

Computer Chess News Sheet

SELECTIVE SEARCH 40

Jun-Jul 1992



Editor's Note: The purpose of SELECTIVE SEARCH (launched as the NEWS SHEET in 1985) has always been to survey the CHESS COMPUTER scene, with special emphasis on reliable assessments of the PLAYING STRENGTHS of the many machines now available. My work at COUNTRYWIDE COMPUTERS is of help in this as they provide financial backing, plus some time off during office hours to prepare part of the material. **PRICE £2 per ISSUE**

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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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Another 28 page "super Issue", with plenty of Games and good Readers' Articles. Plus the introduction of a Letters page (we'll see how it goes!). The **RATING LIST** level has dropped slightly, due to one or two disappointing results, so the "PROGRESS TO 2800" Table has had a year or two added to it (see Back Page).

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LETTERS TO THE EDITOR

Dear Eric,

Reading that best seller Selective Search the other day. Trying to take it all in. When suddenly, like a Mouse finding its way barred by an Elephant, I nearly fainted. There was ~~my~~ ~~name~~ printed in that highly controversial scandal sheet.

Calming down I thought, "No, this must be another Alex Allison. Perhaps some great chess player with an Elo of 2900. Not some unknown rated at only 2800. All right then, 28 Elo - I just add the zero's, but I live in hope. But will I now have to go into hiding? Some people are born to greatness, but to have it thrust upon them by Selective Search!?

Listen. When I play a game of Chess against a Chess Computer, I want the Computer to move straight away, and with a move Kasparov would be proud of. At the same time I want to be able to take as long as I like. Thinking nothing of leaving the Machine in the middle of a game (it thinks I am off to watch some T.V show - maybe I am), only returning when I am sure I have the winning move. Try that against your Human friend and see what happens. Plus if you do lose a Game to the Computer. Well, who is to know? The day they make a Computer that can 'phone Selective Search, and brag that it has just beaten its ~~Master~~ 9-0 is quite the reverse of what we have now. But it is the day I think we all dread.

I think about reading Selective Search and finding Chessmaster 3000 telling the world that it has beaten me! How will I react? What if it concludes that I, Alex Allison, its Master, am not very good. Or if it spells Master with a small 'm'? Or refuses to play me again until I've been upgraded!

Yours sincerely
ALEX ALLISON.

And a 'PHONE CALL to the Editor

Dear Eric,

KASPAROV will LOSE A GAME to a Computer before the end of 1995; and a proper MATCH by the end of 1999.

Best wishes..... ALASTAIR CARGILL.

Actually, there was a lot more to it than that of course - Alastair is a lecturer at the University of York in the first place, so I take his views seriously! He was responding to the TABLE on page 5 of SS/39 and the implication that a COMMERCIALLY available Computer could reach 2800 Elo late in the year 2000. He followed up the 'phone call with a letter and some Computer generated graphs based on research using SELECTIVE SEARCH ratings since the FIRST Issue! Who can argue with that?! And the graph-line reached 290 BCF (2920 Elo!) on each occasion at December 1999! We'll see!

RESULTS SECTION

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TONY SHERLOCK and **DES TAYLOR** are regular contributors with scores from their various matches using different **NOVAG SUPER FORTE** versions, **MEPHISTO ACADEMY** and **MEPHISTO LYON**. Their latest efforts, whilst played at a Time Control too fast for Rating List inclusion, are producing a closer score than expected:

15 min. Blitz: **MEPHISTO LYON 68020_22**, **NOVAG SUPER FORTE C/6_9**

30 min. Blitz. **MEPHISTO LYON 68020_35½**, **NOVAG SUPER FORTE C/6_17½**

40/60 mins. **MEPHISTO LYON 68020_8**, **NOVAG SUPER FORTE C/6_8 (!!)**

G SEDMAN is trying out the **FRITZ** program on his 386SX/16. He commends the database system with easy game storage, but was disappointed when it stood at 1-5 against his **NOVAG SUPER FORTE C/6**. However it gained a couple of wins in the last 4 games, and improved to 3½-6½. All played at 40/2.

The **CRA (USA's COMPUTER RATING AGENCY)** has been BUSY! We referred in SS/39 to the **RAPID** Chess test result for the **Fidelity ELITE PREMIERE (2430 USCF, from 40 games)**. The **PREMIERE** is TWO programs in ONE board! - **Fidelity's 2265/MACH 3**, and **Mephisto's VANCOUVER 68000**. It was the **Richard Lang VANCOUVER** program which got the Rating - at THAT time the **HIGHEST EVER** in a **CRA** test! The **PREMIERE** runs at 16MHZ with 128K RAM. It's **CRA** Result is slightly higher than one would expect, even allowing for +100 or so for the USA. However it came down to earth a little in **Larry Kaufman's** match with it against the new **Mephisto RISC**, when it lost 1½-6½ at the same **RAPID/Game** in 30 time control.

Since then the **Mephisto RISC** and the **Novag DIABLO** have also undergone the same test... with a **SURPRISING** result! The much-vaunted **RISC** was held to 2405 USCF, not that far ahead of the **DIABLO's 2309 USCF** figure. Again each played 40 games.

In a **CRA BLITZ** tests, the **Mephisto VANCOUVER 68020** got an excellent 2610 USCF, the **Mephisto RISC** got a massive 2678 USCF, and the **Novag DIABLO** also did very well again with 2510. Again, each Computer played 40 games.

ALASTAIR SCOTT has been playing the **TRAVELMASTER** against **ZARKOV** (on a 386/16). He considers it the best Computer v. Computer match he has played, with both programs quite evenly matched and always looking to attack. Time control was 60/60, and the score **ZARKOV 386_6**, **TRAVELMASTER_4**.

Here is probably the most exciting of the 10:-

White ZARKOV, Black TRAVELMASTER.

1..c4 e5 2.Nc3 Nc6 3.g3 Nf6 4.Bg2 Bb4 5.Nf3 0-0
6.Nd5 e4 7.Nh4 Bc5 8.Nc3 Re8 9.Qc2 Nd4 10.Qb1
Qe7 11.e3 Nc6 12.d4 Bb4 13.Bd2 d6 14.d5 Na5
15.b3 g5 16.a3 Nxc4 17.bxc4 Bxc3 18.Bxc3 gxh4

19.gxh4! (allowing its own K-side to be smashed, but opening up lines against the Black castled-King... with its own safely in the centre!) Ng4 20.h3 Nh6 21.Rg1 Kf8 22.Bxe4 Qxh4 23.Bg7+ Ke7 24.Bxh7 Qxh3 25.Qe4+ Kd8 26.Bf6+ Kd7 27.Rg8!! (Alastair wants to know how many exclamation marks we should give ZARKOV for this. He suggests two at least!) Nxg8 28.Bf5+ Re6 29.dxe6+ Ke8 30.Bxh3 Nxf6 31.Qh4 Ke7 32.Qh8 Ne8 33.exf7 Kxf7 34.Qh5+ Ke7 35.Qg5+ Kf7 36.Bxc8 (1-0)

Finally, Alastair is after a copy of PSION 2 for the PC - 'will pay' he volunteers! Ring him on 0932 352864 if you want to sell yours.

BRIAN NEENAN's latest TRAVELMASTER results were updated in SS/39. Since then he has continued hard-at-work. TRAVELMASTER_8, CHESSMASTER 3000/PC_4; TRAVELMASTER_9, PSION 2/PC_3.

Surprising to see CHESSMASTER 3000 doing better than PSION 2?! But MIKE WATTERS has another good score for it:- CHESSMASTER 386/PC_3, VANCOUVER 020_5 ((2 wins, 4 defeats, 2 draws so far).

But back to BRIAN, as he also entered his TRAVELMASTER in the Surrey Easter Congress! The TOURNAMENT was limited to players under 170 (so Brian must have persuaded the Organisers to ignore the SS/RATINGS!), and using a 48/2 hrs time control. TRAVELMASTER did excellently.. and not just because it went through the whole Tourny without a bug showing up! It scored 5½/7 to obtain a 184 BCF grading (2072 Elo)! No games available I'm afraid, but a great result placing it in 3rd position.

Still with the TRAVELMASTER, CHRIS MURRAY told us it was losing 4-6 to a MONTE CARLO in SS/39 at the half-way stage of his Match. However a burst of 4 consecutive wins from games 14-17 helped turn this right round, and the final score was 11-9 to the TRAVELMASTER!

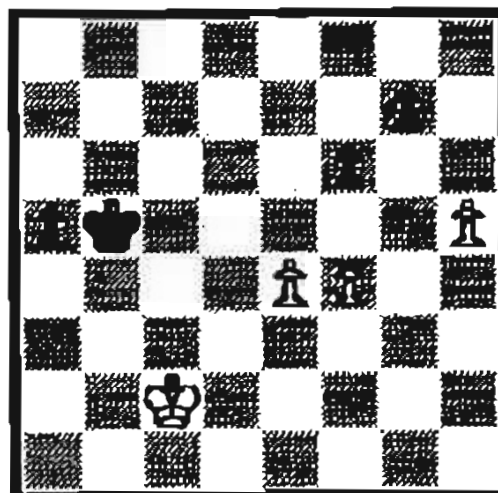
MICHAEL HEALEY and EDDY WAKEFIELD had the Mephisto VANCOUVER 68000 at the NORTH OF ENGLAND INTERNATIONAL, HALIFAX, early in May. No upper limits on playing strength here of course (in fact G.M MICHAEL ADAMS won with 6/6!). Even so there is no doubting this was a most disappointing result for the VANCOUVER, considering the fine results against humans it has had in, as far as I know, all of its other similar appearances. The time control was 40/2 then a 30 min finish, but VANCOUVER only managed 50% at 3/6 and a lowly 173 BCF (1985 Elo). Some games in the next Issue with luck.

Finally, a welcome to the new WELSH MAGAZINE, KNIGHT MOVES. 12 Issues will cost you £19 from "KNIGHT MOVES", 20 MYSYDD TERRACE, SWANSEA SA1 2PZ. The Editor is SS/Reader LEIGHTON COLLINS and they are carrying a regular CHESS COMPUTER column, as well as making use of the SS/RATING LIST to ensure accuracy.

Graham White ENDGAME CORNER

The following position arose towards the end of a game between my **NACH 3** and **VANCOUVER 68020**. At first sight the position seems simple with **Black**, to move, having the seemingly decisive advantage of the outside passed Pawn.

However appearances are often deceptive, and a second look shows this to be in fact a most complex and tricky position. The reason is that **White** has a horrible threat. If it were **White's** turn to move, he would break through to Queen a Pawn by: 1.e5 fxe 2.f5, followed by 3.f6 guaranteeing that one of his Pawns would promote. So looking again it now seems unlikely that **Black's** King can get back in time to stop this. But it will have to try and, while it does, the otherwise winning a-Pawn looks sure to drop.



But **VANCOUVER's** analysis of this endgame is quite brilliant and it, absolutely immediately, finds the one route for **Black** to actually win!

1... Kc4!!

VANCOUVER shows +200 playing this move, which it found instantaneously. If Kc5? then 2.Kc3! However 1..a4 is worth analysing... see below.

2.e5! fxe5! 3.f5 Kd5 4.f6! Ke6!

Correct! We do not apologise for all of the exclamation marks. Every one represents the absolute best move. For **White** each one creates the most complications and demands highest accuracy from his opponent. For **Black** any variation throws away the full point.

5.fxg7 Kf7 6.h6 e4

Or a4 which also wins. One of the Pawns must Queen. It is a solution worthy of a special study, and I have prepared one for inclusion at the end of this Article.

The **VANCOUVER** not only saw this line immediately, but also evaluated consistently as +200 for **Black**, even when playing 1..Kc4, as it knows **Black** will be able to Queen from comparing the positions of the Pawns, without having to calculate the variations right through to Queening! This is due to its special endgame algorithms which enable it to solve such positions by analysing only 5 moves ahead, instead of the more "normal" 11 moves!

How big this advantage is with these unique instructions is illustrated by comparing the performances of other programs from the same position.

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MACH 3 goes 1...a4?!

This does not throw away the game as appears at first sight, with MACH 3 finding the only way to hold on to a draw. It can only just do this and has, of course, missed VANCOUVER's winning route.

2.e5 f5!

If 2.fxe 3.f5! wins.

3.Kb2 Kc5 4.Ka3 Kb5

Any attempt to 'force' a win will result in a win for the other side!

5.e6 Kc6 6.Kxa4 Kd6 7.Kb5 Kxe6 8.Kc6 Kf6 9.Kd6 g5!

If 9..g6? 10.h6! wins after Kf7 11.Ke5 Kg8 12.Kf6 Kh7 13.Kg5 etc.

10.hxg(ep)

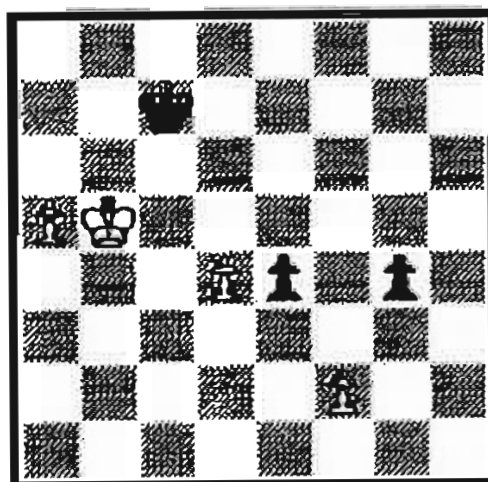
10.h6? wont work now, of course, as gxf 11.h7 Kg7 12.Ke5 f3 etc.

10..Kxg6 11.Ke6 Kg7 12.Kf5 Kf7 and a known draw.

When MACH 3 is shown the VANCOUVER analysis, it needs 3 mins. to find Black's winning 4..Ke6! It also needs to search 10 ply before 6..e4 to find that Black is forcibly Queening.

The MILANO actually plays 1..Kc4, but thinks the endgame is losing for Black once it sees White's 3.f5 tactic, so here is an example of a Computer finding the right move without knowing why! Like MACH 3 it also takes 3 mins. to get a slightly plus score at 4..Ke6! Later it needs 9 ply to analyse that 6..e4 gets Black a new Queen.

I liked the theme of this endgame so much that I composed a study based on it. It is White to play and win.



Here is the solution, with the key variations:-

1. Kc4 e3 2.Kd3! exf 3.Ke2 g3 4.d5! 1-0

... .. Kc6 4.Kxf2 Kb5 5.Kg3 Kxa5 6.Kxg4 Kb6 7.Kf5 Kc6 8.Ke6 1-0

... .. Kb5 7.Kf5 1-0

... Kc6 2.d5+ 1-0

... Kb7 2.d5! 1-0

... Kd6 2.g6! Kc6 3.d5+ 1-0

The VANCOUVER found the winning solution (1.Kc4) immediately, with a +145 eval. after 5 secs. and +360 in 40 secs. However neither MACH 3 nor MILANO were able to solve it within the half hour I gave them both.

WELSER TOURNAMENT 1992
The UNOFFICIAL WORLD CHAMPIONSHIP?!

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This outstanding Tournament for **COMMERCIALY AVAILABLE Computers and Computer PC Programs** took place in March 1992. Just a list of the entrants quickly whets the appetite! There were 40 in all for this 9 Round Event, listed here in "seeding" order according to SS/RATINGS:-

1 Meph VANCOUVER 030 2378, 2 GIDEON/PC 2356, 3 THE KING/PC 2333,
4 M CHESS 486/50PC 2326, 5 Meph VANCOUVER 020 2302, 6 Meph VANCOUVER 000 2255,
7 Fid ELITE 030-v9 2248, 8 Meph LYON 000 2239, 9 Fid MACH IV 020/28 2228,
10 Meph ALNERIA 020 2212, 11 ZARKOV 486/33PC 2174, 12 Meph ROMA 020/28 2167,
13 Meph MM5/10 2145, 14 Nov SCORPIO 2138, 15 Meph POLGAR/10 2136,
16 FRITZ 386SX/20PC 2136, 17 PSION 2 ATARI TT/PC 2132, 18 Fid MACH III 2091,
19 Meph MILANO 2091, 20 Meph MM5 2085, 21 Nov SUPER FORTE C/8 2083,
22 Meph POLGAR 2079, 23 Meph MM4/10 2060, 24 Meph MONDIAL 68000XL 2058,
25 Meph ROMA 000 2054, 26 Meph ACADEMY 2048, 27 Saitok ANALYST D/12 2038,
28 Meph MEGA IV 2024, 29 Meph MM4 2000, 30 NINZO 386/33PC 2000 (est),
31 Nov SUPER EXPERT A 1989, 32 CXG SPHINX/4 1969, 33 Saitok TURBOKING II 1966,
34 Nov FORTE B 1918, 35 Fid PHANTOM-2100 1914, 36 Saitok SIMULTANO 1901,
37 Meph MM2 1853, 38 Fid KISHON CHESSTER 1847, 39 Nov SUPER CONSTELLATION 1823,
40 Novag SUPER VIP 1788.

Not bad, eh!? Notice that M CHESS was running on a 50MHz 80486! GIDEON and THE KING are the two ChessMachine PC RISC programs, of course. The NINZO/PC program is something new from an Austrian programmer, which runs only on 386/486 systems with a min. of 2MB memory. The PHANTOM contained the Fidelity DESIGNER 2100 program, but KISHON CHESSTER is NOT the CHESSTER one sees advertised at £149 with the 2100 program, but a weaker £99 version, more like an EXCELLENCE/3.

Are you ready? Off we go - with highlights from each Round, a few games, and a careful eye on the leader board!

Round 1. VANCOUVER 68030, the "favourite", had a moderately easy start and a 300+ Elo advantage over ROMA 000. But Richard Lang has become accustomed to early shocks - remember his 1/3 start in the official Vancouver World Micro? So perhaps it was no surprise to him when his very solid non-hash table, 4 years older, 8 times slower ROMA program scraped a 61 move draw! However all of the next group of pre-Tournament favourites won: THE KING over SUPER FORTE C/8, GIDEON in 48 moves over MONDIAL 68000XL, M CHESS 486 over MM4/10. With the VANCOUVER 020 winning against ACADEMY, and VANCOUVER 68000 beating MM4, Richard Lang's start was not so bad in the end... certainly better than Fidelity's with their ELITE 68030 losing to PSION ATARI TT.

A strange occurrence was that there were only 2 draws in the 20 games: the one mentioned above, and FRITZ 386-PHANTOM.

Round 2 saw THE KING getting the full point against MACH 3. That was to be expected, but the Spracklens program seemed to be showing its age with ELITE 68030 only drawing against NIMZO 386, and MACH IV 020/28 losing to 'dark horse' ZARKOV 486 (remember, ZARKOV was an early winner against Mephisto VANCOUVER 030 in the ACM Tournament, though it was running on incredible hardware there). GIDEON beat MM5/10, M CHESS 486 beat MILANO, all three VANCOUVERS won, with VANCOUVER 68020 beating SCORPIO. And ROMA 000 stayed on 100%, beating FRITZ 386.

Once more there were only two draws! ELITE 030 and NIMZO mentioned above, and the brave SUPER VIP against ANALYST D/12, with a 3-fold repetition at move 23! The biggest turn-up was perhaps MM5 beating LYON 000 in 45 moves. Or maybe the elderly MM2 beating MEGA IV?!

Round 3 became the third in succession with only 2 draws from the 20 games! These were SUPER EXPERT A-MACH III, and FORTE B-KISHON CHESSTER (the first points for both of these).

At the top of the table were 4 matches between the 100% players: THE KING beat VANCOUVER 68000, GIDEON beat ALMERIA 020, M CHESS 486 beat ROMA 020 (in only 39 moves - in fact ROMA showed -999 at move 32 but wouldn't resign! See game below), and VANCOUVER 020 beat MM5.

The only other program with 2/2 coming into the round was ZARKOV 486, and it was due to play VANCOUVER 030, on 1½/2, which would give the latter a nice chance for some belated revenge! But it was not to be, as I rather think you might have guessed. (Again, see this game below).

MACH IV/28 beat ROMA 00, and ELITE 030 beat TURBO KING II, so the Spracklen programs had a better day. MM2 also got its 2nd. successive win, and once again to the displeasure of Mephisto by, this time, beating the MILANO! In a PC clash, NIMZO 386 (with Black) beat FRITZ 386.

M CHESS 486/PC-Meph ROMA 020/28

1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 exd5 5.cxd5 d6
6.e4 g6 7.f4 A pleasingly aggressive line! 7...Bg7 8.Bb5+
Nfd7 9.a4 Qh4+ 10.g3 Qe7 11.Nf3 0-0 12.0-0 Na6
13.Re1 Nb4 14.Qb3 a6 15.Bf1 Re8 16.Bd2 b6
17.Na2 a5 18.Bc3 Nf6 19.Bxf6 Qxf6 20.e5 dxe5
21.Nxb4 axb4 22.Bb5 Rd8 23.fxe5 Qf5 24.e6 Diagram
1. 24...Bb7 Shouldn't the Pawn be taken?...fxe6! 25.e7 Re8
26.Rad1 Bxb2 Looks as if it wins a Pawn, but...! 27.Qxb2 Qxf3
28.Rd3 I believe 28.Qe5 fails to Rxe7 29.Qxe7 Bxd5. 28...Qf5 29.d6
Bc6 Most probably Black's best reply to White's excellent central Pawn attack,
though nothing can save him now. 30.Bxc6 Qxd3 31.d7 Rxe7
32.Rxe7 Rf8 Roma now reads -999, but the operators played on for a
while. 33.Re8 Qd1+ 34.Kg2 b3 35.Rxf8+ Kxf8

36.Qh8+ Ke7 37.Qe8+ Kf6 38.d8Q+ Qxd8 39.Qxd8+
Enough! 1-0.

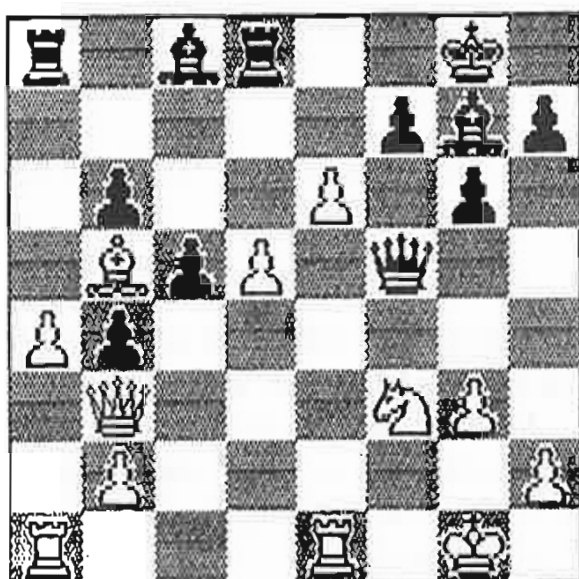


Diagram 1

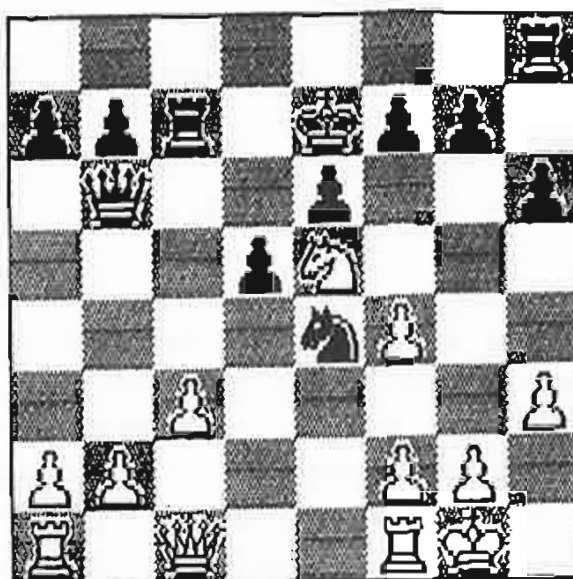


Diagram 2

ZARKOV 486-VANCOUVER 030

1.d4 d5 2.Nf3 c6 3.Bf4 Zarkov is already out of Book!
3...Nf6 4.e3 Qb6 So is Vancouver - as you can probably tell, with one
of those wandering Queen moves we aren't supposed to see so often nowadays!
5.Qc1 Bg4 6.Be2 c5 7.dxc5 Qxc5 8.Nbd2 Nbd7 9.h3
Bh5 10.Nb3 Qb6 11.Nbd4 e6 12.Bg3 Rc8 13.O-O Ne4
14.Bf4 Bd6 15.Bb5 Bxf4 16.exf4 Bxf3 17.Bxd7+
Kxd7 18.Nxf3 h6 19.Ne5+ Ke7 20.c3 Rc7 Diagram 2. A
position from which one would not expect Vancouver 030 to lose. 21.a4
Rhc8 22.Kh2 f6 23.Nd3 d4 24.Qe1 Nc5 25.a5 Qd6
26.Nxc5 Rxc5 27.Qe4 dxc3 28.bxc3 Rxc3 29.Rab1
Not 29.Qxb7 when R8c7 30.Qe4 R3c4 31.Qg6 Qxf4+ leaves White a Pawn up with good
central control. 29...b6 30.axb6 axb6 31.Rfd1 Qc7
32.Qb4+ Rc5 I don't like this self-pin and prefer 32...Kf7. 33.Rd4
b5 34.Rbd1 Qc6 35.Qa3 Rc7 I would still like to see the pin
broken - maybe by Ke8. 36.Rd8 h5 37.Qg3 Kf7 38.R1d6 Qe4
38...Qb7 is preferred here. 39.R6d7+ Rxd7 40.Rxd7+ Ke8
41.Rxg7 So, the plus-Pawn has gone. But still who would expect Vancouver to
go down from here? 41...Rf5 42.Rg8+ Kd7 43.Qg7+ Kd6
44.Qf8+ Kd5 45.Qa8+ Kd4 46.Qa1+ Kc5 The King hunt has
shown up Black's difficulties. Here 46...Kd5 loses to 47.Rd8+. 47.Qc3+
Qc4 No choice - King moves allow mate in 4. 48.Rc8+ Kd6 49.Rxc4
bxc4 50.Qxc4 Kd7 51.Kg3 Rd5 52.Qc3 Ke7 53.Qc7+
Kf8 54.Qh7 Ke8 55.Qg8+ Ke7 56.Qg7+ Kd6 57.Qxf6
Kd7 58.Qf7+ Kd6 59.Qe8 Rf5 60.Qd8+ Kc6 61.Qe7
Kd5 62.Qd7+ Kc5 63.Qxe6 Rd5 64.Kh4 And Black gave it up
a couple of moves later. 1-0.

Leaders after 3 ROUNDS

3 THE KING, GIDEON, M CHESS 496, VANCOUVER 020, ZARKOV 486

2½

2 LYON 000, MACH IV 020/28, VANCOUVER 000, ALMERIA 020, ROMA 020/28,
MM5/10, POLGAR/10, SCORPIO, MM5, POLGAR, MM2.

The programs near the bottom were pretty much as expected, except that FRITZ 386 was not looking so healthy with only ½/3.

Round 4 was clearly going to be vital, with 4 of the 5 still on 100% again meeting each other. VANCOUVER 020 had White against THE KING and won after a long 84-mover thanks to better end-game knowledge. GIDEON was White against M CHESS 486. With its 50MHz 80486 processor, M CHESS was actually the highest powered of the programs. Of course everything playing was a proper commercially obtainable computer, but it is perhaps worth noting the ChessMHz of the fastest entrants (see SS/34 and 37 for full Articles on this subject):

75 CMHz M CHESS 486
50 CMHz ZARKOV 486
43 CMHz VANCOUVER 030
38 CMHz ELITE 030-v9
30 CMHz GIDEON, THE KING
25 CMHz MACH IV 020/28, ROMA 020/28
21 CMHz NINZO 386/33
12 CMHz ANALYST D/12
11 CMHz PSION ATARI TT, FRITZ 386SX/20, VANCOUVER 020, ALMERIA 020
10 CMHz POLGAR/10, MM5/10, MM4/10
9 CMHz SCORPIO, MACH III
8 CMHz SUPER FORTE C/8
7 CMHz VANCOUVER, LYON, ROMA, MONDIAL XL 000
and 16 others on 6 CMHz or less.

Well, that should provide some of the Programs with good excuses!

Anyway, GIDEON beat M CHESS and confirmed our Ratings in spite of the speed gap, so the **joint leaders** were now VANCOUVER 020 and GIDEON/PC. What about ZARKOV 486, you rightly ask. Well, after beating the VANCOUVER 030, it was playing what by comparison must have seemed a "measly" LYON 000... and, as you might correctly guess, the LYON won!

The MACH IV 020/28 was moving up nicely, now with a win over POLGAR/10. A surprise was MM5 beating ALMERIA 020. In another match featuring opponents close to the leaders, VANCOUVER 000 beat SCORPIO. MM2 came crashing down to earth, losing with White against MM5/10. VANCOUVER 030 beat ANALYST D/12 to cheer Mephisto fans, but MILANO lost again, this time in 62 moves against SUPER EXPERT A. SUPER VIP surprised the FORTE B with a useful win in 80 moves. And in the

battle to get off the bottom, SUPER CONNY (0/3) and SPHINX/4 (0/3)... drew!

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There were one or two shorter games in this Round (but 5 draws, which seems a bit more 'normal'). One which came to a sudden sort of end follows:-

ROMA 020/28-POLGAR

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Bd3 Nc6 5.c3 Nf6 6.Bf4 g6 7.h3 Bg7 8.Nf3 Nh5 9.Bh2 0-0 10.0-0 Nf6 11.Nbd2 Bd7 12.Re1 Rc8 13.Qb3 b6 14.Qd1 a5 15.Qe2 Re8 16.Ng5 a4 17.Ba6 Ra8 18.Bb7 Ra5 19.Bxc6 Bxc6 20.Nxf7! Qc8 If 20...Kxf7 21.Qe6+ and 22.Qxc6 with a big advantage. 21.Ng5 Bb5 22.Qe6+ Qxe6 23.Rxe6 Ra6 24.Rae1 a3 25.b3 Rc8 26.Rxe7 Rxc3 27.Ne6 Bh6 28.Nb1 Diagram 3. 28...Rc1 A bad move, not expecting the exchange on c1, and not seeing that the h6/B is needed to discourage the check on g7. 29.Rxc1 Bxc1 Polgar is showing only -147 here. 30.Rg7+ And Roma shows +628... which is about right! 30...Kh8 31.Rf7 With mate threat on f8. 31...Bh6 32.Rxf6 Bg7 33.Nxg7 Kxg7 34.Be5 And Black gave up! 1-0.

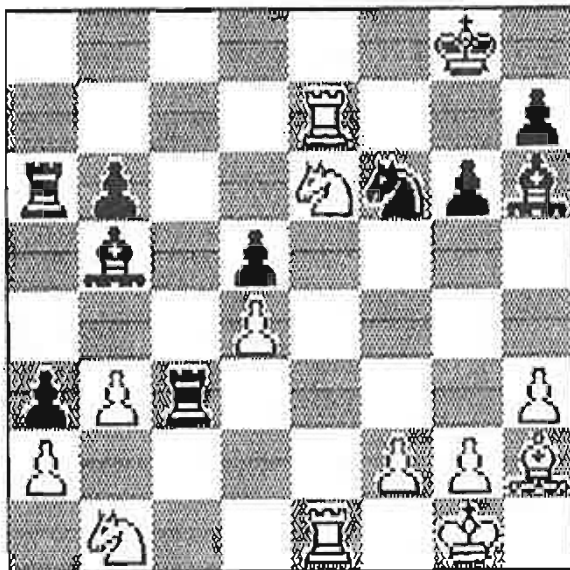


Diagram 3



Diagram 4

And here was that nasty shock for FORTE B from the little SUPER VIP...

SUPER VIP-FORTE B

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6 5.Nc3 e6 6.Nf3 Be7 7.cxd5 exd5 Forte goes out of Book. 8.Bb5+ Bd7 9.Bxd7+ Qxd7 10.Ne5 Qc7 11.Bg5 Nc6 12.0-0 Diagram 4. 12...Nxe5 Horizon effect error, as Forte is unable to see the final outcome of exchanges. 12...Qd6 was probably best. 13.dxe5 Qxe5 It was better to admit the mistake, and play 13...Ng8 here (around -180). 14.Bxf6 Qxf6 15.Nxd5 Deadly, and missed by Black at move 12. The buoyant Super VIP reads +401! 15...Qd6 16.Re1 Rd8 17.Qa4+ Kf8

18.Nxe7 b5 19.Qxa7 g6 ...somehow the Forte B survived until move 80, but the remainder was much less interesting.

Round 5 inevitably saw the vital clash between the pair still on 100% with 4/4 - VANCOUVER 020 and GIDEON. Could the 32 bit VANCOUVER do an unexpected "double" over its ChessMachine opponents, having beaten THE KING in Round 4? See the game below to find out!

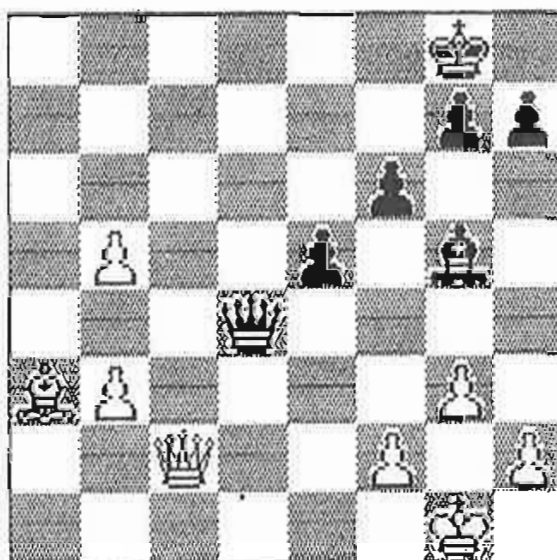
Before you get there, however, there were some surprise results once more in this Round. Not least was THE KING's loss with White against ROMA 020/28, which meant both THE KING and VANCOUVER 030 would already need help from elsewhere to get near 1st. place. M CHES 486 however was not sulking from a Round 4 setback, though it did take it 74 moves to dispose of VANCOUVER 000. Meanwhile the rise of MACH IV 020/28 was brought to a grim halt with a defeat as White against the MM5! There was yet worse for Fidelity, with the ELITE 030-v9 also going down to the program you never know what it might do next... ZARKOV 486 of course!

To complete an excellent day for the PC programs, NIMZO 386 beat ROMA 000, and FRITZ 386 beat the SUPER VIP. But it was still bad news all round for MILANO: yet another defeat, this time to a pre-decessor in MEGA IV. At the bottom of the table SPHINX/4 was having an even more miserable time, and lost to KISHON CHESSTER.

VANCOUVER 020-GIDEON

1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nf6 5.Nf3 Bg4 6.Be2 e6 7.O-O Both programs now out of their Books. **7...cxd4 8.Nxd4 Bxe2 9.Qxe2 Nc6 10.Be3 Nxd4 11.Bxd4 Be7 12.Rd1 Qc6 13.Rd3 O-O 14.Nd2 Rfd8 15.Rg3** An enterprising attack. **15...Rd5 16.Nc4 Qa6 17.b3 Rad8 18.Re1 Nh5 19.Re3 Bg5 20.Re5 Nf4 21.Qc2 f6 22.Rxd5 Nxd5 23.a4 e5 24.Bc5 b6 25.Ba3 Qc8**

26.g3 a6 27.Rd1 b5 28.Rxd5 Rxd5 29.Nb6 Qd8 30.Nxd5 Qxd5 31.axb5 axb5 32.c4 Qd4 33.cxb5
Diagram 5. 33...h5?? I suggest **33...Qa1+ 34.Kg2 Qxa3 35.Qc8+ Kf7 36.b6 Be3 ! 37.fxg3 Qxb3 38.b7 Qd3 39.Kf2 Qd2+ 40.Kf3 Qd5+ 41.Ke2 Qa2+ 42.Kd3 Qb3+ 43.Ke2 Qa2+ 44.Kf1 Qb1+ 45.Kg2** (aiming to escape the checks by getting to h3) **45...Qd3!** Now if **46.Kh3 Qf1+** draws. Or **46.Qc7+ Kg6** all White moves draw because of **Qe2+**.
34.Qc4+ Kh7 35.Qxd4 exd4 36.b6 d3 37.Kf1 d2 38.Ke2 f5 39.b7 h4 40.b8Q And Gideon resigned. 1-0.



Leaders after ROUND 5

5 VANCOUVER 020

4½

4 ZARKOV 486, MM5 (an outstanding start!), ROMA 020/28, GIDEON,
M CHESS 486

3½ LYON 000, MM5/10, VANCOUVER 030

3 MACH IV 020/28, MACH III, NIMZO 386, ALMERIA 020, VANCOUVER 68000, THE KING

2½... quite a few!

So on to Round 6, with somebody needing to start taking points off the VANCOUVER 020. But it was not to be ROMA 020/28 which went down despite having White. How favourable was White? As a matter of interest, final percentages from the full Tournament (last year's figures in brackets for comparison) were:-

White 43% (39%): Black 38% (33%): Draws 19% (28%)

In the struggle for 2nd. place, GIDEON made a forward move by beating the MM5 (though it took 82 moves), whilst ZARKOV 486 and M CHESS 486 drew. It was a good opportunity for VANCOUVER 030 to really close down the gap, but it missed the chance by drawing with MM5/10. THE KING stayed on the edge of the race with a 63 move win over LYON 000.

SCORPIO, having slipped just out of the leading group, improved with a win over NIMZO 386; as did ELITE 030-v9 by beating ANALYST D/12. The PC progs. were not doing so well in this Round - FRITZ 386 went down to the MEGA IV, getting mated on move 51. But maybe there were cheers from the MILANO fan-club as it beat struggler SPHINX/4. Also at the bottom, KISHON CHESSTER beat TURBOKING II. Early hero (or should it be villain?) MM2 lost to the SIMULTANO, and the PHANTOM lost to the SUPER CONNY. There's life in the old boy yet!

Leaders after 6 Rounds (3 to go)

6 VANCOUVER 020

5½

5 GIDEON

4½ ZARKOV 486, M CHESS 486

4 THE KING, MM5, VANCOUVER 000, ROMA 020/28, VANCOUVER 030, MM5/10

3½ LYON 000, MACH IV 020/28, MACH III, PSION ATARI TT, SCORPIO, ACADEMY,
SUPER EXPERT A, ELITE 030-v9, MEGA IV

3 ALMERIA 020, NIMZO 386, SIMULTANO

2½ POLGAR, ROMA 000, MM4/10, POLGAR/10, ANALYST D/12, FRITZ 386, FORTE B,
KISHON CHESSTER

2 MM2, SUPER FORTE C/8, MM4, MILANO... and we'll give the rest a final chance to improve before we mention them!

Round 7 surely produced a pairing that everybody wanted - VANCOUVER 68020 against the Lang "bogey-man" - ZARKOV 486! Once more I shall drive readers to

frustration by insisting you read a few more Round 7 comments first!

There were other vital clashes. If VANCOUVER 020 was to go down, then GIDEON could join it in 1st. place by beating the other RISC program, THE KING. Nor were there any G.M (or, more realistically, IM) draw agreements - but a draw it was after a marathon 89 moves.

This, of course, meant M CHESS could get back into the race... but it must play the VANCOUVER 030! The Round was certainly working out as excitingly as one could possibly hope with these pairings. Once more this is a game Readers should play through to get the flavour and tension of the event!

ROMA 020/28 dropped out of contention in Round 7, losing to the MM5! But ELITE 030-v9 stayed on the edge of things by beating MEGA IV, as did SCORPIO by winning over LYON 000. MACH IV 020/28 beat SUPER EXPERT A, and MACH III beat ACADEMY to give Fidelity a happy day... even PHANTOM won, over TURBOKING II.

The Mephisto Schroeder programs continued to overturn each other, with older programs regularly beating newer versions. In this Round MM4/10 beat POLGAR/10, and MILANO only drew with the basic MM4. As POLGAR lost to ANALYST D/12, it had not been exactly the best day ever for Ed Schroeder's supporters.

But now to the two games:-

M CHESS 486-VANCOUVER 030

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Nf3 Bg7 5.Be2 0-0
6.0-0 Bg4 7.Be3 Nc6 8.Qd2 e5 9.dxe5 dxe5
10.Rad1 Qc8 11.Qc1 Rd8 12.Rxd8+ Qxd8 13.Rd1 Qf8
14.h3 Bxf3 15.Bxf3 Rd8 Both now go out of their Books.
16.Rxd8 Qxd8 17.Be2 Bf8 18.a3 Qd7 19.Bc4 Nd4
20.Qd1 Bc5 21.Bg5 Qc6 22.Qd3 Bb6 23.Bxf6 Qxf6
24.Nd5 Qg5 25.Qd1 Ne6 26.Nxb6 axb6 27.g3 Nc5
28.Qf3 Qe7 29.b4 Ne6 30.Qd3 Ng7 31.Kg2 Ne8
32.Bd5 Nf6 The end of a long Black Knight-trek seems to have achieved little. In fact M Chess looks to have some winning chances now. 33.Bxb7 c5 34.Bc6 34.Bd5 looks better, as it is protected there. 34...cxb4 35.a4 Qc5 36.Bd5 Qc3 37.Qxc3 bxc3 38.Bc6 Kf8 39.Kf3 Ke7 40.Bb5 Kd6 41.Ke3 Kc5 42.f4 exf4+ 43.gxf4 Kb4 Diagram 6. An excellent series of King moves has given Vancouver the edge. 44.h4 Ka3 45.Bc4 Kb2 46.Bb3 Nd7 Springing (sorry!) into action to win the game. 47.h5! If 47.Bxf7 Kxc2 48.Bc4 Kb2 49.Bd3 Nc5! 50.Bc2 What else? 50...Kxc2, and the game is won. 47...f6 48.hxg6 hxg6 49.e5 fxe5 50.fxe5 Nxe5 51.Ke2 Nc6 52.Kd1 Nd4 53.Bf7 Nxc2 54.Bxg6 Ne3+ 55.Ke2 Nf5! An astonishing choice by Vancouver, just shedding the Knight... and with a +575 evaluation! 56.Bxf5 c2 57.Kf3 M Chess showed +140 right up to here,

so we are seeing big differences in the end-game knowledge of these two top programs. Incidentally, if 57.Bxc2 Kxc2 58.Ke3 Kb3 59.Kd4 Kxa4 60.Kc4 b5+, and Black wins this way too, of course. 57...c1Q 58.Kg4 Qc4+ 59.Kh5 Qxa4 60.Kg5 And White resigned. 0-1.

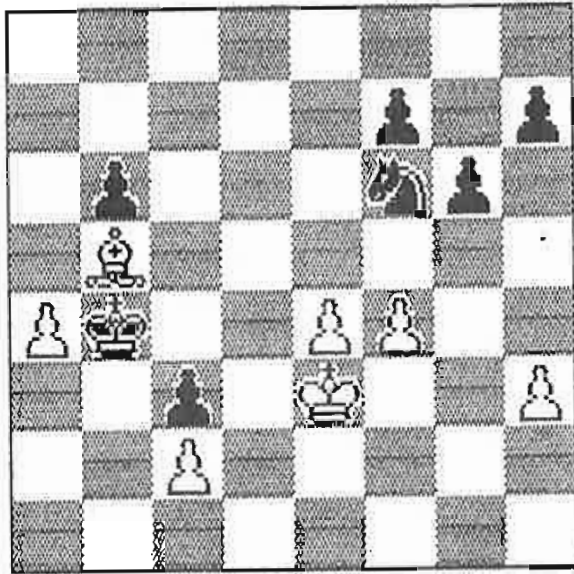


Diagram 6

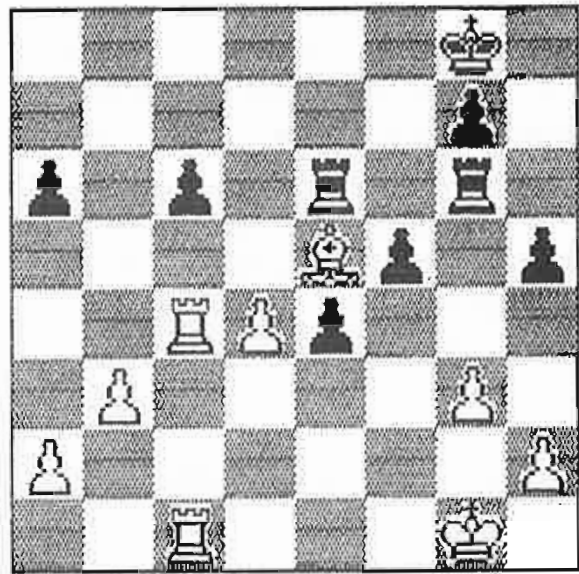


Diagram 7

VANCOUVER 020-ZARKOV 486

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Nxe4 6.d4 exd4 7.Re1 d5 8.Nxd4 Computer Books now ended. 8...Bc5?? MCO etc give 8...Bd6 9.Nxc6 Bxh2+ 10.Kh1 Qh4 11.Rxe4+ dxe4 12.Qd8+ Qxd8 13.Nxd8+ Kxd8 as the 'Book' line. 9.Bxc6+ bxc6 10.f3 Qh4 11.g3 Qh5 So Zarkov is in a mess this time already. Surely it can't extend it's 'Indian sign' successes over Richard Lang from here?! 12.c3 12.fxe4? Qxd1 13.Rxd1 Bg4 14.Rd2 dxe4 is certainly not as advantageous for White. 12...Be6 13.fxe4 Qxd1 14.Rxd1 dxe4 15.Be3 Rb8 16.b3 O-O 17.Nd2 Bxd4 18.cxd4 f5 19.Rac1 Bd5 20.Nc4 Rf6 21.Bf4 Bxc4 This hardly seems like the same Zarkov! Like many programs, they look good when they're on top... and not so brilliant losing! 22.Rxc4 Re8 23.Rdc1 Ree6 24.Bxc7 Rg6 25.Be5 h5 Diagram 7. In fairness this is a commendable attempt to create counterplay - and one which might work against some opposition! 26.Ra4 h4 27.Rxa6 hxg3 28.hxg3 Kf7 Sadly the mini-attack has fizzled out. The tempting try 28...Rxe5?! 29.dxe5 Rxg3+ 30.Kh2 Rg4 leaves the connected passed Pawns with just too much to do. 29.Kf2 Kf8 30.Ke3 Rxe5 31.dxe5 Rxg3+ 32.Kf4 Rf3+ 33.Kg5 e3 34.Rcxc6 e2 35.Ra8+ Announcing mate in 9! 35...Ke7 36.Ra7+ Kd8 37.e6 and you can work the rest out yourselves, I'm sure. 1-0.

Round 8. It was probably going to be too late, but the one thing the Tournament now needed was VANCOUVER 030 to be drawn against VANCOUVER 020... and put it in its place! The first part of the requirement was granted when the draw was revealed - and with the 030 as White! But there had been so many surprise

¹⁶ results! **Not** this time and, in 56 moves, VANCOUVER 030 gave itself and GIDEON at least an outside chance of sharing the Championship.

Has it not been astonishing how those in 2nd/3rd. places have let $\frac{1}{2}$ and full points drop **just** when they most wanted them! For GIDEON, now, came another chance, though the game was never likely to be an easy one against ELITE 030-v9. But it must have been disappointing after a series of early exchanges to see the game drag out into a 50-move rule draw.

High-flying MM5 kept up the pressure for a place way above its rating by drawing with VANCOUVER 000. And ZARKOV 486 confirmed its all-round potential with a draw against THE KING. M CHESS beat MACH III, and was almost sure now to get into the top 3 - as expected for this very strong program.

Of the surprises, MM5/10 beat MACH IV 020/28, MILANO remembered how you play the game with a 27 move crusher over FORTE B. SUPER VIP joined the list of victors over the hapless CXG SPHINX/4. NIMZO 386 beat ACADEMY confirming that it will be another PC program well worth checking out if it becomes generally available.

Leaders after 8 ROUNDS (so just one to go)

7 VANCOUVER 020

6 $\frac{1}{2}$

6 VANCOUVER 030, GIDEON

5 $\frac{1}{2}$ M CHESS 486, MM5/10, MM5/5

5 THE KING, ELITE 030-v9, VANCOUVER 000, ROMA 020/28, ZARKOV 486, PSION TT

4 $\frac{1}{2}$ MACH IV 020/28, ALMERIA 020, MACH 3, SCORPIO, ROMA 000, MM4/10, ANALYST D/12, NIMZO 386

4 LYON 000

3 $\frac{1}{2}$ FRITZ 386, MILANO, SUPER FORTE C/8, MONDIAL XL, ACADEMY, MEGA IV, SUPER EXPERT A, KISHON CHESSTER

The two Computers missing from the above and which must have expected to be there are POLGAR/5 (on 3), and POLGAR/10 (on only 2 $\frac{1}{2}$). The CXG SPHINX/4 is bottom with only a $\frac{1}{2}$!

MILANO-FORTE B

1.d4 Nf6 2.c4 e6 3.Nc3 c5 4.d5 exd5 5.cxd5 d6
6.e4 g6 7.f4 Bg7 8.e5 Nfd7 9.Nb5 dxe5 10.Nd6+
Ke7 11.Nxc8+ Qxc8 12.Nf3 Re8 13.fxe5 Nxe5
14.Bb5 Nbd7 15.O-O a6 Both programs are now out of their Books.
16.Nxe5 Bxe5 17.d6+ Diagram 8. 17...Kf8 17...Bxd6 did not
appeal to Novag it seems. Why? 18.Bg5+ f6 19.Bxd7 Kxd7 20.Rxf6 Qc6 21.Qg4+ Kc7
22.Bf4 Rad8 23.Rd1 and White will soon win the Bishop! 18.Qd5 Suddenly f7
looks horrifyingly vulnerable. 18...Bd4+ 19.Kh1 Bf6? 19...Nf6
releasing the Queen into play looks better, but 20.Bh6+ Kg8 21.Rxf6 Bxf6 22.d7!
is clearly very nasty. 20.Bh6+ Kg8 21.Bxd7 Qxd7 22.Rxf6

Re7 I thought this an amusing little move, seeing that the d6 Pawn is pinned!
23.Raf1 Rae8 24.Qb3 Unpinning the Pawn. **24...c4 25.dxe7!**
Did Black see this? **25...Rxe7 25...cxb3 26.Rxf7** is mate in 5. **26.Qxc4 a5 27.Rxf7** Announcing mate in 5. Some very enjoyable tactical play. 1-0.



Diagram 8

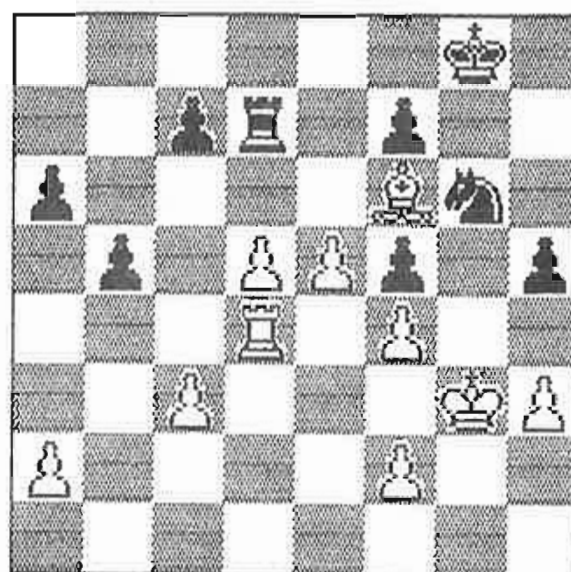


Diagram 9

The Final Round thus commenced with VANCOUVER 020, playing against MM5/10, and needing only a draw to be sure of outright 1st. place. The battle for 2nd. place was to be decided by a head-on meeting! This had been avoided so far due to VANCOUVER 030's poor start, so the GIDEON-VANCOUVER 030 meeting was a fine attraction for the last Round.

GIDEON-VANCOUVER 030

1.e4 e5 2.Nf3 Nf6 3.Nc3 Bb4 4.Bc4 0-0 The end of the Vancouver book: yet another example of the anti-Lang preparation in Gideon and King. **5.d3 d5 6.exd5 Nxd5 7.Bd2 Bxc3 8.bxc3** Gideon is also out of Book here. **8...Nc6 9.Rb1 Nb6 10.Bb3 Bg4 11.h3 Bh5 12.0-0 e4!** A nice-looking little positional Pawn sac! **13.dxe4 Bxf3 14.gxf3 Re8 15.Qe2 Qf6 16.Rfd1 Rad8 17.Kh1 Qf5 18.Kh2** The e4 Pawn is pinned of course. **18...Qe5+ 19.Kh1 Qh5 20.Kg2 Qg6+ 21.Kh2 Qf6 22.f4** But the resulting attack has got nowhere it seems. **22...Rd7 23.e5 Qf5 24.Be3 Red8 25.Rxd7 Nxd7 26.Rd1 a6 27.Qd3 Qxd3 28.cxd3 Nf8 29.d4** Everything has worked out fine for Gideon - the position has simplified, he's a Pawn up, and showing +143. **29...Ne7** Vancouver agrees, at -142. **30.d5 Nf5 31.Bc5 b6 32.Bc2 g6 33.Bxf5 gxf5 34.Be7 Rd7 35.Bf6 Ng6 36.Kg3 h5 37.Rd4 b5** Diagram 9. **38.e6** This results in a disadvantageous (for White!) Rook exchange. Therefore Kf3, or maybe a3 must be better. **38...fxe6 39.dxe6 Rxd4** In such a position you would think the Rook exchange will favour White. Not so! In fact Black probably draws even with best play by White now. **40.cxd4 c6** It was vital to stop 41.d5.

41.Bg5? King-centralisation was much wiser. E.g. 41.Kf3. But ..Kf8, and now we see White's problem quite clearly. Whilst Black cannot get at the e6 Pawn, neither can White's King leave the one on f4. It's definitely drawish!
41...Kf8 42.Bh4??? The main question is how many question marks?! The Tournament report gives no less than 8 (eight!). Gideon evaluates itself over +100, so was still happy; Vancouver on the other hand now goes to +336 for itself! I believe 42.a3 was much better than allowing the final minor piece exchange (which definitely loses by force). But White would still have problems anyway because of the a/b Pawns. E.g 42...Ke8. (Black wants to play a5, so stops White's Bd8). 43.Bf6 a5 44.Kf3 Nf8 45.e7 Ng6 46.Bg5 b4 47.axb4 axb4 48.Ke3 Nxe7 49.Bxe7 Kxe7 50.Kd3 Kd6 51.Kc4 b3 52.Kxb3 Kd5. So I think perhaps it's a draw, or can someone improve for Black? **42...Nxb4 43.Kxb4** Still showing +095. **43...a5 ! 44.Kg5** Now showing -290. **44...a4 45.Kxf5 b4 46.Ke5 b3 47.Kd6 Ke8 48.axb3 axb3 49.Kxc6 b2 50.Kd6 b1Q 51.Ke5 Ke7 52.d5 Qb2+** And Gideon gave it up here. 0-1.

This game had settled 2nd. place long before the VANCOUVER 020-MM5/10 meeting finished. Anyway the 020 Lang program was always ahead in its game, and playing for the full point... which it finally got at move 90. Thus the VANCOUVERS completed an excellent Tournament with 3 wins in Round 9, and the 000 success in 45 moves with Black against ZARKOV 486 was probably the best of the three. On the other hand it must have been disappointing for the high-flying MM5 versions, as MM5/5 also lost, with White to M CHESS 486, so both of their final positions were nearer what might have been expected, but they had played top opposition.

It is hard to say, however, if it had been a good Tournament for the Schroder programs all-round. It must have been hoped initially that GIDEON would be 1st. or 2nd. and now, in the final Round, POLGAR/5 only scraped a draw with SUPER EXPERT A, whilst POLGAR/10 managed to lose to the SIMULTANO! Equally the MILANO failed to build on its late recovery, and went down to the LYON 000.

Also disappointed would be the Spracklen fan-club, with ELITE 030-v9 losing its last game, against the ROMA 020/28, and MACH IV 020/28 going down to NIMZO 386. Not for the first time, their 'weaker' brother MACH 3 headed them both in a Major Tournament.

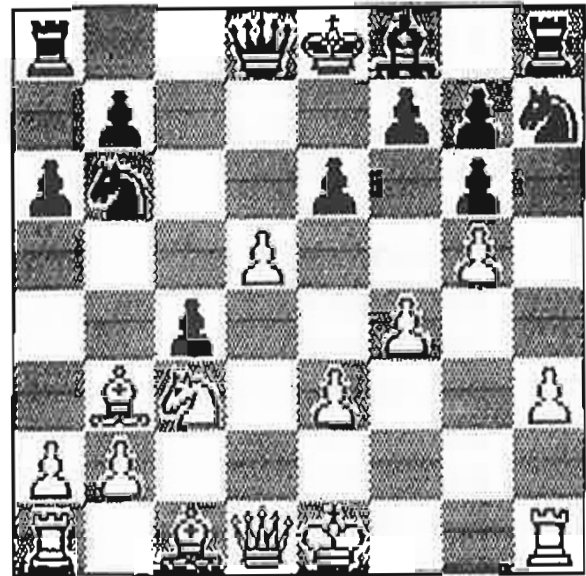
Novag too suffered last Round disappointment. Their hopes, that the Kittinger program's long-awaited appearance on 68000 hardware would put it right up with other leaders, were dashed by a concluding loss to the MM4/10. And second string SUPER FORTE C/8 did little better by only drawing with KISHON CHESSTER!

ZARKOV 486-VANCOUVER 000

1.d4 d5 2.c4 dxc4 3.Nf3 a6 4.e3 Bg4 5.Bxc4 e6 6.h3 Bh5 7.Nc3 Nf6 8.g4 Bg6 9.Ne5 Nbd7 10.Nxg6 hxg6 11.g5 Both programs are now out of their Books. **11...Nh7**

12.f4 Aggressive play again by the enterprising Zarkov (though some of my European colleagues still believe it a boring program!). 12...c5 And a centre-challenging counter-attack. 13.d5 Nb6 14.Bb3 c4 Diagram 10.

15.dxe6!?! Wow. Zarkov excels in such moves, mainly against Vancouvers! 15...cxb3 16.exf7+ Kxf7 17.Qxb3+ Ke8 18.Qe6+ Be7 19.Qxg6+ Kf8 20.Qf5+ Ke8 21.Qe4 Nf8 22.Qxb7 Kf7 A strange move?! 23.Rh2 Qb8 24.Qf3 Qc7 25.Bd2 Zarkov reads +133 here. 25...Rd8 And, perhaps surprisingly, Vancouver shows +059. Is the Knight worth more than the 4 Pawns, or does Vancouver have a tactic it has seen? 26.e4 Nc4 27.Bc1 Bb4 28.Kf1 Nd6 29.Nd5 Qc4+ 30.Qe2 Qd4 31.Nxb4 Qxb4 32.e5 Nf5 33.Qc2 Qb5+ 34.Ke1 Rd3 White's eval. drops close to = here: the h/Pawn will drop at the same time as Black's h8/Rook emerges. Also White's King is too exposed and the a1/Rook is dead. 35.Rd2 Rhxh3 36.Rxd3 Rxd3 37.Qc8? Confirming that Zarkov has some blind spots when it comes to King security! Of course it is losing anyway now, but 37.Qe2 was 'less fatal'! 37...Qb4+ With Vancouver's evaluation leaping to 11.40. 38.Qc3 Nothing else is any better. 38...Qe4+ 39.Be3 Qxe3+ Mate in 7 announced. 40.Kf1 Rxc3 41.bxc3 Ne6 42.g6+ Kxg6 43.Rd1 Ng3+ That's enough! 0-1.



The final WELSER TOURNAMENT positions follow, with the estimated Performance Gradings, preceded by the SS/39 Gradings in Rating order for comparison. The (!), (!!), (?) and (??) show Computers which have improved (or otherwise) on their SS RATING by more than 100 points, or more than 200 in a couple of cases. The final right-hand column indicates whether each Computer's position is UP or DOWN by comparison with its order in the SS RATING LIST.

I think it is reasonable to conclude that the pre-Tournament estimate for NIMZO was adrift at 2000 Elo. Still, it's a nice change to see folk erring on the side of caution. Of course a small Tournament inevitably produces various anomalies when one starts comparing figures. 9 Rounds is small by comparison with the massive input which creates the SS/RATING LIST, though that takes NOTHING away from the excellent Austrian effort in running WELSER... it deserves to be called the WORLD CHAMPIONSHIP, doesn't it?!

ZARKOV 486/PC is exactly a case in point. It graded 89 Elo points above expectation, but is placed 3 positions behind the "seeded" order. Did it, then, do better or worse than expected? Better, I say.

Pos	Computer	SS39 Rating	Pts	Computer	Grading	Up/Down
1	Meph VANCOUVER 030	2378	8	Meph VANCOUVER 020	2449 (!)	+ 4
2	GIDEON/PC	2356	7	Meph VANCOUVER 030	2308	- 1
3	THE KING/PC	2333	6½	M CNESS 486/50PC	2321	+ 1
4	M CNESS 486/PC	2306	6	GIDEON/PC	2340	- 2
5	Meph VANCOUVER 020	2302		THE KING/PC	2281	- 2
6	Meph VANCOUVER 000	2255		Meph VANCOUVER 000	2268	=
7	Fid ELITE 030-v9	2248		Meph ROMA 020/28	2265	+ 5
8	Meph LYON 000	2239	5½	Meph NM5/5	2270 (!)	+12
9	Fid MACH IV 020/28	2228		Meph NM5/10	2239	+ 4
10	Meph ALMERIA 020	2212		NINZO 386/33PC	2202 (!!)	+20
11	ZARKOV 486/PC	2174		Fid MACH III	2173	+ 7
12	Meph ROMA 020/28	2167		Meph ALMERIA 020	2155	- 2
13	Meph NM5/10	2145		Meph NM4/10	2113	+10
14	Nov SCORPIO	2138	5	ZARKOV 486/33PC	2263	- 3
15	Meph POLGAR/10	2136		PSION 2 ATARI TT	2184	+ 2
16	FRITZ 386/PC	2136		Meph LYON 000	2176	- 8
17	PSION 2 ATARI TT/PC	2132		Fid ELITE 030-v9	2131 (?)	-10
18	Fid MACH III	2091	4½	Nov SCORPIO	2121	- 4
19	Meph MILANO	2091		Meph ROMA 000	2105	+ 6
20	Meph NM5	2085		Saitek ANALYST D/12	2096	+ 7
21	Nov SUPER FORTE C/8	2083		Fid MACH IV 020/28	2084 (?)	-12
22	Meph POLGAR	2079		Meph MONDIAL 68000XL	2009	+ 2
23	Meph NM4/10	2060		FRITZ 386/20PC	1949 (?)	- 7
24	Meph MONDIAL 68000XL	2058	4	Nov SUPER EXPERT A	2116 (!)	+ 7
25	Meph ROMA 000	2054		Meph NM2	2026 (!)	+12
26	Meph ACADEMY	2048		Saitek SIMULTANO	2026 (!)	+10
27	Saitek ANALYST D/12	2038		KISHON CHESSTER	1982 (!)	+11
28	Meph MEGA IV	2024		Nov SUPER FORTE C/8	1956 (?)	- 7
29	Meph NM4	2000	3½	Meph ACADEMY	2033	- 3
30	NINZO 386/PC	2000		Meph MEGA IV	1992	- 2
31	Nov SUPER EXPERT A	1989		Meph POLGAR	1959 (?)	- 9
32	CXG SPHINX/4	1969		Meph MILANO	1948 (?)	-13
33	Saitek TURBOKING II	1966		Nov FORTE B	1897	+ 1
34	Nov FORTE B	1918	3	Meph NM4	1920	- 5
35	Fidelity PHANTOM-2100	1914		Nov SUPER VIP	1913 (!)	+ 5
36	Saitek SIMULTANO	1901		Saitek TURBOKING II	1874	- 3
37	Meph NM2	1853	2½	Meph POLGAR/10	1903 (??)	-22
38	Fid KISHON CHESSTER	1847		Fid PHANTOM-2100	1877	- 3
39	Nov SUPER CONSTELLATION	1823	2	Nov SUPER CONSTELLATION	1778	=
40	Novag SUPER VIP	1788	1	CXG SPHINX/4	1716 (??)	- 8

A RESULTS TABLE such this can have an impact on those who see it, beyond what it deserves, like judging between two Computers on the basis of only a couple of games! PLEASE remember that the full RATING LISTS, be they Sweden's or my own, are the BEST indicators of playing strength, being based on THOUSANDS of games!

Are You Sure It's Better?

Have you ever wondered how many games are required to determine which, out of two machines, is the best? Alternatively, you may have wondered the *significance* of a particular result? Various statistical methods allow us to quantify how *significant* a result is. Now what exactly do we mean by *significance*? If two computer were to play 10 games and computer A beat computer B by 7 games to 3, the result would suggest that computer A is better than computer B. However if we were to repeat this ten game test a hundred times how many times would we expect to come to the same conclusion ie A is better than B? Normally for a result to be *significant* we would *expect* to come to the same conclusion at least 95 times out of the 100. If this is the case then we can say that we are 95% *confident* that computer A is better than computer B. Given below is a short table showing results which would be significant at the 95% level.

95% Confidence Results¹

0	5
1	7
2	9
3	10
4	12
5	13

This means that in the example above computer A is *significantly* better than computer B at the 95% confidence level. Similar tables can be constructed to establish not only if one computer is better than another, but also whether there is a significant ELO difference between the two computers. The table below summarises this information. The far left column is the score of the losing computer. Each column represents the relevant number of game which the winning computer must obtain to be at least a given ELO better (at the 95% confidence level). As an example if computer A beat computer B by 24 games to 6 we could say that computer A is at least 100 ELO better than computer B at the 95% confidence level.

ELO Difference Losers Score	1	50	100	150	200	250
0	5	6	7	9	11	15
1	7	8	11	13	17	23
2	9	11	14	17	22	29
3	10	13	16	21	27	36
4	12	15	19	24	32	42
5	13	17	22	28	36	48
6	15	19	24	31	41	54
7	16	21	27	34	45	59
8	18	22	29	37	49	65
9	19	24	31	40	53	71
10	20	26	34	43	58	76
11	22	28	36	46	62	82
12	23	30	38	49	66	87
13	24	31	41	52	70	92
14	26	33	43	55	74	98
15	27	35	45	58	77	103
16	28	36	47	61	81	108
17	30	38	50	64	85	113
18	31	40	52	67	89	118
19	32	41	54	70	93	124
20	33	43	56	73	97	129

Steve Maughan

¹For the technically inclined - the results were calculated using a cumulative Binomial distribution, which was used to test the hypothesis that both computers are of equal strength. If this hypothesis has a less than 5% likelihood of being correct then we can reject the hypothesis and the result is significant ie one machine is better than the other.

COMPUTERS & CORRESPONDENCE CHESS, 2

PHILIP GOSLING 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. It has been given the 'nom de plume' **MEPH**. Another **SS/READER** - **Clive Curtis** - is in the same Tournament with his **ACADEMY**.

SELECTIVE SEARCH is keeping track 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**).

SS/39 included 2 complete games already won by the **LYON**, both against a 220 **BCF** grade, so the score then was 2-0=0.

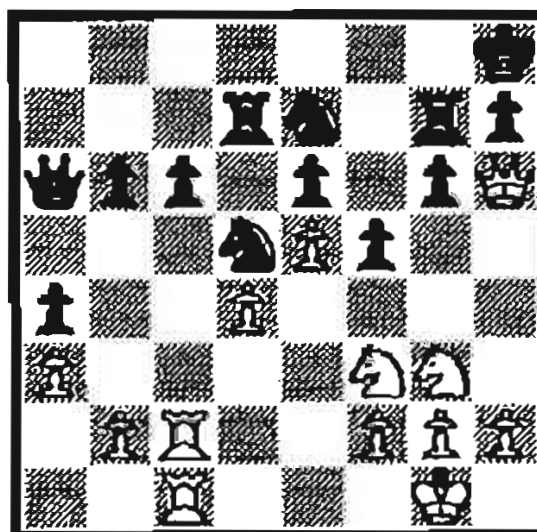
We continue with a report on the other 8, some of which were "well on their way" last time you saw them, but others were only just getting started.

GAME 3. White LYON 020

Black **BCCS 2307 Elo**

Opening Book "OFF"(!)

LYON held a comfortable early advantage but the position became blocked around move 18. So Philip sent in 5 consecutive "Risky" moves which, he says, dynamited the jam, but resulted in a drop in the eval. from +112 to +066. We're now back on "Active" style and hoping for a win against a very experienced past winner of the **BCCS Annual Champs!** We left it at Move No: 32. Black to play. Eval: +078.



32...Ng8 33.Qd2 Nge7 34.Ne2

Nc7 35.Rc4 b5 36.R4c2 Qa8 37.Qg5 Qg8 38.Nf4 Rd8 39.Nd3 Na6 40.Rd2 Rc8 41.Re2 Nd5 42.Rec2 Rgc7 43.Qh6 Ne7 44.Ng5! **LYON** showed Qh4 +115 for "many hours" but finally came up with this! Philip sent off the move with a little note: "Down in the forest something stirs". 44... Rd7 Back came the rhymed reply, "It's probably me, caught unawares!" 45.Nf4.

The evaluation has increased steadily, for positional reasons. It's Black to play. **LYON (White)** showing +127.

GAME 4. White BCCS 2000 Elo

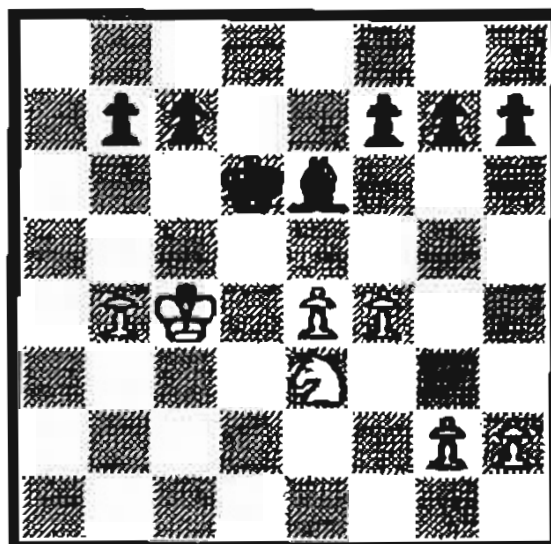
Black **LYON 020**

Queens Gambit Accepted

Here the Computer has shown itself slightly behind since move 6, but got back to 000 at move

24. The opponent is a newcomer to the BCCS, but an experienced player with a high endgame reputation. Knowing the VANCOUVER's endgame improvements, I couldn't help wishing Philip had gone for an upgrade before all of this! It's looking like a draw, however. When we left it was move No: 28. White to play. Eval: 000.

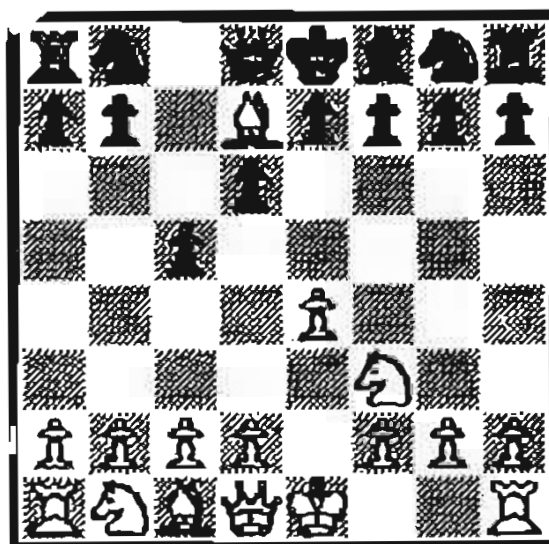
28.Kd4 Bc8 29.Kc4 Be6+
30.Kd4 and a draw by 3-fold repetition claimed by White.



GAME 5. White LYON 020
Black BCCS 2237 Elo
Sicilian Defence

Opening moves just played were: 1.e4 c5
2.Nf3 d6 3.Bb5+ Bd7 4.Bxd7.
So it was Black to play. Philip said he wanted to avoid 'the dreaded Dragon' with 3.Bb5+, and they have now moved into the Moscow Variation, which was chosen by the LYON with it's book OFF!

4...Qxd7 5.O-O Nc6 6.c3 Nf6
7.Qe2 This IS in the Computer's Book, though it isn't especially well known, so Philip let it go through! Crafty. 7...e5 Black should, we think, have replied 7...e6. 8.d3 Be7
9.Nbd2 O-O 10.Nc4 b5 11.Ne3
h6 12.Nf5 Bd8 13.N3h4 Ne7
14.Nxe7+ Bxe7 15.Nf5



It's Black to play. The LYON (White) shows +090, and we're feeling fairly cheerful.

GAME 6. White BCCS 2445 Elo
Black LYON 020

At SS/39, LYON still awaited the first move from the Tourny's top-ranked player, an Iranian living in Tehran. Since then...1.d4 Nc6 2.Nf3 d5 3.c4 Bg4.

Slow progress, with cards taking 4 weeks to reach Tehran, and 7 days to get back to the trackless wastas of Huddersfield! 3...Bg4 was LYON with Book OFF - but it chose a Book move!

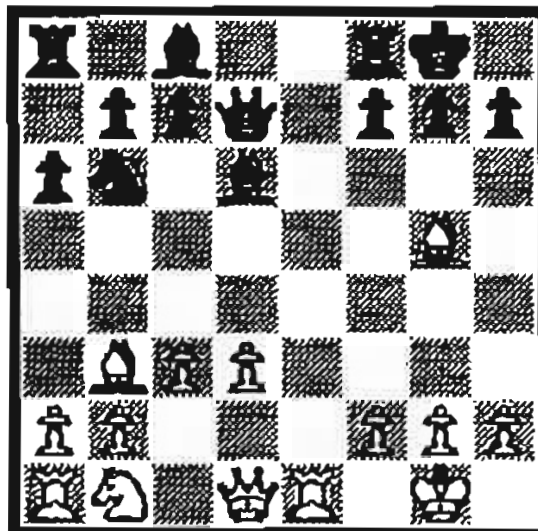
GAME 7. White LYON 020
Black BCCS 2000 Elo
Bishop's Opening, Marshall c/attack

The opponent hails from Mauritius, which does not make him a Martian, but a Mauritian - look it up in your School Atlas! In fact NEPH is now playing FOUR from there! We left it with the

LYON a Pawn up which Philip hoped it would hang on to for an eventual win. Black (a young banking student) commented, "I didn't expect NEPH to be so aggressive, and await my fate!" which was then at move No:13. Black to play. Eval. +096.

13...Qf5 14.Be7 Bxe7 15.Rxe7
Bd7 16.Nd2 Rae8 17.Rxe8 Rxe8
18.d4 Nd5 19.Bc2 Qf4 20.g3

Again the evaluation has gone up slightly, so NEPH feels there are now positional plusses to go with the extra Pawn. But is it beginning to indulge in a few aerobatics to hang on to it? Black to move; LYON (White) shows +124.

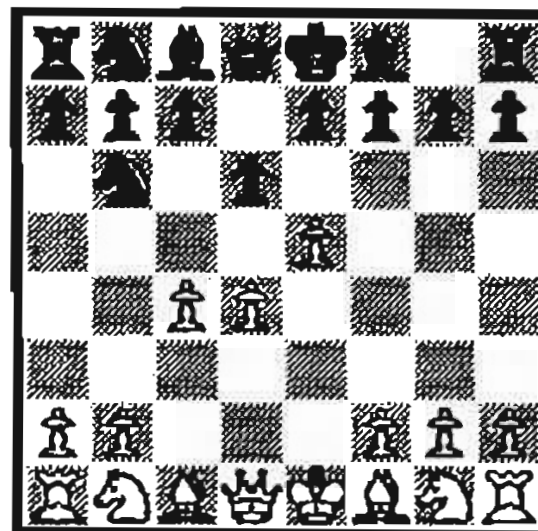


GAME 8. White BCCS 2100 Elo

Black LYON 020

Alekhine's Defence.

Here were the Opening moves shown in SS/39:-
1.e4 Nf6 2.e5 Nd5 3.d4 d6
4.c4 Nb6. Philip notes that he had success with this line in one of the completed games, but he'll still look for a LYON special "shock-move" to get out of Book early. Over-riding the Book is a favourite and valuable feature in Philip's view as he finds the LYON usually has good-enough reasons when it does so. But it also often chooses Book moves, as we see...



5.exd6 cxd6 6.Nf3 g6 7.Be2

Bg7 8.O-O O-O 9.h3 Nc6 10.Nc3 Bf5 11.Bf4. Game 1 was 11.Be3. Now LYON has 13...h6 in Book, but without it he goes ...e5 And thinks it's a very small plus. 12.Be3 Rc8

White to play; LYON (Black) reads +012. Every indication this will be a tough, close one!

The opponent in both 9 and 10 is the Mephisto ACADEMY, whose owner (Clive Curtis) was invited to choose the Openings he wanted from BCO, to give the ACADEMY the help of an advantageous start against its higher rated opponent. Readers may consider this an act of uncommon courtesy in the normally cut-throat world of Computer Chess, but Philip and Clive are actually good friends themselves, so they felt that their Computers should follow suit!

GAME 9. White ACADEMY 2000 Elo

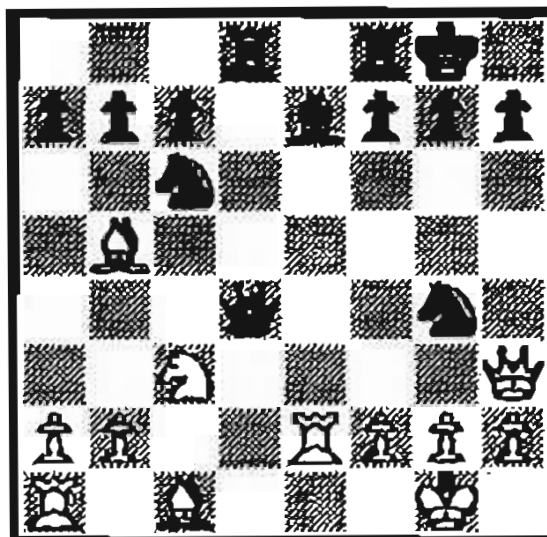
Black LYON 68020

The opening chosen was a Petroff Defence, but the LYON had won a Pawn which it is hanging on to against impressive manoeuvres undertaken by the ACADEMY. When we left it, they were at

move 16, with White to play, and LYON showing a +066 eval.

16.Be3 Nxe3 17.Bxc6 bxc6
18.Rxe3 Bg5 19.Re4 Qb6 20.b3
Rd2 21.Rf1 Bf6 22.Ra4 Be5
23.Ne4 Rd5 24.Nc3 Rd6 25.Rh4
h6 26.Re4 Bd4 27.Re2

So NEPH has made little progress, but retains the extra Pawn. This time it is NEPH to move as ACADEMY's Re2 has only just arrived - so what will we get next? 27...f5 perhaps? Eval. before 27.Re2 was LYON +057.

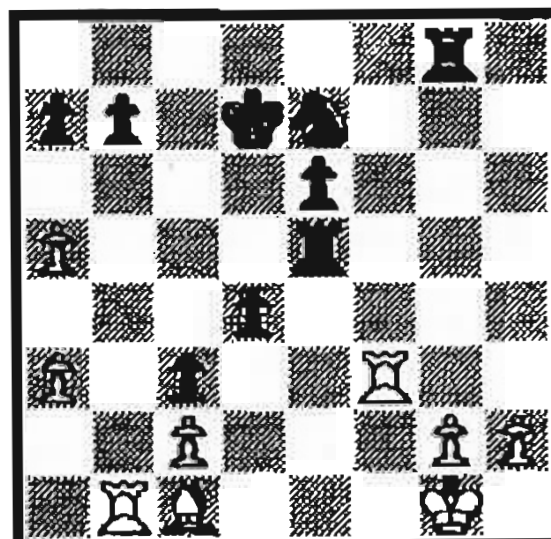


GAME 10. White LYON 68020
Black ACADEMY 2000 Elo

NEPH wasn't too happy when we left this last time: at move 22 with Black to play the eval. was -048. For SS/Readers keen to know the opening, the ACADEMY's owner chose BC02, page 252, line 8, Fischer variation 35 which shows as -/+ at move 17. This was where the Computers had started their own selections from.

Play now continued:-

22...Kc6 23.Rf7 Re2 24.Rxe7
Rgxg2+ 25.Kh1 Rxh2+.



At this point Black's owner offered a draw, on the basis of the perpetual check which the ACADEMY clearly has if it wants it. And with 000 eval. shown in ACADEMY's display after a long "think", that was obviously its choice, so Clive "played fair" and offered the 1-1.

As the LYON was still showing a minus evaluation (!), Philip quickly accepted the offer! So, Game result: a draw, making NEPH's TOURNAMENT SCORE so far 3 out of 4 (2-0=2).

But then he put the LYON onto auto-play to see why it thought Black might have MORE than the draw, and what it could come up with. Here is the LYON forward analysis, suggesting that the ACADEMY did have a winning line available:-

26.Kg1 Rg2+ 27.Kf1 Rxc2 28.Rxc6+ Kd5 29.Rg6 Rh1+ 30.Rg1 Rxc1+ 31.Kxc1 d3 32.Bg5 d2 33.Kf1 Ra2 34.Rd1 Kc6 35.Bxd2 cxd2 36.a6 b5 37.Ka2 Rxa3 38.Kxd2 Rxa6, and Black must win with the 2 remaining Pawns. BUT are all the moves indicated for White the best? READERS are invited to submit a saving line for White if they can find one!

LATE NEWS and RESULTS

The **Mephisto MODENA** is looking quite impressive - currently grading at over 180 BCF, this £149 machine, with another **FRANZ MORSCHE** program, went down by only 1½-2½ to the **VANCOUVER 68020**. Here is its win from that Match:-

White Modena, Black Vancouver (Game in 1 hour)

1.d4 d5 2.c4 c6 3.Nc3 e6 4.Nf3 dxc4 5.a4 Bb4
6.e3 b5 7.Bd2 Bb7 8.Be2 Nf6 9.O-O a6 10.Ne4
Nxe4 11.Bxb4 Nd7 (a5 - a Book move at 6 - looks better) 12.Qc2
c5 (I think it was wrong to weaken b5. 12..f5 looks a better Pawn push)
13.dxc5 Nexc5 14.axb5 axb5 15.Rad1 Qf6 (Over-
commitment of the Queen - but on the preferred side of the board! Bd5 could have
been better) 16.Nd4 Qg5 17.Bf3 Bxf3 18.Nxf3 Qg6
19.Qc3 (Preferred to exchanging on g6, despite missing the chance to double
Black's Pawns. Remember, White is a Pawn down!) 19... Nd3 (This looks
very tempting, but is not best because of White's fine reply. O-O or Qf6 were
okay) 20.b3 e5 (Rd8 was a clearer idea) 21.bxc4 e4 (Consistent
with previous move - but bxc Qxc4 was wiser) 22.Nd2 bxc4 23.Nxc4
Kd8 (Vancouver now sees that it is really losing) 24.h3 Rb8 25.Bd6
Rc8 26.Qa5+ Ke8 27.Ba3! (Making room for Nd6!) 27... N7c5
(All Black's choices are suddenly unenviable - and this is possibly best)
28.Bxc5 Rxc5 29.Qa8+ Kd7 30.Qa7+! (Qxh8 is tempting, but
after Rxc4 the plus is not quite so big) 30... Kc6 31.Rb1
(Beautifully played!) 31... Rxc4 32.Rb6+ Kd5 33.Qd7+
(Precision stuff with no let-up) 33... Ke5 34.Rxg6 hxg6
35.Qe7+ Kd5 36.Qxf7+ Kc5 37.Qxg7 Rc8 38.Qxg6
Rc6 39.Qg5+ Kd6 40.f3 R6c5 41.Qd8+ Kc6 42.fxex4
Nc1 (Nb4 followed by Rc1 is a better resistance) 43.Rf7 (Missing the
deadly Qb8 threat Rf6+ which would win immediately) 43... Kb5
44.Rb7+ Ka4 45.Qb6 (But this is m/5 anyway!) 45... Ra5
46.Kh2 (Qb2 was m/4) 46... Rxe4 47.Qc6+ (m/4 - got it this
time!)

The **Mephisto BERLIN's** have just arrived, and I've started my testing of this
good-looking and impressive machine against **M CHESS 286/PC**. Here is game 1:-

White BERLIN, Black M CHESS 286 (60/60)

1.e4 c5 2.Nf3 d6 3.c3 Nf6 4.Be2 g6 5.O-O Nc6 6.d4 c5xd4 7.c3xd4 d5 8.e5 Ne4
9.Be3 Bg4 10.Qb3 Qd7 11.h3 Be6 12.Nc3 Bg7 13.Ra1-c1 f6 14.e5xf6 e7xf6 15.Bf4
Rc8 16.Rf1-e1 g5 17.Bh2 f5 18.Bb5 a6 19.Nf3-e5 Bxe5 20.Bxe5 O-O 21.Bxc6 Rxc6 22.
f3 Nd2 23.Qb4 Nc4 24.b3 Nxe5 25.Rxe5 b6 26.Ne2 Rf8-c8 27.Rxc6 Rxc6 28.f4 h6 29.
Qd2 Qd8 30.Qd3 b5 31.g4 Qa5 32.f4xg5 h6xg5 33.Qe3 Bf7 34.Qxg5+ Rg6 35.Qxf5 Qxa2
36.Re7 Rg7 37.Qc8+ Kh7 38.Qd7 Kg8 39.Qd8+ Kh7 40.Qf8 Qb1+ 41.Kf2 Qg6 42.Nf4 Qf6

43.Kg3 Qxd4 44.Rxf7 Qe3+ 45.Kh4 Qe1+ 46.Kh5 Qe5+ 47.Rf5 Qe3 48.h4 d4 49.Rf6 Qxf4 50.Rxf4 d3 51.Rf6 Rg6 52.Rxg6 d2 53.Rg7+ mate

In spite of every effort we have made to get the **Mephisto RISC 1MB** here before SS/40 had to depart for the printers, "last minute adjustments" delayed it to the end of May, beyond my deadline! Here, however, is another game - and one which will make many lovers of chess want to buy one. Incidentally all Mephisto VANCOUVER 16 and 32 bit prices have now dropped £300 from their early 1992 prices, and the RISC prices are the same as VANCOUVER 32 bit.

In this game I think the RISC's aggressive play from moves 11-14 is as exciting as you could ever want. Remember, the VANCOUVER is considered by most to have the best positional and defensive knowledge of any program, and believes itself (a Pawn up) to be winning right up to move 26, just before its position collapses under a marvellous attack.

White RISC 1MB, Black VANCOUVER 68020. (60/60)

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Bc5 5.Nb3 Bb6 6.a4 a6 7.Nc3 Qf6 8.Qe2 Nge7 9.Nd5 Nxd5 10.0xd5+ Ne7 11.a5! Ba7 12.h4! h6 13.Ra4! 0-0 14.g4!! Nxd5 15.g5 Qe6 16.R04 Qg6 17.c4 f5 18.Re5 Nb4 19.gxh6 gxh6 20.h5 Qf6 21.Rg1+ Kh8 22.Bf4 d6 23.Rg6 Qh4 24.Rxh6+ Kg8 25.Bg3 Qd8 26.Rg6+ Kf7 27.Re7+!! Qxe7 28.Rg7+ Kxg7 29.Qxe7+ Rf7 30.h6+ Kg6 31.Qe8 f4 32.Bh4 Nc2+ 33.Kd2 Nc4 34.Nxd4 Bxd4 35.Qg8+, 1-0 and WOW!

MATCH RESULTS from over 200 test games involving the **Mephisto RISC 1MB** are in now, and we are still anticipating 2400 Elo (225 BCF)! Timings for the tactical BEDNORZ-TONISSEN test have also indicated a 50+ Elo increase above the GIDEON/PC grading. I am only sorry that I cannot report from some personal testing to "verify" that expectation and so make a more committed forecast!

LATE RESULTS just in from FRANK HOLT, a regular contributor. SS/39 reported on his **PC RISC CARD (GIDEON and KING) v VANCOUVER 68020** games. At that time he had played 48 games each match: THE KING was 28½-19½ ahead, doing slightly better against VANCOUVER than GIDEON was at 27½-20½. If you refer to that Article, however, you will see that the main reason was THE KING's astonishing 11½-4½ score against VANCOUVER on Solid. A further 24 games have been played in each Match, altering the picture some-what: THE KING_10½ VANCOUVER 020_13½ (!); GIDEON_15 VANCOUVER 020_9.

Totals are now:-

	<u>Solid</u>	<u>Active</u>	<u>Risky</u>	<u>TOTAL</u>
VANCOUVER 020-C/MACHINE GIDEON	11 -13	9½-14½	9 -15	29½-42½
VANCOUVER 020-C/MACHINE THE KING	8½-15½	12- 12	12½-11½	33 -39

I am currently testing the VANCOUVER with ROOK at 110% as a matter of interest!

RATING LIST (c) SEL SEARCH 40 June 1992

BCF Computer	Elo	+/-	Games	Pos
221 MEPH LYON 68030	2375	24	372	1
220 MEPH VANCOUVER 68030	2364	33	195	2
219 MEPH PORTOROSE 68030	2357	21	460	3
217 MEPH LYON 68020/20	2336	40	92	4
211 MEPH VANCOUVER 68020/12	2290	15	924	5
209 MEPH LYON 68020/12	2276	10	2022	6
209 FID ELITE 68040-V10	2276	55	69	7
206 MEPH VANCOUVER 68000	2249	22	434	8
206 FID ELITE 68030-V9	2249	19	595	9
204 MEPH PORTOROSE 68020	2239	11	1683	10
204 MEPH LYON 68000	2233	13	1167	11
201 MEPH ALMERIA 68020	2210	14	1003	12
198 MEPH PORTOROSE 68000	2188	12	1421	13
197 FID MACH4+2325 68020-V7	2183	12	1316	14
193 FID ELITE 2+68000-V5	2150	28	258	15
191 MEPH ROMA 68020	2135	14	1022	16
191 NOV DIABLO/SCORPIO 68000	2135	16	787	17
191 MEPH POLGAR/10	2134	18	608	18
189 MEPH ALMERIA 68000	2119	14	1025	19
189 MEPH DALLAS 68020	2113	14	996	20
186 FID MACH3+2265 68000-V2	2088	6	4749	21
185 MEPH MMS/5	2083	13	1110	22
184 MEPH MILANO	2077	31	222	23
184 MEPH POLGAR/5	2076	10	1968	24
183 MEPH DALLAS 68000	2071	12	1485	25
183 MEPH MODENA	2070	76	37	26
183 NOV SUPER FORTE-EXP C/6	2065	10	2147	27
182 MEPH MONDIAL 68000 XL	2056	17	723	28
181 MEPH ROMA 68000	2051	9	2216	29
180 MEPH ACADEMY/5	2045	10	1926	30
178 MEPH AMSTERDAM	2029	9	2373	31
178 NOV SUPER FORTE-EXP B/6	2024	13	1262	32
177 MEPH MEGA 4/5	2022	9	2328	33
177 FID TRAVELMASTER	2017	25	343	34
177 FID MACH 2C 68000	2016	9	2610	35
177 KASP GAL-REN D/10	2016	13	1208	36
176 FID MACH 2B 68000	2008	26	302	37
175 MEPH SUPERMOND 2-MCARLO 4	2003	31	224	38
174 MEPH MM4/5	1998	8	2757	39
173 NOV SUPER FORTE-EXP A/6	1987	13	1133	40
171 MEPH MONTE CARLO	1973	28	262	41
170 KASP GAL-REN C/8	1966	26	313	42
170 CXG SPHINX/4	1965	10	1085	43
170 KASP TURBO KING 2	1964	17	718	44
170 CONCH PLY-VICTORIA/5.5	1962	17	675	45
169 FID MACH 2A 68000	1956	25	338	46
167 NOV EXPERT/6	1938	31	222	47
167 NOV SUPER FORTE-EXP A/5	1936	12	1450	48
166 FID CLUB B 68000	1933	12	1449	49
165 NOV EXPERT/5	1923	26	306	50
164 NOV FORTE B	1916	10	1917	51
164 MEPH REBEL	1916	10	2082	52
164 FID AVANT GARDE/5	1914	11	1721	53
164 FID PAR E-ELITE-DES2100	1912	9	2538	54
164 KASP STRATOS-CORONA	1912	10	2034	55
163 NOV FORTE A	1908	9	2202	56
162 MEPH SUPERMONDIAL 1	1901	12	1396	57
162 FID CLUB A 68000	1899	29	242	58
162 KASP SIMULTANO	1898	15	931	59
161 CONCH PLYMATE/5.5	1895	10	2089	60
161 KASP GAL-REN B/6	1894	14	976	61
161 KASP TURBO KING 1	1891	24	354	62
160 CONCH/6	1886	44	107	63
160 FID EXCELLENCE/4	1883	11	1738	64
160 NOV EXPERT/4	1882	14	962	65
158 CONCH PLYMATE/4	1871	24	372	66
158 SCI TURBO KASP/4	1868	20	512	67
158 CXG SPHINX 40	1866	86	29	68
157 FID ELITE C	1858	34	182	69
156 FID ELEGANCE	1853	17	685	70
156 SCI TURBOSTAR 432	1852	12	1337	71
156 MEPHISTO MM2	1851	16	781	72
155 KASP GAL-REN B/4	1846	76	37	73
155 FID EXCELLENCE-DES2000	1845	11	1646	74
154 KASP PRISMA-BLITZ	1834	26	306	75

Human/Games

2407	51
2354	82
2327	10
2196	16
2263	52
2263	15
1985	6
2180	13
2258	182
2090	33
2188	215
2127	25
2199	130
1889	2
2052	64
2187	105
2085	54
2104	31
2080	197
2116	223
1902	11
2062	11
2142	11
2000	50
2005	24
2060	77
1975	54
2036	97
2068	182
2020	82
2041	169
1982	55
2066	127
1967	109
1968	25
2074	8
2016	97
2040	176
2046	10
2016	98
1956	155
1890	15
1918	35
2036	22
1836	29
1827	18
2052	62
1975	208
1948	69
1862	80
1927	220
1930	134
1990	6
1767	6
1830	36
1939	55
1873	123
1910	61
2037	8
1975	43
2027	6
1959	52
1869	11
1872	40
1896	61
1776	8
1982	6
1881	46
1796	59

RATING LIST (c) SEL SEARCH 40 June 1992

BCF Computer	Elo	+/-	Games	Pos
153 CONCH/4	1827	20	509	76
152 NOV SUPER CONST	1822	7	3669	77
152 NOV SUPER NOVA	1821	22	411	78
151 MEPH BLITZ	1809	27	277	79
149 NOV SUPREMO	1794	75	38	80
148 NOV SUPER VIP	1787	25	323	81
147 FID ELITE A	1778	39	141	82
147 FID PRESTIGE	1776	17	715	83
146 FID SENSORY 12	1772	12	1320	84
146 MEPH EXCL S/12	1768	31	213	85
144 MEPH EUROPA-MARCO POLO	1759	31	213	86
144 SCI SUPERSTAR 36K	1757	14	987	87
144 CONCH/2	1755	14	1096	88
142 NOV QUATRO	1742	19	585	89
142 NOV CONST/3.6	1742	16	825	90
142 NOV PRIMO-VIP	1740	24	354	91
141 MEPH MONDIAL 2	1734	83	31	92
139 FID ELITE B	1719	47	97	93
137 FID ELITE ORIG	1699	39	139	94
136 MEPH MONDIAL 1	1693	29	247	95
134 NOV CONST/2	1679	13	1279	96
133 SUPER ENT-ADV STAR	1665	15	916	97
128 CHES 3000	1630	112	17	98
126 FID SENSORY 9	1614	13	1114	99
126 KASP ASTRAL-CONQ-CAVL	1611	59	61	100

RATING LIST (c) PC PROGS 55/40 June 1992

BCF Computer	Elo	+/-	Games	Pos
218 C-MACHINE GIDEON/PC	2348	18	623	1
215 C-MACHINE THE KING/PC	2322	21	485	2
213 CHES MACHINE 1 512/PC	2305	36	158	3
212 M CHES 486/PC	2302	24	365	4
205 M CHES 386/PC	2243	17	695	5
199 REX 486/PC	2198	46	98	6
197 FRITZ 486/PC	2180	103	20	7
193 M CHES 286/PC	2151	21	477	8
191 PSION 2 386/PC	2134	40	131	9
191 ZARKOV 386/PC	2129	30	230	10
189 FRITZ 386/PC	2117	33	191	11
185 M CHES/PC	2085	91	26	12
184 REX 386/PC	2078	21	488	13
183 ZARKOV 286/PC	2065	48	91	14
180 PSION 2 286/PC	2046	50	86	15
180 FRITZ 286/PC	2045	50	84	16
176 REX 286/PC	2015	49	87	17
175 C-MASTER 3000 386/PC	2001	71	42	18
173 C-MASTER 3000 286/PC	1990	65	51	19
172 PSION PDM 386/PC	1980	67	48	20
170 PSION 2/PC	1967	10	2037	21
170 PSION PDM 286/PC	1960	94	24	22
165 COLOSSUS X 386/PC	1926	94	24	23
164 C-MASTER 2100 386/PC	1913	48	91	24
163 C-MASTER 2100 486/PC	1911	94	24	25
154 PSION PDM/PC	1836	34	185	26
152 C-MASTER 3000/PC	1821	68	46	27
149 SARGON 3/PC	1796	46	100	28
148 CHESPLAYER 2150/PC	1787	43	115	29
148 C-MASTER 2100/PC	1786	28	265	30

COMPUTER PROGRESS to 2800 Elo!

ISSUE	DATES	TOP 10 AVE	TOP 10
34	Jun-Jul	2281.60	2375.00
35	Aug-Sep	2281.20	2364.00
36	Oct-Nov	2276.90	2357.00
37	Dec-Jan	2307.60	2336.00
38	Feb-Mar	2307.60	2290.00
39	Apr-May	2306.20	2276.00
40	Jun-Jul	2302.90	2276.00
1 Year Increase =		21.30	2257.00
Top Rating =		2375.00	2249.00
To reach 2800 =		19.95 yrs	2249.00
FORECAST DATE =		2011.45	Ave = 2302.90