

Computer Chess News Sheet **SELECTIVE SEARCH 41** Aug-Sep 1992. £2



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 and programs 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.

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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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Welcome to another 28-page super S/S - out in time for the **BRITISH CHAMPS**, where **COUNTRYWIDE** have entered Mephisto's **RISC** and **VANCOUVER 68020!** You will see I've worked hard on this Issue (i.e. harder than ever!) - it's nearly all been done on a Desktop Publisher system (if I'd found out sooner how to do a '£' on it, I'd have used it for more). Hope you like it!

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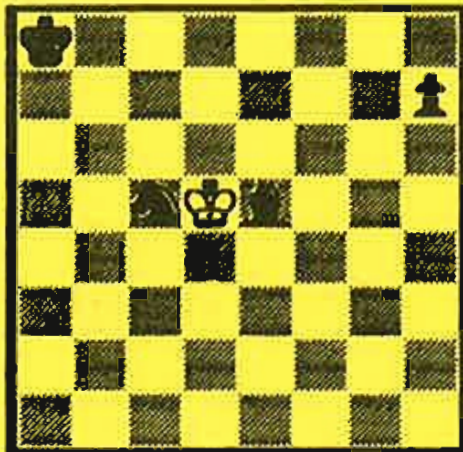
IN NEED OF SOME EXERCISE?

Try these on yourself, or your Computer!

I get quite a few letters asking me to include interesting positions whenever I can so readers can try them out on their Computers (and themselves, I hope!). So here are a few for you - the SOLUTIONS are on the INSIDE BACK-COVER!

We start with a couple which will give most Computers a spot of indigestion. In fact if anyone out there has a machine that solves EITHER, please write and let me know!

Position 1



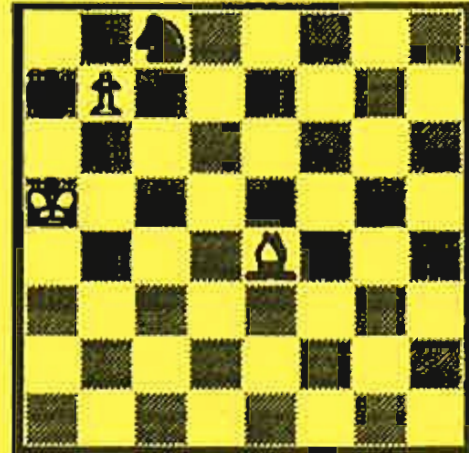
It's White to play and, clearly, the question is "Which piece should he take?" 1.Kxc5, or 1.Kxe5.

Once alerted to the problem, S/S readers will quickly know the answer. But does your Computer?

Position 2

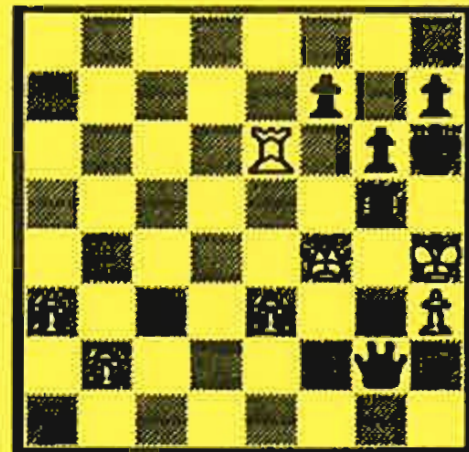
I think that this problem will defeat ALL Computers!

Again it is White to move, and once you have had a look at the position, you will see that White must promote, and "all" you (and your Computer) must do is decide what piece you are going to promote to!



We now move on to some positions where famous G.M's have missed something, but in which the Computers in the main should do quite well.

Position 3

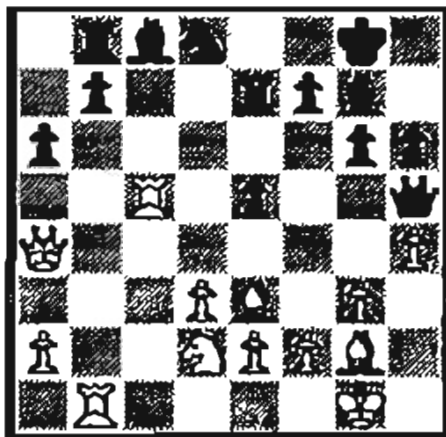


Moving straight to a game played by one of the all-time greats, we have here ALEKHINE - NAEGLI, Berne 1932.

It is NAEGLI (Black) to play and, noting the precarious position of ALEKHINE's King, should be looking for something positive. Perhaps he imagined his famous opponent must have something up his sleeve, so he played the over-cautious 1...Qg1, missing his golden opportunity!

Can you, or your Computer see how NAEGLI could have won? Probably, as a Mephisto VANCOUVER has this one right in just 1 second!

Position 4

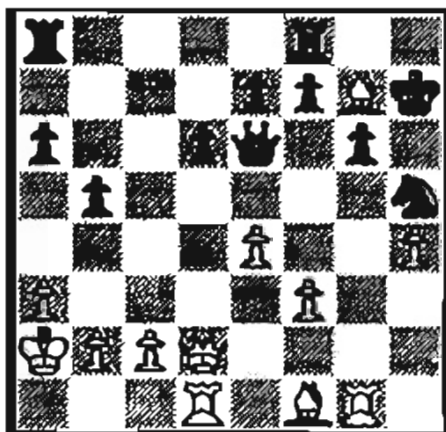


We get more up-to-date with this one from ULF ANDERSSON - WALTER BROWNE, Argentina 1981.

White to play is winning anyway, but in his typically safe and methodical style, ANDERSSON chose 1.Bf3, maintained positional pressure, and finally won. A bystander was one BENT LARSEN, and he (later!) pointed out a neat tactical trick which had been overlooked. Can you see the key move, and work out what the material gain must be?

This one IS a little harder - the VANCOUVER takes 6 mins!... and even the RISC needs 43 secs.

Position 5



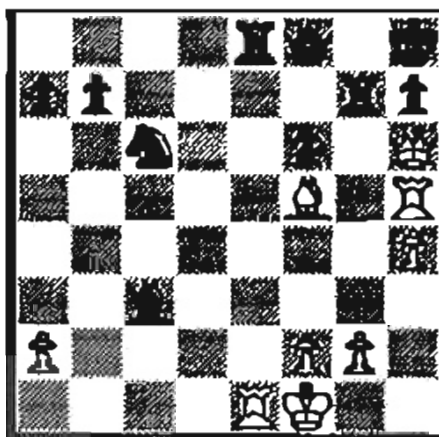
Sadly we have "lost" both SAMMY RESHEVSKY and MIKHAIL TAL during the past few weeks. I will try and extract some of TAL's many incredible efforts for a future Issue. Here is LAPIKEN - RESHEVSKY, Long Beach 1955.

Just prior to the diagram, White has captured on g7. RESHEVSKY played the zwischenzug Qe6+ prior to re-capture, and that is the board position, with LAPIKEN to respond. The automatic response is the retreat 1.Kb1 but, while he is waiting for White to play this "obvious" move, SAMMY noticed a horrific alternative!

Okay, LAPIKEN played 1.Kb1... and lost. What could he have done?

Position 6

We finish with an inspired piece of straight-faced poker play by our own MURRAY CHANDLER, against PYTEL, Jurmala 1983.



MURRAY is a piece down, and faced with mate at e1. Any normal move like 1.Rc1 or 1.Re4 would stave this off, but leave him hopelessly behind in material. Now NO Computer would ever play MURRAY's inspired effort... because it is unsound! But YOU are Black, you're in serious time trouble, and White plays 1.Qxg7 +.

QUICKLY now, what is your reply? PYTEL got it wrong: and as there's only two moves, I'll tell you what happened on page 27!

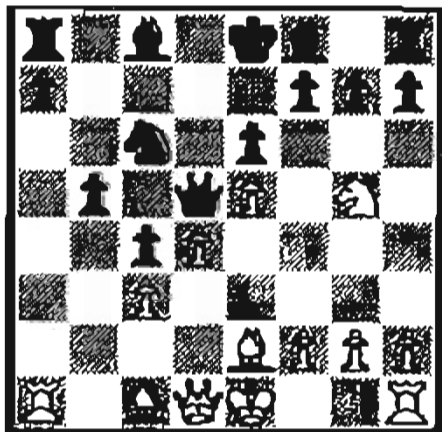
CORONA - SUPER VIP GAME 60/60

From Bernard Hill

The following excellent little game was sent to me some while ago by Bernard - but unfortunately got squeezed out of SS/40. Anyway here it is this time - and it's especially worth playing through because it shows how some of our "older" friends are still well able to play entertaining chess, and at a good standard.

White: Corona
Black: Super VIP.

1.d4 d5 2.Nf3 Nf6 3.c4 dxc4
4.Nc3 c6 5.e4 b5 6.e5 Nd5
7.a4 e6 8.axb5 Nxc3 9.bxc3
Super VIP is now out of Book
9.... cxb5 10.Ng5 Qd5 11.Be2
The Corona's first move out of Book
11.... Nc6



12.Nxf7 !?

Excellent choice, coming from a Computer. It's the type of idea the I.M's and G.M's sometimes use to unhinge their mechanical opponents. Can the Corona find enough to make it work?

12.... Kxf7 13.Bf3 Qd7 14.d5

So far, so good; this is best play
14.... Qc7 15.Be4 Bc5??

This was a critical moment, for the Corona has pursued his initiative with precision. 15... exd5 16.Qxd5 Be6 17.dxc6 Qxe5 looked okay, with maybe a small plus for Black. Or 15... Qxe5 16.Qf3 + Kg8. Or even the immediate 15... Kg8 16.dxc6. White's fine choice of 15.Be4 opened the way for 16.Qf3+. But Black's inferior response now gives Corona something even stronger!
16.d6!

White is certainly WINNING now
16.... Qb6 17.Qh5 + g6
18.Qf3 + Kg8

This checks out to be actually the best available. If 18... Kg7 19.Qf6 is m/4. If 18... Ke8 19.Bxc6 + forces Qxc6 20.Qxc6 winning easily

19.Bxc6 Rb8 20.Bh6 Qd8 21.d7
Bxd7 22.Qd5

A brilliant move. Actually the less dramatic 22.Rd1! is perhaps even stronger, but it certainly doesn't look as good!

22.... Bxf2 + 23.Ke2

If 23.Kx1?? Qb6 + 24.Qd4 Qxd4 25.cxd4 Bxc6 takes all the steam out of White's attack, and leaves Black winning!

23.... Be3?

Not best. 23... Be8! is an unexpected way of showing why White's 22.Qd5 may not have been best, and 22.Rd1! was better

24.Bxd7

This is m/7, but Corona doesn't announce it (though it shows an extremely healthy plus eval. of course!

24.... Bxh6 25.Bxe6 +

Announcing m/6. 25... Kf8 26.Qf3 + Bf4 27.Qxf4 + Kg7 28.Rxa7 + etc.

An excellently conducted game by the Corona, earning the win its double-edged 12.Nxf7 gained for it. Can someone let me know if it still holds Nxf7 after, say, 4 or 5 minutes!? That WOULD be something!

ZARKOV (PC prog) has come out in a slightly improved version, distributed by ACCOLADE at around £45 under the name **GRANDMASTER CHESS** (still naughty with these names aren't they?). STEVE MAUGHAN has had a look at it and feels it could be 40-50 Elo stronger (see note below). But buyers beware!! The new, improved graphics won't run on CGA systems, and GRANDMASTER/PC needs a Hard Disc with 3MB of spare memory. Also the DIAGRAM.PCX print method seems to be missing, which is what I now use on ZARKOV to prepare the S/S diagrams.

In the latest Issue of Sweden's **PLY** Magazine, a tester reports a Blitz result of GRANDMASTER 386/PC - Mephisto LYON 68020 6½-13½. That would put GRANDMASTER only 1 BCF higher than ZARKOV. But remember that it's Blitz, and small sample.

TRAVELMASTER!! The exclamation marks are because T-----M----- has become almost a swear word at Countrywide. Still, a few folk seem to have got working models, and one of these is owned by ARTHUR DAVENPORT who has been playing a match with it against his Mephisto MODENA. Scores in a set of 12 game Matches:-

10 secs per move	MODENA - TRAVELMASTER	5 - 7
1 min per move	MODENA - TRAVELMASTER	8 - 4
3 mins per move	MODENA - TRAVELMASTER	6½ - 5½

ARTHUR sent me the following as his choice of "best game", played at 1 min p.m.

White **MODENA**, Black **TRAVELMASTER**

1.c4 Nf6 2.Nf3 e6 3.g3 c5 4.Bg2 d5 5.O-O Nc6 6.d3 g6 7.Bg5 Bg7 8.cxd5 exd5 9.Nc3 O-O 10.Qb3 Na5 11.Qb5 b6 12.Ne5 a6 13.Qa4 Be6 14.Qh4 Re8 15.f4 Rc8 16.Nxd5 Bxd5 17.Bxd5 Qxd5 18.Bxf6 Qd4+ 19.Rf2 Re6 20.Bxg7 Qxb2 21.f5 Ree8 22.Raf1 Qxa2 23.fxg6 fxg6 24.Nxg6 Nc6 25.Nf8 Rxf8 26.Rxf8+ Rxf8 27.Rxf8+ Kxg7 28.Qf6 mate.

The playing strength of **Fidelity T-----M-----** has never been in much doubt... it is good, for the price. But the quality has been a real problem. So folk will be pleased to learn that a **RELIABLE** and **WORKING** version will be available with the **Saitok-Kasparov** badge very shortly, under the name **TRAVEL CHAMPION!** A pre-view of this appears elsewhere in S/S.

Regarding **FIDELITY**, it is hard to know just what IS going on with them. Their **MIAMI** (USA) based staff has been cut from nearly 80 to only 10! Worse for the serious chess-player is the news that I have been given that only products from their cheaper range are still being manufactured! There will be **no more** 2265/MACH 3's, 2325/MACH 4's, or **ANY ELITES** (including the very new **ELITE PREMIER**). In Britain their representatives are now **NSP**, of **INNOVATIONS** Catalogue fame (as referred to in S5/39), who will sell the "cheapos" through said catalogues. In the States, Fidelity are apparently to sell only the **Mephisto** top-of-the-range products to the chess player?!

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The **AEGON** 1992 TOURNAMENT has just ended. Regulars will know that this is an annual contest between a group of I.M's and G.M's versus a range of the top COMPUTERS.

Last year there were 20 players on each side; for 1992 it was 24, playing 6 rounds, so a total of 144 games. The I.M's/G.M's won again, but it gets closer each year. This time it was 84-60 and here is the FULL list of COMPUTER participants, with their Scores and the Dutch grading calculations:-

4	/6	Mephisto VANCOUVER 68030/60	2473	(1)	Commercial x 1.7
3½		ZUGZWANG	2290	(6)	256 multiprocessor transputers
3		QUEST 486/PC	2325	(2)	A Franz Morsch ("Fritz mk.II"?)
		HITECH	2322	(3)	Main frame
		C-Machine GIDEON/32	2316	(4)	Commercial x 2.1
		C-Machine KING/32	2291	(5)	Commercial x 2.1
		ZARKOV 486/PC	2213	(9)	
		Mephisto BERLIN	2204	(10)	Vancouver 68000 'upgrade'
		CHECK-CHECK 486/PC	2102	(16)	A program by Wolfgang Delmare
		ALPHA 486/PC	2087	(17)	Dailey/Kaufman prog. mkII
2½		Mephisto RISC 1MB	2262	(7)	Commercial version
		Mephisto VANCOUVER 68020	2244	(8)	Commercial version
		SOCRATES 486/PC	2189	(11)	Dailey/Kaufman prog. mkIII
		Fidelity PRESTIGE 68000	2130	(12)	Don't know what this was!
		M CHESS v1.32 486/PC	2130	(12)	
		M CHESS v1.71 486/PC	2114	(14)	
2		Fidelity ELITE 68040/25	2106	(15)	2276 on the S/S List! Ooops!
		REX 486/PC	2073	(18)	Dailey/Kaufman prog. mkI
		Novag SCORPIO 68000	2053	(19)	Commercial model
		L CHESS	2048	(20)	Prog. by Dutch 'amateur'
		KALLISTO	1854	(21)	Prog. by Dutch 'amateur'
1½		Novag DIABLO 68000	1804	(24)	Commercial model. 2135 in S/S!
1		NIMZO 486/PC	1847	(22)	The prog. I praised in SS/40! Ooops!
		DAPPET	1839	(23)	Prog. by Dutch 'amateur'

Alert followers with good taste may have seen a game from this Tournament in the DAILY TELEGRAPH Saturday Supplement, where **Nigel SHORT** referred to the VANCOUVER's top grading, and annotated the very entertaining game between **John NUNN** and **M CHESS**. The Daily Telegraph is THE paper for chess fans, as **MALCOLM PEIN** has an article in almost every day with up-to-date news and even some games coverage!

It was particularly in the Telegraph... but also in other papers, as well as briefly on T.V... that the **HEGENER & GLASER** (Mephisto)/**SHORT** + **TIMMAN** "affair" has had quite an airing over H&G's 1989 "offer" of a rather large prize to the first Westerner to challenge **KASPAROV**. I don't think it had occurred to anyone that two Europeans would reach the final head-to-head for this

stage. However everything has been sorted out to the satisfaction of all and, instead of "winner take all", both Nigel and Jan Timman will receive something from the Prize forthwith, with the winner between them then getting further "encouragement"! Thus they will be sharing the total Prize Fund, but not in equal proportions.

We know from R&G, though I probably shouldn't tell you this, that they found Nigel to be both helpful and supportive when finalising the agreements, which obviously include a little bit of promotional involvement from the participants, so they are hoping for a NIGEL SHORT win with a SHORT - KASPAROV final! And so say all of us! A wonderful opportunity for Nigel Short... and British Chess.

ChessBase 4.0 is now available, multi-lingual, with true VGA Graphics, facility to enter Text Commentary before move 1, Hypertext pictures in IMG and PCX, and direct call-up to FRITZ/PC analysis (if you have it) from within ChessBase. Upgrading from v3.0 costs £34.95; from earlier versions £54.95.

The Mephisto BERLIN is causing a bit of a stir. The re-programming for this (using the existing VANCOUVER 68000 program) was intended:- [a] to return to the 128K chip to reduce cost... thus a reduction in the opening book size from 150,000 positions to 100,000 (as in the pre-decessor LYON), and [b] to produce a slightly more positive style of play, not particularly to change its playing strength, but simply to cause BERLIN to occasionally play different moves to the VANCOUVER!

The first results to reach me were in Schach & Spiele, showing BERLIN up by 1-0 against M CHESS/286; 2-0 against SCORPIO; 2½-½ against MILANO; and 3-2 against THE KING/PC (!). An impressive start, but very small sample. Since then it has scored 2204 in the Aegon Tourny, just 40 behind VANCOUVER 68020 and a figure that converts to 205 BCF. My own scores at the time of writing are: 2-0 against SCORPIO; 2-1 v M CHESS/286; 3½-½ v ZARKOV 286; 5-5 with VANCOUVER 68020; and a close 7½-8½ v Mephisto RISC (!). Another very impressive set, which puts BERLIN at 2320 and 215 BCF on the S/S RATING LIST at the time of writing these notes!

"Too high", is the immediate reaction (after all, this means 63 above VANCOUVER 68000, and 22 above VANCOUVER 68020, which surely cannot be!?). However I now hear from Gerald Murphy that he has been speaking to Larry Kaufman in the States, and their BERLIN tester has also reported a 70 Elo improvement over the VANCOUVER 68000 after about 25 games! Not a bad start for a £449 machine! Of course the testing continues, and the up-to-the-last-minute Rating for the BERLIN will be found in the usual back-page RATING LIST, so maybe it will have fallen a little by then?

Regarding Mephisto VANCOUVER there was a terse note in SS/40 that I was testing same with Rooks set to 110%. This work has continued and I have also discussed the "theory" with programmer RICHARD LANG. The position definitely is

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that Rooks at 110% do improve the VANCOUVER, by 25-30 Elo, and owners can make this change themselves by adjusting the Rooks through the Options feature. I note in PLY Magazine that G.M Gennady Timoschenko has been conducting similar experiments to find the best Pawn/Piece ratio in the LYON program (110%/120% seems to be his conclusion, though my non-mastery of the Swedish language leaves me unable to expand on this!).

The BERLIN does not have the scope for changing Pawn/Piece values, but we have not yet seen it making any dubious Rook for Minor Piece + Pawn exchanges of which VANCOUVER is over-fond, so the VANCOUVER -> BERLIN program changes made by Richard seem to have largely taken care of it in one way or another. Incidentally the BERLIN also has the feature to Store up to 50 games, which we did not know about until they came into stock. In addition it has under-surface LEDs for every square, which makes it much easier to use than the standard press-sensory with co-ordinate LEDs, especially for Blitz chess.

RISC systems are inevitably a major talking-point right now as these offer a current speed potential equivalent to the 68030 processor... but at 68000/68020 prices!

The first commercial programs using RISC were the ChessMachine PC progs, GIDEON and THE KING. These quickly established themselves on the Rating Lists in a position between the LANG 68020 and 68030 grades, with Schroeder's GIDEON about 25 Elo ahead. Next out was the Mephisto RISC 1MB which immediately caused a minor sensation on its appearance in the KING'S HEAD OPEN in London (45 moves 1½ hrs) getting a 2448 grading (231 BCF). Other results since, mainly Computer-Computer, have established that Ed Schroeder has actually achieved something like a 50 Elo improvement since his ChessMachine GIDEON version, by advancing the new Search Extensions even further, thus putting his RISC 1MB at the top of both the SWEDISH and BRITISH Rating Lists.

New PC Versions of the RISC are said to be due out "any time". Instead of installing the RISC card in one of your PC's Expansion Slots, they will now be connected to the Computer's Parallel Interface Port and the RISC card will be in its own box sat by the side of your PC. Though these will also use the 1MB RAM for Hash Tables, they will not use the upgraded Schroeder program as that work has been done specifically for Mephisto only.

In the very near future (September in all probability) Saitek should have de Koning's THE KING program in a PRESS-SENSORY board with the same 14MHz ARM-2 processor and 256K RAM. With this hardware we expect 2300 Elo... but we don't know what IMPROVEMENTS he may have managed since the Vancouver Championship. So it, too, could be +50, and around 2350!

Finally (Oct-Nov) should see Mephisto with their RISC 1MB in a press-sensory MILANO/BERLIN board with a PC INTERFACE link-up! Ooops. I'm drooling!

**FINE WIN for RISC in SIMUL.
against TOP GERMAN G.M**

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The following fascinating game has recently been sent to me from a Simul. played by Germany's top G.M. Robert Hubner.

Hubner was meeting Mephisto RISC for the second time, I believe, having drawn with a version under test a few weeks before the final changes. His Simul. was against 20 Tournament spectators and Club players, with Hubner scoring 20-0=0 against them - a massive success. Oh. yes... plus ONE COMPUTER!

When COMPUTERS play G.M's, even when it's one of the top programs, one very often finds the G.M has sacked some material for initiative or an attack, or for a long-term positional advantage which the Computer fails to understand. The G.M's regularly win as a result, though not as often as they used to, with quite a smattering of draws creeping in. Of the wins, the difference between a top G.M and a Computer is clearly evidenced in Kasparov-Deep Thought. Another telling demonstration was seen in Valery Salov's 22 move crusher against a Mephisto VANCOUVER. Just very occasionally we find that it is the G.M who goes down, because the attack fails and they are unable to recover from the material deficit. E.g. Judit Polgar against a Mephisto LYON early last year. Occasionally the G.M blunders in some way, due to the pressure of a large number of games. Rarely could we truthfully say that the Computer genuinely HELD the G.M and actually created enough serious problems that the G.M faltered under a forced error.

So, this game is different! In this one it is the COMPUTER which sheds some material seeking a positional advantage and to obtain initiative! - and then makes the subsequent pressure tell with a sudden, additional Knight offer!

White: Robert HUBNER

Black: Mephisto RISC

1.g3 d5 2.Nf3 c6 3.Bg2 Bg4 4.O-O Nf6 5.b3 Bxf3
6.exf3

(6.Bxf3 was in the RISC book)

6...e6 7.Bb2 Bd6 8.f4 O-O 9.d3 c5 10.Nd2 Nc6
11.Re1 Re8 12.Nf3

(Hubner prepares to take a look at the RISC's K-side defensive qualities. But he does so carefully, with no rash moves, having had an embarrassment against a Richard Lang program not all that long ago)

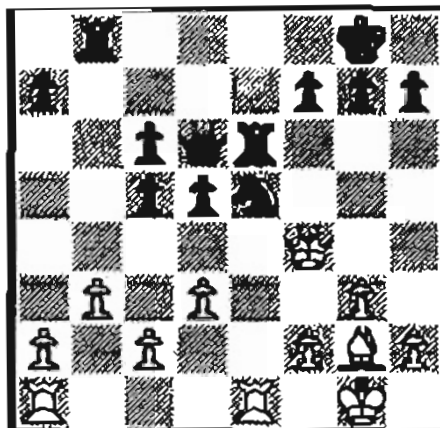
12.... Bc7 13.Ne5 Rb8 14.Nxc6 bxc6 15.Qe2 Nd7
16.Bc3

(Inviting RISC to push the d-Pawn, which would leave inviting holes at c4 and e4 as well as a target at c6)

16.... e5 17.fxex5 Bxe5 18.Bxe5 Nxe5 19.Qd2 Qd6

20. Qf4 Re6

(DIAGRAM)



21. Re3

(Hubner's probing has failed to bring any weakening of RISC's position, but he now makes a weak move himself leaving his Queen hemmed in. An escape route can be created, but only after RISC has improved his position slightly. Therefore 21.d4 cxd 22.Qxd4 might have been better)

21.... Rb4 22.c4 d4

(This seems to be best, though I am somehow not keen on it. The e4 square looks strong for White again (see earlier note) and the c6-Pawn becomes vulnerable. Still, I can't truthfully see anything better, but the position does seem to have become very equal again now)

23. Re4 Qe7

(If 23...Nxd3?? 24.Qxd6 wins immediately due to Rxd6 25.Re8 mate!)

24. Rd1 Rb7

(Hubner has a goodly number of wins under his belt already on other boards, but this game is very nicely balanced)

25. h4 g6 26. Qd2 f5 27. Re2 Qe8 28. Qa5 Rbe7

(28...Nf3 looks inviting, but 29.Bxf3 Rxe2 30.Bxe2 Qxe2 31.Re1 Qxd3 32.Qxc5 is good for White. However the move chosen by RISC instead makes it possible... thus Hubner's response)

29. Red2 Ng4

(Whether this can be seen as a Pawn sac is debatable, as the c5 Pawn could not be held at this time. However RISC has had this continuation in view for a move or two, and does show a +027 eval. which implies the loss of the Pawn is deliberate and, in RISC's view, gets full compensation in the initiative he now has)

30. Qxc5 Qd7

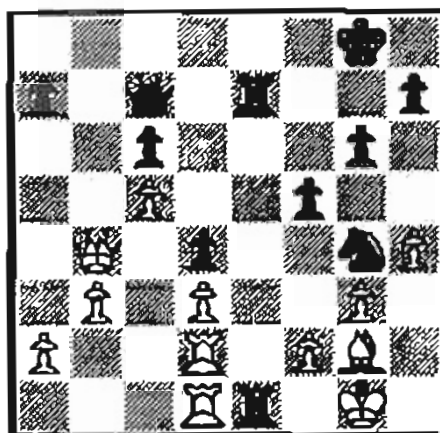
(He cannot afford to drop d4 as well)

31. Qb4 Qc7 32. c5

(Attacking d4 again. Most programs put White ahead here, but RISC still shows it equal due to special algorithm plusses for pressure and initiative)

32.... Re1+

(DIAGRAM)



(The key moment at which Black's persistence is rewarded!)

33.Bf1??

(This proves to be altogether wrong, though the reason is not so easy to see - at least for mere mortals! - or even G.M.'s trying to finish off their last few victims in a Simul. In fact 33.Rxe1 Rxe1+ 34.Bf1 Ne3 would leave the game in a fairly level situation. What would S/S Readers play now? Of course, being warned that there is a "special" move here helps you find it!)

33...Nxf2!!

(Superb! The Knight offer must obviously have been missed by Hubner, but took RISC just 35 secs to find with a very big + eval. Despite much thought at this point, White was unable to come up with a solution. If d1-Rook moves (even 34.Rxe1) then 34...Qxg3 mate. If 34.Rxf2 Qxg3+ also wins very easily:- 35.Rg2 Qe3+ 36.Rf2 Rxd1 for example. Finally if 34.Kxf2 (the most likely response), RISC would play 34...R7e3! (threat Qxg3 mate) 35.Kg1 Rxd1 36.Qc4+ Kf8 37.Rxd1 Qxg3+ with RISC announcing m/12 after 1min 2 secs. Anyway, Hubner resigned. 0-1)

On the subject of these "FIND THE MOVE" type positions, Gary Preston tells me that the Mephisto RISC outscores all the top British players tested some years ago on the Abraham's "CHESS TEST PAPERS" (Bill Hartston was top scorer at the time with 906/1020; Ray Keene came second). Of course the players know they are looking for something "special", or unusual - a "key" move - by virtue of the fact they are given the positions. They can also read: "White to play and win", or "Black has a saving move", or "White can force a draw here". So they get a good idea of what they're aiming for. The Computer knows none of this, and has to work out for itself what it should be looking for, and then find the move. So it is quite a challenge and, when a Computer manages to score 950, then it has to be some program. The "Evaluate Your Grading" Guide which accompanied the article suggests such a score would come from a 240 BCF/2520 Elo player.

To finish off, having seen a COMPUTER bring down a top G.M., we give our human targets their revenge by including one which went very much the other way!

White: Valery SALOV

Black: Mephisto VANCOUVER

1.e4 e5 2.Bc4 Nf6 3.Bxf7+?! (The very thing I referred to in my notes before the main game: a G.M sac' - which in this case borders on the outrageous and implies that Salov has little respect at all for his opponent)
3...Kxf7 4.d4 exd4 5.e5 Qe7 6.Qe2 Ne8 7.Nf3 Qc5
8.c3 dxc3 9.Nxc3 Nc6 10.Be3 (Harrassing the wayward Queen)
10...Qb4 11.O-O Be7 12.Nd5 Qa5 13.Rfd1 a6 14.a4
Bb4? (A strange moment: the commercial Vancouvers - which came out only 2/3 weeks after this game - all play Kf8 here. At 10 mins (too long, even in a Simul.) they find Rb8, which might help a little) 15.Qc4 Kf8
16.Qf4+ Kg8 17.Ng5 Nd8 18.Bd2 Qxd5 19.Bxb4 Qf7
20.Nxf7 Nxf7 21.e6 Nf6 22.exf7+ Kxf7 (And Black's operator sheepishly resigned. Annihilation, and 1-0)

Saitek-Kasparov TRAVEL CHAMPION

I referred to the planned and exciting new range of Saitek-Kasparov Computers in SS/39. Most readers will know of FRANZ MORSCH's fine little program in the Fidelity TRAVELMASTER, but also be aware of my considerable concern over its very poor quality and reliability.

Good news! Within a week or two of receiving this Issue of S/S, you will be able to buy a reliable TRAVELMASTER... wearing the Kasparov label, and employing (in my view) the much more user-friendly PLUG-IN type of portable board.

In time there will be table-top PRESS-SENSORY versions as well, but for now there are the ~~two~~ PORTABLES:

[a] The **CHAMPION ADVANCED TRAINER** - the TRAVELMASTER program in the well-established, popular and easy-to-use CAVALIER/ADVANCED TRAINER board. The training features (bad move warning, easy levels, helps etc) and the Kasparov TEACHING & TRAINING BOOK are included, so it's the same successful formula but with the much better FRANZ MORSCH program. Price £79.

[b] The **TRAVEL CHAMPION**. More of this in a moment!

It is good to see some new products for the regular chess player coming from the Saitek camp at last. I hope Saitek themselves will forgive the "at last", but knowing they have JULIO KAPLAN, DAN & KATHE SPRACKLEN, and now FRANZ MORSCH as well as JOHANN DE KONING of The King/PC fame, we have been expecting the sparks (or in the Spracklen's case, the SPARCS(!)) to fly for quite a little while.

Firstly DE KONING's **Megathon 2400** is still on schedule for September I believe, and Saitek, via **Nick Gibbons**, are getting one to me for a full report and games in the next Issue of S/S. What improvements will DE KONING have managed!

I also hear that a FRANZ MORSCH **Brute Force** program will soon be available for LEONARDO/GALILEO/RENAISSANCE board owners to upgrade to - or buy new from scratch if you want, of course! Based solely on the PROGRAMMER'S RATING LIST, one imagines an upgrade from the KAPLAN D/10 program to a MORSCH **Brute Force** will yield something like a keenly awaited 100 Elo improvement.

Finally **Nick Gibbons** confirms that a SPRACKLEN **SPARC-chip** system will be entered in the next **Computer World Championship**, and Saitek still expect the SPRACKLEN's to win with it. Please note that this entry will not be a commercial machine, as it would be likely to cost around £20,000 per unit, running around 5 times as fast as the competing RISC systems (basically I understand SPARC to be an enhanced RISC). However a commercial and "affordable", but slower, version should come out later. All worth looking forward to!

The TRAVEL CHAMPION!

The PROGRAM is a slightly IMPROVED version of Fidelity's TRAVELMASTER! This is not being directly claimed by Saitek, but I have found small variations in the evaluations during play from those given by the earlier MORSCH program, so it does seem that he has taken the opportunity to make one or two little changes while removing the predecessor's infuriating bugs!



The PROCESSOR is at 7MHz (compared with TRAVELMASTER's 10MHz). This would only make about 30 Elo/4 BCF difference, but might well be negated anyway by the play improvements. All other technical data is the same.

The BOARD is where TRAVEL CHAMPION will also score. I much prefer a plug-in system: you have a constant record of where everything is, and are unlikely to ever move a piece to the wrong square, which does happen sometimes when transferring moves from notation in a display. But it also has a Display, clear, easy to read, evaluations, forward analysis etc. etc. Whilst non-chess players might be enticed by a modern 'hi-tec' black and shiny silver finish, I prefer something I can see clearly and maintain concentration on. Thus the styling of the TRAVEL CHAMPION gets good appearance marks from me, with board and pieces easier to distinguish; a clear perspex lid keeps everything in place; a front flip-up "pocket" stores captured pieces. Games next time. A1 value at £99!!

CHESS CHAMPION 2175 for PC

The above has been available for the Atari & Amiga for some time, but a NEW and improved version is now out for PC's. I have just received a disc of its first RESULTS and GAMES from one of Schach & Spiele's German testers, and they are quite impressive, using an 80486/33MHz:- v.VANCOUVER 68020 3½-6½; v.SCORPIO 7-3 (!); v.MILANO 7-3; and v.BERLIN 4½-5½.

This puts C'CHAMPION 2175 486/PC onto the S/S RATING LIST at just over 2240; and, based on these results, programmer CHRIS WHITTINGTON would go onto the PROGRAMMER'S RATING LIST at 2205. Ring 0993 823463 for purchase info.

14
KING'S HEAD - Mephisto RISC games
June 1992

Here are the 5 games which earned 2 = place for the MEPHISTO RISC at the recent King's Head Tournament. With a 4-0 = 1 record, and a 231 BCF (2448 Elo) grading, this is quite easily the best Computer result ever obtained in Britain.

The Time Control was 45 moves in 1½ hours, with a 15 minute Blitz finish (though all but one of the RISC's games finished well before this!).

Round 1

White: R Muskath 171

Black: RISC

1.g3 d5 2.Bg2 e5 3.d3 Nf6 4.Nf3 Nc6 5.O-O Be7 6.Nbd2 O-O 7.c3 Bf5 8.Nh4 Be6 9.e4 dxe4 10.dxe4 Qd3 11.Nb3 Rad8 12.Be3 Ng4 13.Bc5??

Wrong move order, If first 13.Qxd3 Rxd3, then 14.Bc5 leaves White with an only slightly inferior position

13.... Qc4!

Spotted by the RISC immediately, and winning the c5/Bishop as well as giving Black all the play. White resigned, 0-1.

Round 2

White: RISC

Black: A Spice 175.

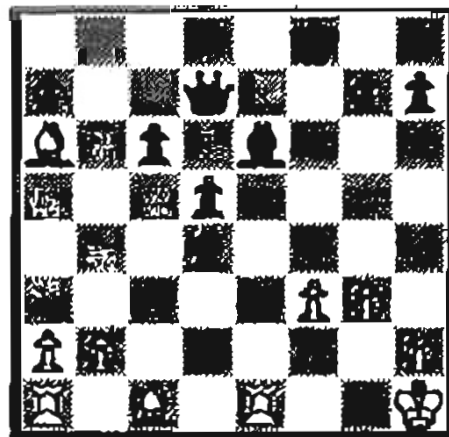
1.d4 f5 2.g3 Nf6 3.Bg2 e6 4.Nf3 Be7 5.c4 O-O 6.O-O d6 7.Nc3 Qe8 8.Re1 Ne4 9.Nxe4 fxe4 10.Ng5 d5 11.cxd5 exd5 12.Qb3 c6 13.f3 exf3

13...Bf6 is preferred here

14.exf3 Qd8 15.Ne6 Bxe6 16.Qxb7 Bf6 17.Qxa8

Making a useful material gain, but the Queen could find herself trapped

17.... Bxd4 + 18.Kh1 Qd7 19.Bf1 Na6 20.Qxf8 + Kxf8 21.Bxa6



When the dust settles, things look quite even!

21.... Bh3 22.Bf4 h6 23.Re2 g5 24.Be3 Qf5?

Black tries for too much. But RISC's pieces combine well, and 24...Bxe3 25.Rxe3 still leaves White edging ahead

25.Bxd4 Qxf3 + 26.Kg1 Kg8 27.Rae1

And suddenly we see that Black is lost

27.... Bf5 28.Re8 + Kh7 29.R1e7 + Kg6 30.Be2

Black is losing his Queen now, so resigns. 1-0

With 2/2, we hoped for a 200+ graded opponent for Round 3. However it was not to be. We give the game without notes as it was won easily from an early stage, and our opponent could truthfully have resigned long before he did!

Round 3

White: D Bisby 161

Black: RISC.

1.c4 Nf6 2.Nc3 e6 3.e4 d5 4.e5 d4
 5.exf6 dxc3 6.bxc3 Qxf6 7.d4 e5
 8.Qe2 Be7 9.dxe5 Qg6 10.Nf3 Bg4
 11.h3 Bf5 12.g3 Nc6 13.Bf4 O-O-O
 14.Bg2 Bd3 15.Qb2 Qe4 + 16.Be3
 Bc5 17.O-O-O Bxe3 + 18.fxe3
 Bxc4 19.Nd2 Qxg2 20.Nxc4
 Rxd1 + 21.Rxd1 Qxg3 22.Rf1
 Qxh3 23.Qf2 Rd8 24.Qxf7 Nxe5
 25.Nxe5 Qxe3 + 26.Kb1 Qxe5
 27.Qf3 Qb5 + 28.Ka1 Qd3 29.Qxd3
 Rxd3 30.Rf8 + Rd8 31.Rf7 Rg8
 32.Kb2 h5 33.Kc2 h4 34.Kd3 h3
 35.Rf2 g5 36.Ke2 g4 37.Kf1 g3
 38.Rf3 g2 +

And White finally gave it up here! 0-1.

Round 4

White: RISC

Black: Z. Harari 208.

Exactly the strength of opponent we wanted! Wins over 170 grades make the Tournament records and final placing look good, but we want to see how the RISC gets on against strong opponents.

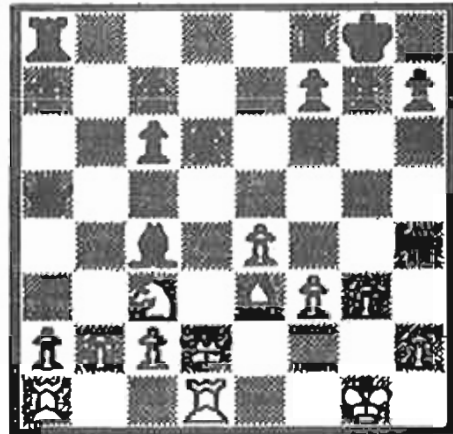
Equally the first 3 games have been won due to opposition error. It is true that the RISC encourages such by its aggressive style, and we think it "earns" these in a way. For example we have clearly noticed that folk very rarely make such mistakes when playing against the Vancouver, which uses a more positional, but quieter style, and therefore applies less pressure. But will the RISC's competitive style work against the 200+ players?

1.e4 e5 2.Nf3 Nc6 3.Bc4 d6 4.d4

exd4 5.Nxd4 Nf6 6.Nc3 Be7
 7.Nxc6 bxc6 8.Be3 O-O 9.O-O Ng4
 10.Bf4 Bf6 11.f3 Ne5 12.Bb3 Ba6
 13.Re1 Qb8 14.Qc1 Qb6 + 15.Be3
 Qa5

15...Bg5 looked to be worth thinking about here

16.Qd2 Bh4 17.Red1 Nc4 18.Bxc4
 Bxc4 19.g3



Be7?

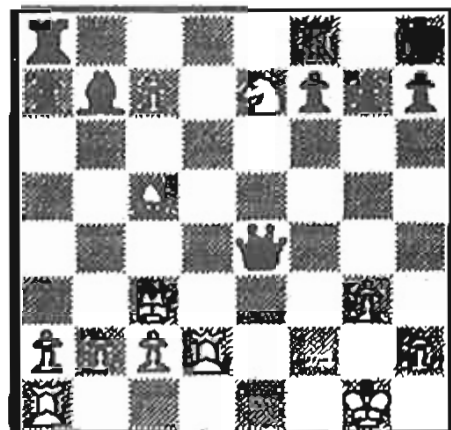
19...Bd8 was correct, for reasons RISC makes immediately obvious

20.Nd5! Qa6

Trying to avoid exchanges makes sense, but this leaves White with the much superior Queen. However 20...Qxd2 21.Nxe7 + Kh8 22.Rxd2 leaves White well ahead, so Black had no good choice here
 21.Nxe7 + Kh8 22.Qc3 Be2 23.Rd2 c5

Not 23...Bxf2? 24.Bd4!

24.e5 Bxf3 25.exd6 Bb7 26.dxc7
 Qe6 27.Bxc5 Qe4



The material deficit has become too great, and Black should resign. But it's hard to allow a Computer to go into the last Round with 4/4 if there's a small chance of a last minute cheapo on h1

28.Rf1 Rae8 29.Nd5 Rg8 30.Qd4 Qg6 31.Ne7 Rxe7 32.Bxe7 Qc6 33.Qe5

There is no reason to fear 33...Qh1 + 34.Kf2 Qg2 + 35.Ke1

33.... Re8 34.Rxf7 Qh1 + 35.Kf2 Qxh2 + 36.Ke1 Qh1 + 37.Rf1

RISC reads +999 at this point

37.... Qh6 38.Rd8 Qc1 + 39.Kf2 Qxc2 + 40.Ke3

By now Harari had only 15 secs on his clock, with 5 moves to play... and he's getting close to being mated... so he resigned. 1-0

Round 5

White: RISC

Black: W Watson 242. GM

Well, for better or worse, this has to be the right pairing for us. At the start of the final Round, WATSON, Demetrius AGNOS and the RISC all had 4/4.

1.e4 g6 2.d4 Bg7 3.Nc3 d6 4.f4

Well, it's an interesting start! The Modern Pirc has very contrasting strategic aims for White and Black, and this variation (Pseudo-Austrian, BCO) can be very tricky

4.... c6 5.Nf3 Bg4 6.Be3 Qb6

7.Qd2 Bxf3 8.gxf3 Nd7 9.Bh3

O-O-O

It looks quite astonishing to castle into a pin - but G.M's usually know what they're up to. Certainly Watson wouldn't want to castle K-side with those White Pawns and the half-open g-file. Nevertheless I note that 9...Ngf6 and 9...Qa6!? are in BCO, with an equal position. My opening theory isn't sufficiently up-to-date to know if

9...O-O-O is a current trend

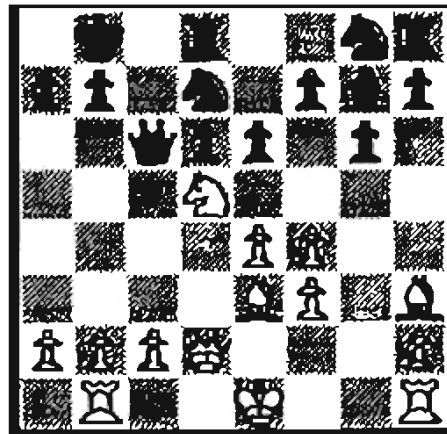
10.Rb1 Kb8 11.d5 Qc7

Blocking the position by 11...c5 looks good. But 12.Bxd7 Rxd7 13.b4! favours White as the clever-looking 13...cxb4?! meets 14.Bxb6 Bxc3! 15.Bd4!! leaving White ahead

12.dxc6 Qxc6 13.Nd5

White's plan of weakening Black's protective Pawn structure shows good thematic awareness; but what of his own King? Still, RISC here shows +113, Watson thought it was about equal

13.... e6



14.Bxa7 +

A dramatic move to play - especially against a G.M. One imagines Watson saw it coming and analysed it as acceptable in the long-term. Or maybe he assumed that a Computer would never choose such a move. And, of course, most wouldn't!

14.... Kxa7 15.Qa5 + Qa6 16.Qxd8 Ngf6 17.Qe7

Is the Queen now out of the game, or is she going to be alright? Watson believed his chances were quite reasonable at this point, and told us that he had found the RISC's play, and the whole game, very interesting

17.... exd5 18.Bxd7 Qa5 + 19.c3 Qc7 20.Qxf7 Qxd7 21.Qxd7 Nxd7

This will be tricky for the Computer. But if programs are going to be credited with 220-225 BCF grades, they will have

to prove their worth by holding such end-games as this, even against G.Ms!
22.Rd1 Nb6 23.Kf2 Rf8 24.Kg3 Bh6 25.f5

The f-Pawn could not be held, so RISC gives it back in the best way it can find
25.... gxf5 26.exf5 Rxf5 27.Rd4 Be3 28.Rd3 Bf4 + 29.Kg2

Advancing the King to g4 was tempting, but we think this is wiser
29.... Re5 30.Rd4 Be3 31.Rh4

RISC continues to seek active play, looking for a route to the full point. Watson looks perfectly comfortable however, and confirmed later that he still held hopes of converting this position into a win for himself, as he continues to activate his pieces in line style

31.... Rg5 + 32.Kh3 h5 33.Rd1 Nc4 34.b3 Nd2 35.Ra4 + Kb8 36.Re1 Re5

If he moves the Bishop, say 36...Bc5, then White may gain some initiative through 37.Re8 + Kc7 38.Rf4. The G.M was impressed with the way RISC refused to yield to his own probing, and continued to demand careful responses to many of its own moves

37.Kg2 Rg5 + 38.Kh3 Re5 39.Kg2 b6

Here Watson spurns the chance of a draw by 3-fold repetition. He still felt he held a small plus, but there is some play in the position for both sides, so it is a creditable choice. Also the G.M is motivated by desires for 1st. place and a worthwhile winner's cheque!

40.Re2 Kb7 41.Rb4 Kc6 42.Ra4 Rg5 + 43.Kh3 Re5 44.Kg2 Kb7 45.Rb4 Kc7

Here we commence the 15 minute Blitz finish. Watson has been unable to tempt the RISC to advance or misplace his King, so it's looking lvery much like a draw

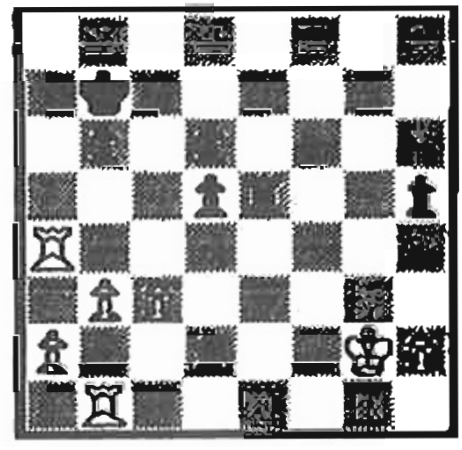
46.Ra4 Kb8 47.Kg3 Kb7 48.Kg2 Bg5

48...b5 49.Ra5 Kc6 may have been better, we think; but it still looks as if the point will be shared. Agnos had won his (easier) game, so was sure of at least a share of 1st. position with his 5/5

49.Rf2 Be3 50.Re2 Nb1 51.f4 Bxf4?

Trying to force the position. The natural withdrawal 51...Re8 seems to leave the position quite equal

52.Rb2 Bd2 53.Rxb1



Black, after his error on move 51, now offered a draw! But suppose the next moves had gone 53...Bxc3 54.Rf1 d4! Here was see that White's a4/Rook is completely out of the game, and Black may still have chances!? However, expecting the obvious 53..Bxc3, we were pleased to see the RISC display immediately showing 54.Rh4. On the clocks the RISC had 12 mins left, Watson just 6! Even so, we thought it best to take the draw offer - we believe that was the most likely result anyway.

We are very impressed with the RISC program! In this 5-Round Tournament it outgraded the Vancouver 32 by nearly 50 BCF points, which is no mean feat, even though 5 is an admittedly small sample. Its next stop is the British Championships at Plymouth in August - the MAJOR OPEN - where again the RISC and VANCOUVER 32 will participate... with experienced operators for them both! Is there a chance of a top 3 placing? We think there is!

KING'S HEAD - Mephisto VANCOUVER games. June 1992

We must apologise that we do not have our Opponents' names for this part of the KING'S HEAD coverage. We can assure all readers that the BCF gradings are 100% correct - if I can get their owners' names to go with them, I'll include them.

We print 3 of VANCOUVER 68020's 5 games, the other 2 were drawn. So VANCOUVER's final score was 2-1 = 2, for a slightly disappointing 186 BCF grade.

**Round 1 White: Vancouver 32
Black: 190 BCF.**

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4
Nf6 5.Nxf6+ gxf6 6.c3 Bf5 7.Nf3
Qc7 8.Bd3 Bg6 9.O-O Nd7 10.Re1
e6 11.Be3 Bd6 12.Bh6 O-O-O

The Computer's pleasing plus eval (on the basis that he has spoiled Black's K-side castling) is halved in one move

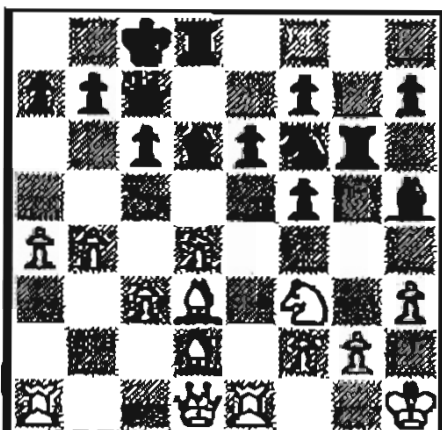
13.a4 Bh5 14.h3 Rhg8

The first real danger sign - Flook on the half-open g-file, and opposite Vancouver's King

15.b4 f5 16.Kh1

I don't like this! It wastes a tempo, and probably puts the King in a worse position, potentially trapped in the corner

16.... Rg6 17.Bd2 Nf6



18.a5

It is my view that White is already lost! But this wasted move allows Black to pursue his attack. If the immediate 18.g4, readers will find Black continues almost the same as in the game, a tempo behind, but his attack still wins through

18.... Rdg8 19.g4

Expecting 19.fxg4 But

19.... Bxg4 20.hxg4 Nxf6 21.Qe2

Nothing here can save White. RISC would choose 21.Re2 which lasts a little longer. 21.Be3 loses to Rh6+ which is mate in 6

21.... Bf4 22.Nh4

The Computer's eval was +100 for the first 2 mins, but drops stunningly to -530 just afterwards

22.... Rh6 23.Qf3 Rxf4+ 24.Kg1

Ne3+ 25.Qg3

A crushing win by Black 0-1

Round 4 White: BCF 174

Black: Vancouver 32.

1.Nc3 Nf6 2.g3 e5 3.e4 Bc5 4.Bg2
O-O 5.Nge2 Re8 6.O-O Nc6 7.d3 d6
8.h3 a6 9.Kh2 Qe7 10.Bg5

A simple oversight which loses a Pawn. Probably 10.Be3 was best

10.... Ng4+ 11.hxg4 Qxg5 12.f3 h5
13.f4 Qxg4 14.f5 h4 15.Qd2 Nd4
16.Rae1 Bb4 17.gxh4 Qxh4+

18.Bh3 Bd7 19.a3 Ba5 20.b4 Bb6
21.Nd5 Rac8 22.c3 Nxe2 23.Rxe2
Ba7 24.Rg2 Kf8 25.Rg4 Qh5

26.Qg2

A disappointing mistake after a spirited fight-back. The point is that White's Knight will need protection when it is forced back to e3. Therefore Rg3 or Qe1 were best with an eval of perhaps only -100

26.... c6

And the Knight has nowhere to run as the a7-Bishop takes if it goes to e3

27.Rxg7 cxd5 28.Rf3 Ke7 29.Rfg3
Rxc3 30.Rxf7+ Kxf7 31.Rg7+ Kf8
32.Rxd7 Qh6

And White gave up here 0-1

Round 5 White: Vancouver 32
Black: 160 BCF.

1.d4 Nf6 2.c4 c5 3.d5 d6 4.Nc3 g6
5.e4 Bg7 6.f4 O-O 7.Be2 b5

A bad idea, just losing a Pawn 7 Na6, or Qc7
must have been better choices

8.cxb5 a6 9.bxa6 Qa5 10.Bd2 Bxa6

11.Bxa6 Qxa6 12.Nge2 Nfd7

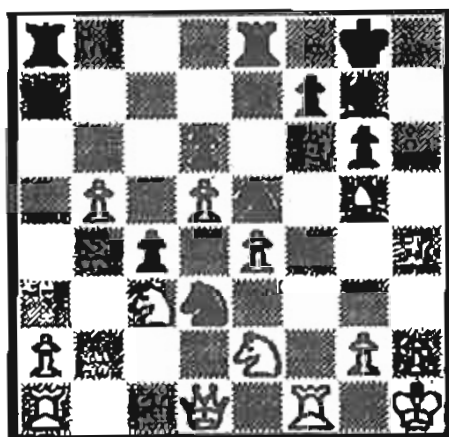
13.O-O Nb6 14.f5 N8d7 15.Bg5

Nc4 16.fxg6 hxg6 17.b3 Nce5

18.Bxe7 Rfe8 19.Bg5 c4 20.Kh1

Disappointingly passive 20 Be3, or bxc would
pursue the good advantage already held Allowed
time to create chances for himself, Black gets
right back into the game

20.... Nc5 21.b4 Ncd3 22.b5 Qa7



Black now has some useful counterplay for his 2
Pawns Firstly the Queen on the a7-g1 diagonal;
secondly the 2 dangerous Knights, which can
combine effectively in this position, as we soon
see

23.Bh4 Ng4 24.Qc2 Ngf2+ 25.Bxf2
Nxf2+ 26.Rxf2

If 26 Kg1, not Nd3+ 27 Kh1 Nf2+ for a perpetual
draw, but 26 Nxe4 with advantage to Black!

26.... Qxf2 27.Qb1

The game is very even again, isn't it Maybe
Black even has a small plus?!

27.... Be5 28.a4

Vancouver rightly shows some urgency, and
pushes forward with his only area of advantage,
the passed Q-side Pawns

28.... Bxh2 29.Qe1

A surprising choice, inviting the exchange of
Queens, and the escape of the h2-Bishop
29 Kxh2 looks equal

29.... Qe3

An even bigger surprise, but perhaps Black was
nervous about 29 Qxe1 30 Rxe1 Be5 31 Rb1
and the push of the b-Pawn?

30.Kxh2

Vancouver doesn't need inviting twice

30.... Kg7 31.Ng1 Rh8+ 32.Nh3
Qd4

Black couldn't afford the Q-exchange now, of
course

33.Qg3 Rae8 34.Rd1 Qa7 35.Rf1

If 35 Qxd6 Rxh3+ 36 Kxh3 Qd3+

35.... Re5 36.Qf4 Qe7

Terrific play by Black, giving Vancouver little
chance to push his "winning" a and b-Pawns

37.Kg1 Reh5 38.a5 Rh4 39.Qf2

Rxh3

One surprise too many, but Black's play is
certainly enterprising, and has given Vancouver a
very testing time

40.gxh3

40 Qd4+ first looked playable

40.... Rxh3 41.Qd4+ Kg8 42.Qf6

Qd7

42 Qxf6 43 Rxf6 Rxc3 wins back the piece - but
loses the game to the a and b-Pawns

43.Rf4 Qc7 44.b6 Qc5+ 45.Kg2

Rg3+

Not as silly as it looks at first Black recognises
that the game is now lost, so hopes to find a
belated perpetual

46.Kxg3 Qg1+ 47.Kf3 Qf1+

48.Ke3 Qg1+ 49.Kd2

And Black resigns as his next check is blocked
on f2 1-0

20 Mephisto RISC - Fidelity MACH 3

I was in for a shock. After 20 games with the RISC against M CHESS 286, VANCOUVER 020, LYON 020, SCORPIO and MILANO, it was scoring an incredible 18-0 = 2.

It seemed a good time to try it against a favourite "benchmark" of mine - the Fidelity MACH 3! This also guaranteed a different style of opponent, with the MACH 3 method a brute force system with search extensions. So, on straight away to game 1... and the shock.

Game 1. 60/60. **White: Mach 3**
Black: RISC

1.e4 e5 2.Nf3 Nf6 3.d4 Nxe4
4.Bd3 d5 5.Nxe5 Bd6 6.O-O
O-O 7.c4 Bxe5

Mach 3 now goes out of Book

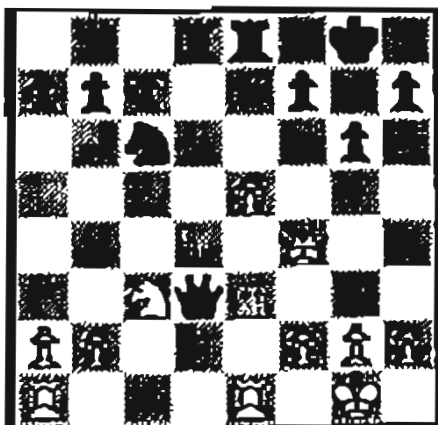
8.dxe5 Nc6 9.cxd5 Qxd5
10.Qf3 Bf5 11.Qxf5 Qxd3
12.Nc3 Nc5

Offering the exchange of Queens, and expecting the Mach 3 to go for it, leaving itself with slightly better development and a distant Pawn majority for a very small plus

13.Qh5 g6 14.Qg5

RISC had expected 14.Qh6. Both programs put themselves slightly ahead

14.... Rfe8 15.Re1 Rad8 16.Bf4
Ne6 17.Qf6 Nxf4 18.Qxf4



18.... Rd4?!

RISC continues the Queen chase. Mach 3 had expected 18...Qd4 19.Qxd4 Rxd4 20.f4, which looks pretty even

19.Qg5 Re6 20.Re3!

A fine move, showing that the RISC's Queen is somewhat exposed

20.... Qd2

RISC still shows +043 here

21.h3 Rc4?

I was surprised that the RISC missed 21...Nxe5 22.fxe5 Qxb2! which looks much more useful to me

22.Rb1 Rc5

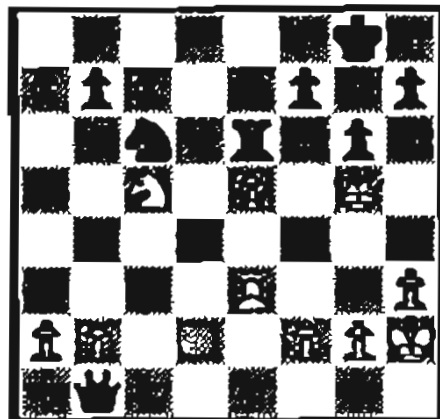
Played still showing a small plus, and expecting Qh4

23.Ne4

Whilst the fork looks obvious, it seems easy to meet it with 23...Rc1 +

23.... Qc2?! 24.Nxc5 Qxb1 +
25.Kh2

RISC is now in serious trouble



25.... Re8?!

Given a little longer Black would have chosen 25...Re7, forcing Mach 3 to "make do" with 26.Nxb7

26.Nd7 Kg7?!

A strange choice, to which White has an obviously strong reply. Was not 26...Rd8 better? Altogether too many little mistakes trying to maintain the semblance of an attack for itself

**27.Qf6 + Kg8 28.e6 fxe6
29.Rf3!!**

*A superb little move, which wins the game.
RISC's eval. drops from -129 to -401!*

29.... Qf5

*A quite awful move to have to make, but
White will mate him quickly otherwise*

30.Rxf5 exf5 31.h4 Rd8

And Black resigned. 1-0

A brilliant start for the Mach 3 - but after 6 games the score had become 5-1... and NOT for the Mach 3. Every one of them had moments of excitement and high-class chess, but there isn't room for them all. So here are the final two.

Game 7. 60/60. **White: Mach 3
Black: RISC**

**1.c4 e5 2.Nc3 Nf6 3.g3 d5
4.cxd5 Nxd5 5.Bg2 Nb6 6.e3
Bb4 7.Nge2 O-O 8.O-O Qd3**

*Reminiscent of RISC's 10...Qd3 played
against Muskath at King's Head. There it
prompted an early error by White, but the
Mach 3 is made of sterner stuff*

9.Be4 Qa6

*A very competitive choice. White had
expected the Queen to return to d8*

10.Qc2 f5!

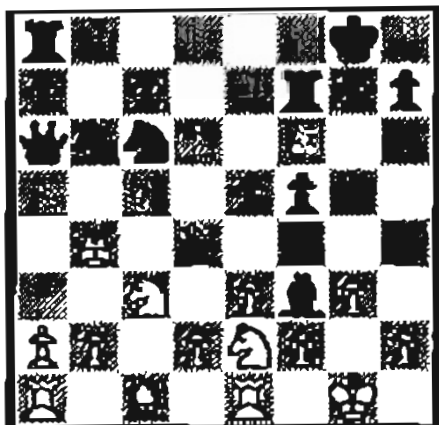
Splendid aggression

11.Qb3 + Rf7 12.Bxb7

*The alternative was 12.Qxb4 fxe4 13 Qxe4,
also going a Pawn up*

12.... Bxb7 13.Qxb4 Bf3

14.Re1 Nc6



*Black has excellent development for his
sacrificed Pawn!*

15.Qc5 Qd3

*The return to d3 seven moves after the
initial infiltration looks very dangerous. Mach
3 now exchanges Queens, but at a heavy
cost*

16.b4 Nd7 17.Qb5 Qxb5

18.Nxb5 Nxb4 19.Nxc7 Rb8

*RISC has been showing a strongly positive
eval. for the last few moves, despite the
Queen exchange. Now we see why as, if
White moves the Rooks to escape the
Knight fork, he will lose his own Knight on
e2. All-in-all an excellent combination by
RISC*

20.Ba3 Nc2 21.Rac1 Nxa3

22.Ne6 h6

Denying the Knight its escape squares

23.Rc3 Nb5 24.Rc2 Re7 25.Nc7

Rc8 26.Nd5

*Neatly saving the Knight, but the exchanges
only advance RISC's cause*

26.... Rxc2 27.Nxe7 + Kf7

28.Nxf5 Rxd2 29.Nc1 Nc5

30.Nh4 Bd5 31.e4 Bxe4 32.Nb3

Nxb3 33.Rxe4 N3d4 34.a4 Nd6

35.Re3 e4 36.Kf1 Ra2 37.Rc3

g5 38.Rc7 + Kf6 39.Rxa7

*If 39.Ng2 Ra1 + 40.Ne1 Nf3! wins
comfortably*

39.... gxh4 40.gxh4 N6f5

41.Ra8 e3 42.Ra7 Ke5 43.Kg2

*43.fxe Nxf3 was mate in 3. But this is only
temporarily better...*

43.... exf2

And RISC announces m/7. A quality win. 0-1

Game 8. 60/60. **White: RISC Black:
Mach 3**

1.d4 Nf6 2.c4 b6

*For the first 4 games I had used Mach 3 on
Tourny and RISC on Random Book. Now
both are on Random - thus this unexpected
move, which puts the RISC straight out of
Book*

3.Nc3 Bb7 4.Bg5

4.Qc2 was in the Mach 3's Book, so both are now on their own

4.... Na6 5.Nf3 Rg8

One can see it's trying to gain an attack on the g-file if 6.Bxf6 gxf6. But I still think it's a bit weird!?

6.e3 h6 7.Bh4

RISC is not being tempted into starting Mach 3's attack for it

7.... e6 8.a3 g5 9.Bg3 Nh5**10.Ne5 Nxc3 11.hxc3 Qe7****12.Qc2 Bg7**

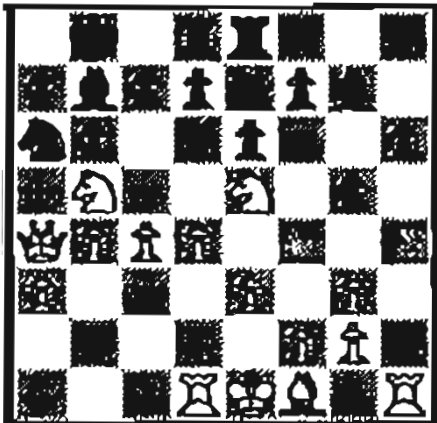
This is a very enterprising start by the Mach 3

13.Rd1 O-O-O 14.Nb5!

RISC immediately transfers his intentions to the Q-side. One already senses that a very sharp encounter is on the way

14.... Kb8 15.b4! Rh8

Mach 3 starts to hesitate. The evaluations are about equal, but RISC is showing the more purposeful plan

16.Qa4 Rhe8**17.Nxa7!**

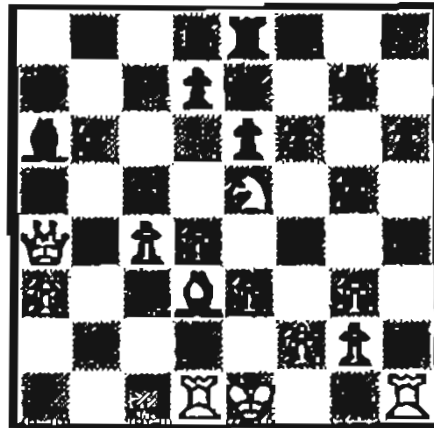
Here we go again!

17.... Kxa7 18.b5 c5

18...Bxe5 19.dxe5 Qc5 was the alternative, but Mach 3 chooses a sharper defence

19.bxa6 Bxa6 20.Bd3 f6

The Knight has 2 or 3 escape squares - in fact Mach 3 expects the "aggressive retreat" 21.Ng6. But we're in for another RISC "special"

**21.dxc5!**

Once more the Mach 3 eval. jumps for joy - this time to +096

21.... fxe5 22.cxb6 +

RISC shows +166

22.... Kb7 23.c5 Bxd3 24.Rxd3

Mach 3 still thinks it is just winning; RISC shows +290

24.... e4 25.Rd6!

25.Qxe4+ was perfectly playable I'm sure, but RISC wants to infiltrate as much as possible to ensure the success of its final thrust. Irresistible chess

25.... Bc3 +

White's threat is Qa7+ and Qa8 mate

26.Ke2 Ba5

Is this best, or has horizon effect taken over? Black will have to play Ra8, and/or Qxd6 eventually, so might it as well have been now? However there is one small point to the Bishop sac. - see next note

27.Qxa5 Ra8

Here, without the sac. 26...Ba5, White's Queen would still be on a4 and here he could play the killing 28.Rxd7+. But would it be any worse than in the game?

28.Qb5 Rd8 29.Rhd1 Qxd6**30.Rxd6 Rxa3 31.c6 +**

7 secs analysis produced this with a m/7 announcement. 1-0.

A brilliant game, and, in the end, a comprehensive 7-1 win for the RISC.

As I write these notes just 1 week before SS/41 heads for the printers, I see my latest in-house copy of the SS/RATING LIST shows the new RISC 1MB sat at 2403 Elo, and the BERLIN at a surely over-optimistic 2322! This is simply the outcome of inputting the latest batch of scores, and the resulting RATING LIST always has been, (and always will be!) the exact output produced by my special Computer-rating program which uses a static formula of the exact Elo/BCF system. So both of these programs will be shown on the back cover with their up-to-the-minute gradings - and, in the case of the RISC, the number of games behind the rating is sufficient to encourage my belief that 2403 is close to accurate.

But in the case of the BERLIN, one has to wonder if it really CAN be 70 above the VANCOUVER. Maybe it will be and, if so, my apologies to Richard Lang for doubting such unexpected progress. However hesitation remains for the moment so, for the purposes of our COMPUTER PROGRESS list, I have input the BERLIN at 2300. The resulting FORECAST date for a Computer achieving 2800 Elo will certainly be greatly reduced anyway, because both the RISC at its 2403, and BERLIN even at 2300, are new top-ten entries. This ensures a significant increase in the Average Grading for the Top Ten, and the 2800 Forecast date will no doubt be back to something like the year 2000! See final TABLE on Back Page.

The PROGRAMMERS: A RATING LIST!

In SS/38 I produced the results of another of our own Computer Programs, and showed an ESTIMATED RATING for programs if ALL of them were put on the SAME PROCESSOR. It enabled us to gauge which actual PROGRAMS are really the strongest in their basic form, AND how much each programmer had progressed with his basic program after stripping away the improvements which come from faster processors.

Another thing we can do is have a PROGRAMMERS RATING LIST, based on each programmers best currently available version. The figures are shown assuming that each gets his best program to run at 30 ChessMHz (a 15MHz RISC equivalent) - again the BERLIN rating was reduced to 2300 for this exercise, as above.

- 2404 Ed SCHRODER (Mephisto RISC, also MILANO etc) -1
- 2396 Richard LANG (BERLIN, also VANCOUVER etc) -2
- 2319 Johann de KONING (The KING/PC RISC system) -3
- 2288 Marty HIRSCH (M CHESS/PC prog) -4
- 2244 Franz MORSCH (MODENA, also TRAVELMASTER, FRITZ/PC) -5
- 2233 Dave KITTINGER (Novag SCORPIO/DIABLO, also SUPER FORTE/EXPERT etc) -6
- 2229 Dan & Kathy SPRACKLEN (1989 Fidelity MACH 3 series) -7
- 2181 Larry KAUFMAN & Dan DAILEY (REX/PC, also ALPHA, SOCRATES prob.) 2200) -8
- 2175 John STANBECK (ZARKOV/PC prog) -9
- 2154 Julio KAPLAN (D/10 and other Saitek progs, SIMULTANO etc) -10
- 2124 Ulf RATHSMAN (Conchess and PLYMATE progs) -11

Correspondence Chess No.3

Mephisto LYON/VANCOUVER

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. In the past few weeks Philip has upgraded his Lyon to the VANCOUVER 68020, and this change has been noted in the games where relevant. Another SS/READER - Clive Curtis - is in the same Tournament with his ACADEMY.

SELECTIVE SEARCH is keeping track of the Computer'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 (1 and 2) already won by the LYON, both against a 220 BCF grade, so the score then was 2-0 = 0.

2 more games were completed in SS/40: both draws. So MEPH's score as we commence this Issue is 2-0 = 2.

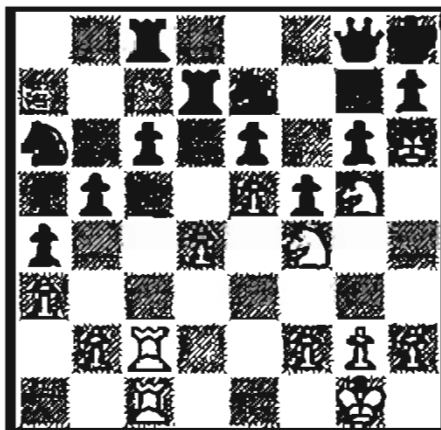
We continue now to report on the other 6, some of which were "well on their way" last time you saw them, but others are still only just getting started.

Game 3. VANCOUVER 020 - BCCS 2307

45.Nf4

This is the game in which Philip sent in 5 "Risky" moves to open up a blocked

position.



45...Nc7 46.Rc3 Ncd5

Black is forced to exchange off one of White's Knights, despite the resulting Pawn loss

47.Nxd5 Nxd5 48.Rxc6 Rxc6 49.Rxc6

So White has won a Pawn as reward for his positive play with the Knights

49...Re7 50.g3 Nc7 51.Rd6 Rg7 52.d5 Re7

LYON expected this. The alternative exd5 allows e6! which is particularly unpleasant

53.Qh4

MEPH is now the VANCOUVER: eval.

+ 248

53...Nxd5 54.Nxe6 Rxe6 55.Rxd5 Re8

MEPH had expected g5, which we think looks better

56.Rxb5

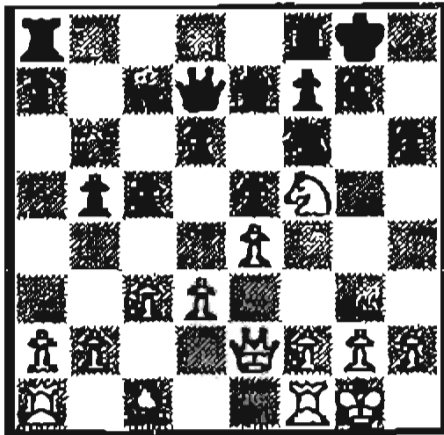
So "we're" 2 Pawns up and reading + 333: in fact it's looking very optimistic as Black's a4Pawn also looks fairly unhealthy

Game 5. VANCOUVER 020 - BCCS 2237

15.Nf5

This game is a Sicilian and, with Book off to

"persuade" LYON to choose its own moves, a Moscow Variation developed. If MEPH's evals. are to be accepted (and why not?) then Black was overly ambitious at move 7 with an e/Pawn push, so were were showing +090 when we sent this move in.



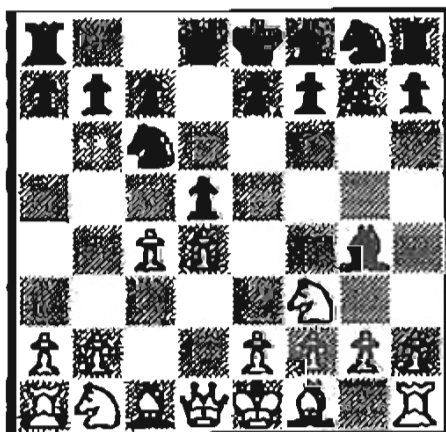
A card went missing between Huddersfield and Wigan, so there has not been as much progress as one might expect!

15...Rb8 16.Qf3 Kh8 17.Qg3 Rg8 18.f4

Played with an eval. of +106, expecting Qc7. However Black has played something else and MEPH is working hard on it at this moment with a much reduced eval. of +063. Can you guess what the Black response was that has caused this?

Game 6. BCCS 2445 - VANCOUVER 020

1.d4 Nc6 2.Nf3 d5 3.c4 Bg4



This game is against the Tournament's top-rated player, with MEPH's book now expecting 4.cxd5 or e3

4.Nc3

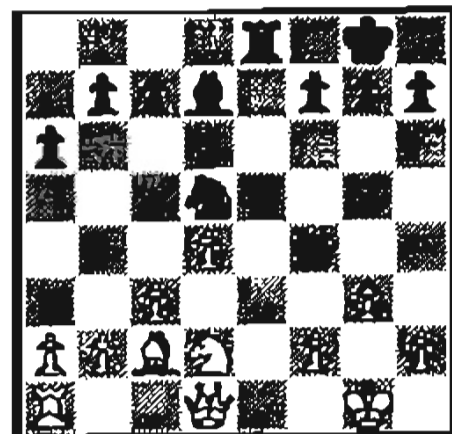
So MEPH goes out of book

4...c6

As Philip says, if this game with our Iranian opponent goes any slower, we'll be taking moves back soon! Eval. accompanying 4...c6 was -018

Game 7. VANCOUVER 020 - BCCS 2000

20.g3



Our opponent in this game is one of four hailing from Mauritius. The game comes from a Bishop's Opening, Marshall counter-attack in which, since losing a Pawn at move 9, our opponent has been playing rather well... will he continue to do so? The VANCOUVER's eval. hasn't changed much, but he is achieving his displayed plan of exchanging down to make the extra Q-side Pawn count

20...Qg4 21.Qxg4 Bxg4

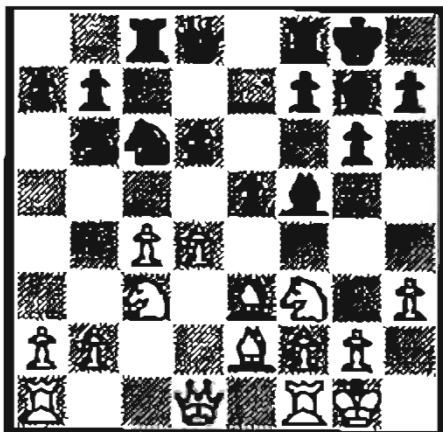
So the Queen exchange suits MEPH with his extra Pawn, but it could be a long slog!

22.Be4 c6 23.f3

And more exchanges are on the way it seems, with MEPH showing +118. Actually this is looking quite healthy in the long term, and we expect the Vancouver endgame to be up to getting the full point.

Game 8. BCCS 2100 - VANCOUVER 020

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4
Nb6 5.exd6 cxd6 6.Nf3 g6
7.Be2 Bg7 8.O-O O-O 9.h3 Nc6
10.Nc3 Bf5 11.Bf4 e5 12.Be3
Rc8



This is another of our Mauritian opponents. As he is also taking exams at the moment there is just 1 move each, and hostilities resume in a couple of weeks

13.g4 Bd7

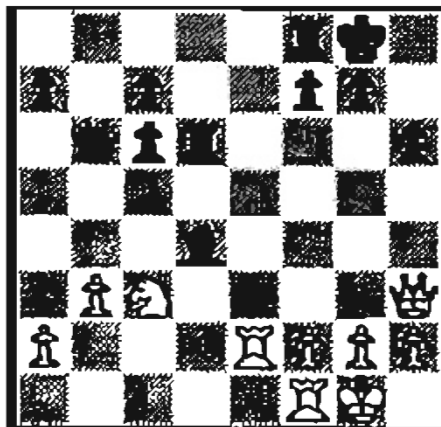
We discussed the move order of the Alekhine's Defence in SS/40. MEPH was deliberately taken out of book at move 11 by owner/operator, and now shows -012 if he'd stayed in book at move 11 with...h6 12.Be3 e5, the eval. goes slightly worse. So MEPH thinks he's improved a little on the Weiner/Noomen/Lang opening book under Philip's careful guidance!? Philip's only comment is that he hopes MEPH knows what he's doing!

Game 9. ACADEMY - VANCOUVER 020

27.Re2

The opponent in both Games 9 and 10 was Clive Curtlis' Mephisto ACADEMY. For both games Clive was allowed to choose the Opening HE preferred for his Computer, as a way of compensating for their different playing strengths. The choices had to be

made from a line in BCO2 - The Petroff, page 362, line 9 up to move 11. MEPH (i.e. the LYON/VANCOUVER) thus had made an early Pawn gain, but active defence by the ACADEMY had kept the eval. at around +050/060. But how was he to get his Pawn back?



The opponent's move (Re2) had only just arrived in SS/40, and LYON showed +057 having just started "thinking". We suggested it might try 27...f5: did you guess its actual, and excellent reply?

27...Qb4!

A fine choice, aiming to attack the Q-side Pawns

28.Nb1 Rfd8 29.a3 Qb5 30.Rc2 Bb6 31.a4 Qg5 32.g3

MEPH is now represented by the VANCOUVER

32...Qd5

Attacking b3 again

33.Rc4 Qf3

Expecting 34.Qg2 Qxb3 35.Qe4 Rd1 36.Nc3 R1d4 followed by the Rook exchange and a very likely win for MEPH

34.Rc3?! Bxf2 +! 35.Rxf2 Rd1 + 36.Rf1

But White resigned with this move. After 36...Qe2 37.Nd2 Rxd2 38.R3c1 Qe3+ it is all over. 0-1

MEPH has now been invited to play Board 7 for the BCCS against SURREY! If we can get agreement, the game will be covered in SELECTIVE SEARCH along with these current ones. Board 7!?! Goodness!

SOLUTIONS TO THE PAGE 2-3 PROBLEMS

Firstly the ones most Computers CAN'T do.

Position 1

Which piece does the King take? Well, the h-Pawn's Queening square is the wrong colour for his black-squared Bishop, so Black can ONLY Queen with N + P. Thus you take the Knight and get the draw.

SOLUTION: **1.Kxc5.**

Position 2

I really like this one, it's very crafty! Of course most programs quickly see that it's a draw unless White promotes with 1.bxc8; and that it's still a draw (stalemate) if the promotion goes to Q or R.

But what does your Computer go for now? Almost certainly a BISHOP! - it's easier to win with 2 x B than it is with B + N, isn't it?! In fact quite a few programs cannot do the B + N mate yet anyway. But NO programs (and NO humans either) can mate with 2 Bishops WHEN BOTH BISHOPS are on the same coloured square.

SOLUTION: **1.bxc8 = N** and wins!

And now for the ones most Computers will eat for breakfast.

Position 3

SOLUTION: **1...f5!!** The threat is 2...Qg3! 3.Qxg3 Rh5 mate! and White has absolutely no way out of this.

A remarkable finish, what a pity NAEGLI missed it and had to make do with the draw!

Position 4

Humans, knowing they're looking for a "neat trick", find 1.Rxc8 fairly soon. Of course it's harder over the board, in "normal" play.

Did your Computer get it? You should be winning a Bishop.

SOLUTION: **1.Rxc8!** Rxc8 2.Bf3 Qf5 (2...b5 3.Qa3 Qf5 4.Qxe7 wins t'other one) 3.Bg4! Either way you're a Bishop up!

Position 5

SOLUTION: **1.Bc4!!** Wow! If 1...bxc4 2.Qh6+ followed by mate. If 1...Qxc4+ 2.b3 and Black must resign.

Position 6

Did you play fair and make a really quick "time pressure" decision in reply to Murray's 1.Qxg7+ . Pytel did, through necessity, and played Qxg7?? allowing 2.Rxe8+ Qg8 (Qf8 would have lasted longer:- 3.Rxf8+ is m/6) 3.Rxh7 mate.

SOLUTION: **1...Kxg7** wins comfortably. 2.Rxh7+ would be White's best, but it's hopeless and Murray would have resigned!

CORRESPONDENCE CHESS No.3

The move which has dropped the VANCOUVER's eval. in game 5 is **18...Qe6**. Why not have another quick look, and see what you think the Computer should play next?!

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RATING LIST (c) SS/41 Aug 1992

BCF Computer	Elo	+/-	Games	Pos	Human/Games		Elo	+/-	Games	Pos	
225 MEPHISTO RISC IMB	2401	21	488	1	2375	11	155 FID EXCELLENCE-DES2000	1845	11	1646	76
221 MEPH LYON 68030	2374	24	372	2	2407	51	154 KASP PRISMA-BLITZ	1834	26	306	77
221 MEPH VANCOUVER 68030	2371	32	199	3	2427	6	153 CONCHESS/4	1827	20	509	78
219 MEPH PORTOROSE 68030	2357	21	460	4	2354	82	152 NOV SUPER CONST	1822	7	3669	79
216 MEPH LYON 68020/20	2334	48	92	5	2327	10	152 NOV SUPER NOVA	1821	22	411	80
214 MEPHISTO BERLIN	2313	49	90	6	2244	6	151 MEPH BLITZ	1809	27	277	81
210 MEPH VANCOUVER 68020/12	2286	14	1046	7	2170	21	149 NOV SUPREMO	1794	75	38	82
209 MEPH LYON 68020/12	2272	10	2153	8	2263	52	148 NOV SUPER VIP	1787	25	323	83
208 FID ELITE 68040-V10	2264	53	75	9	2230	21	147 FID ELITE A	1778	39	141	84
206 FID ELITE 68030-V9	2248	19	595	10	2180	13	147 FID PRESTIGE	1777	17	715	85
206 MEPH VANCOUVER 68000	2248	21	482	11	2120	12	146 FID SENSORY 12	1772	12	1320	86
204 MEPH PORTOROSE 68020	2239	11	1683	12	2258	182	146 MEPH EXCL S/12	1768	31	213	87
204 MEPH LYON 68000	2233	13	1190	13	2090	33	145 MEPH EUROPA-MARCO POLO	1762	31	220	88
201 MEPH ALMERIA 68020	2211	14	1003	14	2188	215	144 SCI SUPERSTAR 36K	1757	14	987	89
198 MEPH PORTOROSE 68000	2188	12	1421	15	2127	25	144 CONCHESS/2	1755	14	1096	90
198 FID MACH4+2325 68020-V7	2185	13	1262	16	2199	130	142 NOV QUATTRO	1742	19	585	91
193 FID ELITE 2+68000-V5	2150	28	258	17	1888	2	142 NOV CONST/3.6	1742	16	825	92
191 NOV DIABLO/SCORPIO 68000	2135	15	894	18	2168	111	142 NOV PRIMO-VIP	1740	24	354	93
191 MEPH ROMA 68020	2135	14	1022	19	2052	64	141 MEPH MONDIAL 2	1735	83	31	94
191 MEPH POLGAR/10	2133	18	608	20	2085	54	139 FID ELITE B	1719	47	97	95
189 MEPH ALMERIA 68000	2119	14	1025	21	2104	31	137 FID ELITE ORIG	1699	39	139	96
189 MEPH DALLAS 68020	2113	14	996	22	2080	197	136 MEPH MONDIAL 1	1693	29	247	97
186 FID MACH3+2265 68000-V2	2089	6	4789	23	2116	223	134 NOV CONST/2	1679	12	1289	98
185 MEPH MMS/5	2083	13	1180	24	1902	11	133 SUPER ENT-ADV STAR	1665	15	916	99
185 MEPH MILANO	2080	26	311	25	2062	11	128 CHESS 3000	1631	112	17	100
184 MEPH POLGAR/5	2077	10	2023	26	2142	11					
184 MEPH MODENA	2075	59	61	27							
183 MEPH DALLAS 68000	2071	12	1485	28	2000	50					
183 NOV SUPER FORTE-EXP C/6	2068	9	2286	29	2005	24					
182 MEPH MONDIAL 68000 XL	2056	17	723	30	2060	77					
181 MEPH ROMA 68000	2051	9	2225	31	1975	54					
180 MEPH ACADEMY/5	2046	10	1946	32	2036	97					
178 MEPH AMSTERDAM	2029	9	2373	33	2068	182					
178 NOV SUPER FORTE-EXP B/6	2024	13	1276	34	2020	82					
177 MEPH MEGA 4/5	2022	9	2363	35	2041	169					
177 FID MACH 2C 68000	2016	9	2610	36	2066	127					
177 KASP GAL-REN D/10	2016	13	1208	37	1967	109					
176 FID TRAVELMASTER	2011	23	405	38	1982	55					
176 FID MACH 2B 68000	2008	26	302	39	1968	25					
175 MEPH SUPMOND 2-MCARLO 4	2003	31	224	40	2074	8					
174 MEPH MM4/5	1998	8	2793	41	2016	97					
173 NOV SUPER FORTE-EXP A/6	1986	13	1133	42	2040	176					
171 MEPH MONTE CARLO	1973	28	262	43	2046	10					
170 KASP GAL-REN C/8	1966	26	313	44	2016	98					
170 CXG SPHINX/4	1964	10	1921	45	1956	155					
170 KASP TURBO KING 2	1964	17	730	46							
170 CONCH PLY-VICTORIA/5.5	1961	17	675	47	1890	15					
169 FID MACH 2A 68000	1956	25	338	48	1910	35					
167 NOV EXPERT/6	1938	31	222	49	2036	22					
167 NOV SUPER FORTE-EXP A/5	1936	12	1450	50	1836	29					
166 FID CLUB B 68000	1933	12	1459	51	1827	18					
165 NOV EXPERT/5	1920	26	310	52	2052	62					
164 MEPH REBELL	1916	10	2111	53	1940	69					
164 NOV FORTE B	1916	10	1917	54	1975	208					
164 FID AVANT GARDE/5	1914	11	1721	55	1862	80					
164 FID PAR E-ELITE-DES2100	1912	9	2538	56	1927	220					
164 KASP STRATOS-CORONA	1912	10	2034	57							
163 NOV FORTE A	1908	9	2202	58	1930	134					
162 MEPH SUPERMONDIAL 1	1901	12	1411	59	1990	6					
162 FID CLUB A 68000	1898	29	242	60	1767	6					
162 KASP SIMULTANO	1898	15	939	61	1830	36					
161 CONCH PLYMATE/5.5	1895	10	2089	62	1939	55					
161 KASP TURBO KING 1	1894	24	364	63	1910	61					
161 KASP GAL-REN B/6	1894	14	976	64	1873	123					
160 CONCHESS/6	1886	44	107	65	2037	8					
160 FID EXCELLENCE/4	1883	11	1740	66							
160 NOV EXPERT/4	1882	14	962	67	1975	43					
158 CONCH PLYMATE/4	1871	24	372	68	2027	6					
158 SCI TURBO KASP/4	1868	20	512	69	1959	52					
158 CXG SPHINX 40	1866	86	29	70							
157 FID ELITE C	1859	34	182	71	1869	11					
156 FID ELEGANCE	1853	17	685	72	1872	40					
156 SCI TURBOSTAR 432	1852	12	1337	73	1896	61					
156 MEPHISTO MM2	1851	16	781	74	1776	8					
155 KASP GAL-REN B/4	1846	76	37	75	1982	6					

RATING LIST (c) PC PROGS SS/41 Aug 1992

BCF Computer	Elo	+/-	Games	Pos
218 C-MACHINE GIDEON/PC	2346	18	648	1
214 C-MACHINE THE KING/PC	2319	22	425	2
213 CHESS MACHINE 1 512/PC	2304	36	158	3
212 M CHESS 486/PC	2299	23	397	4
205 C-CHAMPION 2175 486/PC	2243	73	40	5
204 M CHESS 386/PC	2238	17	720	6
198 REX 486/PC	2185	44	110	7
197 FRITZ 486/PC	2176	67	48	8
193 M CHESS 286/PC	2147	20	499	9
191 PSION 2 386/PC	2132	38	145	10
191 ZARKOV 386/PC	2130	29	254	11
189 FRITZ 386/PC	2117	32	201	12
185 M CHESS/PC	2080	84	30	13
184 REX 386/PC	2075	20	496	14
182 ZARKOV 286/PC	2059	46	99	15
181 PSION 2 286/PC	2049	48	92	16
181 FRITZ 286/PC	2048	49	90	17
175 REX 286/PC	2007	48	93	18
174 C-MASTER 3000 386/PC	1999	71	42	19
174 C-MASTER 3000 286/PC	1993	65	51	20
172 PSION PDOM 386/PC	1978	67	48	21
170 PSION 2/PC	1967	10	2064	22
169 PSION PDOM 286/PC	1959	94	24	23
165 COLOSSUS X 386/PC	1925	94	24	24
163 C-MASTER 2100 386/PC	1911	48	91	25
163 C-MASTER 2100 486/PC	1910	94	24	26
154 PSION PDOM/PC	1835	34	185	27
154 C-MASTER 3000/PC	1834	62	56	28
149 SARGON 3/PC	1796	46	100	29
148 C-MASTER 2100/PC	1786	28	265	30

COMPUTER PROGRESS	To 2800 Elo!	SS/41
ISSUE	DATES	TOP 10 AVE
		TOP 10
35	Aug-Sep	2281.20
		2401.00
36	Oct-Nov	2276.90
		2374.00
37	Dec-Jan	2307.60
		2371.00
38	Feb-Mar	2307.60
		2357.00
39	Apr-May	2306.20
		2334.00
40	Jun-Jul	2302.90
		2300.00
41	Aug-Sep	2320.70
		2286.00
1 Year Increase =	39.50	2272.00
Top Rating =	2401.00	2264.00
To reach 2800 =	10.10 yrs	2248.00
FORECAST DATE =	2001.60	Ave = 2320.70