce

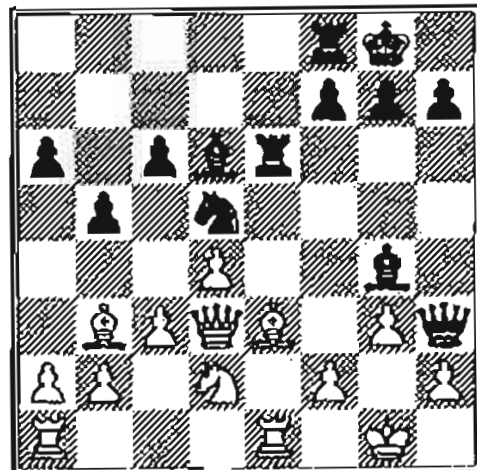
some real fun in the future! 12.Qa3?! Qh4+! Emphasising the fact that White has put his Queen out of play. 13.g3 Qh3 14.Bf1 Qh5 15.Bg2?! 15.Be2 was an alternative, trying to play for a draw. 15...Bc4!



Black is all over the Mach 3. 16.d3 exd3 17.cxd3 Re8+ 18.Kf2 Qe2+ 19.Kg1 Qe1+ 20.Bf1 Re2, and mate followed shortly! 0-1

Fid Mach 3 v Meph Vanc 020/12

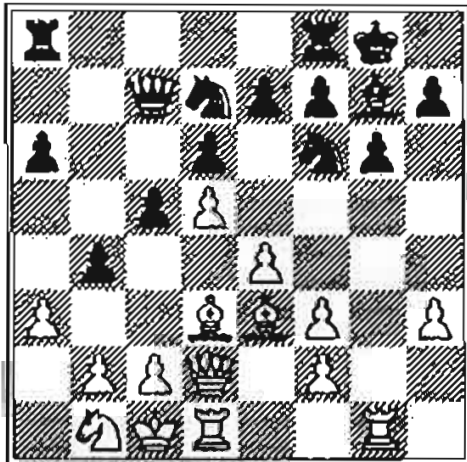
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 0-0 8.c3 d5!? Always nice to see the Marshall! 9.exd5 Nxd5 10.Nxe5 Nxe5 11.Rxe5 c6 12.d4 Bd6 13.Re1 Qh4 14.g3 Qh3 15.Be3 Bg4 16.Qd3 Rae8 17.Nd2 Re6



The Vancouver's aggressive opening book is leading to delightful complications again. But, if you have the right books of your own at home, you'll find we are still in theory! 18.Bxd5 cxd5 19.a4 bxa4 20.Rxa4 f5 21.Rxa6? 21.Qf1 Qh5 22.f4 is theory here, and the rest of this game shows why! 21...f4! 22.Rxd6 fxe3 23.Rxe6 exf2+ 24.Kh1 fxe1Q+ 25.Rxe1 Rf2. Announcing mate to follow! Brilliant. 0-1

Fid Mach 3 v Meph Vanc 020/12

1.e4 d6. Aah! The Vancouver still plays the Pirc! 2.d4 Nf6 3.Nc3 g6 4.Be3 c6 5.Nf3 Bg7. Vancouver had 5.f3 in its Book, so is playing "on its own" early this time! 6.Bd3 0-0 7.Qe2 Bg4 8.h3 Bxf3 9.gxf3 Nbd7 10.0-0-0 c5 11.d5 a6. 11...b5!? is an interesting possibility. 12.Qd2 b5 13.Rhg1 Qa5 14.a3 b4 15.Nb1 Qc7. The Vancouver is not afraid to play gambits when on its own either!



16.axb4 Rfb8 17.Qe2 Rxb4 18.Bxa6 Nxd5!! This superb move was found very quickly indeed. Now the Bishop is released to join the attack decisively. 19.Rxd5. 19.exd5 Rxb2 (19...Bxb2+ 20.Kd2 Qa5 looks dangerous, but is not quite as good in fact after 21.Ke1) 20.Qd3 Qa5 winning. 19...Rxb2 20.Na3 Qb6. And Black

has more threats than Mach 3 (or anyone else, for that matter) could ever hope to deal with. 21.Qd3 Rxa6 22.Rg3 Qa5 23.Bd4 Bxd4. And White soon acknowledged the win. 0-1

Fid Mach 3 v Meph Vanc 020/12

1.d4 d5 2.c4 e5 3.dxe5 d4 4.Nf3 Nc6 5.g3 Bg4 6.Bg2 Qd7 7.0-0 0-0 8.Rel. 8.Qb3 is in Vancouver's book, as is 8.Qd3; but not Rel. 8...f6! A mature choice, giving up any thoughts of regaining the Pawn, and going for rapid development instead. 9.exf6 Nxf6 10.Qb3! With the nasty threat of Ne5! 10...Qf5! 11.Rd1 Ne4 12.Bf4 Nc5 13.Qa3 Be7 14.b4 Ne6 15.Bd2 d3. A move which slices open White's defence. It is a pleasure to see how the Vancouver now gets every piece into the attack! 16.Rel dxe2 17.h3 Bxb3 18.Bxb3 Qxb3 19.Rxe2 Rhf8 20.c5 Bf6 21.Nc3 Bd4 22.Be3 Rxf3 23.Rael Rf5 24.Qb3 Rh5 25.Qxe6+ Qxe6 26.Bg5 Qh3. And Black soon won again. 0-1

And now we come to the **GAME OF THE MONTH!** - A massive and brilliant effort by Graham White.

If readers (that's YOU) like this, then please let me know. Graham has offered to do a **GAME OF THE MONTH** for us regularly, each with considerably greater depth in the annotations. The purpose is not only to entertain, but also give some instruction on opening theory, middlegame tactics and endgames - for personal profit (!) as well as to put the machines under the microscope.

As Graham says, the games are complex, so he reserves (in advance!) the right to be wrong sometimes! And he says you can

send your complaints to the Editor (which I suppose means ME!).

Meph Vanc 020/12 v Fid Mach 3
(1 min. per move)

- 1.e4 e5
- 2.Nf3 Nc6
- 3.Bc4 Nf6
- 4.d4

4.Ng5 is my own preference, the main line being ...d5 5.exd5 Na5 6.Bb5+ c6 7.dxc6 bxc6 8.Be2 h6 9.Nf3 e4 10.Ne5 Bd6, and Black may have enough for the Pawn - but I like to see him prove it!

- 4...exd4
- 5.0-0

It is not so easy for White to prove an advantage after this move, so most players prefer 5.e5 d5 6.Bb5.

- 5...Bc5

The start of the amazingly complex line known as the Max Lange Attack, and which usually results in a full-blooded tactical melee which is not for the faint hearted. 5...Nxe4 is the alternative, then 6.Re1 d5 7.Bxd5 Qxd5 8.Nc3 Qa5 9.Nxe4 Be6 10.Neg5 0-0-0, and this also looks fine for Black.

- 6.e5 d5

6...Ng4!? was recommended by Steinitz, one of the ideas being 7.h3 Ngxe5 8.Nxe5 Nxe5 9.Re1 d6 10.f4 d3+ 11.Kh2 Qh4! 12.cxd3 Bf2 13.Re2 Bxh3!

- 7.exf6 dxc4
- 8.Re1+

8.fxg7 Rg8 is good for Black.

- 8...Be6

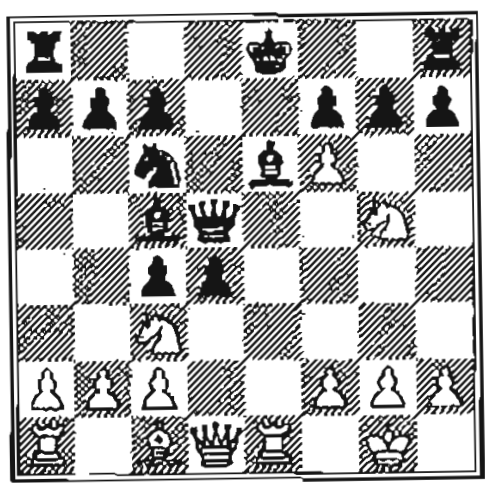
8...Kf8!? gets confusing treatment in the theory books. Estrin's "Two Knight's Defence" dismisses it as "obviously weaker", but BCO2 gives it as the main line! And it's not in Vancouver's Book at all, but would/should continue: 9.Bg5 gxf6 10.Bh6+ Kg8 11.Nc3!

Here: A) 11...Bg4 is given by

Estrin, 12.Ne4 b6 13.c3 Ne5? 14.Nxe5! Bxd1 15.Nd7, forcing mate! But Mephisto surely improves this analysis with the more direct 13.Nxd4 Bxd1 14.Nxc6!! wins!;

Or: B) 11...Bf8 12.Nxd4! Bxh6! (12...Nxd4? 13.Qxd4! Qxd4 14.Re8 Qd6 15.Nd5!! mates!) 13.Nxc6 Qxd1 14.Ne7+ Kg7 15.Raxd1 Be6, and unclear after all that excellent fun!

- 9.Ng5 Qd5
- 9...Qxf6? loses to 10.Nxe6 fxe6 11.Qh5+.
- 10.Nc3



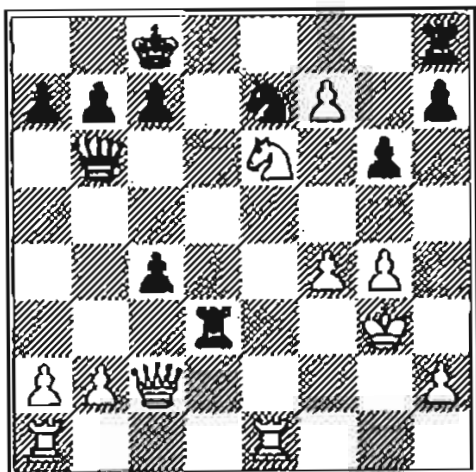
Exploiting two pins.

- 10...Qf5
- 11.Nce4

11.g4 is the move always played by Mach 3, but Nce4 is also in its Book. A later game with the Mach 3 as White, and playing 11.g4, went ...Qg6 12.Nce4 Bf9!? (12...Bb6 Blackburne v Teichmann, 1896) 13.f4 gxf6 14.f5 Qg7 15.Nxf6+ Qxf6 16.fxe6 (16.Nxe6 was expected here by the Vancouver, followed by fxe6 17.Rxe6+ Qxe6 18.fxe6, which does look good for White) Bd6 17.exf7+ Kd7, and an unclear game (a description with which you will become familiar as the difficulties increase!).

- 11...0-0-0

Best. 11...Bf8?! is an alternative try, but it fails to



24.Kg2

24.Kh4 is another King advance which gets rejected when the Computer considers ...Rf8. However it's not so clear, as White can play 25.Qxc4, and amazingly, after ...Qf2+ 26.Kg5 h6+ 27.Kf6 Qxb2+ 28.Re5, White actually survives! 24.Kh4 could also run into h6, with g5 to follow - a more unpleasant proposition?! Or even 24...g5+?! which would give White a fright! If 25.fxg? then Ng6 mates, so 25.Kxg5 h6+ 26.Kf6! (again forced as 26.Kh4 Ng6+ 27.Kh5 Nxf4+ 28.Nxf4 Qc5 also forces mate) Nd5+! 27.Kg7!! The fact is, if White avoids the mating nets and gets here, he wins despite the embarrassing King-journey. However, whilst the Vancouver has been working all this lot out, Fidelity (expecting 24.Kg2 - as played) has prepared a haymaker!

24...Nd5!

Readers SHOULD stop here and work out what THEIR next move would be!

25.Qf2!

Well played. There are various ways of losing or, at best, drawing here. One is 25.f8Q+?? Rxf8 26.Nxf8 Nxf4+ 27.Kh1 Qc6+ 28.Kg1 Nh3+ mates. 25.Kh1 looks safer, but ...Ne3! 26.Rxe3 Qxe3 27.f8Q+ Rxf8 28.Nxf8 Rd2! wins. However White has 27.Qxc4! Qf3+ 28.Kg1 Qxg4+ 29.Kh1, and Black

will have to settle for the draw: he can go no further with the Pawn on f7 hanging over him like the sword of Damocles!

25...Qb4

26.Qxa7!?

A risky looking capture, and yet best in practice. 26.f8Q+ Rxf8 27.Nxf8, sets a naughty trap for Black if he tries Rd2? hoping for 28.Re2?? Rxe2 29.Qxe2 Nxf4+. What he gets instead is 28.Re8 mate! So the more obvious Qxf8 is correct, but actually still very unclear! E.g. 28.Re4 Qb4 29.a3 Qd2 continues to be complicated (but not now 30.Rxc4? Ne3+!). Going back to White's "risky" choice of move, now we have disproved 26.f8Q+, nor are 26.Kh1, or 26.Nc5 any better than the Qxa7 chosen by Vancouver.

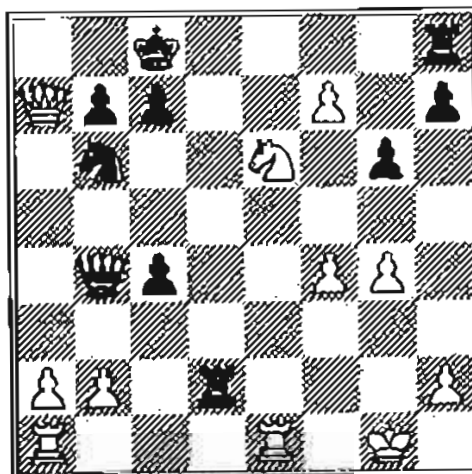
26...Rd2+

26...Qxb2+?! 27.Kh1 is safe for White.

27.Kg1

It is entirely uncertain which King move is best here!

27...Nb6!?



A fascinating idea! No doubt chosen because it almost completely shuts off White's Queen from the battle!

28.Rad1

A natural-looking move - but a mistake! I would certainly want to get my Queen out straight away with 28.Qa3! which leads to an

ending good for White after
...Qxa3 29.bxa3 Nd7 30.Ra1, with
that incredible Pawn still sat on
f7!

28...Qxb2

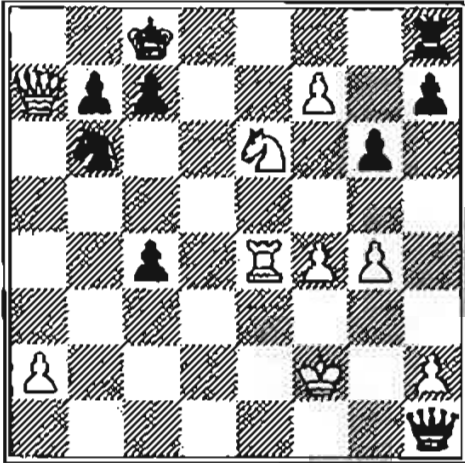
28...Rf8 looks like a remarkable
idea here, as 29.Nxf8? Qc5!
mates! However White will win
after all with 29.Qa3! as ...Qxa3
30.bxa3 Rxd1 31.Rxd1 Rxf7 fails
to 32.Rd8+ mate!!

29.Rxd2 Qxd2

I think for the first time that
Black is now almost equal.

30.Re4 Qd1+

31.Kf2 Qh1



32.Re2

Despite the limited material
here, there are still some
horrendous tactics. Consider for
example Mephisto's initial choice
of 32.Rd4 - held for just a few
moments until it saw ...Qxh2+
33.Kf3 h5!! I do hope you have
got this position on a board,
while you read these notes as it
is just incredible! What should
White do now? 34.f8Q+ (34.gxh5?
Qxh5+ is murder: 35.Kf2 Qh4+
36.Kf1 Qh3+ 37.Kf2 Qxe6) Rxf8
35.Nxf8 hxg4+ 36.Ke3 (36.Kxg4?
Qg1+; or 36.Ke4 Qe2+ mate!) Qg1+
37.Ke4 Qe1+ is also mate! A
fantastic position!! Well worth
studying!.. and if you have, you
may have spotted 33.Kf1! (instead
of Kf3) which spoils all the fun
and leaves Black with no more

than a draw in the end.

32...Qxh2+

33.Ke3 Qg3+

34.Kd2 h5?!

But h5 has become a strange move
in this position. 34...c3+ was
the Mach 3's initial choice, and
it's a good winning attempt, as
White must play with utmost care
to get the draw. E.g. 35.Kc2 Qxg4
(now that the Rook is undefended)
36.Re5 Qg2+ 37.Kxc3 Qc6+

Here: A) 38.Kb2 Nc4+ 39.Kb3
Nxe5 40.f8Q+ Rxf8 41.Qa8+
(41.Nxf8?? and White gets mated!)
Kd7 42.Nxf8+ Ke7 43.fxe5 Qf3+!;

Or: B) 38.Kb3 Qd7!! 39.Nc5!!
(39.f8Q+ Rxf8 40.Nxf8 again gets
mated) Qxf7+ 40.Kb2 Re8 41.Qxb7+
Kd8 42.Qb8+ Nc8 43.Nb7+ Kd7
44.Nc5+ is a draw as, ...Kd6?
loses to 45.Ne4+ Kd7 46.Rxe8 Qxe8
47.Nf6+. 44...Kc6? allows 45.Qb7+
forcing the same winning tactic.

But: C) 38.Nc5! Black must
avoid the nasty trap of Rd8??
39.Qxb7+ Qxb7 40.Nxb7 Kxb7
41.Re8!! which wins for White,
and play instead 38...Qf3+ 39.Kc2
Qg2+, going for endless checks.
Thus we conclude that, with BEST
play, 34...c3+ does only lead
again to the draw.

35.gxh5

Playing 35.Qa5 straight away is
possibly a better try, with the
idea perhaps of hxg 36.Qe5. Yet
again, though, the resulting
complex position seems to end in
a draw after Qd3+ 37.Kc1 Rh1+
38.Re1 Rxe1+ 39.Qxe1 Qa3+ 40.Kb1
Qd3+ etc. However we find an
improvement is possible for White
with 36.Qc3! and this forces a
winning endgame after Qxc3+
37.Kxc3 Nd7 38.Nc5!! Nf6 39.Re6!
This means that Black should,
after 35.Qa5, go Qd3, and this
gives us a conclusion very
similar to the game.

35...gxh5

This was Black's last chance to
try for a win, and play c3+!? The
game might have gone 35...c3+

36.Kc2 Qf3 37.Nd4 Qxf4 38.Re8+ Kd7 39.Kxc3 Qxf7 40.Re6 Rxb5 41.Qxb7 Rh3+, and Black is a Pawn up but with no practical winning chances.

36.Qa5!

36.f8Q+? is - once again! - not to be recommended! The poor Pawn! Play would go 36...Rxf8 37.Nxf8 Qxf4+ followed by Qxf8, winning for Black.

36...Qd3+

The sight of White's Queen re-emerging back into the game persuades the Mach 3 to settle for perpetual check. Now 36...c3+? definitely does no good: 37.Qxc3 Qxc3+ 38.Kxc3 Nd7 39.Rg2! heading for g8, and winning.

37.Kel Qg3+

38.Kd2

Could White escape the checks? Examining 38.Kd1, play could go Qd3+ 39.Qd2 Qbl+ 40.Qcl Qd3+ 41.Rd2 Qf3+ 42.Re2 (Kc2? Qe4+ wins) Qd3+ 43.Kel Qg3+ (Nd7!?) 44.Kf1 ((Rf2!? Qg1+ 45.Rf1 Qg4!?) 46.f8Q (our last chance to cheer the poor fellows long-awaited promotion) Rxf8 47.Nxf8 Qh4+! 48.Ke2! (if 48.Rf2 Qe7+ wins; if 48.Kd2 Qd8+ favours Black) Qe7+ 49.Qe3 Qf8 50.Qe6+ Kb8 51.Qg6 Nd5! 52.Qg5 Qe8+... is unclear!)) Qf3+ draws again.

38...Qd3+

39.Kel Qg3+

40.Kd2

And a draw by 3-fold repetition. As we have seen, there was no sensible escape from the checks for White.

I think that this was a fantastic game - and especially remembering that it was played at the 1 minute per move time control, for both Computers solved some quite incredible tactics. Whatever improvements in the play which the Computers might have made, and have been revealed in the notes, were only discovered through hours of study... during which, as we have also seen, there were many possible "errors" adeptly avoided by both programs.

The most amazing sight was White's f-Pawn, still on f7 at move 40 after originally arriving there at move 15 - surely a unique occurrence!?

The problem, of course, is - HOW TO FOLLOW THAT? Perhaps readers have games they feel could be worthy of dissecting for a future issue? If so, then please send them to Eric, and I'll gladly have a look at them alongside some more of my own.

Late RESULTS

[1] The Swedish testers have just completed the "MATCH OF THE NINETIES"... Mephisto VANCOUVER 68030 v. Chess MACHINE! So we find out who is the present COMMERCIAL World Champion! And the answer is, it's still MEPHISTO... but only just! By 11-9 to be precise! The VANCOUVER 68030 has a very slight speed edge over Ed Schroeder's RISC - so the actual programs may be virtually equal to each other - the hardware decides the winner! Thus the VANCOUVER 68020/12 lost 13½-16½ in my version of the match.

[2] Mephisto MILANO made interesting debut at BURY ST. EDMUNDS. Came 4= behind I.Ms PETER WELLS and JOHN COOPER, equal with I.M ANDREW MARTIN. Wins over 150-graded players left it with only a 1983/173 BCF to show for its efforts.

[3] USCF GRADINGS from recent tests v. HUMANS: TRAVELMASTER 2062 (=1962 Elo) from 48 games @ Game/30; In the US OPEN, RENAISSANCE D/10 1930 (=1830 Elo) from 12 @ 40/2; SAITEK PRISHA/BLITZ 1650 (=1550 Elo) from 11 @ 40/2.

GAMES . . . GAMES . . . GAMES . . . GAMES

There is only room for a small number in this section - though there are plenty elsewhere of course. I wanted to include some from the new Novag **DIABLO/SCORPIO** program and, as its most impressive performance in my tests thus far have been its games against the **CHESS MACHINE**, here are 4 from that match (all 1 min p.n).

Nov SCORPIO v CHESS MACHINE

1.e4 d6 2.g3 e5 3.Bg2 Nc6 4.Ne2 f5 5.exf5 Bxf5
6.d4 Nf6 7.c4 d5 8.cxd5 Nb4 9.Na3 Nd3+ 10.Kf1
Ng4 11.Be3 Nxb2 12.Qb3 Bxa3 13.Qxa3 Nd3 14.dxe5
Ndxe5 15.Bd4 Bd3 16.h3 c5 17.Qxc5 Rc8 18.Qxa7
Rc2 19.Re1 Qc8 20.Qa3 Rxe2 21.Rxe2 Bxe2+ 22.Kg1
Nxf2 23.Qe3 Nd3 24.Bxe5 Qc1+ 25.Qxc1 Nxc1
26.Kf2 Nd3+ 27.Kxe2 Nxe5 28.Rb1 0-0 29.Rxb7 Ra8
30.Rb2 Kf7 31.d6 Ra6 32.Rd2 Ke6 33.Bd5+ Kd7
34.Bg8 h5 35.Ke3 Rxd6 36.Rxd6+ Kxd6 37.h4 Ng4+
38.Kd4 Nf6 39.Bb3 Kc6 40.a4 Kb6 41.Bc2 Ka5
42.Kc5 Ng4 43.Kd6 Ne3 44.Bd3 Kxa4 45.Ke6 Kb4
46.Be2 Kc3 47.Bxb5 Kd4 48.Be8 Ke4 49.Bc6+ Kd4
50.Ba8 Nf1 51.g4 Ne3 52.g5 Nc4 53.h5 Ne5 54.h6
gxb6 55.gxb6 Ng6. 1-0

Nov SCORPIO v CHESS MACHINE

1.e4 e5 2.f4 d5 3.Nf3 dxe4 4.Nxe5 Nd7 5.d4
exd3e.p. 6.Nxd3 Bd6 7.Nc3 Ngf6 8.Be2 0-0 9.0-0
Re8 10.f5 c6 11.Kh1 Nb6 12.Bg5 Nc4 13.Bf3 h6
14.Bxf6 Qxf6 15.Rf2 Bxf5 16.Qg1 Nxb2 17.Ne4
Bxe4 18.Bxe4 Qd4 19.Bg6 Bxh2 20.Bxf7+ Kh8 21.c3
Bxg1 22.cxd4 Bxf2 23.Nxf2 Rf8 24.Rb1 Rxf7
25.Rxb2 Rd8 26.Rd2 Rf4 27.Rb2 b5 28.Rc2 Rfxd4
29.Rxc6 Rd2 30.Ne4 Rxa2 31.Nd6 Rb8 32.Rc3 b4
33.Rb3 a5 34.Nc4 Ra1+ 35.Kh2 a4 36.Rb2 a3
37.Nxa3 Rxa3 38.g3 b3 39.Kh3 Ra2. 0-1

So - a win and a defeat. Here are two remarkable "Houdini" performances by the Novag program. In both the **CHESS MACHINE** (with its reputation for powerful tactical play) is kidded out of the "easy wins" which its middle game play had apparently obtained for it. In them the **SCORPIO** cleverly manoeuvres and gains a perpetual check situation. These are both **WELL** worth playing through!

CHESS MACHINE v Nov SCORPIO

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 g6 5.Nc3 Bg7
6.Be3 Nf6 7.Bc4 Qa5 8.0-0 0-0 9.Bb3 d6 10.h3
Bd7 11.f4 Nxd4 12.Bxd4 Bc6 13.Qd3 Rac8 14.Rae1
a6 15.Nd5 Bxd5 16.exd5 Rc7 17.Re2 Rfc8 18.f5

Nh5 19.fxg6 hxg6 20.Bxg7 Kxg7 21.Qf3 Rf8 22.g4
 Qc5+ 23.Kh2 Nf6 24.Rxe7 Ne8 25.Re3 Qd4 26.Rfel
 Qf6 27.Qg3 Qd8 28.g5 Rh8 29.c3 f5 30.gxf6e.p.+
 Nxf6 31.Re6 Rf7 32.Rxd6 Qc7 33.Ree6 Qc8 34.c4
 Rh5 35.Bc2 Rh6 36.Qc3 Qf8 37.Ba4 b5 38.cxb5 Rh4
 39.Rxa6 Rf4 40.Kg2 Kh7 41.Bc2 Rf2+ 42.Kxf2 Ne4+
 43.Ke3 Rf3+ 44.Kd4 Nxc3 45.Bxg6+ Kg7 46.Ra7+
 Kh8 47.bxc3 Qf4+ 48.Be4 Qe3+ 49.Ke5 Qxc3+
 50.Kd6 Qb4+ 51.Kc6. $\frac{1}{2}$ - $\frac{1}{2}$

Nov SCORPIO v CHESS MACHINE

1.c4 Nf6 2.d4 g6 3.Nc3 Bg7 4.e4 0-0 5.Nf3 c5
 6.dxc5 Qa5 7.Bd3 Ng4 8.Bd2 Qxc5 9.Qe2 Nc6 10.h3
 Nge5 11.Nxe5 Nxe5 12.f4 Nxd3+ 13.Qxd3 f5
 14.exf5 Rxf5 15.0-0-0 Bxc3 16.Qxc3 b5 17.h4
 Qxc4 18.Qxc4+ bxc4 19.g4 Rb5 20.h5 Bb7 21.Rh2
 gxh5 22.Re1 hxg4 23.Rxe7 h5 24.Rxd7 Bc8 25.Rc7
 g3 26.Re2 Bg4 27.Re3 h4 28.Ree7 Bf3 29.Rg7+ Kf8
 30.Rgf7+ Ke8. $\frac{1}{2}$ - $\frac{1}{2}$

I hear from GERALD MURPHY only today that the Swedish testers have a 9-1 score for the **CHESS MACHINE** over the **DIABLO** in their match at 3 mins p.m. Further fuel I think for my suggestion that their **DIABLO** is not the same as the final commercial product?!

However the **SCORPIO** in my 1 min p.m. match against the new **VANCOUVER 68020** has fared less well, getting 1 win (when I had **VANCOUVER** on Risky - Richard Lang will shoot me: the Vancouver does look as if **Active** contains the best of all the modes, and will thus produce the best results) and only 2 draws in the 10 games thus far.

There's only room for one, so I've chosen a game in which the **SCORPIO** played a too-optimistic opening...

Meph VANCOUVER 68020 v Nov SCORPIO

1.e4 e5 2.Nf3 Qf6!?! I am not sure what exclamation points I should put for this "fascinating" idea! Against me I'm sure it would work fine. Against the **VANCOUVER** - maybe not! 3.Nc3. Even the **VANCOUVER** goes out of book here! 3...c6 4.d4 exd 5.Bg5 Qg6 6.Qxd4. And now **SCORPIO** is on its own, but with only a small minus evaluation. 6...d6 7.Bf4 Bg4 8.Be2 Bh5? 9.0-0 Bxf3 10.Bxf3 Qf6 11.e5 Qf5 12.exd Kd8 13.Rfel Nf6 14.Qb4 Kc8 15.Qc4 Qd7 16.Rad1 h5? 17.Nb5. **VANCOUVER** reads +324 with this. **SCORPIO** was -153. 17...g5 18.Bxg5 Nh7 19.Bf4 Rg8 20.Nc7 Ng5 21.Bxg5 b5 22.Qh4 Kb7 23.Nxa8 Kxa8 24.Qxh5 Bxd6 25.Bf4 Rg6, and Novag resigned, 1-0.

RATING LIST (c) 55/37		December 1991	
BCF Computer	Elo	+/-	Games Pos
223 MEH VANCOUVER 68030	2389	76	37
222 MEH LYON 68030	2379	24	371
219 MEH PORTOROSE 68030	2359	21	40
218 MEH LYON 68020/20	2359	50	86
213 MEH VANCOUVER 68020/12	2307	30	227
209 FID ELITE 68040-V10	2278	55	69
209 MEH LYON 68020/12	2277	11	1635
206 FID ELITE 68030-V9	2248	11	583
205 MEH PORTOROSE 68020	2243	11	1612
204 MEH LYON 68000	2237	14	991
203 MEH VANCOUVER 68000	2227	58	64
201 MEH ALMERIA 68020	2213	14	1003
198 MEH PORTOROSE 68000	2191	12	1421
198 FID MACH4+2325 68020-V7	2188	13	1117
194 MOV DIABLO/SCORPIO 68000	2153	26	311
194 FID ELITE 2468000-V5	2152	29	248
192 MEH ROMA 68020	2137	14	1018
191 MEH POLGAR/10	2135	19	558
190 MEH ALMERIA 68000	2132	14	1025
189 MEH MILANO	2115	109	18
189 MEH DALLAS 68020	2114	14	996
186 FID MACH3+2265 68000-V2	2094	7	4368
185 MEH MMS/5	2085	15	902
184 MEH POLGAR/5	2079	10	1794
184 MEH DALLAS 68000	2072	12	1478
182 MOV SUPER FORTE-EXP C/6	2062	10	1832
182 MEH MONDIAL 68000 XL	2060	17	718
181 MEH ROMA 68000	2053	10	2129
180 MEH ACADEMY/5	2047	11	1781
178 MEH AMSTERDAM	2030	9	2363
178 MOV SUPER FORTE-EXP B/6	2027	13	1260
178 MEH MEGA 4/5	2026	9	2224
177 FID-MEH TRAVELMASTER	2023	35	170
177 FID MACH 2C 68000	2020	9	2566
177 KASP GAL-REN D/10	2019	13	1396
176 FID MACH 28 68000	2009	26	302
175 MEH SUPOND 2-MCARLO 4	2007	31	220
175 MEH MNA/5	2007	8	2694
174 MOV SUPER FORTE-EXP A/6	1992	14	1070
171 MEH MONTE CARLO	1975	29	242
171 KASP TURBO KING 2	1970	19	581
171 KASP SPRING/4	1969	11	1739
171 KASP GAL-REN C/8	1968	26	313
169 FID MACH 2A 68000	1957	25	338
167 MOV EXPERT/6	1939	31	222
167 MOV SUPER FORTE-EXP A/5	1938	12	1450
166 FID CLUB 8 68000	1935	12	1411
165 MOV EXPERT/5	1922	26	300
164 MOV FORTE B	1918	10	1917
164 MEH REBELL	1917	10	1665

RATING LIST (c) 55/37		December 1991	
BCF Computer	Elo	+/-	Games Pos
164 FID AVANT GARDE/5	2407	51	51
164 FID PAR E-ELITE-DES2100	2354	82	82
163 KASP STRATO-CORONA	2327	10	10
163 MOV FORTE A	2263	15	15
162 KASP STIMULANO	2263	52	52
162 MEH SUPERMONDIAL 1	2180	13	13
162 CONCH PLYNATE/5.5	2158	182	182
161 KASP GAL-REN B/6	2090	33	33
161 FID CLUB A 68000	2188	25	25
161 KASP TURBO KING 1	2127	25	25
160 CONCHES/6	2199	130	130
160 FID EXCELLENCE/4	2210	57	57
160 MOV EXPERT/4	1888	2	2
159 CONCH PLYNATE/4	2052	64	64
158 SCI TURBO KASP/4	2085	54	54
158 C6 SPHINX 40	2104	31	31
157 FID ELITE C	1983	5	5
156 MEHISTO M2	2080	197	197
156 FID ELEGANCE	2116	223	223
156 SCI TURBOSTAR 432	1902	11	11
155 FID EXCELLENCE-DES2000	2142	11	11
155 KASP GAL-REN B/4	2000	50	50
153 KASP PRISMA-BLITZ	2005	24	24
153 MOV SUPER NOVA	2060	77	77
153 CONCHES/4	1975	54	54
152 MOV SUPER CONST	2036	97	97
151 MEH BLITZ	2068	182	182
149 MOV SUPREMO	2020	82	82
148 MOV SUPER VIP	2041	169	169
147 FID ELITE A	1970	48	48
146 FID PRESTIGE	2066	127	127
146 FID SENSOY 12	1967	109	109
146 MEH EXCL S/12	2074	8	8
145 MEH EUROPA-MARCO POLO	2013	89	89
144 SCI SUPERSTAR 36K	2040	176	176
144 CONCHES/2	2046	10	10
142 MOV QUATRO	1956	155	155
142 MOV PRIMO-VIP	2016	98	98
142 MOV CONST/3.6	1918	35	35
141 MEH MONDIAL 2	2036	22	22
139 FID ELITE B	1836	29	29
137 FID ELITE DR16	1827	18	18
136 MEH MONDIAL 1	1835	29	29
134 MOV CONST/2	1827	10	10
133 SUPER ENT-ADV STAR	1836	29	29
128 CHESS 3000	1827	18	18
126 FID SENSOY 9	1836	29	29
125 KASP ASTRAL-CONG-CAVL	1827	10	10
123 MOV NENTOR 16-AMIGO	1836	29	29
122 G6H + STEINITZ	1827	18	18

RATING LIST (c) 55/37		PC PROGS		Dec 1991	
BCF Computer	Elo	+/-	Games	Pos	
220 CHESS MACHINE 2 512/PC	2366	24	346	1	13
216 THE KING 512/PC	2331	47	97	2	14
213 CHESS MACHINE 1 512/PC	2308	36	158	3	15
212 M CHESS 486/PC	2299	29	241	4	16
207 M CHESS 386/PC	2260	19	545	5	17
199 REX 486/PC	2199	46	98	6	18
198 M CHESS 286/PC	2191	28	272	7	19
189 PSION 2 386/PC	2118	52	77	8	20
187 M CHESS/PC	2102	91	26	9	21
184 REX 386/PC	2077	23	384	10	22
182 ZARKOV 2.5 386/PC	2063	57	66	11	23
179 REX 286/PC	2033	93	25	12	24
176 PSION 2 286/PC	2014	70	44		
172 PSION PDOM 386/PC	1983	67	48		
171 PSION 2/PC	1970	10	1956		
170 PSION PDOM 286/PC	1963	94	24		
166 COLOSSUS X 386/PC	1932	94	24		
164 C'MASTER 2100 386/PC	1918	48	91		
164 C'MASTER 2100 486/PC	1915	94	24		
154 PSION PDOM/PC	1837	34	185		
151 CHESSMASTER 2100/PC	1811	31	212		
150 CHESSPLAYER 2150/PC	1806	47	95		
149 SARGON 3/PC	1793	47	94		
147 CHESS CHAMPION 2175/PC	1780	29	253		