

Computer Chess News Sheet

SELECTIVE SEARCH 39

Apr-May 1992



Editor's Note: The purpose in publishing SELECTIVE SEARCH (launched as the NEWS SHEET in 1985) has always been to provide a survey of the CHESS 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 the financial backing and allow me some time off during office hours in which to prepare part of the material. Eric Hallsworth. PRICE £2 per ISSUE, or by SUBSCRIPTION.

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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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Back to 28 pages as promised, with plenty of Results, News and Games. Held over till NEXT ISSUE is STEVE MAUGHAN's Article on the RELIABILITY OF RESULTS. Also due will be full coverage of the massive WALSLEY TOURNEY- 40 commercial entrants!

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NEWS...NEWS...NEWS...NEWS...NEWS...NEWS...NEWS

And there's PLENTY of it - surprising for this time of year, but suddenly a very competitive spirit emerges.

FIDELITY

Although the "buying public" (I do hope you are still out there!) may know little about it, the combining 18 months ago of Mephisto and Fidelity has been a cause of much confusion within the business. With the right hand rarely knowing what the left hand was doing - and the left hand appearing to revel in that fact - it has sometimes been quite difficult to know who was supposed to be selling and marketing what. Apparently despairing of the American situation, but not wanting to sell Fidelity to someone else, Mephisto is now giving distribution rights for Fidelity product to new companies throughout Europe.

In Britain this means that a firm called MSP (known for their involvement with the INNOVATIONS Catalogue, and Franklin Translators) will now be distributing for the Miami-based company - but will this mean that the full range of Fidelity's products will remain available over here, or only their cheaper "catalogue-filler" items?

If it's the latter, it could be a disappointment for British purchasers as, after a somewhat dormant period (apart from the TRAVELMASTER - never mind the quality, feel the strength), a couple of new offerings may be just round the corner!

[1] An ELITE board, with 16MHz 68000 processor and 128K RAM, combining (!) the SPRACKLEN 2265 program with the LANG VANCOUVER! Each will have its own opening book, and you will be able to switch to the opponent you prefer before a game. The ELITE 2265 will be exactly as already in the RATING LIST, but the LANG VANCOUVER program may just edge the Mephisto 68000 version as it will be at 16 instead of 12MHz, and the drop in RAM from 512K to 128K may not completely cancel out the speed increase. Probably to be called the ELITE PREMIERE, this may sell for around £849. (Late Note: I hear the LANG program in the PREMIERE got a 2430 USCF grade in a 48 game RAPID Chess Grading test in the States).

[2] A DESIGNER board, with the SCHRODER GIDEON/CHESSMACHINE program! This will be called the MASTER 2400, and run on a 12MHz processor with 128K RAM. Probably then it will be just below the CHESSMACHINE 2 grading as that runs at 15MHz with 512K RAM... my guess is this will cause something like a 40 Elo drop to around 2320 Elo, though this doesn't account for program improvements (it is now 6 months since the Vancouver World Championships, so there should be some). The price? I knew you were going to ask that! Possibly around £599, but readers NEED to appreciate that the smoke caused by the introduction of MSP has not settled yet so, at the time of typing these note, I'm GUESSING.

CXG

I referred to their collapse on page 3 of SS/38, but they have now been taken over by NATIONAL TELECOMMUNICATION SYSTEMS LTD in Hong Kong, so live to fight another day.

SAITEK

Big news here indeed! Firstly FRANZ MORSCH (programmer of Europa, Monte Carlo, Travelmaster and Fritz among others) has been "signed up" by SAITEK, and is forecast to be the biggest money-earner in 1992 of all the chess programmers. So SAITEK are to produce the latest version of the TRAVELMASTER program in a range of 5 boards during the next few months:-

2 portables: one in ADVANCED CHESS TRAINER style called CHAMPION ADVANCED TRAINER, and a new version with DISPLAY called TRAVEL CHAMPION running slightly faster.

3 table-tops: TURBO ADVANCED TRAINER (CONQUISTADOR style) and K-2000, a slightly faster model with display; plus one possibly called the VIRTUOSO.

These are all likely to be most competitively priced and, apart from one, available through standard Chess Computer distributors (i.e. only one through ...ugh.. Dixon's).

And there's more! SAITEK have also signed up JOHANN DE KONING, the programmer of the exceedingly strong THE KING, which shares, on PC's, the ChessMachine RISC system, and which he will now adapt for a SAITEK board similar to the TURBO KING model. The original intention was that this would be called the MEGATHON, but my latest info is that it will be simply the RISC 2500. It will have a 12MHz RISC processor and 256K RAM, with future upgrades to possibly 2 or 4Mb of RAM in time. With its initial specifications my guess is to allow just a 30 Elo drop from THE KING/PC rating... but again there are sure to be programming improvements since the Vancouver World Micro version.

The question of program improvements for THE KING is an interesting one! It has such a positive, even continually aggressive style - to get the best from its high-powered tactical speed - that over-elaboration on positional niceties might actually spoil it. Getting the balance just right, and for different types of opponent, will be critical, but I am sure there is definite scope. There is certainly room for Elo increase in the end-game where the PC version cannot, for example, do the Knight + Bishop ending. Release date for the RISC 2500 is scheduled for June/July this year.

Rumours have been circulating that the SPRACKLENS have been made redundant by SAITEK. Whether the theory has grown as a "logical" conclusion from the almost joint arrival of Morsch and Koning there, or from a certain source in Germany strongly suggested to me by Nick Gibbons, I don't know. But Nick absolutely assures me that it is NOT true - indeed he believes that DAN and KATHE will be

†

definite contenders for the 1992 Title along with LANG, SCHROEDER and KONING.

MEPHISTO

The German company is also bringing out 3 new machines to complete this sudden glut of goodies! - ALL should be available **March/April!**

The first is the **MODENA**, in a board almost identical to MILANO's, but without the "Laptop" finish. I am told this is a FRANZ MORSCH program also, from his itinerant days, but it doesn't play so much like his others (i.e. Monte Carlo, or Fritz/Travelmaster) so I'm not personally sure. It also has a better endgame than the latter 2; thus after 32 test games we have a 183 BCF grading for this £149 machine!

Next is the **BERLIN**, perhaps the most exciting development as this is RICHARD LANG's **VANCOUVER** program at 12MHz with 512K RAM, and 100,000 position LYON opening book adjusted by JEROEN NOOMENS. The board this time is exactly like the MILANO, with the Laptop system finish. Actually there are slight changes since the VANCOUVER program to make the play a little more aggressive (hardly necessary for patzers like me, but I'm sure this will add to the pleasure it gives). Price here will be £449 which will put things like Fidelity's DESIGNER 2325 at over £500 in the shade.

The final offering from Mephisto is their RISC system, in **MODULE** form for their EXCLUSIVE and MUNCHEN boards. Thus it joins ED SCHROEDER'S other UPGRADEABLES, currently REBELL, MM4, MM5 and POLGAR in 6502/5MHz format, and competes very directly in these boards with RICHARD LANG's LYON and VANCOUVER program! In fact this **RISC 1MB** (to use its full name as I have it at present) will be 14MHz and a full 1MB RAM, so will actually run very slightly faster than the PC versions according to my calculations - but don't add more than 10 Elo for this, though good sources tell me that SCHROEDER has found yet another 30-40 Elo within the program! Thus 2400 is a very real possibility!

Prices!?! Mephisto is reducing the prices for VANCOUVER 68000/68020 by around £200 and pricing the new RISC 1MB at the same as a VANCOUVER 68020. So it looks as if an EXCLUSIVE RISC may be £1295, and a MUNCHEN RISC £1445, with VANCOUVER 68020 costing exactly the same in these boards and around £350 less for the 16 bit 68000 version. The immediate reaction is that the **RISC 1MB** version therefore becomes the better buy, but this may not be so for everybody as the RISC system won't have all of VANCOUVER's features (store 50 games; add openings; user adjustment option of display/piece-values/play style/opening book for example). Thus I expect a majority will go for the extra Elo points (80-90 comparing RISC 1MB with VANCOUVER 68020, i.e. the same prices), but those who need/like to store games in memory will want to stay with the LANG program. It will be very interesting to compare just Ed Schroeder's and Richard Lang's progress in the next 12 or 18 months or so, now that Mephisto has set them to compete with each other within their organisation.

Eyeing COMPUTER PROGRESS towards 2800 Elo!

5

I suppose we have been talking for at least 10 years about when the first Chess Computers would get to real (you know, or human) WORLD CHAMPION standard. This means not just taking a single game off GARY KASPAROV (or GATA KAMSKY, or NIGEL SHORT... no harm in hoping!), but beating them in something like a 10 game MATCH. Some (though not I, I am glad to say) wrote in the early 1980's that it would have happened by now; others believe (or believed) it would be before the year 2,000; still others (where I finally come in) think it will be after that... perhaps even well after... perhaps even never!

The arguments for and against various theories (for that is what they are as yet!) remind me, a lot, of the discussions concerning evolution and creation, and when our planet came into being, and exactly when the first ape turned into a human (which they don't seem to be able to do anymore). Indeed men and women considerably more erudite than I, can argue extensively on behalf of their many differing views, but I wonder who will be found to be right in the end!?

One of our Croatian readers, Leonardo Ljubicic, has sent me a TABLE presenting a very simple and obvious idea, which could be extended in each ISSUE, as a measure of "our" progress towards this magic goal. The TABLE calculates the AVERAGE RATINGS for the top 10/top 25/top 50 DEDICATED Chess Computers in each S/S ISSUE, thus measuring the march upwards as newer and stronger machines and programs break into the Rating List.

S/S ISSUE	TOP 10 AVE	TOP 25 AVE	TOP 50 AVE
32 Feb-Mar 1991	2268.6	2161.6	2060.3
33 Apr-May 1991	2268.2	2160.0	2058.8
34 Jun-Jul 1991	2281.6	2175.0	2071.1
35 Aug-Sep 1991	2281.2	2171.5	2067.8
36 Oct-Nov 1991	2276.9	2172.0	2070.5
37 Dec'91-Jan'92	2307.6	2206.1	2098.7
38 Feb-Mar 1992	2307.6	2206.7	2099.3
GAIN over past 12 MONTHS (33 to 38)	39.4	46.7	40.5

PC RATINGS have not been used, as the sudden inclusion of a rating for, say, a PROGRAM on a fast 80486/PC, where previously we only had the 80386/PC version, could give an overly optimistic view of the progress - which would never do! Nevertheless we must not ignore the progress being achieved by PC-POWERED PROGRAMS, to which some new and very talented programmers are being attracted all of the time, and which may yet actually lead the final charge towards 2800!

6 Which is the fairest indicator of "COMPUTER PROGRESS"?... "TOP 10"... "TOP 25"? What do readers suggest? My view is that it should be left-hand "TOP 10" column, as it is just one machine reaching 2800 that we are looking out for, so it is progress "at the very top" which particularly concerns us. However, let's use the most optimistic for now, i.e. the "TOP 25" figure, which suggests a current ANNUAL PROGRESS rate of 46.7 Elo points.

As the top machine in S/S 38 was VANCOUVER 68030 at 2390, and we are aiming at 2800, then we have 410 still to go! And $410/46.7 = 8.78$ years, which means late in the year 2,000 itself, or early 2,001. We shall see! In Arthur C. Clarke's classic film, 2001, A Space Odyssey, the Computer mis-behaved itself if I remember it rightly, with dastardly consequences! However we know that Chess Computers never go wrong, so we won't need to let that possibility worry us!

Often the discussion on future progress centres around PROGRAMMING v. SPEED. Which is needed most to bring about the next surge forward? Here, because the measurement of progress is simply the RATING of the TOP machines - how it got there (i.e. improved program, faster or new processor, hash tables, number crunching etc) is quite immaterial - it seems that the method actually succeeds in incorporating the improvements in both the PROGRAMMING and the COMPUTER POWER (processor types and speeds). Maybe the idea is at least as likely to be right as any other!

There is one other glitch - probably you noticed - we have ignored HITECH, CRAY BLITZ, and that great metal hope itself, DEEP THOUGHT... probably 2550 as at this moment, according to its supporters in the USA! It seems ages since it was declared to be 2500, so its rate of progress has been inconsistent thus far.

Leonardo also sent me a game which had interested him from a recent test series he was playing (why aren't there more British readers as keen as this?). It was played at 40/2 and sees firstly PSION go wrong, then the SIMULTANO miss the right route to the win in a fairly straightforward position (certainly at 3 mins per move), and finally go down after superior endgame work from PSION.

White PSION 386/PC, Black SIMULTANO

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Bg5 Ne4

5.Bh4 c5 6.cxd5

(SIMULTANO now goes out of Book)

6.... Nxc3 7.bxc3 Qxd5

(Now PSION goes out of Book)

8.e3 Bg7 9.Nf3

(SIMULTANO comes back into Book)

9.... Nc6 10.Qb3

(And now both go, and stay, out of Book)

10.... Qxb3 11.axb3 Be6 12.Bc4 Bxc4

13.bxc4 cxd4 14.cxd4 e5

(Is this right? It gives White the d5 square, and encourages an early central Pawn advance)

15.Rd1 O-O 16.d5 Na5 17.c5 Nb3 18.Be7 Rfe8 19.Rb1 Rxe7 20.Rxb3?

(I prefer 20.d6 Rd7, and then 21.Rxb3 with a small advantage perhaps)

20.... Rc7 21.O-O?

(And here 21.Rb5 is definitely preferred, even though the Rook is ill-placed)

21.... Rxc5 22.Rxb7 Rxd5

(White has come out of this simple series of exchanges very badly: his central Pawn strength is gone, and Black's plus Pawn is ready to run down the a-file)

23.e4 Rd6 24.Rc1

(diagram)

24.... Kf8?

(You've read it from better annotators than me - passed Pawns must be pushed! 24...a5 was surely right, and winning)

25.Kf1 Rb6 26.Rd7 a5

27.Rcc7

(With the invasion of the 7th rank by the Rooks, White is now ahead)

27.... Rf6

(Not an attractive choice - but what else? 27...Rb1+ 28.Ne1 hardly looks any better)

28.Nxe5 Kg8 29.f3

(Quite correct! Not 29.Nxf7? Rf8! winning the Knight or the 2nd rank Pawns. Some exciting moments now follow...)

29.... Rb6 30.Nxf7 Rb1+ 31.Kf2 a4 32.f4

a3 33.Ne5 Bxe5 34.fxex5 a2 35.Rg7+ Kh8

36.Rxh7+ Kg8 37.Rcg7+ Kf8 38.Rd7

(With a mate threat of course)

38.... Rf1+

(38...Rb2+ was worth considering, but the checks still run out. 39.Kg3 Ra3+ 40.Kh4 g5 41.Kh5! Ke8 42.e6 winning)

39.Kg3 Ra3+ 40.Kg4 Kg8 41.Rdg7+

(The right Rook; well played!)

41.... Kf8 42.e6

(Beautifully timed, and quite irresistible!)

42.... Ke8 43.e7 a1Q

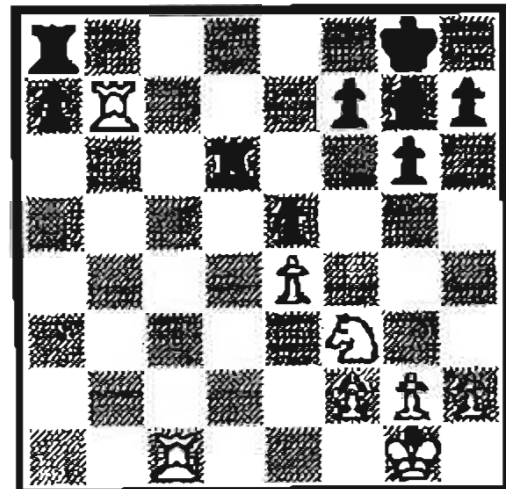
(Perhaps not best, though it was over anyway. 43...Kd7 44.Rg8 Kd6 45.e8=Q a1=Q evaluates at around -450, but in fact White's next, 46.Rd7+, is mate in 4)

44.Rg8+

(Played with a mate announcement coming just slightly earlier than in the note above)

44.... Kd7 45.e8Q Kd6 46.Qe7+ Kc6

47.Rc8+ Kb6 48.Qc5+ Ka6 49.Rc6+ mate.



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

G.M VLADIMIR EPISHIN (2615 Elo) recently played a simul. against a collection of the strongest COMPUTER PROGS. It should be noted that EPISHIN had no previous experience of Computers, and played too riskily in some games. Overall he won by 5-4, the individual results being: wins v MM5/10, C/MACHINE GIDEON, VANCOUVER 68020, M CHESS 486, and ZARKOV 486; and defeats against C/MACHINE KING (41 moves), VANCOUVER 68020 (39 moves, 2 Vancouvers played), FID ELITE v10, and LYON 68020/20 (119 moves!).

M CHESS gets 2441 grading!! So, okay, it was running on a mighty COMPAQ 80486 @ 33MHz, and G/45, but it still can't be bad. Opponents were:-

Round	Pairing	Result	As Readers can see, the opposition
1	Bombin (2105)-M Chess	0-1	began to get serious by the 5th Round,
2	M Chess-Rojo (2260)	0-1	and even more so in the 6th. Yet after
3	Fernandez R (2090)-M Chess	0-1	9 Rounds, M Chess was right behind the
4	Fernandez G (2000)-M Chess	0-1	leaders with 7/9 in a Tournament which
5	M Chess-Piza (2345)	1-0	included Ehlvest and Polugaievsky!
6	M Chess-Nessis (2600)	1-0	
7	Nedobora (2355)-M Chess	½-½	Despite the last Round defeat, in 53
8	Sion (2410)-M Chess	0-1	moves against G.M Krasenkov, M Chess
9	M Chess-Izeta (2425)	½-½	still finished 20th in a field of 255.
10	M Chess-Krasenkov (2550)	0-1	We print below the "biggest" win...

M CHESS 486 - G.NESSIS (2600)

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.a3 Bxc3+ 5.bxc3 dxe4 6.Qg4 Nf6 7.Qxg7 Rg8 8.Qh6 Rg6 9.Qd2 c5 10.Ne2 Nc6 11.dxc5 Qxd2+ 12.Bxd2 e5 13.Rb1 Nd7 14.Ng3 Nxc5 15.Be3 Na4 16.Nxe4 f5 17.Nc5 Nxc5 18.Bxc5 b6 19.Be3 f4 20.Bc1 Bf5 21.Rb2 Rd8 22.Be2 Bg4 23.Bxg4 Rxc4 24.g3 f3 25.0-0 Rc4 26.Rb3 Rd5 27.Re1 Na5 28.Rb4 Rxc3 29.Rh4 Rxc2 30.Rxh7 Nb3 31.Bg5 Re2 32.Rb1 Rb2 33.Re7+ Kf8 34.Rf1 Re2 35.Rxa7 Nd2 36.Rc1 Rc5 37.Be7+ Ke8 38.Bxc5 Bxc5 39.h4 e4 40.Rxc5 Re1+ 41.Kh2 Kd8 42.Rg5, with which - much to the chagrin of poor Nessis - the Computer announced mate in 3!

[P.S: After I wrote the above, MALCOLM PEIN kindly 'phoned me with some relevant extra information! Whilst NESSIS has been World Correspondence Champion, is KHALIFMAN's trainer, and is certainly very strong, over-the-board Malcolm believes he is more like 2350-2400. In the game, NESSIS generally outplays M CHESS but then takes too many risks (maybe running short of time?). E.g. 29...Rxc2 leaving h7 for capture was poor. Drop M CHESS event rating to 2441].

FRANK HOLT, one of our major contributors, has now completed 2 series of MATCHES between his VANCOUVER 68020 and the CHESSMACHINE. Frank has both the GIDEON and THE KING on his RISC system, so comparisons are both interesting and inevitable.

In SWEDEN the VANCOUVER 68020-ChessMachine GIDEON score was 8-12; in SS/38 I reported that Frank's early score was 3-2 for the Mephisto. However the S/S Gradings, which regularly prove their worth and accuracy, suggested that GIDEON was likely to turn this... and so it did.

What Frank plays are 16 games on VANCOUVER Solid, 16 on Active, and 16 on Risky. He also uses a range of playing Time Controls (some G/2hr, G/1½hr, G/1hr, G/30min, some 40/2hr, 30/1hr, 60/1hr, 60/30min). I have all of these detailed in their individual forms from Frank, along with copies of the games he enjoyed most, so you'll understand why I always look forward to seeing his writing on an envelope when I collect post from the P/O!

The RESULTS in SUMMARY FORM are:-

	<u>Solid</u>	<u>Active</u>	<u>Risky</u>	<u>TOTAL</u>
VANCOUVER 020-C/MACHINE GIDEON	8 - 8	6 - 10	6½ - 9½	= 20½ - 27½
VANCOUVER 020-C/MACHINE KING	4½ - 11½	7½ - 8½	7½ - 8½	= 19½ - 28½

The results involving GIDEON came in first, and were part of the reason for us starting VANCOUVER off on Solid on one of the machines at KING'S HEAD, as Solid clearly out-performed the others in this series.

So what do we make of the second set? In fact, combining VANCOUVER's totals from both matches, makes Solid worst!.. and Risky just (very marginally) best!!

And THE KING scored 1 point more than GIDEON. Of course it's a small difference and has little effect on total Ratings which include hundreds of games from many sources. It is also seen that, without its massive win on Solid, THE KING would have only just beaten the VANCOUVER. Perhaps against a combative and aggressive opponent like THE KING, Vancouver's Solid style simply doesn't produce enough to put KING under pressure, leaving the latter with time to play its own game, in the same sort of way it does against many lower-graded opponents.

Maybe this is a factor for Tournament play at the British Championships etc! Whilst the VANCOUVER might be quicker to avoid disaster in those now often-seen King-side anti-Computer attacks, the more passive play allows the stronger or computer-aware opponents too much freedom to dictate the course of the game?! In any case Active is extremely "King-attack" aware, so that is probably best.

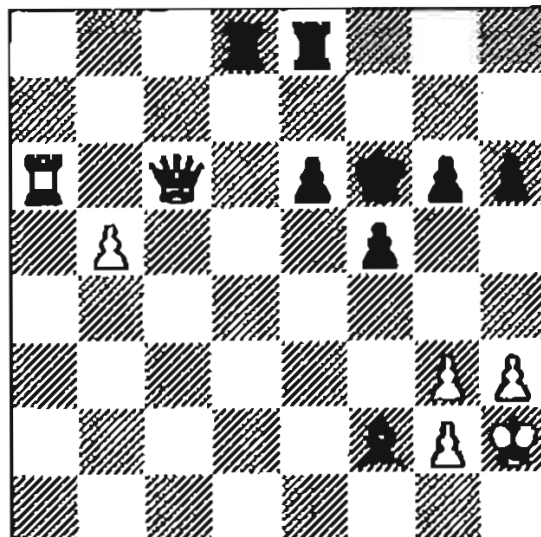
If I now avoided giving a win each from the two victorious RISC programs, you'd say I was biased, which would NEVER do. So you've persuaded me...

1.e4 e5 2.Nf3 Nf6 3.d3 Nc6 4.Be2 d5 5.Nbd2 Be7
 (Books ended) 6.b3 dxe4 7.dxe4 Bc5 8.Bb2 Qe7 9.0-0
 0-0 10.Bb5 Nd4 11.Nxd4 exd4 12.Bd3 Re8 13.h3 a6
 14.f4 Rd8 15.e5 Nd5 16.Qh5 h6 17.Rf3 Kf8 18.Ne4
 Ba3 19.Bxa3 Qxa3 20.f5 Qb2 21.Re1 Qa3 (GID shows +137,
 VAN -145) 22.f6 g6 23.Qxh6+ Ke8 24.Ng5 Qb4 25.Ref1
 Qf8 (GID +350, VAN -381) 26.Nxf7 Qxh6 27.Nxh6 Ne3 (Suicide
 missions may commence!) 28.Bxg6+ Kf8 29.Bf7 Nxf1 30.Kxf1
 Be6 (VANCOUVER resigned) 31.Bxe6 (And GIDEON calls M/4 = 1-0)

VANCOUVER 020 (Risky)-C/MACHINE KING (6/1hr)

1.e4 c6 2.Nc3 d5 3.d4 dxe4 4.Nxe4 Nd7 5.Bc4
 Ngf6 6.Ng5 e6 7.Ne2 Nb6 8.Bd3 c5 9.c3 (9.dxc was KING
 book; both now out) 9... cxd4 10.Nxd4 h6 11.Ngf3 Bd6
 12.0-0 Bd7 13.Nb5 Bxb5 14.Bxb5+ Ke7 15.Re1 Qc7
 16.Be3 Ng4 17.h3 Nxe3 18.Rxe3 Rad8 19.Qb3 a6
 20.Be2 Nd5 21.Re4 b5 22.a4 f5 23.Rd4 Bc5
 24.axb5 axb5 (KING had intended 24...Bxd4, but suddenly sees 25.Nxd4 is
 good for White) 25.Rd2 Qg3 26.Nd4 Qg5 27.Rd3? (A mistake.
 27.Nc6+ Kf6 28.Rc2 looks best) 27... Nf4 (Good!) 28.Rg3 Qxg3
 (Super stuff!) 29.fxg3 Nxe2+ 30.Kh2 Nxd4 31.cxd4 Bxd4
 32.Qxb5 Kf6 33.Ra6 g6 34.Qc6 Rhe8 35.b4 Bf2
 36.b5 (See Diagram - a position to make the heart beat faster if you're
 a human participant!) 36... Rd3

37.Qc2 Bxg3+ 38.Kg1 Red8
 39.Kf1 Rd2 40.Qc3+ Be5
 41.Qc4 Rd1+ 42.Ke2 R8d2+
 43.Kf3 Rd3+ 44.Ke2 R1d2+
 45.Kf1 (Hoping now for a 3-fold draw)
 45... Kg5! (Chosen after 41secs.
 KING correctly sees winning chances rather
 than 45.Rd1 going for a draw) 46.Rc6
 Rd4 47.Qc1 (There's nothing better
 that I can see here) 47... Kf6
 (Breaks the pin, showing +420!! -) 48.b6
 Rd1+ 48.Qa3 (48.b6, or Qe1 avoid what
 happens next!) Rd1+ (Here is one of



those wonderful Computer moments we sometimes hear about that just BOGGLES your
 mind: with Rd1+, and after a mere 6 secs, THE KING announced M/10 !!) 49.Ke2
 R4d2+ 50.Ke3 Bd4+ 51.Kf3 Rf1+ 52.Kg3 Be5+
 53.Kh4 Rf4+ 54.g4 Rxc4+ 55.hxc4 g5+ 56.Kh5 Rh2+
 57.Qh3 Rxh3, and 0-1.

G. SEDMAN has sent me results of his PORTOROSE-SUPER FORTE C/6 games - worth putting here as he also compares Active and Risky in an earlier Richard Lang program (all played at 40/2hrs)...

PORTOROSE 68020 (Act)-SUPER FORTE C/6, 6½-3½

PORTOROSE 68020 (Ris)-SUPER FORTE C/6, 4½-5½

I seem to recall with PORTOROSE that we finally concluded that Solid and Active were best, Risky definitely behind (though NOVAG has done well to get this score whatever!); with the LYON we felt Active and Risky were best, Solid a nudge behind; with VANCOUVER we think it's Active, Solid, Risky in that order - the same that Richard Lang has always believed to be correct for ALL his programs!

HOWARD GROVES has been playing a short Match at 60/2hrs, resulting in a 3-3 draw between TRAVELMASTER and NOVAG EXPERT/5.

Other TRAVELMASTER scores: from CHRIS MURRAY v. MONTE CARLO it's 4-6; from BRIAN NEENAN v. SENSORY 9 it is 11-1. Brian has also sent me PSION 2/PC-SENSORY 9, 7-3; CHESSMASTER 3000/PC-SENSORY 9, 7-5; CHESSMASTER 2100/PC-SENSORY 9, 5½-4½, and COLOSSUS X/PC-SENSORY 9, 4½-5½.

Eyes will prick up at the sight of a CHESSMASTER 3000 in there. This is an "upgrade" of CHESSMASTER 2100. There are certainly plenty of new and pretty interesting features. It will comment on your moves, and give you hints with reasons - "to develop your Knight and attack Black's Bishop, which is protected" - (though it often doesn't follow its own hints and reasons!), and will produce for you a printed commentary of a game you have asked it to analyse in the same sort of style.

The German SCHACH & SPIELE Magazine seem quite impressed and show two results:-

CHESSMASTER 3000 286/PC-DALLAS 68000, 3-2

CHESSMASTER 3000 286/PC-MILANO, 4½-5½..... plus a score of 8½/16 against players graded 1950 Elo, which gives a 1975 grade.

Reasonable stuff, but S/S Reader YAWAR JAFRI phoned with his scores as follows:- CHESSMASTER 3000 386/PC-LYON 68000, 0-4; and CHESSMASTER 3000/PC-LYON 68000, 0-12. The latter one might expect, though 12 straight losses always takes a bit of doing. But if it can get 1975, edge a DALLAS and nearly hold MILANO when on a 286 Processor, it ought to be doing better than 0-4 against LYON 16 when on a 386! My guess is that M CHESS, FRITZ and ZARKOV have nothing to fear!

Hopefully an updated Report will appear in SS/40 - ALEX ALLISON, STEVE MAUGHAN and I all have our own copies, so one of us should be able to produce a little something. Actually Alex had expected it to appear in the SS/38 RATING LIST, and wondered if its absence was because it was TOO LOW to get in! So you can work out what he thinks of it! It will be there in this Issue however, and I have

included the Schach & Spiele results which help lift it quite a bit.

Other results from SCHACH & SPIELE include POLGAR-MM5, 18-12! Quite a surprise as previous Matches between these 2 almost identical programs have produced almost equal scores. However I note that the POLGAR was on select 5 (instead of its 'switch-on' select 3 setting), so this is confirmation again that both SCHROEDER's ACADEMY and POLGAR programs, and KITTINGER's SUPER FORTE and EXPERT (and SCORPIO/DIABLO?) may do better with an extra 1 or 2 on their search select. We have reported on this likelihood before, and KEVIN DOUBLEDAY has given me a list of his latest SCORPIO scores - but first some more from the GERMAN MAG:-

Small Tournament (4 games against each opponent, 40/2hrs)

1. VANCOUVER 020 11½ (only allowed 1 draw - to the defensive ROMA program)
2. MACH 3 MASTER 5½
3. ROMA 68000 4½ (this was the ROMA II module)
4. PAR EXCELLENCE 2½ (maybe it is showing its age now, but it's still able to muster a few points!)

The Tournament was run by RALF PETRYKOWSKI, and he reports that he played a further 20 games in the MACH 3-VANCOUVER 020 series, which went 2-18. His result before upgrade, i.e. MACH 3-LYON 68020, was 4-16.

In the same MAG. another tester reports M CHESS 286/16-POLGAR 10, 25½-24½! A very close one! And a nasty surprise for the MILANO which went down ½-7½ to a VANCOUVER 68000. S/S Reader GLEN NICHOLLS has played a 20-game Match with MILANO and a "slightly" faster VANCOUVER version - just the 68030! That ended at 2-18, which is actually about what one would expect.

KEVIN DOUBLEDAY believes SCORPIOS and DIABLOS need to have the Display Scroll feature OFF to get the best from the NOVAGS?! What do others think? I confess that I cannot trace that there is any difference in either the depth of search reached or number of moves searched, but his results seem to imply otherwise:-

SCORPIO-LYON 68000, ½-5½

Display now turned to "static".

SCORPIO-LYON 68000, 5½-2½. Quite a turn-around!

Kevin's other SCORPIO results:- v MACH 3, 17½-10½. v POLAGR, 9-4. v STRATOS, 5-2. v PRISHA, 4-0. And v PSION 2/ATARI, 4-0.

Kevin has since upgraded to the VANCOUVER 68000, and this leads MACH 3 by 11½-½ (! yes, but Kevin insists that this is right); also SCORPIO (static!) by 7-2 - a result which suggests the display scroll on/off is a theory from small sample that may not be right despite the initially convincing look of the figures); STRATOS by 5-0; and PLYNATE/5.5 also by 5-0.

MODUL Magazine continues to be a regular and valuable source of info. from Austria. They have been testing the MILANO and against MM5 the score ended 5-5. MILANO has also now reached Sweden and early scores are: v SCORPIO 2½-2½, v STRATOS 5½-1½. Back to the MODUL Mag. where their reader R. SERFLING also reports on a relevant Tournament, played at 40/2...

[1] LYON 68000 9/10. [2=] FID ELITE 68000 VS 5½. [2=] MM5 5½.
[4] DIABLO/SCORPIO 4½. [5] SUPER FORTE C 3. [6] RENAISSANCE D/10 2½.

The ANNUAL COMPUTER OLYMPIAD, normally held here in England, quietly took place late in 1991 in Holland this time. Games represented included Awari, Bridge, Chinese Chess, 10x10 Checkers, 9x9 and 19x19 Go, Go-Noku, Reversi (Othello), Chess and Scrabble.

The CHESS ENTRANTS lacked some of the World Leaders this year (nothing from Richard Lang, the Spracklens, Dave Kittinger, Marty Hirsch or Franz Morsch). But C/MACHINE GIDEON and C/MACHINE KING were there and, as in the WORLD MICRO, it was only the result of their own game that separated these two at the top. Once more Ed Schroeder's GIDEON won through (in 56 moves with Black), so the final leading scores were:-

[1] C/MACHINE GIDEON 5½/6. [2] C/MACHINE KING 4½. [3] CHESSPLAYER 2175 3½.
[4] NIGHTMARE 3. [5] NINZO 2½. Only 7 played.

CHESSPLAYER 2175 is Chris Whittington's latest version, now running as here on IBM/PC equipment, and winning the Software Title. An entrant called TOUCH got just 1 point, and the following didn't help:-

THE KING/PC-TOUCH

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.d4 exd4
6.O-O b5 7.Bb3 Nxe4 8.Re1 d5 9.Nc3! dxc3
10.Bxd5 Bb7 11.Ng5 cxb2? 12.Bxf7+ (ANNOUNCED H/5!) Ke7
13.Rxe4+ Ne5 14.Rxe5+ Kf6 15.Re6+ Kf5 16.g4 MATE!

The CAMBRIDGE OLYMPIAD, a British Event held at the Cambridge University each year, in which teams of 3 represent some of the countries from around the world studying there, plus 3 COMPUTERS from Countrywide.

Once more I'm afraid the Computers won! "Afraid"? Well after easy success in the first 2 years, we have tried to lower the Computer entry-power to give the mere mortals a chance (quite a few are confessedly "hobby" players only). This year three MILANOs represented Germany:- the Top Board machine was entered on its FULL strength, No.2 was set to 1850 Elo, and No.3 to 1600. But they still ended up with a 15½/18 score, winning comfortably. MILANO No.1 graded at a pleasing 2168 (though it did lose to NATASHA REGAN). The others came out quite a bit lower (as deliberately set), but still did enough to win this happy event!

A GREAT COMEBACK!

S/S REGULARS will have enjoyed games sent by TONY SHERLOCK in the past: the last group were from MEPHISTO ACADEMY-NOVAG SUPER EXPERT C/6 match, using various Select settings (another occasion when the slightly higher Select choices seemed to get better results for both machines).

Currently Tony has the MEPHISTO LYON 68020, and his latest series v. the Novag have been at GAME in 30. The following, which Tony has urged me to print - quite understandably when you play through it!- has the LYON set on RISKY and a CONTEMPT FACTOR of +0.25.

White Meph LYON 020 -Black Nov SUPER EXPERT C/6**1.g4**

(Immediately we need to say that the LYON Opening Book has not sprouted wings, but Tony and the Novag owner, Des, forced this opening move on the LYON for their own 'fun')

1.... e5 2.d4

(Chosen by the LYON which is already "thinking" - the new VANCOUVER Book has a built-in reply here... which is not 2.d4! as a matter of interest)

2.... d5 3.dxe5 Bxg4 4.Bg2 c6 5.Nf3 Nd7 6.Bf4

(The VANCOUVER would play 6.Qd4 here - which would probably stop Black's next)

6.... Qb6 7.b3

(7.Qc1 was a possible alternative)

7.... Bc5 8.e3

(Again an alternative was 8.O-O Bxf3 9.Bxf3)

8.... Ne7 9.Nc3??

(A serious mistake, disappointing from the LYON. The VANCOUVER showed 9.Nc3 - 327! -> Bb4 at 17 secs. and changed quickly to the correct 9.h3 -096 -> Bxf3... though more likely is Bh5 to maintain the pin I think)

9.... Bb4!!

(Well played Novag! The absolutely best, and killing response)

10.Qd3

(The LYON showed -463 playing this, a grim result of its disastrous 9th. move)

10.... Nc5 11.Qd2 Qa5

(The NOVAG was apparently evaluating itself at around +700 here!)

12.O-O Bxc3 13.Qe2 Bxa1 14.Rxa1

(So Black is in fact a clear Rook ahead!)

14... Qc3 15.Rd1 Qb2 16.h3 Bxf3 17.Bxf3 Qxa2

(And now the NOVAG is a Rook and a Pawn up; LYON's only "hope" is his clearly better development... of the pieces he has left!)

18.e4 dxe4 19.Bxe4 Nxe4 20.Qxe4 Rd8 21.Rxd8+ Kxd8

(Diagram. If ever a game looked resignable, then this must be it right now. Things look nearly as bad as they could possibly get for White - which is as bad

as they actually ever do in this one!)

**22.Qb4 Qb1+ 23.Kh2
Qxc2??**

(And NOVAG, still in Pawn-hungry mood, loses it ALL with this one last 'grab'! He/it needed to play 23...Qd1 keeping LYON's Queen off the d-file. After 23...Qd1 24.Qxb7, then Qxc2 25.Qxa7 Ng6 (or Qe2) and Black is still in quite definite command)

24.Qd6+!!

(Excellent! It is the Queen's dominating position which counts more than the check itself)

24.... Kc8

(A tricky choice. 24...Ke8 would lose the Rook straight away, of course; but the tempi used by White's Queen to win it might force him to take perpetual in the end. E.g. 24...Ke8 25.Qb8+ Kd7 26.Qd6+ etc.)

25.e6!

(Outstanding play by LYON, which also shows a fairly sophisticated evaluation of only -101. The threat from 25.e6, of course, is much more powerful than the mere regaining of a Rook. There's the mere matter of Qc7 or Qd7 mate!)

25.... Qxf2+ 26.Kh1 Qf1+

(The immediate Qxf4, leaving White's King on h1, would have been one tempo better for Black for later in the game)

27.Kh2 Qxf4+

(27...Qf2+ leads to perpetual check! - but NOVAG thinks it will still be winning after the exchanges)

28.Qxf4 fxe6 29.Qd6 Ng6 30.Qxe6+ Kb8 31.Qf7 b6?

(A bit nondescript. Activating the Rook to c8 or d8 looks better)

32.Qxg7 a5 33.h4 Rc8

(Maybe Rd8 hoping for time to threaten the White's b-Pawn was better)

34.Qxh7

(Of course Lyon has a positive evaluation by now... +001)

34.... Nf4 35.h5 Rc7?

(A disappointing choice, as it gives LYON a key free move to clear the h-file, thus speeding-up the Pawn push. If 35...Rd8, LYON would have played 36.h6 with a much more sober eval. than it now shows. Another possibility might have been 35...a4!?)

36.Qg8+ Rc8 37.Qg3 Rf8 38.h6 a4 39.h7

(Now with a +512 evaluation)

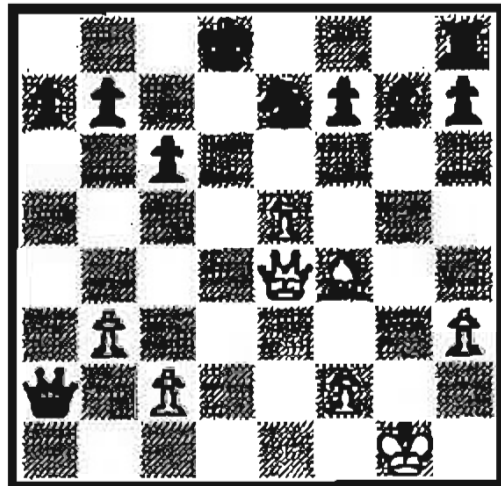
39.... a3 40.Qg8 Ng6 41.Qxg6 Rd8 42.Qf6 Rc8

43.h8Q Rxh8+ 44.Qxh8+ Kc7 45.Qa1

(NOVAG, perhaps sulking a little, refused to resign until LYON announced mate in 5 on move 53): **45.... Kd6 46.Qxa3+ c5 47.Qa7 Kc6**

48.Kg3 b5 49.Qa6+ Kd5 50.Qxb5 Ke6 51.Qxc5 Kf6

52.Kf4 Ke6 53.Qc6+ (1-0)



KING'S HEAD QUICKPLAY, 1992

Along with regular helpers Bob Clarke, Gary Preston and Graham White, the COUNTRYWIDE team made its bi-annual visit to this very popular 6-Round Event. This year we took two VANCOUVER 60020's along, though our idea was to swap the opening book and playing style around, at least on one of them, to create interest (or confusion - whichever side you're on, I suppose!).

Usually we give our own selection of the games played - mainly the wins! - but this year I thought it might be right to put them ALL in, mostly with some light notes. This presents readers with a fairer and all-round picture. As one of our entries came 2nd~~nd~~ out of 213 entrants, the resulting impression is a good one anyway, and its 5/6 score is certainly the best-ever individual computer result - though you'd never know it if you're a BCM reader! We have noticed (of course it's an accident, or sheer coincidence) that their results listings always stop a ½-point short of the computer's result, so we were keen to see how they would manage to deal with a 2nd~~nd~~ effort. I should have known.... "there was a huge tie for 2nd place on 5 points... they included S.Örazic, Mark Hedden, Darshan Khumaran, Andrew Law, Peter Sowray and Chris Ward". They just left us out!

Of course we also won a money prize for coming second (nothing like as much as we pay for entering computers, of course). We have never taken the prize money, so I went up to Tony Suttill at the prize-giving and told him he could put it back into Club funds. "It's only £13", he said, pocketing it quickly. Personally I hope we win next year...!

First the Vancouver A games; then the B games for 2nd. place and 222 BCF/2376!

White D Mackle, 195 BCF, v Meph Vanc A 020/12.

Round 1: Kings Head, 1992, 6/30, Slav (Exchange Var) by transp.

The "A" Computer (my own) was used to try out different settings, to see what we could learn from them. For this game it was on Solid, with Blitz Opening Book. 1.c4 c6 2.d4 d5 3.cxd5 cxd5 4.Nc3 Nf6 5.Bf4 Qb6 (VANCOUVER's last Book move, whatever White's reply, but not a good one to end the line with, and MACKLE (who knows Computers pretty well), cheerfully lets it have the Pawn) 6.e3 Qxb2 7.Rc1 Nc6 8.Bd3 Bg4 9.Nge2 Bxe2 10.Bxe2 e6 11.0-0 Ba3?? (Showing an eval. of +003, expecting Qd3. In Ply 4 and at 1m 15, it changes to 11...Rc8 +006 -> Nd4, which is much better. VANCOUVER plays the same moves on Solid and Active, but prefers 11...Ke7 after just under 20s when on Risky) 12.Rc2 Qb4 (VANCOUVER realises its problems at around 40s and drops to a -175 eval. with this move) 13.Nb5 Qe7 14.Qd3 (The immediate Nc7 was surely stronger, but MACKLE gets away with it as Black produces a disappointing reply) ...g5?!? (An unexpected move considering this is Solid style! It's a poor one too. On Active it chooses the much better 14.Nb4 -154 -> Qb3. I note that THE KING/PC goes for Nb4 also, but shows only -060 -> Nc7+) 15.Be5 (This works okay, but seems an unnecessarily

suspicious reply as 15.Bxg5 is winning comfortably enough) 15...Bb4 16.a3 Kf8 (A typically cautious Solid move, but not the best, making it easier for MCKLE. Afterwards we found Active plays the superior 16...Ba5 -172 -) Nk6. After White's next it shows -348, confirming Kf8 was inferior) 17.axb4 Kg7 18.f4! (An excellent move demonstrating just how awful Black's position has become if we stop and examine it!) 18...g4 19.f5 Nxb4 20.Rc7 Qxc7 (If 20...Nxd3 21.Rxe7 Nxe5 22.dxe5 Ne4 23.fxe overwhelms) 21.Nxc7 Nxd3 22.Bxd3 exf5 23.Rxf5 Rac8 24.Bxf6+ Kh6 25.Nxd5 Rc1+ (The VANCOUVER was reading -1010 here, so we should have resigned. On the other hand, the timing of a resignation at Game/30 with clock pressures looming is not so straightforward as you might think... see the next game!) 26.Kf2 g3+ 27.hxg3 Re8 28.Nf4 Rh1 29.g4 Rg8 30.g5+ Rxg5 31.Rxg5 Rh4 1-0

White Meph Vanc A 020/12, v J W Bass, 165 BCF
Round 2: Kings Head, 1992, 6/30, French Def (Tarrasch)

The "A" Computer was now put onto Risky, still with the Blitz Book. 1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.Bd3 c5 6.c3 Nc6 7.Ne2 cxd4 8.cxd4 f6 9.exf6 Nxf6 10.Nf3 Bd6 11.O-O Qc7 12.Nc3 a6 13.Bg5 O-O 14.Bh4 (The VANCOUVER's last Book move in this line) 14...Bd7 15.Re1 Rae8 16.Qd2 Bf4 17.Qe2 Nb4 18.Bb1 Bc8! (Neither a wasted nor a waiting move - but to give his Queen quick access to the f-file at an opportune moment) 19.a3 Nc6 20.Qd3 Kh8 21.Bc2 Qf7 22.Bg5?? (The Bishop needs to protect f2, but on Risky the Computer - expecting Qc7 - is less concerned with danger. Active, I'm glad to find, quickly prefers Rad1) 22...Bxg5 (But of course!) 23.Nxg5 Qh5 24.Nf3 Rf7 (Clearly eyeing potential doubled-rooks on this always dangerous file plus its weak f2 square. Please can we have our Bishop back?!) 25.Ne5 (Active plays 25.Re2 at this time control) 25...Nxe5 26.Rxe5 Qh4! 27.f3 Ref8! 28.Rd1?? (Active chooses Rf1 here, which must be better. Other possibilities are Ne2, Rc1 or the surprising R5e1, but not Rd1) 28...Ng4 29.Rh5 Qxh5 30.fxg4 Qh4 31.h3 (Evals. here is -227 -) g6) 31...Qf2+ 32.Kh1 g6 33.Rd2?? (Gary Preston, operating this machine, watched with horror as the -270 eval. -) Qe1(!!!) at the time of making the move, suddenly dropped to -1230 whilst Gary waited for BASS's reply. He was ready to say "Well done", when...) 33...Qf1+?? (What a reprieve! - though there are still many lurking dangers. To complete the Solid v Risky v Active discussion for this Tournament, we found that Solid and Active would have seen the outcome of 33.Rd2?? Qe1!! a ply earlier, and played something different (33.Qe2 showing -252 in fact, though there are other acceptable moves such as Ne2, or Rc1. In fact Rd2 is almost uniquely bad, so we'll forget about Risky for a few months! Back with the game, if BASS had played 33...Qe1+, then 34.Kh2 Rf1!! would have finished the game in early time!) 34.Qxf1 Rxf1+ 35.Kh2 R1f2 36.Re2 Rxe2 37.Nxe2 (The Computer evaluation here is -170; a far cry from -1230, but White is still losing and BASS improves his position again over the next few moves despite quality endgame play by VANCOUVER) ...Rf2 38.Bd3 Bd7 39.Kg3 Rf1 40.Nc3 Rf8 41.g5 Kg7 42.h4 Kf7 43.h5 Rg8 44.Kf4 Be8 45.g4 Kg7 46.h6+ Kf7 47.Ke5 Ke7 48.Ne2 Rf8 49.Nf4 Bd7 50.a4 Bxa4 (The alternative was 50...s5, but it allows 51.Bb5, so the exchange is just preferred) 51.Nxe6 Rf3 52.Nc5 Bc6 53.Bb1 Rf2 54.b3 Rb2 55.Bd3 a5 56.b4 Rxb4?? (Every tempo is vital

at this stage, so either 56...a4, or 56...axb was needed to get the Pawn one square nearer home. Black has given us hope: the Computer evaluation, -318 playing 56.b4, now shows -075! as it plays...) 57.Bxg6!! (An excellent and knowledgeable move, chosen in a couple of seconds! We have criticised some of White's earlier play, so here we acknowledge a fine, quick choice with quality evaluation) ...a4 58.Nd3 Rb3? (Question: Would 58...Rc4! still win for Black, as it certainly stops White's Knight from capturing the a-Pawn. Well... 59.Nf4 a3 60.Bb1! Rc1 61.g6 Re1+ 62.Kf5 Rxb1 63.gxh a2 64.h8=Q a1=Q 65.h7. So we see that, if anyone has the win, it is now White. But I think 65...Rh1 66.Ng6+ Kd7 67.Qg7+ Kd8 68.h8=Q Rxb8 69.Qxb8+ Kc7 is still going to be drawn. Whatever, 58...Rb3 as played is now losing for Black, as the VANCOUVER quickly demonstrates) 59.Bxh7 a3 60.g6 a2 61.g7 a1Q 62.g8Q Qf1? (It is never easy to adapt to new circumstances: Black finds Queens on the board and himself losing. But 62...Qa3 63.Qg5+ Kd7 64.Bf5 Kc7 65.Qg7, followed by h7 clearly wins for White anyway) 63.Qg5+ Kd7 64.Qf5+ Qxf5+ 65.Bxf5+ Ke7 66.h7 1-0

White M K Osborne, 154 BCF, v Meph Vanc A 020/12

Round 3: Kings Head, 1992, G/30, Petroff Defence

Okay, so it's time to get serious about this... this game: Active mode! 1.e4 e5 2.Nf3 Nf6 3.d4 exd4 4.e5 Ne4 5.Qe2 Bb4+ 6.Nbd2 Nxd2 7.Bxd2 Qe7 8.O-O-O Nc6 9.Bg5 Qe6 10.Qc4? (The Computer had 10.Kb1 in its Book) ...O-O 11.Kb1 Re8 12.Bf4 Qxc4 13.Bxc4 Bc5 14.Ng5 Re7 15.Ne4 d6 16.Nxc5 dxc5 (White is still the Gambit Pawn down, and his compensation is fading fast following the exchange of Queens) 17.Rhe1 Be6 18.Bxe6?! (Another exchange which should have been avoided. 18.Bb5 looks better as the Computer now has the Pawn and the advantage!) ...Rxe6 19.Bg3 (Enabling f4, otherwise Black wins the Pawn with Ra6) ...g5 20.h4 gxh4 21.Bh2?! (Now realising that 21.Bxh4 loses the e5-Pawn. However White fails to gain the g-file he hoped for this way) ...Kh8! 22.Re4 (Better than 22.f4, when Black's Rg6 looks good) ...Rg8 23.Rxh4 Rrg2 24.Rh1? (Nearly OSBORNE's last chance to save anything from this game was playing 24.Bg3 to greatly restrict the g2-Rook. After 24...Nxe5, then 25.Rd1 h6 has VANCOUVER showing itself at +187) ...h6 (Interestingly my VANCOUVER didn't want to repeat this move - which gives White a second chance to play Bg3. Instead it showed Rg7!) 25.Bf4? Kg8! 26.Bxh6 Nxe5 27.Bf4? (27.Rd2 was needed) ...Ng6! 28.Bxc7? (Missing the back-rank mate threat: either the Bishop needed to go to g3, or else 28.b3 be played) ...Nxh4 0-1

White Meph Vanc A 020/12, v M J Cutmore, 146 BCF

Round 4: Kings Head, 1992, G/30, Alekhine's Defence

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4 Nb6 5.exd6 cxd6 6.h3 g6 7.Nf3 Bg7 8.Be2 O-O 9.O-O Nc6 10.Nc3 Bf5 11.Bf4 d5 (VANCOUVER's Book move here is 11...h6) 12.c5 Nc4 13.g4 Be4 14.Bxc4 Bxf3 15.Qxf3 dxc4 16.d5 Nb4 17.d6 exd6 (17...e5 18.Bd3 Rb8 is VANCOUVER's own recommendation for Black here, supported also by THE KING/PC. Now the Computer wins back the Pawn with a small advantage) 18.Bxd6 Re8 19.Qxb7 Nd3 20.Nd5 Qh4

21.Nc7 Bd4 (21...Rab8 here also gives White something to think about, though he can maintain an advantage: 22.Qf3 (Qxa7? Red8! -/+) Red8 23.Nd5! Bxb2 24.Be7! +/-) 22.Qd5! (A tricky and unexpected reply which puzzled CUTMORE for a moment. Needless to say, the Computer was tempted to take one of the Rooks. If 22.Nxa8 (VANCOUVER's first choice) Nxf2 23.Rae1 Nrh3+ 24.Kg2 Qxg4 25.Kh2, but I think White survives the attack with a small advantage after 25...Re2+ 26.Rxe2 Qxe2+ 27.Kg3. And if 22.Nxe8 (the Computer's second choice after about 20 secs) Rxe8 23.Kg2! (THE KING/PC proposes 23.Qd5!?) Be5 24.Bxe5 Rxe5, then 25.Qf3 looks to keep White ahead again) ...Bxf2+ 23.Kg2 Rab8? (Black needed to find the tricky continuation 23...Red8! 24.Nxa8 Nf4+ 25.Bxf4 Rxd5 26.Rxf2 Rxc5 27.Re1 Qd8 28.Nc7 Rxc7 29.Bxc7 Qxc7 to have any chance through a materially unbalanced situation) 24.Nxe8 Rxe8 25.Rad1 Re2? (The Rook should stay on the 8th. Rank for reasons which quickly become clear. But Black's predicament following the clever 22.Qd5 is plain to see. If 25...Qf6 (best, I think, even though it quickly loses material) 26.Qxc4 Qxb2 27.Rxd3 winning) 26.Qa8+ (With a +633 evaluation) ...Kg7 27.Qf8+ Kf6 28.Qd8+ Kg7? (28...Ke6 would have avoided the Mate in 3 announcement which now follows, though the Computer was home and dry anyway) 29.Bf8+ 1-0

White P O C Byrne, 173 BCF, v Meph Vanc A 020/12

Round 5: Kings Head, 1992, 6/30, Petroff Defence

1.e4 e5 2.Nf3 Nf6 (A second Petroff - but no complaints, it's a nice change from all those LYON Caro Kana's. In Round 3 OSBORNE played 3.d4, but BYRNE goes...) 3.Nc3 Bb4 4.d3 (Puts VANCOUVER out of Book; it had 4.Bc4) ...d6 5.Be2 0-0 6.Bg5 Nc6 7.0-0 h6 8.Bh4 Be6 9.h3 a5 (The second time a move played at King's Head would not repeat on my VANCOUVER back at home. It showed 9...Ba5 sat where it belongs on my coffee table, protected by the warmth of our storage heaters!) 10.a3 Bc5 11.Re1 Re8 12.Qd2 Nd4 13.Nxd4 Bxd4 14.Nd1? (Missing Black's Pawn-winning tactic. 14.Bf3 was best) ...Nxe4 15.Bxd8 (If 15.dxe4 Qxh4 16.Bb5 shows -181 -> Rf8. Possibly better than was 15.Qxh6 gxh6 16.Rxd8 Nxf2 17.Nxf2 Rxd8 18.c3 -130 -> Bb6; but it's marginal) ...Nxd2 16.Bxc7 Rec8 17.Bxd6 Rxc2 (So the material ends up equal, but the Computer has all the initiative, recognised by its evaluation of around +170!) 18.Nc3 Rc8 (Interesting to see the Computer refuse the "obvious" capture. If 18...Rxb2, then 19.Na4 showed -166. But 18...Rc8 does seem to give White the chance to play 19.Bd1! Rxb2 20.Ne2, only -133) 19.a4?! Rc6 20.Ba3 Nb3 21.Rab1 Bxc3 22.bxc3 Ra2 23.Bf3 Rxc3 24.Bb2 Rxd3 25.Bxe5 Rxf3! (The VANCOUVER is in inspired form and goes for an excellent exchange sac. showing +130) 26.gxf3 Nd2 27.Ra1?! (Probably my "?!" should just be "?" as BYRNE could have returned the exchange here with 27.Kg2 Nxb1 28.Rxb1, when Rxa4 29.Rxb7 shows -157: much healthier than the 372 following the collapse which the Computer now forces) ...Nxf3+ 28.Kg2 Rxa1 29.Rxa1 Nxe5 30.Kg3 Bd7! (Going for the obvious, helpless target on a4. This will leave White facing an impossible task opposite the Black a-b/Pawns) 31.f4 Nd3 32.Rd1 Nc5 33.Rd5 b6 34.Kh4 Bxa4 35.f5 Nb7 36.Kh5 Bc6 37.Re5 b5 38.Re3 Nd6 39.f6 g6+ 40.Kg4 Bd7+ 41.Kf4 g5+ 42.Kf3 Bxh3 43.Rd3 Nc4 44.Rd8+ Kh7 45.Rb8 b4 46.Ke4 Kg6 47.Kd4 Be6 48.Rh8 b3. 0-1. Who said Computers are slow to resign!?

White Meph Vanc A 020/12, v M W Tasker, 184 BCF
 Round 6: Kings Head, 1992, 6/30, Kings Indian, Classical

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 e5
 7.Be3 h6 8.0-0 Nc6 9.h3 Nh5 10.dxe5 (VANCOUVER's first move out of its
 Book; it showed 10.d5 until the last few moments) ...dxe5 11.Qc1 Kh7 (TASKER knows
 what he wants to aim for! His simple strategy involves eyeing the g and h-files for his Queen
 and Rooks) 12.Rd1 Nd4 13.Nxd4 exd4 14.Bxh5 (One can become paranoid about
 these things but, over the years, we've seen the Computers suffer time and again on the f,g
 and h-files, and at f2, g2 and h2. Exchanging this Bishop leaves g2 weakened, and that is
 going to matter against an aware opponent. Of course the LYON and VANCOUVER are certainly
 amongst the best 2 or 3 programs against such dangers, but even they can still be caught out
 if you know what you're doing) ...gxh5 15.Nb5 c5 16.Bf4 Bd7! (TASKER is
 quite happy to let the Computer have a Pawn or two, and cheer itself up with a decent - but
 temporary - plus evaluation) 17.Bd6 (The VANCOUVER, showing +130, was actually expecting
 the dangerous Rg8. THE KING/PC shows +116 -> Rg8?) ...Rg8 18.Bxc5 (I hope Readers
 are like me, and interested to know what the Computers are expecting at these critical
 moments. Are they fully or partially aware of the lurking dangers... or cheerfully oblivious?
 The VANCOUVER eval. has dropped to +090 -> Qh4. THE KING/PC shows +102; it expected Bxh3 for
 50 secs, then changed to -> Bxb5) ...Bxh3!! ('Of course!' - striking against the weak g2
 at the earliest opportunity) 19.Bxa7?? (The losing move I think. VANCOUVER shows +103 ->
 d3 (?) for the first couple of minutes; then drops to +033 -> Qh4. After a brief skirmish
 looking at 19.gxh3, it then finds 19.Qf4 in just over 2½ mins, which is a much better move
 and, as I right (?) seems to hold everything together though the next moves will require
 continuing accuracy. Thus, at 40/2, VANCOUVER would have avoided what now happens. I find that
 THE KING/PC - to which I keep referring as, though it is occasionally disappointing in
 positional situations, it is very fast at tactics - changed from 19.Bxa7 at around 20 secs
 also to the improvement Qf4) ...Be5 20.Bxd4 (Here VANCOUVER eyed 20.g3 through the
 first 2 plies; then it went to -1040 after a long think at 3 Ply and turned to 20.Bxd4 showing
 -309 -> Rxg2. At just under 10 mins it goes to 20.Kf1 -169. Here THE KING/PC is less helpful:
 It changed from 20.g3? a bit quicker than VANCOUVER, but only to the almost equally horrible
 f4. When it found 20.Bd4 it was only showing -195) ...Rxg2+ 21.Kf1 (VANCOUVER shows
 -506!! ugh!; but THE KING/PC only -197 at 1 min... a bad under-evaluation) ...Bxd4
 22.Rxd4 (Last comparison: VANCOUVER -978 (!!); THE KING/PC -439. So on the last 2 moves,
 the VANCOUVER has shown much greater awareness... of course it's too late!) ...Qh4
 23.Qd2 Rxf2+ (It's churlish to criticise I suppose, but after 23...Qg4! our operator
 would, of course (!), have resigned immediately. Now he is tempted to play on a little longer,
 hoping for another Round 2 type miracle - but to no avail this time) 24.Ke1 Rxd2+
 25.Kxd2 Rd8 26.Rxd8 Qxd8+ 27.Kc3 Bg2 28.e5 Qg5 29.Re1 h4
 30.Nd6 Qf4 31.Ne8 h3 32.Nf6+ Kh8 33.Nd5 Qg3+ 34.Re3 Qf2
 35.e6 Bxd5 36.Rxh3 Bxe6 37.Rxh6+ Kg7 38.Rxe6 fxe6 39.a4
 Kf7 40.b3 Ke7 41.Kb4 0-1

White Meph Vanc B 020/12, v N Donovan, 184 BCF
 Round 1: Kings Head, 1992, 6/30, Sicilian, Scheveningen

The 'B' Computer played on ACTIVE throughout the Tournament - and its final result showed the benefit of this with 4 wins and 2 draws... 0 defeats! and 2nd place in the King's Head! The Contempt Factor (discussed at length in previous issues of S/S) was on +0.25 to avoid disappointing draws against "weaker" opponents. This worked! - both draws were, in fact, welcome. 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.Be2 Be7 7.0-0 0-0 8.f4 Nc6 9.Be3 a6 10.Kh1 Qc7 11.Qe1 Bd7 12.Qg3 Nxd4 13.Bxd4 Bc6 14.Bd3 b5 15.e5 dxe5 16.fxe5 Nd7 17.a4 Qb7 18.axb5 axb5 19.Rxa8 Rxa8 20.Qf2 f6 21.exf6 Bxf6 22.Bxf6 Nxf6 (It has been a fairly even contest, but DONOVAN has fallen behind on the clock. White's Pawns look better, but Black has the only passed one and, though it still has a long way to go, this may either win (or lose!) the game for him... 23.Qg3 Kh8 24.Nd1 Be4 25.Nf2 Bxd3 26.Nxd3 Qe7 27.Qe5 Nd5 28.Re1 Re8 29.b3 b4 30.h3 Qd7? (Allowing the VANCOUVER a vital free tempo for an extra attack on the key e6-Pawn. 30...h6 stayed equal chess-wise, though Black's clock was getting critical so we had started hoping for the full point anyway) 31.Nc5 Qc6? (The oft seen follow-up mistake! 31...Qf7 32.Re4 Rcb8 33.Qd4 Re8 34.Nxe6 is around -050) 32.Nxe6 Qc3 33.Qxc3 Nxc3 34.Kg1 White wins on time 1-0

White F Rayner, 199 BCF, v Meph Vanc B 020/12
Round 2: Kings Head, 1992. 6/30, Sicilian, Najdorf

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.h3 e6 7.Be3 b5 8.Bd3 Bb7 9.a3 Be7 10.0-0 0-0 11.f4 Nbd7 12.Qf3 Rc8 13.Rae1 Nc5 14.Bf2 d5 15.e5 Nfe4 16.Bxe4 Nxe4 17.Nxe4 dxe4 18.Qg4 Qd5 19.Be3 Rfd8 20.Rd1 Bc5 21.c3 Qa2 22.f5 exf5 23.Qxf5 Re8 24.Rf2 Qd5 25.Rdf1 Rc7 26.Qg4 Rxe5 27.Bf4 e3 28.Re2 Re4 29.Nf5 f6 30.Qg3 Rd7 31.Bh6 Bd6 32.Nxd6 Qxd6 33.Bf4 Qd3 34.Rxe3 Rxe3 35.Qxe3 Qxe3+ 36.Bxe3 Kf7 37.Kf2 h5 $\frac{1}{2}$. A very even game throughout.

White Meph Vanc B 020/12, v M Anderton, 184 BCF
Round 3: Kings Head, 1992, 6/30. French Defence, Tarrasch

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.Bd3 c5 6.c3 Nc6 7.Ne2 Qb6 (7...Qb6 was in the VANCOUVER book. Actually ANDERTON's move looks more like a Computer favourite!?) 8.Nf3 cxd4 9.cxd4 f6 10.exf6 (And VANCOUVER comes back into book) ...Nxf6 11.0-0 Bd6 12.Nc3 0-0 13.Re1 Bd7 14.Bb1?! (The COMPUTER changes to Ne4 within the same ply and only a few seconds after making this interesting choice for protecting the d4-Pawn) Kh8 15.h3 Rae8 16.Bc2 e5 17.dxe5 Nxe5 18.Nxe5 Bxe5 19.Re2 d4 20.Ne4 Bb5 21.Bd3 Nxe4 22.Rxe4 Bxd3 23.Qxd3 Qg6 24.f3 (Black has held a small advantage with better development and the d-Pawn potential. But VANCOUVER defends well: here the threat was Bh2+ winning Rook for Bishop) ...Qg3 25.Kf1 Qh2 (It looks as if Black's advantage is disappearing slowly but surely due to the Computer's careful defence. But is it?) 26.Qb5 d3?! (Although ANDERTON retains some advantage after this, the d-Pawn didn't need to move yet. After 26...a6! I think VANCOUVER would have had some real problems. E.g: 27.Qd3

Bg3! (threatens Qh1+) 28.Ke2 Qxg2+ shows +460! So 27.Qd7 may have been VANCOUVER's best, Bg3 28.Qxe6! Qh1+ 29.Ke2 Qe1+ 30.Kd3 Rxe6 31.Rxe1 is -106 after some fascinating play) 27. 27.Qxd3 Rd8 (27...Qh1+ still looks to keep an advantage) 28.Qe2 Bg3? (This move, excellent in our note to Black's 26th, is now too late. However I think 28...Bc7, trying a new attack with the Bishop on the b6-g1 diagonal, might have been worth the try) 29.Be3! Qh1+ 30.Bg1 Bh2 31.Kf2 Bf4? (Both now and at move 30 I think ANDERTON should still have tried Bc7. The advantage now passes to the VANCOUVER) 32.Qc4 Rd2+ 33.Re2 Rd6? (The result of various things: time pressure, White's clever defence, and the need to re-assess expectations from winning to drawing... now in fact, losing. I rated 33...Rxe2+ 34.Qxe2 Bb6 as best, though Black's stranded Queen clearly looks to be a big problem. Then I noticed 33...Be3+!? 34.Kxe3 Rxe2 35.Kxe2 Qxg2+ 36.Kd3 Qxf3+ 37.Kc2 Qxh3, and maybe Black still has some drawing chances) 34.Qxf4! (Black had overlooked the back-rank mate possibility, so this move was a big surprise to him) ...Rdf6 35.Qg3 h5 36.Rae1 Kg8 37.h4, with Bh2 winning the Queen to follow, 1-0

White M V Lambshire, 1% BCF v Meph Vanc B 020/12

Round 4: Kings Head, 1992. G/30, Queens Pawn Opening

1.d4 Nf6 2.Nf3 d5 3.Bf4 (3.c4, or JULIAN HODGSON's 3.Bg5 are better known) ...g6 4.e3 Bg7 5.c4 Bg4 6.h3 Bxf3 7.Qxf3 0-0 8.Nc3 e6 9.0-0-0 (Okay, but I would have gone for 9.Bd3; optimists might have tried 9.g4!? I am not at all a fan of the MEPHISTO opening system here - in the main because I know it never works for me. So it's a modern style of thing and can't be judged by my old-fashioned preferences, but I still think White already has long-lasting and better central control as well as plusses in piece development) ...c6 10.Kb1 a6 11.e4!? (Again I would have played 11.Bd3 here) ...dxe4 12.Nxe4 Nbd7! (I like the way VANCOUVER decides to maintain the tension in the centre) 13.Bg5 (The hole at d6 would have tempted my Knight. What was White aiming for here?) ...h6 14.Bh4 Qe7 (I found that THE KING/PC would have been tempted into the unsophisticated 14...g5 here - a dangerous procedure even for the tactical geniusses) 15.Nc3 e5 (A nicely timed thrust. It mystifies me, I must admit, why LAMBSHIRE has not gone with Bd3 which has remained available and almost begging to be played, but Black's next will now stop) 16.d5 e4 17.Qe3 cxd5 18.cxd5 (Maybe 18.Nxd5 Qe5 19.Nxf6 Nxf6 20.Bg3 leaves White very slightly ahead; now I think that Black looks the better co-ordinated) ...Rfe8 19.Bc4 Rac8 20.d6 Qe5 21.Bb3 g5 22.Bg3 Qc5 (An interesting offer! Would you have taken it? As Black's Queen looks to have both useful mobility and some threats, I think I'd have whisked her off!) 23.Qe2 b5 24.h4 (Right in that White should be advancing his K-side Pawns, but of less value because his Bishop is in the way) ...g4 25.h5 (How about 25.Nd5 with the threat of 26.Nc7+! Black would go 25...Nxd5, then 26.Bxd5 e3! 27.fxe3 Rxe3 28.Qf2... not much in it here) ...Qf5! 26.Nd5 (Nothing like as potent now as, following the line in the above note, when Black plays e3, he would put White in check!) ...Nxd5 27.Rxd5! (27.Bxd5? is no longer any good, as per note above; so White finds a useful alternative way of seeking initiative) ...Qf6 28.Bh4! (28.Rh4 also looks attractive at first, but e3 29.Rxg4 exf 30.Qxf2 Qxf2 31.Bxf2 Re2! is promising for the VANCOUVER) ...Qf4 29.g3 Qf3 30.Qxf3 exf3 31.Be7! (He must stop Re2 as, if f2 falls now, the game will be lost) ...Rc5 32.Rc1? (I much prefer 32.Rxc5 (note that this leaves the g7-Pawn

pinned) Nxc5 33.Rh4! and the advantage is back with White) ...Rxc1+ 33.Kxc1 Rc8+ 34.Kb1 Rc5 35.Rxc5 Nxc5 36.Bd5 Bd4! (Targetting the weakness at f2, and we see that any winning chances are the VANCOUVER's) 37.Bc6 (Not threatening the b5-Pawn, but aiming to support the advance d7) ...Bxf2 38.d7 Ne6 39.Bd5 Bb6 40.Bxe6?? (Absolutely not. Clock pressure combined with VANCOUVER's accurate play causes White to miss the vital 40.Kc2, needed because after f2 42.Bg2 is the only immediate hope of stopping the f-Pawn) ...f2 and 0-1 of course, with VANCOUVER showing +602.

White Meph Vanc B 020/12, v J C Marley, 156 BCF
Round 5: Kings Head, 1992. G/30, Kings Indian Defence (Classical)

1.c4 Nf6 2.Nc3 g6 3.d4 Bg7 4.e4 d6 5.Be2 0-0 6.Nf3 e5 7.Be3 Nbd7 8.0-0 Re8 9.d5 (Good. Black's book move at 8 was ...c6 - to prevent this! - so VANCOUVER does well to emphasis the inaccuracy) ...Nh5 10.Qd2 f5? (over optimistic and premature; it also leaves an inviting hole at e6 which VANCOUVER quickly threatens to step in to) 11.exf5 gxf5 12.Ng5! Ndf6 13.f4 h6 14.fxe5 dxe5 15.Qd1 hxg5 16.Bxh5 Nxf5 17.Qxh5 f4 (An unhappy choice to be forced into, though best despite now leaving a new and tempting hole at e4. Incidentally, if 17...Bf6, then still 18.Ne4! Rf8 19.Nxg5) 18.Ne4! g4? (This looks "obvious", but perhaps not best. Though I found it hard to find, 18...Bf5! seems right here. After 19.Nxg5 Qf6! and h7 is protected. White stays ahead, but possible complications promise some fun) 19.Ng5 Bf5? (Trying now to cover h7, but "too late" was the cry. 19...Re7 was best after which VANCOUVER would show +259. Instead it leaps to +996!) 20.Qf7+ Kh8 21.Qxf5 Kg8 22.Qh7+ Kf8 23.Bc5+ and resigns (the best move) 1-0. 23...Qd6 loses the Queen of course. However worse is any attempt to save her by trying 23...Re7? 24.Ne6+ Ke8 25.Nxd8 Rxd8 26.Qg6+ Kf8 27.Bxe7+.

White A P Law, 209 BCF, v Meph Vanc B 020/12
Round 6: Kings Head, 1992. G/30, Slav (Exchange var)

With 4½/5 and possible outright 2nd. place beckoning, both players opt for a careful and quieter final game! 1.d4 c5 2.c3 cxd4 3.cxd4 d5 4.Nc3 Nf6 5.Nf3 Nc6 6.Bf4 a6 7.e3 Bg4 8.Be2 e6 9.h3 Bh5 10.0-0 Bd6 11.Bxd6 Qxd6 12.Rc1 0-0 13.Nd2 Bxe2 14.Qxe2 Rfc8 15.Nb3 b6 16.a3 Ne7 17.Rc2 Rc4 18.Rfc1 Rc6 19.Na4 Rxc2 20.Qxc2 Ne8 21.Qd3 h6 22.Nc3 Nf6 23.Ne2 Ne4 24.f3 Ng3 25.Nxg3 Qxg3 26.Nd2 b5 27.Nf1 Qd6 28.Rc5 Rc8 29.Qc3 Rc6 (White has a small space advantage and, as Black's pieces are tied to defensive matters, better scope for manoeuvres. He does have a small time disadvantage, but our operator (Graham White) thought LAW might win at this point) 30.b4 h5 31.Nd2 Qc7 32.Nb3 h4 33.Na5 Rxc5 34.Qxc5 (Would 34.bxc5 have left White holding a small advantage? Maybe 34...g5!? 35.Nb3 Kg7 36.e4 Kf6 37.e5+ Kg6 38.Kf2 f6 39.g3, but it looks drawn) ...Qg3 35.Qxe7 (Forces VANCOUVER to take the perpetual check. However 35.Qc3 was most unlikely to yield more) ...Qe1+ Perpetual check ½-½

COMPUTERS & CORRESPONDENCE CHESS

A tricky, thorny subject of course - and not one which I am going to tackle head-on, at least not this time. We are aware that many Correspondence players are using chess computers in one way or another: some to determine moves made, some to create move choices, some to check their own move ideas or variations, and some just to store games etc. etc. Some folk feel it's ALL completely against the ethics of Correspondence play and, on the other side, there are those who feel that, if you can make use of a library of opening books, then what difference is there in using some computer assistance?!

PHILIP GOSLING however has ENTERED a **Mephisto LYON 68020** as a COMPUTER into a Tournament run by the BRITISH CORRESPONDENCE CHESS SOCIETY. I.e. it has been accepted by them that it is a computer that is playing, and all of its opponents know this as well.

So **SELECTIVE SEARCH** is going to keep track in each Issue of the LYON's progress by covering lightly all of the 10 games it is playing. The only thing we will not be doing is actually NAMING the opponents (though members of the BCCS would be quickly able to find this out from their excellent little Magazine **CHESS POST**).

Firstly here are the 2 games already completed, putting LYON straight on 2/2:-

1. BCCS Player 220 BCF-LYON 68020

Alekhine's Defence - Exchange Variation

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.Nf3 g6 5.c4 Nb6 6.exd6 cxd6 7.Be2 Bg7 8.0-0 0-0 9.Nc3 Nc6 10.h3 Bf5 11.Be3 d5 12.c5 Nc4 13.Bxc4 dxc4 14.Qa4 Bd3!? *Here is where you will learn that, in contrast to the HUMAN choosing the move, but checking it quickly with the Computer, here it is nrmally the Computer's choice... but Philip changes it if he feels it necessary. In fact LYON could have stayed in its Book here (14...e5), but Philip's desire was to get both parties thinking for themselves now, and so he asked the LYON for the "next best" choice which it then created from its own "thinking".* **15.Rfd1 Qe8!** *A line of analysis by Boleslavsky in MCO goes 14...Bd3 15.Rfd1 f5 here, followed by 16.d5 Ne5 17.Ne1, shown as advantage to White. It seems LYON has come up with something better!* **16.Rac1 Rd8 17.Qb5 Qd7 18.b3 Bxd4 19.bxc4?** *LYON had expected 19.Nxd4 Nxd4 20.Qxd7 Rxd7 21.Nxd4, eval. Black +069. ...Bxe3! Showing +136* **20.fxe3 Qe6 21.Qxb7 Rd7 22.Qa6? Bxc4** *Showing +166, and White resigned expecting 23.Qa3 Qxe3+ 24.Kh1 Rxd1+ 25.Rxd1 etc.*

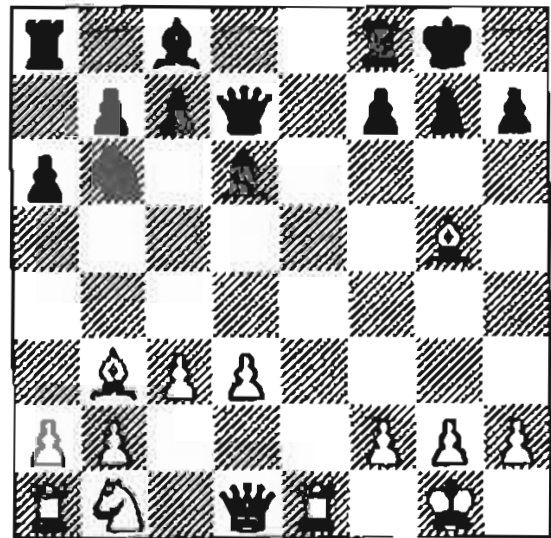
2. LYON 68020-BCCS Player 220 BCF

Reti Opening

1.Nf3 Nf6 2.c4 e6 3.d4 Bb4+ 4.Nbd2 0-0 5.g3 b6 6.Bg2 LYON is out of Book early this time, but Black never seems to grasp what the Computer is up to. He makes a succession of apparently small errors... then a BIG one! **...Bb7 7.0-0 Bxd2**

6. White **BCCS 2445 Elo**
 Black **LYON 020**

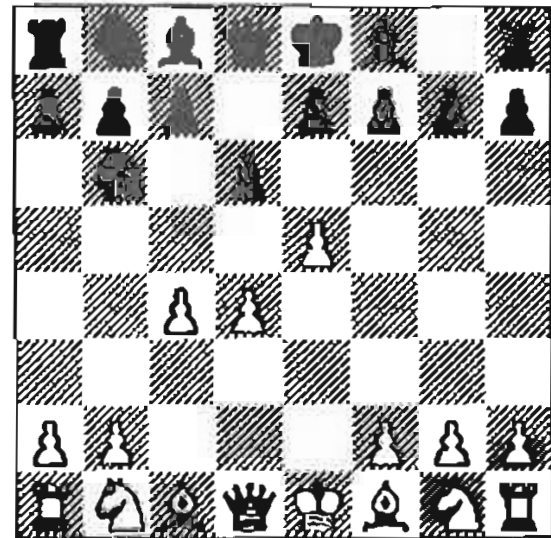
LYON awaits the first move from the Tourney's top-ranked player.. and is wondering whether to adopt "Solid"!? No comment from me!



7. White **LYON 020**
 Black **BCCS 2000 Elo**

Bishop's Opening, Marshall c/attack

The opponent hails from Mauritius! Here the LYON is a Pawn up which Philip expects it to hang on to for an eventual win. Black (a young banking student) commented, "I didn't expect "MEPH" (the computer's entry "nom de plume") to be so aggressive, and await my fate!" Move No:13. Black to play. Eval. +096.

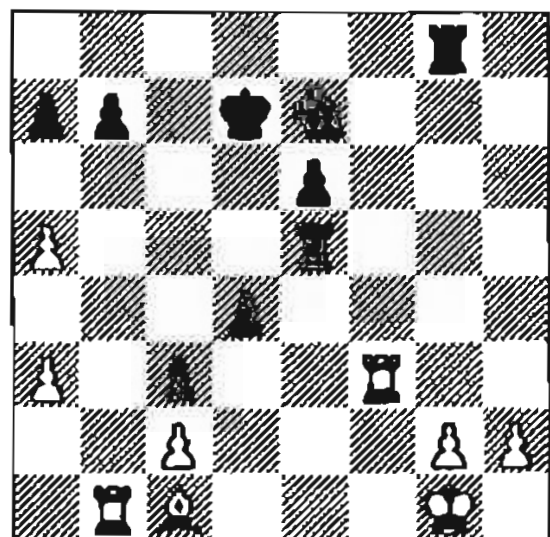
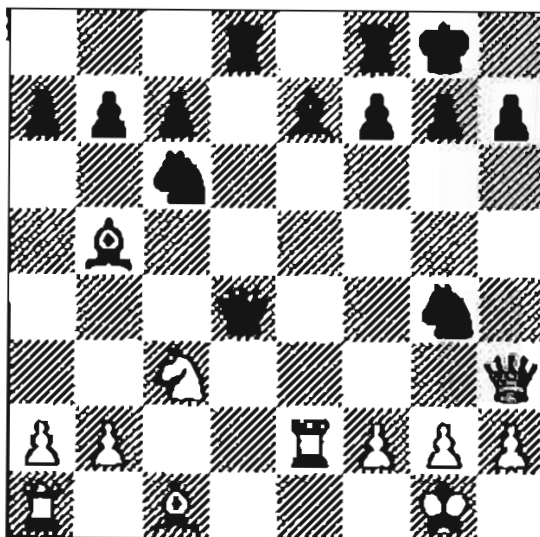


8. White **BCCS 2100 Elo**
 Black **LYON 020**

Alekhine's Defence.

Here are the Opening moves:- 1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4 Nb6. Philip notes that he had success with this in one of the completed games, so he'll be looking for a LYON special "shock-move" to get out of Book early. Philip likens "MEPH" to his English Bull-Terrier, encouragingly named CAESAR... they play to WIN!

9. White **2000 Elo** v LYON **68020** 10. White **LYON 68020** v **2000 Elo**



Move:16. White to play. Eval. +066 Move: 22. Black to play. Eval. -048

The opponent in both is a Maphisto **ACADEMY**, whose owner chose the Openings he wanted from MCO!

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ERIC HALLSWORTH (yes, no!): I need to raise some cash urgently. STRATOS £70; MEGA IV £80; MACH 2C £80 (2 LEDs intermittent fault). I hope the prices will encourage quick sales - ring me at work to order 0353 740323.

Stop Press!

I have received just in time for inclusion a selection of games using the forthcoming Mephisto RISC 1Mb, with a list of results which border on the staggering! I entered them into my RATING LIST last night, 3 days before everything is due at the Printer's, and they put the RISC 1Mb on 2416 Elo/227 DCF. Here are the individual scores:-

- v Meph VANCOUVER 68030(!) 12½-7½.
- v C/MACHINE THE KING/PC 41-26.
- v M CHESS 486/PC @ 33MHz 12½-7½.
- v Meph VANCOUVER 68020 7-3.
- v Fid MACH4+2325 68020-V7 50-15.

The scores were the results of testing by JEROEN NOONEN (programmer of Richard Lang's VANCOUVER Opening Book), so I think one can take it they are 100% okay! You'd like to see a couple of games? Why not!

RISC 1Mb - MACH IV. 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Be7 8.Qf3 Qc7 9.0-0-0 Nbd7 10.g4 b5 11.Bxf6 Nxf6 12.g5 Nd7 13.f5 Nc5 14.f6 gxf6 15.gxf6 Bf8 16.Rg1 b4 17.Nd5 exd5 18.exd5 Nd7 19.Nc6 Ne5 20.Qe3 h5 21.Kb1 Bh6? 22.Qxh6! Crushing: if ..Rxh6 22.Rg8+ Kd7 23.Bh3+ Ng4 24.Re1! so it's 1-0.

MACH IV - RISC 1Mb. 1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Be2 0-0 6.Bg5 Na6!? 7.Nf3 h6 8.Bh4 e5! 9.dxe5 dxe5 10.Nxe5 Qxd1+ 11.Rxd1 Nxe4 12.Nxe4 Bxe5 13.Be7?! Re8 14.Nf6+ Bxf6 15.Bxf6 Bf5 16.Kf1 Re6 17.Bd8? *Loses by force against correct play, which RISC 1Mb now shows us.* ..Nb4 18.a3 Nc6 19.Bxc7 Rae8 20.g4 Bc2 21.Rd2 Rxe2 22.Rxe2 Bd3, and 0-1.

The 2416 grading is +/-34 on standard deviation calcs: this means the RISC 1Mb should not be less than 2382 at worst. By SS/40 we'll have our own to test!

RATING LIST (c) Sol Search 39 April 1992

BCF Computer	Elo	+/-	Games	Pos
222 MEPH LYON 68030	2378	24	372	1
221 MEPH VANCOUVER 68030	2369	35	167	2
219 MEPH PORTOROSE 68030	2359	21	460	3
218 MEPH LYON 68020/20	2351	50	86	4
212 MEPH VANCOUVER 68020/12	2302	18	631	5
210 MEPH LYON 68020/12	2280	10	1900	6
209 FID ELITE 68040-V10	2279	55	69	7
206 MEPH VANCOUVER 68000	2255	25	344	8
206 FID ELITE 68030-V9	2248	19	583	9
205 MEPH PORTOROSE 68020	2241	11	1668	10
204 MEPH LYON 68000	2239	13	1144	11
201 MEPH ALMERIA 68020	2212	14	1003	12
198 MEPH PORTOROSE 68000	2191	12	1421	13
198 FID MACH4+2325 68020-V7	2188	13	1268	14
194 FID ELITE 2+68000-V5	2152	28	258	15
192 NOV DIABLO/SCORPIO 68000	2138	19	574	16
192 MEPH ROMA 68020	2137	14	1022	17
192 MEPH POLGAR/10	2136	18	608	18
190 MEPH ALMERIA 68000	2122	14	1025	19
189 MEPH DALLAS 68020	2114	14	996	20
186 FID MACH3+2265 68000-V2	2091	6	4728	21
186 MEPH MILANO	2091	40	135	22
185 MEPH NMS/5	2085	14	1047	23
184 MEPH POLGAR/5	2079	10	1927	24
184 MEPH MODENA	2076	77	36	25
184 MEPH DALLAS 68000	2072	12	1485	26
182 NOV SUPER FORTE-EXP C/6	2063	10	2016	27
182 MEPH MONDIAL 68000 XL	2058	17	723	28
181 MEPH ROMA 68000	2054	9	2206	29
181 MEPH ACADEMY/5	2048	10	1877	30
178 MEPH AMSTERDAM	2030	9	2363	31
178 NOV SUPER FORTE-EXP B/6	2026	13	1262	32
178 MEPH MEGA 4/5	2024	9	2794	33
177 FID MACH 2C 68000	2018	9	2610	34
177 KASP GAL-REN D/10	2018	13	1208	35
176 FID MACH 2B 68000	2009	26	302	36
175 MEPH SUPMOND 2-MCARLO 4	2005	31	224	37
175 MEPH NMI/5	2000	8	2737	38
174 FID TRAVELMASTER	1999	29	257	39
173 NOV SUPER FORTE-EXP A/6	1989	14	1093	40
172 MEPH MONTE CARLO	1978	29	252	41
171 CX6 SPHINX/4	1969	10	1830	42
170 KASP GAL-REN C/8	1967	26	313	43
170 KASP TURBO KING 2	1966	17	698	44
170 CONCH PLY-VICTORIA/5.5	1966	18	660	45
169 FID MACH 2A 68000	1957	25	338	46
167 NOV EXPERT/6	1939	31	222	47
167 NOV SUPER FORTE-EXP A/5	1938	12	1450	48
166 FID CLUB B 68000	1935	12	1449	49
165 NOV EXPERT/5	1924	26	306	50
164 NOV FORTE B	1918	10	1917	51
164 MEPH REBELL	1917	10	2042	52
164 FID AVANT GARDE/5	1916	11	1721	53
164 FID PAR E-ELITE-DES2100	1914	9	2538	54
163 KASP STRATOS-CORONA	1911	10	1963	55
163 NOV FORTE A	1909	9	2202	56
162 MEPH SUPERMONDIAL 1	1902	12	1388	57
162 KASP SIMULTANO	1901	15	931	58
162 FID CLUB A 68000	1899	29	242	59
162 CONCH PLYMATE/5.5	1898	10	2067	60
161 KASP GAL-REN B/6	1895	14	976	61
161 KASP TURBO KING 1	1890	24	350	62
160 COMCHES/6	1887	44	107	63
160 FID EXCELLENCE/4	1886	11	1728	64
160 NOV EXPERT/4	1884	14	962	65
159 CONCH PLYMATE/4	1872	24	372	66
158 SCI TURBO KASP/4	1869	20	512	67
158 CX6 SPHINX 40	1868	86	29	68
157 FID ELITE C	1860	34	182	69
156 FID ELEGANCE	1854	17	685	70
156 SCI TURBOSTAR 432	1854	12	1337	71
156 MEGHISTO NM2	1853	16	781	72
155 FID EXCELLENCE-DES2000	1847	11	1646	73
155 KASP GAL-REN B/4	1847	76	37	74
154 KASP PRISMA-BLITZ	1836	26	306	75

RATING LIST (c) Sol Search 39 April 1992

Human/BCF Computer	Elo	+/-	Games	Pos
2407 51	1828	20	509	76
2354 82	1823	7	3669	77
2327 10	1823	22	411	78
2196 16	1810	27	277	79
2263 52	1796	75	38	80
2263 15	1788	25	323	81
2180 13	1780	39	141	82
2258 182	1778	17	715	83
2090 33	1773	12	1300	84
2188 215	1770	31	213	85
2127 25	1760	31	213	86
2199 130	1759	14	987	87
1888 2	1757	14	1096	88
2210 57	1743	19	585	89
2052 64	1743	16	825	90
2085 54	1741	24	354	91
2104 31	1735	83	31	92
2080 197	1720	47	97	93
2116 223	1700	39	139	94
2062 11	1694	29	247	95
1902 11	1680	13	1279	96
2142 11	1666	15	916	97
2000 50	1632	112	17	98
2005 24	1615	13	1114	99
2060 77	1612	59	61	100

RATING LIST (c) PC PROGS 55/39 April 1992

BCF Computer	Elo	+/-	Games	Pos
219 C/MACHINE GIDEON/PC	2356	21	478	1
216 C/MACHINE THE KING/PC	2333	23	390	2
213 CHESS MACHINE 1 512/PC	2307	36	158	3
213 M CHESS 486/PC	2306	25	335	4
206 M CHESS 386/PC	2249	18	655	5
200 REX 486/PC	2200	46	98	6
194 M CHESS 286/PC	2150	22	433	7
192 FRITZ 386/PC	2136	40	131	8
191 PSION 2 386/PC	2132	46	101	9
189 ZARKOV 386/PC	2117	36	163	10
186 M CHESS/PC	2089	91	26	11
185 REX 386/PC	2081	21	457	12
182 ZARKOV 286/PC	2057	58	64	13
180 FRITZ 286/PC	2047	65	50	14
180 PSION 2 286/PC	2042	56	68	15
178 REX 286/PC	2024	66	49	16
174 CHESSMASTER 3000 286/PC	1997	65	51	17
171 PSION PDM 386/PC	1974	67	40	18
171 PSION 2/PC	1971	10	2018	19
169 PSION PDM 286/PC	1958	94	24	20
165 COLOSSUS X 386/PC	1927	94	24	21
164 C'MASTER 2100 386/PC	1915	48	91	22
164 C'MASTER 2100 486/PC	1913	94	24	23
154 PSION PDM/PC	1836	34	185	24
152 CHESSMASTER 3000/PC	1819	68	46	25
149 SARGON 3/PC	1798	46	100	26
148 CHESSPLAYER 2150/PC	1789	43	115	27
148 CHESSMASTER 2100/PC	1788	28	265	28
147 CHESS CHAMPION 2175/PC	1778	28	259	29
145 FINAL CHESSCARD/PC	1764	38	148	30
142 PSION QL/PC	1740	54	73	31
140 SARGON 4/PC	1725	46	98	32
140 CHESSMASTER 2000/PC	1725	22	414	33
135 COLOSSUS 4/PC	1681	30	240	34
128 COLOSSUS X ATARI/PC	1628	53	75	35
124 COLOSSUS 2/PC	1598	77	36	36

Hope to see you again
in a couple of months.
Best wishes Eric

