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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 again to **SELECTIVE SEARCH** - packed with goodies as usual, so I do hope you enjoy it. Keep in touch... send **YOUR RESULTS** in etc. *Eric*

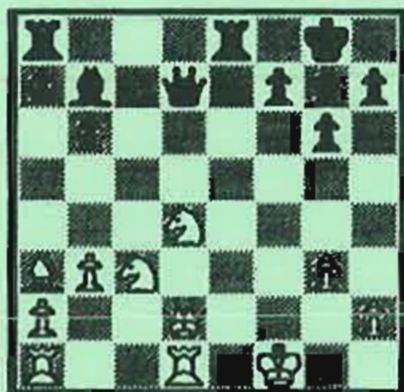
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FISCHER (The King) Is BACK! Positions from Graham White

Pos. 1
BYRNE
v
FISCHER

White to
move

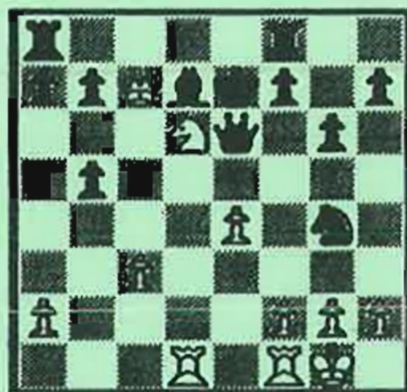
Why did
Byrne
resign?



Pos. 2
FISCHER
v
CELLE

White
to move

A dramatic
winning
move!



Pos 3
FISCHER
v
FINE

White
to move

A 'line'
finish!



Pos 4
FISCHER
v
RESHEVSKY

White
to move

A bolt
from the
blue



SOLUTIONS

Pos. 1 If 1.Qf2 Qh3+ 2.Kg1 Re1+ 3.Rxe1 Bxd4!! (If Qxd4 4.Qg2 mate!). If 1.Ndb5 Qh3+ 2.Kg1 Bh6 etc (again watch g2!)

VANCOUVER and RISC recognise they are losing in 30secs. ZARKOV finds 1.Qf2 and thinks it's o.k! VANCOUVER finds White's best try (as per Fischer), and it is a beautiful line you MUST play through: 1.Kg1 Bxd4+! 2.Qxd4 Re1+!! 3.Kf2 Qxd4 4.Rxd4 Rxa1 5.Rd7 Rc8! 6.Rxb7 Rxc3 7.Rb8+ Kg7 8.Bb2 Rxa2!, and Black wins. Terrific.

Pos. 3. 1.Rfe1+! Bxe1 2.Rxe1+ Kd8 3.Qg3!! wins. If 3...Qxg3 4.Bf6 mate.

The Computers chose 1.Rae1+ (same difference). VANCOUVER 1½mins, RISC 12secs, ZARKOV 1min. Amazing to spot the strength of Qg3 from the initial position!

Pos. 2. The winning line is 1.Nf5+!! gx5 2.exf1 Rac8 (RISC goes Rfc8 giving the King an escape square: 3.Rxd7+ Qxd7 4.Re1+ Ne5! 5.Rxe5+ Kf6 6.Qxd7 Kxe5, and Black is only ½-dead!) 3.Rxd7+ Qxd7 4.f6+! Nxf6 5.Re1+ etc).

VANCOUVER Nf5+ and a positive eval. at 7mins. RISC Nf5+ and a small plus at 50secs. ZARKOV has Nf5+ but missed 3.Rxd7 (had Qd6) until 12mins and still -080

Pos. 4. Fischer's shattering finale was 1.Bxf7+. The game went Kxf7 2.Ne6!! and Black resigned. If 2...Kxe6 3.Qd5+ Kf5 4.g4+ Kxg4 5.Rg1 mates. RISC goes 1...Rxf7 2.Ne6 dxe6 3.Qxd8 Nc6 4.Qd2 Nxe5, and Black has lost, but not quite so dramatically. VANCOUVER 1m45, RISC 2m38 for Bxf7. ZARKOV no sign at 15mins

GRADINGS - A Bit of a Shock!

If you have already taken a look at the RATING LIST for this Issue, on the Back Page, then you will be partially prepared for this Article. But if you are one of those methodical readers who starts from the front and takes it one page at a time, then you'd better have a quick look at the Back Page NOW!

When you've recovered, we'll go on.

About three years ago the Swedish PLY Magazine re-graded their List, and everything dropped by around 70 Elo points. It was a shock/horror story at the time! My own List has dropped a couple of times, though by smaller, and therefore less controversial amounts. Subsequently, around 18 months ago, I built in some new algorithms to force my program to make all the most recent results v. Humans a greater priority, so that the overall LEVEL of the List is continually determined MORE by results during the past 12 months or 2 years than it is by those from 5 or 6 years ago.

I think this is vital. I am sure nobody would seriously expect a SENSORY 9 to get 1771 today, or a SUPER CONSTELLATION to get 2018. But they WERE genuine results obtained some years ago. We must NOT take these performances AWAY from the machines, but when it comes to an assessment of the OVERALL Rating LEVEL for the List, their INFLUENCE must be modified.

And this is done automatically by my program as new Results v Humans are fed in whenever they become available. So small variations are actually happening all of the time, but usually it's perhaps one or two points an S/S Issue, so it rarely gets noticed!

A suitable example, to show this change, is the Mephisto AMSTERDAM - a machine with which few new games are now played. Yet we can see how ITS Rating has changed very slightly over the past 2 years:

PRACTICAL EXAMPLES

Aug 1990:
AMSTERDAM: 2041 Elo from 2300 games

Aug 1991:
AMSTERDAM: 2033 Elo from 2340 games
(8 points drop in the Rating Level)

Aug 1992:
AMSTERDAM: 2029 Elo from 2373 games
(4 points drop in the Rating Level)

As I say, quite nominal... until this Issue, where the drop is rather more noticeable - and necessary I believe, so I am happy with the Rating Program's reaction to the latest round of results fed into it.

I know it drives you mad, and I will give you the latest v. Human results in a moment: but first consider something else...

We need to be aware (just as both myself and the diligent Swedish workers have stated in the past) that Humans are becoming more and more adept at playing the Computers. Many more now own them and, because some Computers are definitely able to offer a STIFF challenge at Master level, most players PREPARE for encounters in Tournaments with them - in just the same way as they prepare for each other!

There's absolutely nothing wrong with that,

of course. It is a compliment that they find this to be necessary - but it does mean that the Programs will find real progress harder to achieve in terms of VISIBLE RATINGS as they get better known in these ways.

In a sense what we are saying is that the HUMAN Rating Level AGAINST Computers has increased! The REAL value in knowledge about the Computer opponent and preparation is seen in the following excellent example:

British I.M KEITH ARKELL (2460 Elo) has recently played a series of Blitz Matches against a Mephisto LYON 68020. The 1st. Match was intended to be the only one but, as Keith lost it by a massive 12½-4½, he wanted another!

The 2nd. was also won by the Computer, but this time by the much closer score of 13-10 (it was 10-10 until the Computer won the last 3). A 3rd. (and no doubt final Match this time!) has been played, but now Keith has come out on top, with a 12½-8½ score.

The LYON's grading performance for each Match looks like this:-

| |
|-------------------|
| Match 1. 2648 Elo |
| Match 2. 2512 Elo |
| Match 3. 2384 Elo |

IT'S THE HUMANS WHO'VE PROGRESSED!

Now we KNOW that the LYON hasn't actually dropped by 250 Elo in ITS ability through the course of the Matches. It doesn't change at all! Therefore it MUST be that Keith's performance has improved by that amount as he has evaluated the Computer's strengths and weaknesses, and adapted his play accordingly. In TRUE terms, though Computer Manufacturer's might not like me saying so, it is the

LYON's LAST result which is the TRUE indication of its Blitz playing strength... 2384 Elo. When it starts to meet properly aware and prepared opponents in every game, this is the sort of performance grading it is likely to produce - and a yet lower one at G/30 (so-called Rapid chess) and, of course, 40/2.

Now all of the above facts were designed to help newer readers, who perhaps haven't given the subject too much thought before. So you've wondered how or why the Rating List could (or should) "drop".

Yet how else can it be that a Mephisto ACADEMY in 1989 can get 180 BCF at the British and, in 1992, a VANCOUVER 020 only get 5 BCF points more?!? We KNOW for certain that a VANCOUVER 020 is MUCH more than 5 BCF/40 Elo stronger than the ACADEMY. More like 30 BCF/240 Elo, in fact.

And, of course, the ACADEMY got, and deserved, its 180 figure. And equally, (and may I say 'of course' again?) it hasn't 'gone worse' in the chess it actually plays since then!

But what would be its chances of getting 180 BCF in the British right now? Dare I say, without upsetting the management, NOT SO GOOD! And why? Simply because its human opponents would be much more able to deal with it this time, just as they kept the LYON 000 down to 180 last year, and the VANCOUVER 020 and RISC to lower than hoped-for figures this year.

Over the past few months, as I have fed into my Rating Program various results from the AEGON Tournament, KING'S HEAD, AMERICA's CRA Tests, the North of ENGLAND Tourny, BAD MERGENTHEIM Open etc. etc. I have expected to see my PC Screen come up with the dreaded "-5", or "-10" info. to indicate a Rating Level drop. But each time it's just been a "-1", or

a "-2"... or no change at all. In fact after the Mephisto RISC's 2448 at King's Head it even showed "+ 2 Elo"!

Then came BIEL.

Mephisto BERLIN, 6½/10 against av.opp of 2052 = 2172 Elo.

Not at all bad, only a moderate amount below "expectation".

Mephisto VANCOUVER 68030, 6½/11 against av.opp of 2274 = 2347 Elo.

A very good result, not much below expectation and a good score against strong opposition. In the light of some later results, this was actually a fine achievement!

Then came DIEREN!

Kasparov BRUTE FORCE, 5½/9 for a grade of 2170.

Mephisto VANCOUVER 68030, 5/9 for a grade of 2250.

Kasparov RISC 2500, 5/9 for 2130 Elo.

Mephisto RISC, 4½/9 for 2070.

The Mephisto results are disappointing, to say the least - the RISC's performance was **quite a** long way below the 2401 Rating SS/41 had it at.

The BRUTE FORCE is a Franz Morsch program which should soon be available for GALILEO and RENAISSANCE boards. NICK GIBBONS tells me that it was not expected that it would come out ahead of their RISC 2500. On the other hand I am an admirer of Franz Morsch programs - he has usually had to work with small memory for chess knowledge, and slower processors - I would guess the BRUTE FORCE could appear in S/S at around the 2200 mark,

maybe a touch more.

The Kasparov RISC 2500 result of 2130 forces one to question the name given to it. Unless the 2500 is supposed to be a model no. and not an indication of its anticipated grading, in which case it's a bit confusing to say the least (but to be as gentlemanly as possible!). In view of the 2300 rating of de Koning's program already on the List (THE KING/PC) - also its v. Human scores, which average at 2244, I am sure that the 2130 figure will prove to be a glitch, and I still expect to see something around 215 BCF/2325 Elo for this.

The results of the two Kasparov machines have had NO impact (as yet) on the level of the Rating List of course, as we have no Computer/Computer results in for them at the time of writing. Thus the RISC 2500 is sat in a rather lowly position at present, based solely on the 2130 rating.

I have been promised an early viewing of a test model, scheduled to reach me at the end of August, in fact. Then work can commence in earnest. And if, as I expect, it gets fairly equal results against programs like the VANCOUVER, Mephisto RISC, and M CHESS, its grading will move up...!

THEN there will be a further small drop in the overall LEVEL of the List, because that "poor" v Human result will again indicate an over-rating situation. I hope you can now understand this, and see how it all works together. If so, award yourself at least 1 brownie point.

Finally the BRITISH!

Mephisto VANCOUVER 68020, 6/11 against av.opp 181 BCF = 185 BCF/2081 Elo.

Mephisto RISC 1MB, 7/11 against av.opp 186 BCF = 200 BCF/2197 Elo.

The RISC result may be slightly our own fault.

After a loss in a very tricky endgame in Round 3, leaving the machine on 1½/3 (a draw in the first Round against a prepared opening produced by a MILANO owner!) - our operator at Plymouth decided to try it on Aggressive mode for the next Round. It won that, and so stayed on Aggressive for the rest of the British Championships.

However it does not play as well on this mode, making over-optimistic (and sometimes peculiar!) moves. I believe Normal would have definitely won a game which it had 'won' (+700 eval) in Round 9, but in which the opponent cannily created a perpetual check draw for himself. The Computer completely overlooked it, whilst busily carrying on its own attack and ignoring him.

Its last Round defeat cannot be evaluated at all - of the first 12 moves out of Book, Normal would have varied no less than 7(!), so the game would have been completely different. On the other hand, who can say if one of the won games on Aggressive might have been a draw or a loss on Normal? There is no way of knowing, but I am personally convinced that the Normal setting enables RISC to get its best results.

Anyway, it was a better result than DIEREN (2197 cp. 2070 for the RISC)... and this direct comparison again gives confirmation that the Computers are able to grade slightly higher over here than in some European Countries. But, ignoring the Dieren grading, it was unarguably some way below expectation.

Even though the BIEL, DIEREN and BRITISH results combined only amount to 79 games (out of literally thousands in terms of total 'v. Human games' now incorporated into the Rating system), the Screen message indicated that the Rating Program

HAD reacted this time, and made a few changes of its own: a DEFINITE MINUS!

Thus we have a "new" level of the Ratings, and I only hope it doesn't cause too many tears, or sleepless nights. 'As long as no-one devalues the POUND as well', did I hear someone say?!

Those Human WORLD CHAMPIONS are SAFE for now!

We're all very fond of our best friends, and would love to see them credited with the highest possible Ratings in the S/S 'oracle'. And the higher we believe they are, the better it means we are (I think especially of myself!) when we get a draw against one of them.

But truth is often more discriminating than fiction and, in retrospect, I for one feel more comfortable with the figures now they are a little lower.

Lastly, I'm afraid it confirms my private conviction that Gary Kasparov, Bobby Fisher, Nigel Short and all can rest easy for a good few years yet.

As a small piece of further evidence, I see that the highly-powered RISC driven CHINOOK Draughts/Checkers program - able to search from a minimum of 20 and up to 40 ply deep throughout the game, with PERFECT play on ALL positions with 7 men or fewer on the board - LOST to Human World Champion DR MARION TINSLEY by 4-2 with 33 draws in their recent Match.

I do not wish to demean Draughts by this comment, but I cannot help but think that, if Computers are still behind at Draughts, which is far simpler to program (what Chess Computer, even DEEP THOUGHT, gets anywhere near a regular minimum 20 ply on EVERYTHING??), then there is little immediate chance of catching Gary & Co. with a Chess Computer.

BRITISH MAJOR OPEN Plymouth, 1992

See elsewhere in S/S for a discussion of the result. Here, however, are the specific scores obtained by each Computer:-

Mephisto RISC 1MB

| | | |
|-----------------|---------|---|
| v W Purkiss | 1955Elo | ½ |
| v A Pickersgill | 1925Elo | 1 |
| v D Neil | 2040Elo | 0 |
| v T Chesters | 2065Elo | 1 |
| v F Simms | 1890Elo | 1 |
| v J Nelson | 2136Elo | 0 |
| v L Grinsell | 2030Elo | 1 |
| v J Cobb | 2280Elo | 1 |
| v T Gavriel | 2245Elo | ½ |
| v M Thornton | 2088Elo | 1 |
| v P Maruschenko | 2295Elo | 0 |

Score 7/11. Grade 200BCF/2196Elo

Mephisto VANCOUVER 68020

| | | |
|-------------------|---------|---|
| v P Williamson | 1950Elo | 1 |
| v M Denison | 2000Elo | 1 |
| v C Howell | 2125Elo | ½ |
| v S Dilleigh | 2128Elo | 0 |
| v K Swainston | 2055Elo | 1 |
| v J Vickery | 2135Elo | 0 |
| v A Panchapagesan | 2130Elo | ½ |
| v R Almond | 2025Elo | 0 |
| v V Rumsey | 1992Elo | ½ |
| v N McSheehy | 1880Elo | 1 |
| v C Cobb | 2070Elo | ½ |

Score 6/11. Grade 185BCF/2081Elo

(Elo is BCF x 8 + 600)

There isn't room for all of the games this issue, but each machine had one very quick win, so we start with them.

Meph Vanc 020 (2280) - K Swainston (2055)

Brit Major Open, 1992

**1.e4 e6 2.d4 d5 3.Nd2 c5 4.exd5
exd5 5.Ngf3 Nc6 6.Bb5 Bd6 7.0-0
cxd4 8.Nb3 Nge7 9.Nfxd4 0-0
10.Qh5 Ne5 11.Be2 a6 12.c3 Qc7
13.Bf4 Nc4 14.Bxd6 Qxd6**

15.Bxc4 dxc4 16.Nd2 b5 17.a4 b4?

[17...Qf4 looks better. Then 18 Qf3 Qxf3
19.N2xf3 Rb8 might follow]

**18.Nxc4 Qc7 19.Qe2 bxc3 20.bxc3
Nd5 21.Rfc1 Bd7 22.Ne3 Nb6**

23.a5 Na4 24.Ndf5 Nxc3?

[A mistake, missing White's quick reply.

24...Qe5! is preferred: 25 Qd3 Nc5 26.Qd4
Qxd4 27.Nxd4 and White is a useful c-Pawn
ahead, but with some work to do]

25.Qe1!

[And Black resigned. ... if 25...Bxf5 26.Nxf5
Rac8 27.Ne7 + Kh8 28.Nxc8 Rxc8 29.Rc2,
and when the a1/Rook arrives on c1, Black
is dead] 1-0

Meph RISC (2400) - A Pickersgill (1925)

Brit Major Open, 1992

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4

4.Nxd4 Nf6 5.Nc3 e5 6.Ndb5 d6

7.Bg5 a6 8.Na3 b5

[Quickly restricting the badly placed
a3/Knight]

9.Nd5 Be7 10.Bxf6 Bxf6 11.c3 0-0

12.Nc2 Bg5 13.a4 bxa4 14.Rxa4

Na5 15.h4 Bh6

[15...Bxh4 doesn't look so bad ... until you
see 16.Qh5!]

16.b4 Nb3?

[16...Nc6 had to be played here]

17.Nce3

[Quick as a flash, and +252]

17...Bxe3 18.Nxe3 Bd7 19.Ra3 a5

20.Qxb3

[And Black resigned] 1-0

British Open Championships Plymouth 1992

Here is another of the RISC's games, this
time from Round 6. The RISC had been on
Aggressive since Round 3. The main notes
are by STEVE MAUGHAN; however
alternative moves shown in *ITALICS* are
added by me to indicate where NORMAL

mode would have played something different.

Mephisto Risc (2400) - J Nelson (2136)

British Major Open, 1992

**1.d4 Nf6 2.c4 c5 3.d5 b5 4.a4 b4
5.g3 Bb7 6.Bg2 e5 7.e4 d6 8.Ne2
g6 9.f3**

The first move out of book. More normal is 9. O-O. Black has chosen the Benoni, a closed opening. This is a common strategy against computers since the positions arising from closed openings are quite often blocked and hence the powerful tactical abilities of the computer are not as prominent in these games.

**9...Bg7 10.Bh3 Qe7 11.a5 (N:11.0-0)
a6 12.0-0 0-0 13.Be3 Bc8**

The start of an interesting series of moves. Black is aiming to swap off a few key pieces, breaking the deadlock and allowing black more space on the king side

**14.Bxc8 Rxc8 15.Nd2 Qf8 16.h3
Bh6 17.Qb3 (N:17.14) Nh5**

A standard manoeuvre to prepare for the advance of the f pawn.

**18.Bxh6 (N:18.Kh2) Qxh6 19.f4 Nd7
20.Qf3 (N:20.Qd3) Rf8 21.b3**

(N:21.Qe3) **Rae8**

There really is nothing in it at this stage. The winner is going to be the player who has the best understanding of the position and can engineer some form of advantage.

22.Rae1 (N:Qe3) f5 23.exf5!

23.Qg2 looks to be better as it removes the Queen from the limelight of the f file (which Normal mode was clearly concerned about at moves 20 and 21). From hereon the Risc seems to go astray.

23...gxf5 24.Kh2 (N:g4?) Kh8

25.Rg1 Ndf6 26.Rh1?!

A strange move, especially coming after 25 Rg1. (N goes 26.Kh1, which is rather better, expecting Ne4 or Rg8 from Black, and showing itself at -042).

26...Rg8 27.fxe5 dxe5?!

27...Qxd2 seems to be better e.g. 28. exf6 Nxf6 28.Qf1 Re3.

28.Nf1 f4

With this move it is clear that black has achieved a significant space advantage.

29.Kg1?

(It is particularly encouraging to me that Steve has independently queried some of the RISC moves which I had already found that its 'Normal' setting wouldn't make! Here N:29.gxf reading -111 expecting Nxf4. On its next move RISC, due to Kg1, is showing -172. I have not tested for differences between Normal and Aggressive beyond here)

29...e4

Black could have broken through at this stage with 29...Nxf3! 30.Nxf3 Nh5 31.Rh2 Nxf3 32.Nd2 Ne4!

30.Qf2 f3!

Pushing either the f or e pawn seems to work e.g. 30...e3 31.Qf3 Ne4! winning.

31.Nc1 Nf4!

Black is suffocating the white defence.

32.Ne3 Nxf3 +

32...Qxh3 is also strong.

33.Kf1 Nxf2 34.Rxh6 N2g4

35.Nxg4 Nxg4 36.Rh4 e3

37.Rh3?

A strange move; 37.Nd3 bringing the Knight back into the game is much better.

37...e2 +

Although this is not a bad move black misses the opportunity to win quickly with 37...Nf2!! E.g. 38.Rh4 Ne4!

38.Nxe2 fxe2 +

The more forceful 38...Ne3 is preferable e.g. 39.Kf2 fxe 40.Rxe2 Rg1 41.Kg1 Rf1 42.Kh2 Rb1, and wins.

39.Rxe2 Rgf8 + 40.Ke1 Ne3?

Missing 40...Rxe2 41.Kxe2 Rf2+! However his advantage is such that he can afford one or two small slips, which only enable RISC to extend the game.

41.Kd2 Nf5 42.Reh2 Rf7 43.Rf2

Nd6 44.Rxf7 Nxf7 45.Rh4 Rg8

And black won in 58 moves (0-1).

In our final game from the British for this Issue, we show the last Round RISC game, where the differences between Normal and

Aggressive are even more marked. There is little room for notes, apart from references to these differences during the first 16 moves, but the whole game is well worth playing through.

P Marusenko (2295) - Meph RISC (2400)

Brit Major Open, 1992

1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nf3 e6

5.Be2 c5 (RISC is now out of book)

6.Nc3 Nc6 7.Be3 c4 (N:cx4! It is

'known' that blocking the position with c4 is not best for Black) **8.0-0 a6** (N:Rc8)

9.Ne1 b5 10.g4 Bg6 11.f4 b4?

(N:Nge7, which must be better) **12.Na4**

f5 (N:Be4!) **13.b3 c3** (N:Na5, trying not to

block the Q-side) **14.Nd3 Qh4?** (N:shows -046 for this at 1m45, so changes to fxg!)

15.Bf2! Qh3?? (N:Qe7 after 1m, putting the embarrassment of retraction to one side in favour of playing the best move!)

16.Nac5 h5?? (ChessBase has a fault here! There aren't enough '???' Blocking in the Queen is unbelievable. N:Bf7 at 1m; then Kf7 showing -005) **17.g5 Kf7 18.a3**

bxa3 19.b4 Rb8 20.Rxa3 Nxb4

21.Rxc3 Bxc5 22.dxc5 Nc6 23.Bg3

d4 24.Ra3 h4 25.Nf2 Qxf1 +

26.Qxf1 hxg3 27.hxg3 a5 28.Qa1

Nge7 29.Bc4 Rbd8 30.Rb3 Rc8

31.Rb7 Rb8 32.Rxb8 Rxb8 33.Qa2

Nd8 34.Qxa5 Rc8 35.Qa7 Bh5

36.Kg2 g6 37.g4 Bxg4 38.Nxg4

fxg4 39.f5? (Suddenly it is White who

falters, and again on move 42. Here, 39.Kg3 was fine, but now the RISC nearly gets back into the game) **39...gxf5 40.g6 + Ke8**

41.Bb5 + Ndc6 42.Bxc6 + ? Rxc6

43.g7 Rc8 44.c6 Rxc6 45.Qxe7 +

Kxe7 46.g8Q Rxc2 + (With this

position on the board, I wondered if RISC

could yet save it. However, if so, I can't find out how, so maybe it's lost whatever?!)

47.Kg3 Rc6 48.Qg7 + Ke8 49.Qb7

Rc2 50.Kf4 d3 51.Qb5 + Ke7

52.Qb4 + Kf7 53.Qd6 d2 54.Qd7 +

Kf8 55.Kg5 d1Q 56.Qxd1 Ke8

57.Qxc2 1-0

Help Required!! I am compiling a test for machines graded above 1950 ELO and need some help in calibrating the results. If anyone would like to give me a hand and test their own machine I would be most grateful. The test should take 8 hours maximum to administer. Anyone who is interested please contact: **Steve Maughan**, 33 Freshwater Road, Reading, Berkshire, RG1 3NA or Tel 0734 352918.

GRANDMASTER VIDEOS!

Briefly reviewed by Eric

Fancy a quiet evening in, watching someone else do all the work? Then I can warmly recommend a GM VIDEO.

I have just received No.7 and, whilst the price has gone up to £19.95, the running time is a fully absorbing 2½ hours!

Nos 1-6 are £12.95 each, but 1 hour in length, with production and content improving every time. My own favourites are No.3 (where Khalifman-Larsen, and Short-Larsen were the main analysed games), and No.6 (with Alexei Shirov). But this latest one is outstanding

Jim Plaskett takes us through some wonderful games from the Dortmund Tourny (where Ivanchuk and Kasparov won); then Kasparov and Speelman analyse their game from a European TV Tournament (I didn't quite 'get' everything they said, but Ray Keene looked pretty bemused as well, as he sat there 'monitoring' them!); Peter Wells looks at some combinational ideas - Peter is very lucid and helpful I find; and finally Malcolm Pein excels as he demonstrates games from the Short-Karpov match!

Superb stuff. You can ring Chris White on **0276 855418** for a brochure (which includes Videos of Kasparov-Karpov, and The Twelve Best Games), or to order! **GM VIDEO, P O Box 50, Woking, Surrey GU22 7YT.**

Another Look at the TRAVEL CHAMPION

Following on from the Review of the Kasparov TRAVEL CHAMPION's features and appearance in SS/41, here are some games, as promised, for you to have a look at.

The first 2 are played by myself against this very pleasing new portable - which I have nicknamed "TC". Some of you may have seen that lovable rascal TOPCAT in cartoons - a thoroughly joyful and optimistic character and bearing the same initials as well as something of the same character as the Franz Morsch program in the Travel Champion.

In deciding to break with the normal format of playing a new Computer against others of like type, by having a go myself - for publication! - I decided to adopt a simple rule, so that everything would be fair.

I had already played a few 15 sec. per move games in a casual way, mostly as White, with a fairly even scoreline. For S/S, rather than play a series of, say, 6 or 10 games, and then print my choice of "the best 2", inevitably discounting any containing gross blunders (i.e. by me!), I felt the best thing would be a straight-forward 2 game Match, BOTH to be printed regardless of the results and quality of play! The theory was that this would make me concentrate, and play my best, so that both games would be a fair representation of "our" play.

In retrospect, perhaps next time (IF I ever do this again!) I WILL play 4 or 6 and pick the best couple, so allowing myself some Editorial liberties (i.e. bias!). But it's too late now, though game 1 doesn't do TC justice as I catch it in a type of position many claimed stronger programs wouldn't do much better in, and game 2 (or so I would

like to think) doesn't show me at my best either!

However, here goes:

Game 1: ERIC (White) v TRAVEL CHAMPION. Game in 30.

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4
(Unexpectedly TC goes out of book, which is encouraging for me, as I am okay for another move or two!)

4.... Nb6

(Now: the Exchange or Four Pawns variation? The latter, with 5.f4, is violent, but I don't know a lot about it. So I'll play safe in game 1, I think)

5.exd6 exd6 6.Nc3 Be7 7.Be3 Be6

(I felt sure Nc6 was book, so decided to drive this backwards and gain a space advantage)

8.d5 Bd7 9.Bd3 Bf6 10.Qc2

(Black expected this, but I like my Queen on c2 in this position, so I'm happy to oblige)

10.... Bxc3+ 11.Qxc3 O-O!

(I think this is asking for trouble, in view of my Bishop pair, supported by the Queen. What I really want now is to have the Queen supported by the Bishop, and attacking h7. Let's try this...)

12.Bc2 Re8 13.Qd3 g6 14.O-O-O

(This was mainly played to release the pinned e3/Bishop, but mobilising the a1/Rook is good for me as well)

14.... Bf5 15.Qd4

(Perhaps 15.Qc3 was best, but I wasn't too keen on Bxc2 16.Kxc2 Na4 at the time)

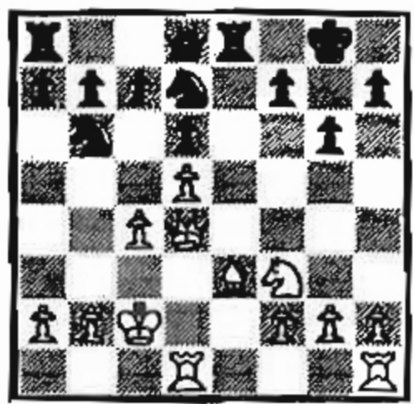
15.... Bxc2

(I had half-expected 15...c5, and was going to take it e.p., to show that I can spot these opportunities!)

16.Kxc2 N8d7 17.Nf3

(I had been looking at playing Bh6 here, but 17...Qf6 would have spoiled things... so

I must try to be patient for a while)



17.... Nc5?! 18.Bh6

(Whilst Black can no longer play his Qf6 to disrupt my plans, he has certainly improved his own chances of obtaining an attack. I therefore played this a little hesitantly)

18.... f6 19.Rde1!

(I had suddenly noticed how decidedly unpleasant 19...Re4 looked! However I wanted the other Rook ready for any possible attack on the h-file)

19.... Qd7!

(Mmm. This looks to be spoiling all my main threats. I decide to take a chance on a move that may just be useful for me at some time, and one which might tempt Black to attack with the Queen which is now placed so frustratingly!?)

20.h4!? Qa4 +

(Well, TC's gone for it, and I think - no, I hope - it's a mistake)

21.Kb1 Qxc4 22.Qxf6

(Well, we're committed now, and we'll soon know who's right!)

22.... Rxe1 +

(I had always fancied the Rook for an h-file attack - it's strange how you can get an idea into your mind and somehow not want to change it - and I wanted the Knight to cover d4. But I can't have both, and I finally see that the Rook is now more dangerous on the e-file)

23.Rxe1 Qd3 + 24.Ka1 Nb3 +

(Black has nothing else now, and it is almost my turn to attack his King)

25.axb3 Qa6 +

(I suddenly noticed that TC was showing +999, and a brief panic set in! The Manual says that "a positive number means the Computer is ahead". I quickly convince myself that I really have won unless TC persuades me to do something silly. I had not followed the evaluations in my earlier casual games, but now conclude that evaluations are shown with "+" meaning White is ahead, and "-" meaning Black is winning)

26.Kb1 Qd3 + 27.Kc1 Qd1 +

(The only way to delay mate)

28.Rxd1 Re8 29.Qg7 +

(And mate it is. A very satisfying win for me, but I think TC was lost whatever he did after Qa4+. It needed to see too far ahead for g/30 to ignore this apparent opportunity, and I've played these attacks before against some strong computers, though not from an Alekhine's Defence that I can recall)

Game 2: TRAVEL CHAMPION (White) v ERIC. Game in 30

1.Nf3

(I smiled at this; against 1.d4 I was going Dutch, against 1.e4 I was going to go completely mad with the Icelandic which I've read a bit about in Andrew Martin's excellent book, "Secret Weapons" (1.e4 d5 2.exd Nf6). But 1.Nf3... shucks! I suppose b5, c5, and f5 are all possible "out-of-book peculiarities. But I'm not willing to risk anything I know absolutely nothing about for a game that's going into S/S! I could get mated, or lose a piece inside 10 moves!)

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

(Is this Tchigorin? If it is, I don't know much about this either! Fortunately TC is also out of book)

4.e3 Nf6 5.cxd5 Nxd5 6.Bb5 e6?! 7.Bxc6 +

(I expected this and wasn't too concerned, though TC jumped at the exchange. Then, when I saw his 8th, I realised I should have played 6...Qd6)

7.... bxc6 8.Qa4! Qd6 9.Ne5 Qb4 +

(I don't like this, but I can't see what else I

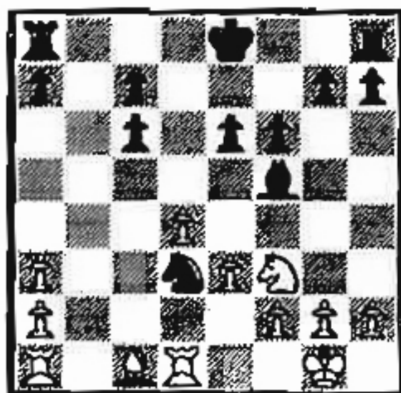
can do, unless maybe 9...Bf5)

10.Qxb4 Nxb4 11.Na3 Bf5 12.O-O f6

(Well, I seem to have escaped without material loss, though TC enjoys better Pawn structure.

We have a ploy at Countrywide - those of you who have visited will know this is true - when a prospective purchaser looks as if he might beat the machine he's thinking of buying, we start a discussion on an alternative topic. At this very moment my colleague Mike Cummins arrived in the room to chat about a new tape we'd got of Stefan Grossman playing Blues Guitar. Now Mike and I are both keen fingerstyle guitarists and.)

13.Nf3 Nd3 14.Rd1 Bxa3 15.bxa3



(I'm pretty pleased with the position I've ended up with! Not only do I have equal chances but, if there was a noticeable weakness in Franz Morsch's Fidelity version (TravelMaster), it was the endgame. So I am now anticipating the opportunity to test this aspect of the slightly revised program through the pages of S/S. If I'd played 15...c5, that could have happened but, instead, my appetite for exchanges leads me into one more - this time it's misguided - then I embark on a combination which TC quickly shows to be faulty, and all prospects of an equal endgame disappear!)

15...Nxc1? 16.Raxc1 Be4?

(16...Kd7 might have minimised the damage for me. TC makes clear my mistake with absolutely no hesitation...)

17.Nd2! Bd5 18.e4!

(Well, I'd missed this altogether so, instead of "merely" putting a Pawn in jeopardy, I've lost my Bishop. Okay, so I lasted 20 moves rather than 10 before losing a piece!... and I have 2 Pawns for it. However, having used over 10 mins. on the last few debatable manoeuvres, things are not looking good.

I wish I could say that I mistook my Bishop for a Pawn, as you can with some portable sets, but it wouldn't be true!)

18...Bxa2 19.Rc2 Rd8 20.Rxa2 Rxd4 21.Rc1! Kd7 22.Nb3 Rd6

(I wasn't encouraged to find this was the only square; TC has denied my position any real scope at all)

23.Rac2 Rb8 24.Na5 e5 25.Nxc6 Ra8 26.Kf1 a5 27.Ke2 Ke6?

(I'm short of time; I'm losing; I'm playing inconsistent moves; TC is enjoying himself and making life harder every 10 or 15 secs)

28.Rc5 a4 29.Nb4 Rd4

(I was trying to at least do something active, to perhaps divert TC's attention. But 29...Rad8 was probably better. TC now polishes me off with ease - he also has 12 mins. left, and I have less than 2! Uuugh)

30.Rc6 + Kf7 31.Rxc7 + Kg6 32.Ke3 Rxb4?

(A wild idea which I knew couldn't work before I played it, but my clock showed 55 secs and I could see TOPCAT grinning at me!)

33.axb4 a3 34.Ra1 a2 35.b5 Ra3 + 36.Kd2 Ra5? 37.b6 Rb5 38.b7 Rb2 + 39.Kc3 1-0

(Well that's enough for me. I could say that I didn't play too well at one point, but TC did all right, playing positively, taking its opportunities unerringly, and made the polishing-me-off stage look very easy)

Interestingly the second game I played between TRAVEL CHAMPION and ZARKOV 286/PC produced just the endgame for S/S readers to enjoy! I don't usually print 60 move games, but there's some worthwhile chess in this one, so don't be put off!

**TRAVEL CHAMPION (White) v
ZARKOV 286/PC. Game in 60.**

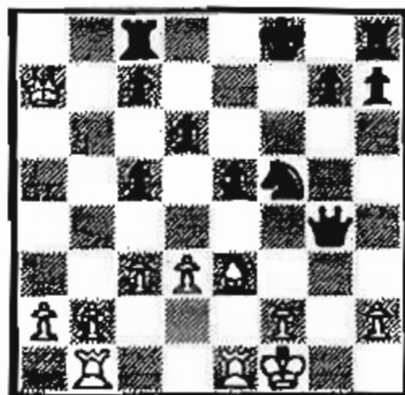
1.e4 e5 2.Nf3 Nc6 3.Nc3 Bb4
4.Nd5 Bc5 5.Bc4 d6 6.d3 Bg4
7.Bb5 a6 8.Bxc6 + bxc6 9.Ne3
Bxe3 10.Bxe3 Rb8 11.Rb1 Qf6
12.O-O c5?!

(12...Bxf3 could have been played here,
rather than opening the a4/e8 diagonal)

13.c3! Bxf3 14.Qa4 + Kf8 15.gxf3
Qg6 + 16.Kh1 Qf6 17.Qxa6!?

(TC's positive response to Black's attack
may not be best, but I was very pleased to
see it, as there was the danger of White
playing 17.Kg1 and looking for a 3-fold
draw)

17...Qxf3 + 18.Kg1 Ne7 19.Rfe1
Qg4 + 20.Kf1 f5! 21.Qa7 Rc8
22.exf5 Nxf5



23.Qb7!

(TC does very well to find the best defence
to Zarkov's now considerable attack.

23.Bxc5 looks fancy, but Qh3 + 24.Ke2
dxc5 25.Qxc5 + Kf7! would suit Black fine!)
23...Nh4! 24.Qh1! Qf3 25.Qxf3 +
Nxf3 26.Re2 Nxf2 + 27.Kg2 Ng4
28.a4!

(By this positive use of the a/Pawn, TC
creates some practical chances for himself)

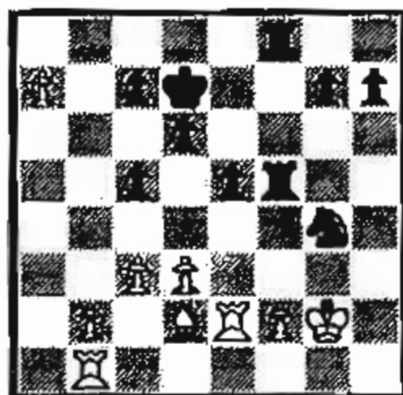
28...Ke7 29.Bg5 + Kd7 30.a5 Rcf8
31.a6!

(A truly competitive choice!)

31...Rf5 32.Bd2 Rhf8 33.a7!

(Now Black cannot exchange on f2! E.g
33...Nxf2? 34.Rf1! Ra8 35.R1xf2 Rxf2

36.Rxf2, and the game is about equal!)



33...Rh5! 34.Ra1 Ra8 35.Kg3 Nf6

(So Zarkov has stayed ahead after some
excellent play by both sides. Now TC looks
to get his King involved - a good plan)

36.f4 exf4 + 37.Kxf4 Rh3 38.Rg2
g6 39.d4?

(My only real query of TC's play, as there is
no value in undoubling Black's Pawns,
especially as it isolates his own. The
immediate 39.Kg5 was better here)

39...cxd4 40.cxd4 Rb3 41.Kg5
Ne4 + 42.Kf4 d5 43.Bc3 Nxc3
44.bxc3 Rxc3 45.Rb2!

(A fine move, bringing the chances of a
draw clearly into sight - in fact a win is now
possible if Zarkov plays carelessly!)

45...Kc8 46.Ke5 Rf3?!

(46...c6? 47.Kd6! winning. But 46.. h5 may
have been better)

47.Kxd5 Rf6 48.Ke5 Rf8 49.Ke6
Re8 + 50.Kf6 Kd7 51.Ra6! Rf8 +
52.Kg7 Rh8 53.Rf2 Rg8 +

(Now it is Zarkov having to force the draw if
he can)

54.Kh6 Ke7 55.Re2 +

(TC's endgame play has been positive, eve
dynamic and, in the main accurate. Here I
think he misses 55.Rc2! Kd7 56.Rac6! with
some winning chances. However both
programs are now contending with an
evaporating hour, so criticism from a
peaceable, analytical aftermath can be
over-harsh, I think. A draw is deserved!)

55...Kd7 56.Rf2 Ra8 57.Kg7
Rag8 + 58.Kh6 and a draw (3-fold rep)

SELECTIVE SEARCH SOME GENERAL OBSERVATIONS

There are various incidental matters relating to S/S which crop up occasionally, often the result of readers' enquiries or comment. As a rule my response to these is to write a personal reply, but maybe some general remarks concerning these would be of interest to other readers who have, perhaps, nearly asked the same sort of things!

HOW S/S GETS ON TO PAPER!

Readers, especially with their own PC's, are often interested to know what is being used to produce SELECTIVE SEARCH.

The PC: Epson 80286 LAPTOP, CGA graphics.

I would very much like to upgrade to a 386 and get VGA graphics: [a] to improve the playing standard of the Chess programs I have, and [b] to help improve S/S preparation speed and quality.

However, having a Laptop is a big help as it means work started in the office can be taken home, and vice-versa. My wife, of course, believes that this is a not an advantage... and maybe she's right.

S/S takes some 80 hours of my own time each month if you include all of the games I need to play through to select suitable ones for Magazine inclusion, and perhaps add light notes. Many of the games are played by myself Computer-Computer in the first place - the material to fill S/S has to come from somewhere!

The Word Processor: Protext.

Some users don't like this I believe, and it is quite different to WordPerfect, WordStar and the like. However I found it very easy once I'd got used to it, extremely reliable, and it has the features I want, particularly for manipulating the layout or type-styles to enhance readability!

The Desktop Publisher: Express Publisher.

This was used extensively for the first time in Issue 41 and will hopefully be used for the majority of articles in future. I've seen Timeworks and also have First Publisher, but think Express is the best of the cheaper ones. Perhaps it's a bit long-winded, when scaling diagrams or changing an article's length for example, but it is multi-featured and I've found a way to get it to do everything I want (up to now!)

It accepts work done on Protext and saved in ASCII mode plus, more valuably still, it also takes work done using the Zarkov Chess program! You simply play over a game in 2-Player mode using Zarkov, saving any positions you may want for printing as diagrams in PCX format. You can add notes whilst in Zarkov then, when you save the game to memory in the normal way, the notes are stored with it. Finally you just copy the files over to Express where they load in immediately for any work wanted to change typestyles and layout etc.

I have just upgraded my ChessBase to v4.0, to see how that relates. However, as with v3.0, whilst the finished text can be used by Express, the proper diagrams only work via ChessBase's own ChessSet Publisher. Though ChessSet is designed for chess people, I am disappointed with the lack of features for organising the printing the finished page. I believe a clear layout making it easy to follow a game, especially when there are plenty of notes and analysis, is important for most chessplayers. Perhaps I am missing something, but there seem to be definite limitations when it comes to manipulating the layout with ChessBase for clarity in style and presentation.

On the other hand ChessBase 4.0 does interface directly and very easily with Fritz, so you can get its analysis on screen whilst

you are playing over a game - perhaps a stored "classic". This has obvious advantages for the Club player, though you need a fast 80486 PC for Fritz analysis to approach 200 BCF standards.

Finally on the subject of ChessBase, so that no-one misinterprets my opinion of it, I must say that, as a mammoth-featured database for Chess games (enter, classify and store your own collection, or enjoy your choice from the thousands already available on ChessBase disks), opening keys and classification (also middle and endgame studies), statistical research into openings and/or players and, literally, a host of other brilliant possibilities, it is unmatched by anything else I have seen.

The Printer: Panasonic 24-pin dot matrix.

I've been pleased with this and it has done justice to the output from the Desktop Publisher by producing an improved clarity (which is, of course, what it was supposed to do... but it doesn't always happen!).

Naturally I'd like to progress to an Inkjet or Laser printer, but funds won't allow that (unless someone knows of a good cheap 'un). I've been told that the best Inkjet is Hewlett Packard's, perhaps an S/S reader has some thoughts they can share. This is the one area where an immediately obvious visual improvement could be made, especially with the diagrams which are still not quite as good as I'd like.

Photographs.

I thought I'd mention these as I would certainly like to include more, partly so that readers could judge the appearance and style of new Computers coming out for themselves.

Currently photos are used pretty sparingly as I've never been greatly impressed with the finished quality when S/S comes back from the printers. Not that I am blaming the folk who do the printing (Ely Print Centre), as they are always very obliging when I take S/S in and, like many smaller companies,

seem to take personal care that a good standard of output is always maintained.

Actually we (i.e. Countrywide) have had similar problems when trying to use photos - even some taken by professionals specifically for our adverts have been disappointing more than once! Those I use from other printed material (e.g brochures) work fine, as they will have already been successfully screened for production. But printing or photo-copying direct from original photographs continually disappoints.

For example Nick Gibbons and the Saitek staff went to some considerable trouble to get 2 photos to me of their Travel Champion, and I used the one that came out best when I tried them on the office photo-copier. But the finished result printed in SS/41 was an embarrassment after the effort that had gone into putting it there! In my write-up I complimented the Travel Champion as having a "board and pieces which are easy to see and distinguish" - but the photo gave the impression you might not be able to see anything!

Does anyone know whether purchasing a Scanner would enable me to get better results, by scanning the photos myself and inputting the result directly into an Express Publisher document? Any hints or tips would be appreciated, as Scanners aren't too expensive and I could manage one of them. I could even scan a photo of myself and then... on second thoughts, perhaps that would not be a good idea when circulation is increasing steadily.

So there we are - if anyone has a spare 386 Laptop, an Inkjet or Laser printer, or a suitable Scanner that they were about to throw away ..

THE MOST POPULAR ARTICLES

Most of my mail is quite complimentary, so I don't dread opening the post each morning. Perhaps folk wanting a personal reply could remember to enclose a stamp which would help. Postage costs mount up quite

quickly when you're sending out up to 10 letters each week, providing requested advice or information. Mail asking for details relating to a prospective purchase, of course, are a different matter! Then I have the chance of earning some commission... and the firm pays for the stamp!

One thing that the mail does bring is the occasional suggestion for an S/S article, which is always welcome.

The content of SELECTIVE SEARCH has always been pretty much my own choice, and I have tried to include the range of articles that I believe (or hope!) folk want. The continuing circulation growth to nearly 400 suggests that the balance isn't too bad. Certainly if I drop the number of games, or print too many games without my amateur's analysis, I soon get "complaints". Equally the Magazine wouldn't do its job if there were no Results coverage or Ratings. I also try to include info. for all new products, though I tend to print these only when I've seen them myself, and know availability is imminent - I am not a fan of advertising stuff months in advance, nor of waxing lyrical about something I've never even seen.

Of course this creates problems if a Chess Computer or PC-program comes out, and I haven't seen it at all! You all know that Countrywide is the British Distributor for Mephisto, so obviously I can test and report on their products as soon as they come out. Saitek's Kasparov range are also usually done by launch time, as Nick Gibbons almost invariably gets new items over to me so I can check them out for S/S readers.

But there are other machines which I may never see unless I buy myself one, or it is decided to stock them at Countrywide, which can give me the opportunity to test one for a week or so. The cheaper machines that you (well, probably not YOU, but other people!) might buy at Dixons or through an Argos catalogue, will rarely (in fact, almost never) be reviewed in S/S, as I assume few readers are interested in the cheapos.

I know that some of you get quite "disappointed" when my awaited review of a "much vaunted" machine fails to appear. When that happens it is not because I won't do one (that's a "won't" meaning "refuse" with pouted lip, defensive glare, and a "don't expect me to ever recommend such-and-such a firm's Computers"). It's probably because I can't get my eager hands on one!

The problem can apply to PC programs, but for a different reason. You might think that, as I have a PC, all I need to do is buy myself a copy of everything that comes out, and do the necessary reviewing. Whether I actually WANT some of the programs that come out has nothing to do with it, of course! Whatever, I DO buy a copy of almost everything that's available for the PC. Sadly some are now coming out for hard disk owners only (well, that's okay - I've got one of those!); others require a 386 or a 486 processor; and others work only with EGA or VGA graphics. I have wasted over £100 in the past 3 months buying programs for review, only to find I can't run them on my 286/CGA PC! The very day after one of these had arrived in the post and failed to "Install" (VERY small print on the box says VGA graphics required - yuk, I missed that), I got a letter from an S/S reader asking for more reviews of PC progs. and mentioning that very program as one they thought 'should be done'.

I don't expect sympathy - some of you might well feel that I OUGHT to buy ALL these things if I want to produce a Magazine on the subject. I probably feel that, if I was just starting S/S No. 1 today... I wouldn't! The very size of the task with the massive range of Chess, Personal Computers, and Programs now available, would be just too daunting for one person. But when you've GOT this far, you don't like giving up!

I remember the start of it all back in 1985 with an old tripewriter and 5 casual correspondents all encouraging me to "Do a Magazine... it's just what we all need" they

insisted. So I did, though with no proper subscription scheme until I realised in 1989 I was losing too much money doing it.

I really NEVER expected to come this far with so MANY readers, so MANY different computers, and so MUCH I need (or am supposed) to know to do the job properly. E.g some readers have asked me to explain such things as the special programming techniques required to do chess programs in the various different languages used by 6502, 68000, 8080, 80286-486, RISC, H8 and other processors; and the differences between and advantages (for Chess) of using BASIC, or Machine Code, or C, or Fortran? Good questions... but I can't answer them! I wish I could! I have written some programs in BASIC, (including one that played Othello (but not very well), and the one that calculates and produces the RATING LIST each month), and compiled them to Machine Code, and I'd like to find some spare time to study further the areas relating computing topics and chess.

That's one reason why the front page of every Issue says "Articles, Reviews, Games sent in by Readers, Distributors and Programmers etc. are always welcome". They ARE - I'd enjoy them for one!

I know! - it also says, "Will receive fair consideration for publication". This should be explained. "Fair consideration" does NOT mean money! If you write for S/S, you have to do it for free, or to improve your image! I work around 150 hours per Issue, and make a profit (yes!) of about £30 for my efforts. And I'm afraid I am not about to pay that £30 to someone else. If circulation ever gets to 1,000 - and if I'M still here (knowing that there's a BETTER place that I could be!) - then things might change.

What "fair consideration" means is that I do the job of an Editor, and check over each article before printing any of it. There is nothing ulterior or sinister about "considering" someone else's article, and no-one is expecting perfection (you've seen my efforts!). But if discussion helps improve the quality and value of the finished effort,

then that benefits everyone.

I'm sure you get the idea, and know what I'm trying to say. I WANT to see input from other folk, and I TRY to include Reader's Articles so that Issue after Issue isn't 28 pages of "all MY OWN work". Perhaps YOU like it like that - nice if true - but I'm not sure that I can keep it up!

THE REMINDER SYSTEM

This causes some 'fun'. I used to put a "This is your LAST Issue" Reminder on the FRONT of envelopes, which was very successful and 75% of you responded to it!

Then I got 2 complaints (one quite strongly worded) from folk who didn't like the Reminder there, and asked that it went on the BACK of the envelope. Which is where it goes at present. However now only 25% respond to it, so I'm sending a 2nd. Reminder to the other 75%. Of these, 60% then decide to renew, and some write apologetically that they didn't SEE the first Reminder. This is NOT what is supposed to happen, as it creates quite a bit of extra work (for that one poor fellow again), and extra expense (unnecessary 2nd. class stamps to send out the 2nd. Reminders). I do understand people not liking Reminders on the front of envelopes, so I shall continue to put them on the back for now. But if the percentages don't improve I will revert to sticking them on the front where they clearly get noticed and work better. It's a question of "A very useful saving in time and postage costs", or "The loss of maybe 2 disgruntled Subscribers" - not a choice I really want to make in this way, so do look out for that dreaded label on the back of your envelope before you throw it away.

From the one who spends many hours...

**IN THE
EDITOR'S
CHAIR**



More DYNAMICS from Mephisto RISC

From Readers' response it seems you are mostly a bloodthirsty lot, and you like the aggressive (and sometimes dramatic) play of the new(ish) RISC program! Okay, here are some more .

Meph RISC (2400) - Meph Vanc 020 (2280) Eric's 60/60, 1992

1.d4 d5 2.c4 dxc4

[The QGD is known to be an achilles heel in early Richard Lang programs. The Vancouver plays it infrequently, but it's still there. Interestingly it has been removed from the Berlin altogether!]

3.e4 e5 4.Nf3 Bb4 + 5.Bd2 Bxd2 + 6.Qxd2

[6.Nbxd2 was expected by Vancouver, so it now goes out of Book]

6...exd4 7.Nxd4 Nf6 8.Nc3 0-0

9.Bxc4 Re8 10.0-0-0 Nxe4

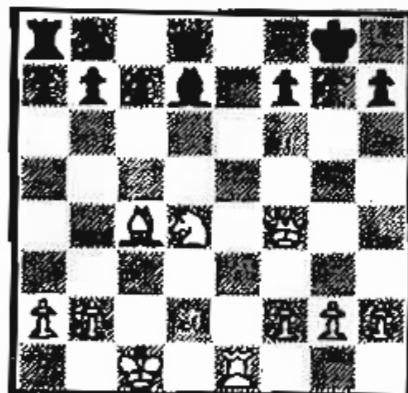
11.Nxe4 Rxe4 12.Rhe1

[You should know that this is the RISC's last Book move - it seems this is a prepared line, one of those originating from the 1991 World Champs when RISC was Gideon, and caught the Lang program out 2 or 3 times]

12...Rxe1 13.Rxe1 Bd7

[13...Nd7 was expected by RISC; perhaps Qf8 was also possible. Whatever, 13...Bd7 is NOT the losing move!]

14.Qf4!



[14.Qf4 was an excellent move, restricting Black's choices to only one or two safe moves].

[What should Black play?]

14...Be8??

[Not this, that's for sure, though Vancouver still shows it after 5 or 6 mins, with only a -045 evaluation]

[14...Nc6 15.Qxf7 + Kh8 looks best]

[14...Kh8 15.Qxf7 Nc6 is the same by transposition. The eval. for White by RISC is then +060]

15.Ne6

[Hitting the square that, a moment ago, was protected by the Bishop. It is hard to believe, but Vancouver EXPECTED this when showing -045! RISC NOW has +468!!]

15...Qf6

[15...Qe7 was probably the only viable alternative, though Black is lost either way]

[15...fxe6 16.Bxe6 + Bf7 (16...Kh8 17.Qf8 + mat!) 17.Bxf7 + Kh8 18.Re8 + Qxe8 19.Bxe8 h6 20.Qf8 + Kh7 21.Qf5 + Kh8 22.Qc8 is deadly]

16.Qxf6 gxf6 17.Nxc7 Bc6

18.Nxa8 Nd7

[It has come out as well as Black could have dared to hope in the circumstances, after his blunder at move 14. Even so it is quite hopeless, so we just play on for a few more moves]

19.f4 b5 20.Bf1 b4 21.g3 Kf8

22.Nc7 Nc5 23.Na6 Nxa6 24.Bxa6 Bd5 25.Kc2 1-0

Meph RISC (2400) - Meph Berlin (2300) Eric's. g/60, 1992

1.e4 e5 2.Bc4 Nf6 3.d3 c6 4.Nf3 d5

5.Bb3 Bd6 6.Nc3 dxe4 7.Nxe4

[7.dxe4 was expected by Berlin. Both programs now go out of book]

7...Bg4?! 8.Bg5 Qa5 + ?!

[The Queen belongs in the centre, or on the K-side, so this is equivalent to a loss of tempo]

9.c3 Nxe4 10.dxe4 Qc7 11.h3 Bh5 12.Qd3 f6

[Whilst this drives away the Bishop, it means Black cannot castle until something has been done about the b3-g8 diagonal]

[12...0-0 would be my choice]

13.Be3 Bxf3?!

[I'm not convinced by this, as the white-squared Bishop could have been used to solve the b3-g8 problem. Now Black must use the Q-side if he is to castle at all]

14.gxf3 Nd7 15.0-0-0!

[An interesting and challenging choice] [15.Rd1 was expected by Berlin - for putting the Rook on d1 is certainly dangerous. Then Be7 16.Bf7+ Kxf7 17.Qxd7 would be an interesting continuation, giving White a small plus]

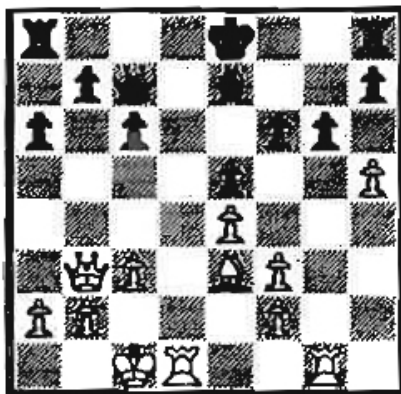
15...Be7 16.Rhg1 Nc5 17.Qc4

[Producing a mate threat now on f7]

17...Nxb3+ 18.Qxb3

[Though the offending White Bishop has been exchanged, the Queen now occupies the dangerous diagonal]

18...g6 19.h4! a6 20.h5



20...g5

[20...gxh5 21.Rg7 is exceedingly unpleasant for Black!]

21.Rd2 b5 22.Rgd1 Qc8 23.Rd3 Qh3

[A fine attempt by the Berlin to obtain counter-threats. However RISC quickly finds the very best continuation]

24.f4 Qg4 25.f3!! Qh3?

[Actually most moves get an ? here, as Black's position is suddenly seen to be serious]

[25...Qxf3 26.Qe6 threatening the deadly 27.Bc5!!]

[25...Qxh5 26.Qe6 Qf7 27.Rd8+ is mate in 5!]

[25...Qc8 is the only reasonable move (that I can see!). 26.f5 would have been played by RISC, showing +174]

26.f5!!

[An excellent, if obvious, choice, as it completely cuts Black's Queen off from the defence against the ensuing attack]

26...Kf8 27.Qe6 Re8 28.Bc5

[RISC reads +999 here]

28...Kg7

[The only move]

[28...Bxc5 29.Qxf6+ is mate in 5]

[28...Qxf3 29.Bxe7+ is mate in 4]

29.Bxe7 Rxe7 30.Qxe7+

[With which RISC announced mate in 11 after 37 secs! Berlin played 30...Kh6, and now the RISC volunteered 31.Qxf6 with mate in 9] 1-0

Wonderful chess to behold. but it isn't always one-way traffic just because the RISC is playing! Also there is the danger that, because RISC's wins tend to be the dramatic ones, it gets more successes into print than the others, and the impression is gained that it is invincible.

In actual fact its Match against the BERLIN has been a very close-run affair. Indeed the BERLIN was 7-6 ahead after 13 games (4-3 with 6 draws!), and only since then has Mephisto RISC asserted itself a little in the way the Rating Lists suggest it ought to. So the current score is 13-9 for RISC.

Another "problem" is the BERLIN itself! How strong is it? In Sweden it has just drawn 10-10 in a Match with the VANCOUVER 68020, and beaten the Novag SCORPIO 14.5-5.5, so their early results are confirming exactly my own findings that

20

someone has done something rather useful to increase Vancouver's strength for the BERLIN. Some of it may well be the Opening Book which, by being reduced to 100,000 positions (if you can call that "reduced"!), may have meant the removal of some of Vancouver's "over-optimistic" lines. But that can hardly be the full story if it truly is about 70 Elo stronger, and Richard Lang's aim of making it play a touch on the aggressive side may have had other positive effects!

Whatever, I think that the close-run affair with RISC fully entitles the BERLIN to have one of its wins included... so here goes.

Meph RISC (2400) - Meph Berlin (2300) Eric's. g/60, 1992

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Qc7 8.Qf3 b5 9.0-0-0 Nbd7 10.Bxb5

[A wonderful looking move - but it is all still known theory, and both machines are in their Books]

10...axb5 11.Ndxb5 Qb8 12.e5 Ra5 13.exf6 gxf6 14.Bh6 Bxh6 15.Nxd6 + Ke7 16.Kb1 Nb6 17.Qe4 Rd8 18.Ncb5 Rxb5 19.Nxb5 Nd5

[Only with this move do both programs at last leave their Books, and together. RISC will read +106; Berlin -045]

20.c4 f5 21.Qe1

[21.Qd4 had been expected]

21...Ke8 22.Qe5?!

[This looks strange to me, after White's 21st. choice to retreat]

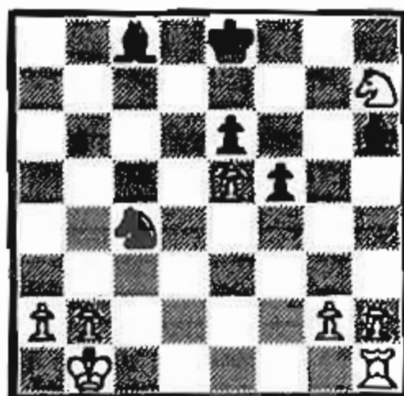
[22.Rxd5?! had been expected, then Rxd5 23.cxd5 Qxb5, but Black looks to have the advantage, so perhaps Berlin's hint was a bit of subterfuge!]

[22.a4 looks useful as the N/d5 would then be threatened. So Nf6 23.Rxd8 + Kxd8 24.Qa5 + might follow, and I would prefer White's chances]

22...Qxe5 23.fxe5 Ne3 24.Rxd8 + Kxd8 25.Nd6 Bf8

[At this point, Berlin reads -118, RISC +034]

26.Nxf7 + Ke8 27.Ng5 Bh6 28.Nxh7 Nxc4



29.Re1

[Protecting the Pawn looks natural, but I am not sure if this is the best use of White's Rook]

[29.g4 Nxe5 30.g5 Bg7 31.Rc1 Ba6 32.h4 looks a worthwhile idea to me, letting the P/e5 go, but creating dangerous Pawns on the g and h files]

29...Bf4 30.h4 Bb7

[Berlin shows -057 playing this, but changes to +021 whilst analysing on the anticipated White reply]

31.Ng5

[RISC plays the move Black expected, but is it best?]

[31.a4 Bxg2 32.b4 looks best if White wants to keep playing for the win]

[31.g4 looks a good way of playing for the draw, but then Be4 + seems to force 32.Rxe4. (Not 31...fxg4? 32.Nf6 + Ke7 33.Nxg4 and White has at least a certain draw). So from 32.Rxe4 (32.Ka1 Bxe5 33.Re2 Bd3 is miserable for White) Nd2 + 33.Kc2 Nxe4 34.g5 Bxe5 35.h5 for a nerve-tingling finale!]

31...Bxg5 32.hxg5 Bxg2 33.a4 Be4 + 34.Ka2

[Suddenly it is RISC -090, Berlin +112]

34...Nxe5 35.Rc1 Kf7 36.b4 Kg6 37.b5 Kxg5 38.a5 f4 39.Kb3?

[39.b6 maintaining as much of a threat as

can be mustered from the a and b Pawns looks a better prospect to me. But as I usually lose positions like these, perhaps I should keep quiet!]

39...f3 40.a6 Kf4 41.b6 Nd7 42.b7

[RISC showed +008 playing this; and Berlin drops to 027 (previously +215) with its next so, at this particular moment both programs misjudge the position. However Black still plays the right move, which is what counts!]

42...f2

[Having dropped to +027, Berlin now shoots up to +336 whilst waiting for the reply from White. It still amazes me how stretching a horizon just one ply can have such a dramatic effect. But the new evaluation is spot-on, the Berlin knows it has won, and never looks back from here]

43.Ka4 Ke3 44.Ra1 Ke2 45.Ra2 +

Kf3 46.Ra3 + Kg2 47.Ra2 Kg1

48.Ra1 + f1Q 49.Rxf1 + Kxf1

50.Kb4 e5 51.Kc4 Bc6 52.Kd3

Nc5 + 53.Kd2

[And White resigned. A famous and excellent win by the Berlin] 0-1

Games from the AEGON TOURNAMENT

See SS/41 for a full TABLE of the COMPUTERS and their individual scores and gradings.

Here is a small selection of games - unfortunately (from OUR point of view!) those which are available to me are mostly the ones where various IM's and GM's gave our favourite programs a bit of a chess lesson. However a study of these can have its rewards - and it helps us keep our feet on the ground. It is easy to get carried away with our estimates of achieved progress when we see the incredible timings for some programs in the solving of special tactics or combinations. These games

should help stop us over-estimating their real progress in total chess terms!

However, we start on a brighter note:

Meph Vanc 020 (2300) - J Nunn (2615) Aegon, 1992

**1.e4 c5 2.Nf3 Nc6 3.d4 cxd4
4.Nxd4 e5 5.Nb5 d6 6.c4 Be7
7.N1c3 a6 8.Na3 Nf6 9.Be2 0-0
10.Be3 Be6 11.0-0 h6 12.Nc2 Rc8
13.b3 Ne8 14.Qd2 Bg5 15.Bxg5
Qxg5 16.Qxg5 hxg5 17.Rad1 g6
18.Rd2 Kg7 19.Rfd1 f6 20.Nd5
Bxd5 21.Rxd5 f5 22.f3 Ne7
23.R5d2 Kf6 24.Ne3 f4 25.Ng4 +
Kg7 26.b4 b6 27.c5! bxc5 28.Bxa6
Ra8 29.Bb7**

[29.b5 looked tempting, but Vancouver has other plans]

29...Rb8 30.bxc5!

[An excellent choice, catching Nunn by surprise]

**30... Rxb7 31.cxd6 Nc6 32.d7 Nf6
33.Nxf6 Rxf6**

[33...Kx16 34.Fd6+ would give White a winning material advantage]

34.d8Q Nxd8 35.Rxd8 Ra6

36.R1d7 + Rxd7 37.Rxd7 +

[Unfortunately for Mephisto he must bring his Rook back to d2 after Black's King-move and, with the Rook then tied to the defence of the a/Pawn, he was forced to accept a draw at move 58. A bold attempt!] ½-½

J Piker (2550) - The King/PC (2320) Aegon, 1992

**1.d4 d5 2.Nf3 Nf6 3.g3 c6 4.Bg2
Bf5 5.0-0 h6 6.c4 e6 7.Nc3 Nbd7
8.Qb3 Qb6 9.c5 Qxb3 10.axb3
Ne4**

[The type of infiltration much loved by The King program]

**11.b4 g5 12.Nd2 Nxd2 13.Bxd2
Bg7 14.e3 e5**

[Commendable aggression, but one feels a little more attention to the safety of his King

might be wiser against a GM!. How was the program to know?!

15.e4 Bxe4 16.Bxe4 dxe4 17.d5 f5
[17...cxd5 18.Nxd5 0-0 doesn't look so good after 19.Nc7 Rac8 20.Nb5 a6 21.Nd6]

18.dxc6 bxc6 19.g4

[This is getting too complicated for me!]

19...fxg4 20.Nxe4 Ke7 21.Rfd1 a6 22.Bc3 Rhf8 23.Rd6 Rfc8 24.Ng3 Bf8 25.Re1

[A clever move, forcing Black to reduce the scope of his Rooks in retreating his King]

25...Kd8 26.Rg6 a5?

[26...Ke8 was better - I think The King's King (?) should have gone here on the previous move. Now perhaps 27.Nf5 Kf7! forcing 28.Rfxh6 Bxh6 29.Nxh6 + Kg6 30.Nxg4 Re8 31.Nxe5 + Nxe5 32.Rxe5 Rxe5 33.Bxe5 Kf5 and Black is well in the game, despite wasting a tempo]

27.bxa5 Nxc5 28.Rxe5 Nd3 29.Rf5 Ke7 30.Rgf6 Kd7 31.Rf7 + Be7 32.Rh7

[The Rooks devastate Black's straggled Pawns quite easily]

32...Ke6 33.Rxh6 + Kd7 34.Rh7 Rf8 35.Rxg5 Rae8

[35...Nxf2 36.Rgg7 Nh3 + 37.Kh1 Rae8 38.Bb4 is also terminal for Black]

36.Rxg4 c5

[But Black's operators wisely resigned this position in view of the titled opposition] 1-0

N Kuyf (2300) - Nov Scorpio (2140) Aegon, 1992

1.d4 d5 2.Nc3 Nf6 3.Bg5 Bf5 4.Nf3 e6 5.e3 Nbd7 6.Bd3 Bxd3 7.cxd3 c6 8.0-0 Be7 9.Re1 0-0 10.Qd2 Re8 11.e4 Rc8 12.e5 Ng4 13.Bf4 Bf8 14.h3 Nh6 15.Bxh6 gxh6

[The Scorpio pieces are very short of scope, and the g-file gives some cause for alarm already]

16.Ne2

[The start of a dangerous re-grouping]

16...Qb6? 17.Ng3 f5

[17...Bb4 looks so obvious! But Scorpio spotted 18.Qxh6 Bxe1 19.Nh5 mate in 3!]

18.exf6 Nxf6 19.Re2 Qb4

[Please exchange Queens]

20.Qf4

[No thanks!]

20... Bg7 21.Rae1 Rf8 22.Qh4 Kh8

23.Rxe6 Qxb2 24.Nf5

[Here it comes!]

24... Ra8?

[Arrest that man for dereliction of duty!]

25.Re7 Ng8 26.Nxg7 Nxe7

27.Qxe7 Rxf3 28.gxf3 Rg8

[Suddenly Scorpio looks to have some counterplay... sadly, it's an illusion]

29.Qf6!! Qd2 30.Re8 Qg5 +

31.Qxg5 hxg5 32.Rxg8 + Kxg8

33.Ne6

[And Black gave up. Though I do love the way a good player makes it look so easy when he has the attack, I also thought Scorpio did some good work in trying to put obstacles in his path, even when the going got very difficult] 1-0

Gideon/PC (2350) - D Bronstein (2550) Aegon, 1992

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 b6 5.Nge2 Bb7 6.a3 Be7 7.Ng3 d5 8.cxd5 exd5 9.Bd3 c5 10.0-0 Nc6 11.Nf5 0-0 12.Bd2 Re8 13.Qf3 Bf8 14.Ne2 Ne4 15.Bxe4?!

[I don't much like the look of Black's e4/Pawn, which results from this]

[15.Bc3 seems a better move to me]

15...dxe4 16.Qh3 Ba6

[16...g6 might have been expected, but Bronstein prefers to do some harm to White's overall position, and then drive the Knight back when it is least convenient for White]

17.Rfe1 Bc8 18.Bc3 Qg5 19.Neg3 g6! 20.d5 Na5 21.f4

[Trying every possible ingenuity to escape from the net]

21...exf3 22.Qh4 Qxh4 23.Nxh4

[And the Knight has indeed escaped!!!]

23...fxg2

[It's time for a diagram, so you can decide what you'd do now!]



24.Kxg2?!

[Losing material - but so does the alternative, and I think this may just be the better way to go]

[24.Bxa5 bxa5 25.Nxg2 Rb8 26.Re2 leaves White a Pawn and initiative behind, so was probably not as good]

24...Nc4

[Though this route also shows Black "just" a Pawn up, White's future is not quite so gloomy]

25.e4 Bh6 26.Kf2 Bg7 27.Bxg7

Kxg7 28.b3 Ne5 29.Kg2 h5

30.Red1 Bg4 31.Rf1 Rac8 32.Rab1 c4 33.h3 Bd7 34.Rf2

[34.bxc4 Nxc4 with forks available at d2 and e3]

34...Bb5 35.bxc4 Bxc4 36.Kh2 Bd3 37.Rg1 Kg8

[A mysterious GM-type move. Why leave the King on the g-file? Why not Kf8?]

38.Nf3

[38.Nxh5 looks dramatically tempting, and Nd7 39.Nxg6 fxc6 40.Rxc6+ looks right up the Schroder/Gideon street to me, so I'm a bit surprised it wasn't tried]

38...Rc2 39.Rgg2 Nxf3+ 40.Rxf3 Rxc2+ 41.Kxg2 Bxe4 42.Nxe4 Rxe4

[Two Pawns down in an ending like this, against GM David Bronstein as well, and it's time to resign. Which is what the Gideon folk did!] 0-1

**G Ligterink (2450) - M Chess
486/PC (2300) Aegon, 1992**

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.cxd5
Nxd5 5.e4 Nxc3 6.bxc3 Bg7
7.Bb5 + c6 8.Ba4 e5 9.Ne2 exd4
10.cxd4 Qa5 +?! 11.Bd2 Qd8
12.Be3 Qa5 + 13.Kf1

[Now that was a surprise. These IM's and GM's certainly do break the "rules" of good chess quite often... then they go on and win]

13...0-0 14.Rc1 Nd7 15.Bb3 Re8
16.f3 Nf6 17.Nf4 Bd7 18.h4 Bf8
19.h5 g5

[19...Nxh5 20.Nxh5 gxh5 21.Bd2 Qb6 looks tempting to me. But there's a surprise in store: 22.Rxh5 Qxd4 23.Rg5 +!! Bg7 24.Bc3 Qxd1 + 25.Rxd1 and White wins the g7/Bishop, and the game, next move!]

20.Nd3 h6 21.Nc5 Rad8 22.Nxd7
Rxd7 23.Qc2 Ba3 24.Rd1 Bb4
25.Kf2 Red8 26.e5 Nd5 27.Qf5

[Intrepid S/S readers will have a good idea what's coming next!]

27...Bc3 28.Bxg5!

[Did you see that coming? Of course! A typical human ploy which M Chess will not be able to cope with]

28...hxg5 29.h6 f6

[29...Bd2 30.Bxd5 cxd5 31.h7 + Kf8 32.h8Q + Ke7 33.Qf6 + mate]

30.Qxf6!

[I don't think M Chess expected that!]

30...Rh7 31.Qxg5 + Kh8 32.e6 Bb4

[32...Qc7 would have stopped Qe5. Then 33.Bxd5 Rxd5 (33...cxd5 34.Qf6 + Kg8 35.Rh4 Re7 seems about best, but after 36.h7 + Rxh7 37.Rg4 + Rg7 38.e7 it's clearly 1-0) 34.Qf6 + Kg8 35.Rh4 Bxd4 + 36.Rxd4 Rxd4 37.Rxd4 and the threat of Rd8 + cannot be met without shedding material all over the place 37...a6]

33.Qe5 + Kg8 34.Rh4

[And resigns. The best Black could try might be... 34...Ne7 35.Qf6 Be1 + 36.Rxe1 Qd2 + 37.Re2, but it's only delaying the inevitable at great expense, as all he can do now is 37...Qxh6 38.Rxh6 Rxh6 39.Qxe7 Rb8 40.Qg5 + Kh7 41.Bc2 + and mate still follows in 4] 1-0

PROCESSOR SPEEDS Comparison Update

As part of an ARTICLE in SS/37, the following CHART was produced:-

| Processor | CMHz | Processor | CMHz |
|-------------|------------|---------------|--------|
| 6301 | x 0.2 | XT(8086/88) | x 0.25 |
| 6502 | x 1 | AT(8088) | x 0.45 |
| H8 | x 0.65 | 80286 (1wait) | x 0.45 |
| 68000 | x 0.55 | 80286 (0wait) | x 0.55 |
| 68020 | x 0.9 | 80386 | x 0.55 |
| 68030 | x 1.2 | 80386 + cache | x 0.75 |
| 68040 | x 2.5 | 80486 + cache | x 1.50 |
| RISC | x 2 | | |

CMHz is something of my own creation, to enable us to RELATE every Processor to the 'old' 6502: still best known for many!

Thus a 6502 at 1MHz = 1CMHz; a 6502 at 5MHz = 5 x 1 = 5CMHz. Nice and simple. If you have a Program using a 68020, then you multiply the MHz by 0.9, exactly as shown above. So a 68020 at 12MHz = 10.8CMHz. Similarly an 80386 without cache at 25MHz is 25 x 0.55 = 13.75CMHz. If your 80386 at 25MHz had cache, then 25 x 0.75 = 18.75CMHz. A RISC at 15MHz gets a 15 x 2 = 30CMHz rating.

That's enough of the maths lesson for now! The point is that it is interesting to try and work out HOW a machine gets to its Rating: i.e through special opening book, hash tables, better chess knowledge (the vital foundation for achieving greatness), or sheer speed. And 'sheer speed' clearly makes a more than useful difference, as main-frame machines such as DEEP THOUGHT have proved in the past.

It is also interesting to try and calculate how much faster PROGRAM X will run if it is transferred to a different processor. E.g the Schroeder RISC at 15MHz (= 30CMHz) should be 6 times faster than the

MM5/POLGAR/MILANO series on the 6502 at 5MHz (= 5CMHz). Actually it's a bit more - and it is due to a need for corrections that this Article is being put onto paper.

Another interesting exercise for an M CHESS owner might be to consider the benefits of changing from his Laptop 80286 (1 wait state) to a fast 80386 with cache memory. Quite a lot! E.g my 80286(1 wait state) 12MHz = 5.4CMHz; an 80386 at 20MHz with cache = 15CMHz (well, 19CMHz actually, see NEW TABLE below).

Credit ALASTAIR CARGILL who rang me a few weeks ago to say that some tests he'd done on either an 80386 or an 80486 with cache, compared to previous M CHESS timings without cache, suggested that the change in multiplication from 0.55 to 0.75 in the original TABLE was insufficient

I didn't think there would be much I could do about it, of course, as I just have no way of running a series of tests myself, using different PC set-ups, in order to establish some greater accuracy.

Then, lo and behold, my copy of Spain's new Magazine 'D4+' arrived... WITH a set of timings using different chess programs on a couple of test positions in different PC hardware. Just what I needed, so here is a REVISED TABLE based on their results.

| Processor | CMHz | Processor | CMHz |
|-------------|------------|---------------|--------|
| 6301 | x 0.21 | XT(8086/88) | x 0.22 |
| 6502 | x 1 | AT(8088) | x 0.43 |
| H8 | x 0.65 | 80286 (1wait) | x 0.43 |
| 68000 | x 0.58 | 80286 (0wait) | x 0.55 |
| 68020 | x 0.94 | 80386 | x 0.55 |
| 68030 | x 1.1 | 80386 + cache | x 0.95 |
| 68040 | x 2.4 | 80486 + cache | x 1.56 |
| RISC | x 2.25 | | |

Correspondence Chess, No.4 Mephisto VANCOUVER

PHILIP GOSLING has entered a Mephisto VANCOUVER 68020 into a Tournament run by the BRITISH CORRESPONDENCE CHESS SOCIETY (with all concerned aware that it's a Computer making the moves!) It has even been given its own name - 'MEPH'.

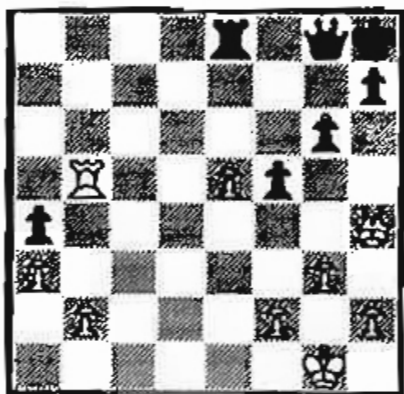
SELECTIVE SEARCH has been covering all 10 games, though without naming the opponents. BCCS members could find this out if they wanted through the excellent BCCS Magazine 'CHESS POST'.

By the end of SS/41, MEPH had reached the heights of 4/5 (3-0 = 2), and had also been selected to play on board 7 FOR the BCCS in a County Match against SURREY! - a game we are also now covering.

Game 3 VANCOUVER 020 - BCCS 2307

56.Rxb5

(So we left it 2 Pawns up and reading +333; very optimistic with the a4/Pawn also looking rather unhealthy)



56...Qa2 57.Qxa4 Qb1 + 58.Kg2 Qc1?!

(MEPH had expected Qe1. The eval. now jumps to +527, but there may still be

perpetual check chances for Black)
59.Rc5 Qxc5 60.Qxe8+ Kg7
61.Qd7+

(A valuable check, cutting out Black counterplay and p-p chances on the d-file. The game is effectively over)

61...Kh6 62.e6

(MEPH evals. at +1001!)

62...Qe5 63.e7 Qe4+ 64.Kf1 Qb1 + 65.Ke2

(The value of White's Queen being on d7 is now seen)

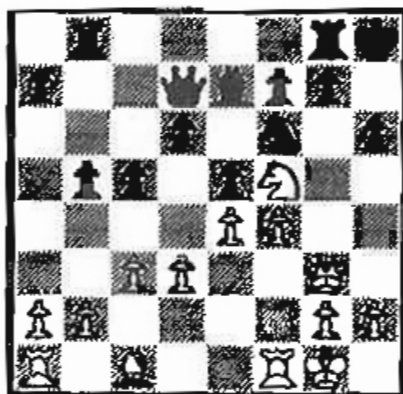
65...Qxb2 + 66.Qd2 +

(Defence with check! Black resigned) 1-0.

The score goes to 5/6 after a well-played MEPH game... against a player apparently so likeable that Philip tells me his wife was on his OPPONENT'S side! This wont do at all Mrs. Gosling; these Correspondence games are much too serious to allow for fanciful flirtations! Do tell her, please, Phil.

GAME 5 VANCOUVER 020 - BCCS 2237

18.f4



(This is a type of ROSES' Match - Philip and MEPH in Huddersfield, their opponent in Wigan. When we left it last time the reply to f4 had just come in, and was causing

MEPH some consternation... did you guess what it was? - we did print it on the inside back cover, if you missed it there)

18....Qe6

(Then did you guess MEPH's response? Well, it decided to open up the f-file, with a reading now of +078)

19.fxe5 dxe5 20.Qf3 Rb6 21.a4?!

(Played expecting Black's reply, so this amounts to the sac' of a Pawn. Perhaps he believes he will win the f-Pawn in due course. Whatever, he reads +066 still)

21.... Ra6 22.Qh3 Bf8

(If bxa? Nxe7 Qxe7 Bxh6!)

23.Bg5 Nh7 24.Be3 bxa4 25.c4

Qe8 26.Bc1 Rb6 27.Ne3

(MEPH showed +042 in playing this - so he still thinks he's winning! Philip is also backing MEPH, but I'm not so sure that a draw isn't the most likely result with an opponent playing very cannily... we could even end up in trouble!?)

GAME 6

BCCS 2445 - VANCOUVER 020

1.d4 Nc6 2.Nf3 d5 3.c4 Bg4 4.Nc3 e6

(MEPH went out of book here, but NOT with 4...c6, as we printed in SS/41 (a difficult move to make with the Knight already on that square). Still, nobody noticed so I guess that proves that only one out of every 400 SS Readers actually plays through these games! Eval. was -018)

5.Ne5

(MEPH had expected 5.cxd, so fairly leaps to +030 playing...)

5...Nxe5

(And we leave it there... a move a month is being maintained so far, so don't go away or you might miss something)

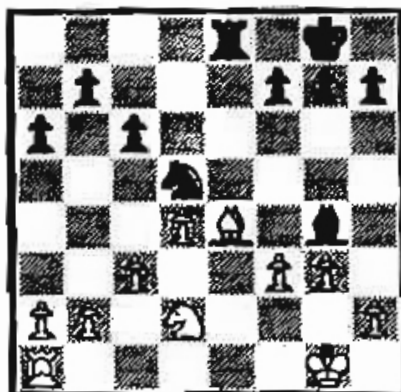
GAME 7

VANCOUVER 020 - BCCS 2000

23.f3

(We left it here believing there were more exchanges on the way, and with MEPH

showing +118)



23...Bc8?!

(An interesting (but debatable?) choice. Centralising the Bishop with Be6 seems better)

24.Nc4 g6?

(We said in the last Issue that there should be more exchanges on the way. But this move allows them to greatly favour MEPH, and he should have played Rd8)

25.Nd6! Rd8 26.Nxc8 Rxc8

27.Bxd5 cxd5 28.Re1 Rc7?

(A mistake. Black is stopping White's threatened Re7! but Kf8 was the way to do that, so his Rook could then defend the isolated d-Pawn)

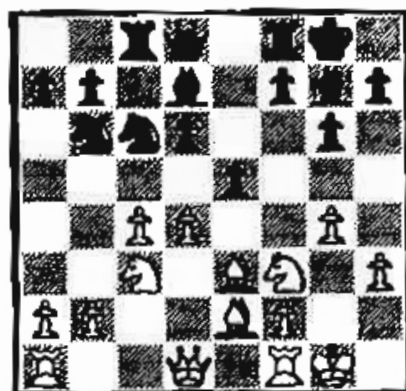
29.Re8+ Kg7 30.Rd8

(The d-Pawn is lost, and another win for MEPH seems assured)

GAME 8

BCCS 2100 - VANCOUVER 020

13...Bd7



(This is another game in which, under Philip's careful guidance, MEPH is trying to improve on the built-in Vancouver Opening Book. When we left, it was 'so far, so good')

**14.dxe5 Nxe5 15.Nxe5 Bxe5
16.Bxb6 axb6 17.Qd2?**

(Philip writes that MEPH considers this a serious error: an even eval. jumps to +112 (= to a Pawn advantage, but which one?) The Computer had expected Qd3)

17.... Qh4!

(Aah. Suddenly both the h3 and c4 Pawns look vulnerable. White now plays the Q-move which protects both, but which should have been played 1 move earlier. What a difference one tempo, and one move can make!)

18.Qd3 h5!

(White is in for a torrid time, I think. There are so many possibilities. E.g. 19.Nd5 Bxg4! 20.Bxg4 (not hxg4 Qh2 mate) hxg4 and plenty of threats. At the moment MEPH looks likely to score at least 8/10 in this Tourny, with a very high Grading)

And now to the 'biggy', with MEPH invited by the BCCS to play for them on Board 7 in a County Match against Surrey. As in the BCCS Tournament games, the opponent knows he is playing a Computer.

COUNTY MATCH (7)

VANCOUVER 020 - SURREY 2088

1.c4 f5 2.d4 e6 3.Nc3!

(Our County opponent has made a brave choice going for the Dutch; but MEPH (or was it Philip?) does not 'fancy' its book move here (3.g3). So Philip switched the book off, and it chose 3.Nc3 with forward analysis expecting a Black Q-side fianchetto with 0-0. Of course SURREY must know a bit about the Dutch so, even though he may not have played it against a Computer before, Philip is trying to help MEPH avoid any special surprises!)

3.... Nf6 4.a3 Be7 5.Bg5

(The BCO move here was 5.e3, then 6.Bd3.

The c1/Bishop would usually go to d2, maybe exchanging on c3 later)

5.... O-O 6.e3 b6 7.Nf3 Bb7

(It is White's response to this fianchetto which will be of great interest, as g3 and Bg2 would have already been played normally, per note above)

8.Be2 d6 9.O-O Ne4

(Whilst some of MEPH's games move at a snail's pace, here a set of conditional moves was suggested and accepted...)

10.Nxe4 Bxe4 11.Bxe7 Qxe7

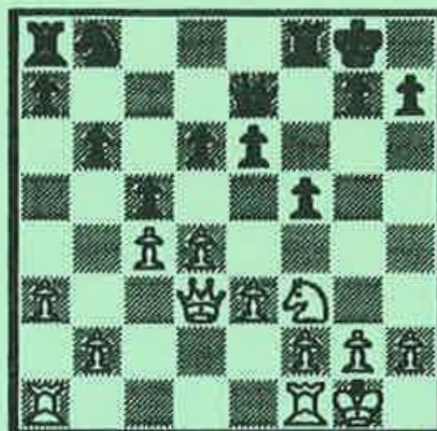
12.Nd2 Bb7 13.Bf3

(And MEPH ends up quite correctly getting his Bishop onto the h1-a8 diagonal, in his own way!)

13...c5 14.Bxb7 Qxb7

(The series of conditional moves ends, and the game is nicely poised)

15.Nf3 Qe7 16.Qd3



(Well, it's a pretty small plus to leave it with, but we're showing +012, and expecting Nd7).

In another Tourny, Philip (MEPH) is paired with a Canadian Pole (ARTUR MRUGALA) - a new BCCS member who starts with the obligatory 2000 (but was 2415 in Poland!!).

MEPH opened with **1.e4**, and Philip was somewhat surprised to get the following series of 'if' moves to start the game:

1...e6 2.d4 d5 3.Nc3 Nf6 4.e5 Ne4

5.Nxe4 dxe4. The man knows what he wants, and Philip's said 'yes'. We'll tell you why NEXT TIME.

RATING LIST (c) SS/42 Oct 1992

| BCF Computer | Elo | +/- | Games | Pos | Human/Games |
|------------------------------|------|-----|-------|-----|-------------|
| 221 MEPHISTO RISC IMB | 2372 | 17 | 700 | 1 | 2274 36 |
| 220 MEPH VANCOUVER 68030 | 2360 | 25 | 322 | 2 | 2393 26 |
| 220 MEPH LYON 68030 | 2360 | 24 | 372 | 3 | 2407 51 |
| 217 MEPH PORTOROSE 68030 | 2343 | 21 | 460 | 4 | 2354 82 |
| 214 MEPH LYON 68020/20 | 2318 | 48 | 92 | 5 | 2327 10 |
| 208 MEPH VANCOUVER 68020/12 | 2266 | 13 | 1213 | 6 | 2139 32 |
| 208 MEPHISTO BERLIN | 2265 | 30 | 234 | 7 | 2249 16 |
| 207 MEPH LYON 68020/12 | 2258 | 9 | 2357 | 8 | 2269 74 |
| 206 FID ELITE 68040-V10 | 2253 | 53 | 75 | 9 | 2230 21 |
| 205 MEPH VANCOUVER 68000 | 2241 | 19 | 595 | 10 | 2120 12 |
| 203 FID ELITE 68030-V9 | 2231 | 18 | 599 | 11 | 2180 13 |
| 203 MEPH PORTOROSE 68020 | 2225 | 11 | 1703 | 12 | 2258 182 |
| 201 MEPH LYON 68000 | 2215 | 13 | 1239 | 13 | 2090 33 |
| 199 MEPH ALMERIA 68020 | 2198 | 14 | 1003 | 14 | 2188 215 |
| 196 FID MACH4+2325 68020-V7 | 2171 | 12 | 1366 | 15 | 2199 130 |
| 196 MEPH PORTOROSE 68000 | 2171 | 12 | 1478 | 16 | 2127 25 |
| 191 FID ELITE 2+68000-V5 | 2133 | 28 | 258 | 17 | 1888 2 |
| 189 MEPH ROMA 68020 | 2119 | 14 | 1038 | 18 | 2052 64 |
| 189 MEPH POLGAR/10 | 2114 | 18 | 621 | 19 | 2085 54 |
| 189 NOV DIABLO/SCORPIO 68000 | 2113 | 14 | 1057 | 20 | 2168 111 |
| 187 MEPH ALMERIA 68000 | 2103 | 14 | 1025 | 21 | 2104 31 |
| 187 MEPH DALLAS 68020 | 2099 | 14 | 996 | 22 | 2080 197 |
| 183 FID MACH3+2265 68000-V2 | 2070 | 6 | 4902 | 23 | 2117 229 |
| 183 MEPH MILANO | 2066 | 23 | 400 | 24 | 2062 11 |
| 183 MEPH MMS/5 | 2066 | 13 | 1244 | 25 | 1902 11 |
| 182 MEPH POLGAR/5 | 2060 | 10 | 2052 | 26 | 2142 11 |
| 182 MEPH MODENA | 2058 | 59 | 61 | 27 | |
| 181 MEPH DALLAS 68000 | 2054 | 12 | 1498 | 28 | 2000 50 |
| 181 NOV SUPER FORTE-EXP C/6 | 2053 | 9 | 2355 | 29 | 2005 24 |
| 180 MEPH MONDIAL 68000 XL | 2041 | 16 | 782 | 30 | 2060 77 |
| 179 MEPH ROMA 68000 | 2035 | 9 | 2254 | 31 | 1975 54 |
| 178 MEPH ACADEMY/5 | 2030 | 10 | 1982 | 32 | 2032 109 |
| 176 MEPH AMSTERDAM | 2014 | 9 | 2373 | 33 | 2068 182 |
| 176 NOV SUPER FORTE-EXP B/6 | 2010 | 12 | 1343 | 34 | 2020 82 |
| 175 MEPH MEGA 4/5 | 2007 | 9 | 2410 | 35 | 2041 169 |
| 175 FID MACH 2C 68000 | 2000 | 9 | 2605 | 36 | 2066 127 |
| 175 KASP GAL-REN D/10 | 2000 | 13 | 1206 | 37 | 1967 109 |
| 174 FID MACH 2B 68000 | 1993 | 26 | 302 | 38 | 1968 25 |
| 173 FID TRAVELMASTER | 1991 | 21 | 475 | 39 | 1982 55 |
| 173 MEPH SUPMOND 2-MCARLO 4 | 1987 | 31 | 224 | 40 | 2074 8 |
| 172 MEPH MM4/5 | 1981 | 8 | 2820 | 41 | 2016 97 |
| 171 NOV SUPER FORTE-EXP A/6 | 1972 | 13 | 1133 | 42 | 2040 176 |
| 169 MEPH MONTE CARLO | 1956 | 28 | 262 | 43 | 2046 10 |
| 169 KASP GAL-REN C/8 | 1954 | 26 | 313 | 44 | 2016 98 |
| 168 CXG SPHINX/4 | 1949 | 10 | 2030 | 45 | 1956 155 |
| 168 KASP TURBO KING 2 | 1946 | 16 | 759 | 46 | |
| 168 CONCH PLY-VICTORIA/5.5 | 1945 | 17 | 675 | 47 | 1890 15 |
| 167 FID MACH 2A 68000 | 1941 | 25 | 338 | 48 | 1918 35 |
| 165 NOV EXPERT/6 | 1924 | 31 | 222 | 49 | 2036 22 |
| 165 NOV SUPER FORTE-EXP A/5 | 1920 | 12 | 1450 | 50 | 1836 29 |
| 164 FID CLUB B 68000 | 1917 | 12 | 1459 | 51 | 1827 18 |
| 163 NOV EXPERT/5 | 1907 | 26 | 310 | 52 | 2052 62 |
| 162 NOV FORTE B | 1901 | 10 | 1917 | 53 | 1975 208 |
| 162 MEPH REBELL | 1900 | 10 | 2111 | 54 | 1948 69 |
| 162 FID AVANT GARDE/5 | 1899 | 11 | 1721 | 55 | 1862 80 |
| 162 FID PAR E-ELITE-DES2100 | 1897 | 9 | 2538 | 56 | 1927 220 |
| 161 KASP STRATOS-CORONA | 1895 | 10 | 2034 | 57 | |
| 161 NOV FORTE A | 1892 | 9 | 2202 | 58 | 1930 134 |
| 160 MEPH SUPERMONDIAL 1 | 1885 | 12 | 1417 | 59 | 1990 6 |
| 160 FID CLUB A 68000 | 1882 | 29 | 242 | 60 | 1767 6 |
| 160 KASP SIMULTANO | 1882 | 14 | 978 | 61 | 1830 36 |
| 160 KASP TURBO KING 1 | 1880 | 24 | 364 | 62 | 1910 61 |
| 159 CONCH PLYMATE/5.5 | 1879 | 10 | 2141 | 63 | 1939 55 |
| 159 KASP GAL-REN B/6 | 1879 | 14 | 976 | 64 | 1873 123 |
| 158 CONCHES/6 | 1871 | 44 | 107 | 65 | 2037 8 |
| 158 FID EXCELLENCE/4 | 1867 | 11 | 1740 | 66 | |
| 158 NOV EXPERT/4 | 1867 | 14 | 962 | 67 | 1975 43 |
| 156 CONCH PLYMATE/4 | 1855 | 24 | 372 | 68 | 2027 6 |
| 156 SCI TURBO KASP/4 | 1853 | 20 | 512 | 69 | 1959 52 |
| 156 CXG SPHINX 40 | 1850 | 86 | 29 | 70 | |
| 155 FID ELITE C | 1843 | 34 | 182 | 71 | 1869 11 |
| 154 FID ELEGANCE | 1838 | 17 | 685 | 72 | 1872 40 |
| 154 SCI TURBOSTAR 432 | 1836 | 12 | 1337 | 73 | 1896 61 |
| 154 MEPHISTO MM2 | 1835 | 16 | 781 | 74 | 1776 8 |
| 154 KASP GAL-REN B/4 | 1832 | 76 | 37 | 75 | 1982 6 |

RATING LIST (c) SS/42 Oct 1992

| BCF Computer | Elo | +/- | Games | Pos |
|----------------------------|------|-----|-------|-----|
| 153 FID EXCELLENCE-DES2000 | 1929 | 11 | 1646 | 76 |
| 152 KASP PRISMA-BLITZ | 1820 | 26 | 306 | 77 |
| 151 CONCHES/4 | 1811 | 20 | 509 | 78 |
| 150 NOV SUPER CONST | 1806 | 7 | 3669 | 79 |
| 150 NOV SUPER NOVA | 1804 | 22 | 411 | 80 |
| 149 MEPH BLITZ | 1793 | 27 | 277 | 81 |
| 147 NOV SUPREMO | 1777 | 75 | 38 | 82 |
| 146 NOV SUPER VIP | 1770 | 25 | 323 | 83 |
| 145 FID ELITE A | 1764 | 39 | 141 | 84 |
| 145 FID PRESTIGE | 1763 | 17 | 715 | 85 |
| 144 FID SENSORY 12 | 1755 | 12 | 1320 | 86 |
| 144 MEPH EXCL S/12 | 1754 | 31 | 213 | 87 |
| 143 MEPH EUROPA-MARCO POLO | 1744 | 31 | 220 | 88 |
| 142 SCI SUPERSTAR 36K | 1741 | 14 | 987 | 89 |
| 142 CONCHES/2 | 1739 | 14 | 1096 | 90 |
| 140 NOV CONST/3.6 | 1725 | 16 | 825 | 91 |
| 140 NOV QUATTRO | 1725 | 19 | 585 | 92 |
| 140 NOV PRIMO-VIP | 1722 | 24 | 354 | 93 |
| 139 MEPH MONDIAL 2 | 1716 | 83 | 31 | 94 |
| 138 FID ELITE B | 1707 | 47 | 97 | 95 |
| 135 FID ELITE ORIG | 1684 | 39 | 139 | 96 |
| 134 MEPH MONDIAL 1 | 1676 | 29 | 247 | 97 |
| 132 NOV CONST/2 | 1663 | 12 | 1289 | 98 |
| 131 SUPER ENT-ADV STAR | 1648 | 15 | 916 | 99 |
| 126 CHESS 3000 | 1614 | 112 | 17 | 100 |
| 124 FID SENSORY 9 | 1599 | 13 | 1114 | 101 |
| 124 KASP ASTRAL-CONQ-CAVL | 1594 | 59 | 61 | 102 |
| 120 NOV MENTOR 16-AMIGO | 1565 | 99 | 22 | 103 |
| 120 GGM + STEINITZ | 1562 | 27 | 287 | 104 |
| 119 CHESS 2001 | 1555 | 50 | 84 | 105 |
| 118 MEPHISTO 3 | 1546 | 18 | 633 | 106 |
| 118 SCI SUPERSTAR ORIG | 1544 | 29 | 242 | 107 |
| 117 MEPHISTO 2 | 1541 | 19 | 559 | 108 |
| 117 GGM + MORPHY | 1539 | 38 | 145 | 109 |
| 117 KASP TURBO 24K | 1536 | 45 | 104 | 110 |

RATING LIST (c) PC PROGS SS/42 Oct 1992

| BCF Computer | Elo | +/- | Games | Pos |
|-----------------------------|------|-----|-------|-----|
| 215 C-MACHINE GIDEON/PC | 2325 | 16 | 758 | 1 |
| 212 C-MACHINE THE KING/PC | 2297 | 19 | 562 | 2 |
| 211 M CHESS 486/PC | 2290 | 19 | 551 | 3 |
| 211 CHESS MACHINE 1 512/PC | 2289 | 36 | 158 | 4 |
| 204 ZARKOV 486/PC | 2234 | 44 | 109 | 5 |
| 202 M CHESS 386/PC | 2219 | 15 | 853 | 6 |
| 199 C-CHAMPION 2175 486/PC | 2193 | 56 | 67 | 7 |
| 198 FRITZ 486/PC | 2187 | 39 | 140 | 8 |
| 196 PSION 2 486/PC | 2168 | 82 | 32 | 9 |
| 195 REX 486/PC | 2162 | 35 | 172 | 10 |
| 191 M CHESS 286/PC | 2129 | 19 | 575 | 11 |
| 190 ZARKOV 386/PC | 2124 | 22 | 409 | 12 |
| 189 PSION 2 386/PC | 2115 | 37 | 155 | 13 |
| 187 FRITZ 386/PC | 2098 | 29 | 254 | 14 |
| 184 CHESSMASTER 3000 486/PC | 2077 | 58 | 64 | 15 |
| 182 REX 386/PC | 2061 | 19 | 557 | 16 |
| 181 ZARKOV 286/PC | 2053 | 36 | 172 | 17 |
| 181 M CHESS/PC | 2050 | 73 | 40 | 18 |
| 179 PSION 2 286/PC | 2032 | 48 | 92 | 19 |
| 178 FRITZ 286/PC | 2030 | 35 | 169 | 20 |
| 172 REX 286/PC | 1981 | 40 | 133 | 21 |
| 170 CHESSMASTER 3000 386/PC | 1960 | 42 | 121 | 22 |
| 169 PSION PDOM 386/PC | 1959 | 67 | 48 | 23 |
| 168 PSION 2/PC | 1951 | 10 | 2108 | 24 |
| 167 PSION PDOM 286/PC | 1941 | 94 | 24 | 25 |
| 167 CHESSMASTER 3000 286/PC | 1939 | 53 | 76 | 26 |
| 163 COLOSSUS X 386/PC | 1909 | 94 | 24 | 27 |
| 161 CHESSMASTER 2100 386/PC | 1895 | 48 | 91 | 28 |
| 161 CHESSMASTER 2100 486/PC | 1894 | 94 | 24 | 29 |
| 161 C-CHAMPION 2175 286/PC | 1892 | 93 | 25 | 30 |
| 152 PSION PDOM/PC | 1818 | 34 | 185 | 31 |
| 152 CHESSMASTER 3000/PC | 1816 | 57 | 66 | 32 |
| 147 SARGON 3/PC | 1779 | 46 | 100 | 33 |
| 146 CHESSMASTER 2100/PC | 1769 | 28 | 265 | 34 |
| 145 CHESSPLAYER 2150/PC | 1761 | 41 | 128 | 35 |
| 145 C-CHAMPION 2175/PC | 1760 | 28 | 269 | 36 |
| 143 FINAL CHESSCARD/PC | 1751 | 34 | 177 | 37 |
| 140 PSION QL/PC | 1721 | 54 | 73 | 38 |
| 138 SARGON 4/PC | 1707 | 46 | 98 | 39 |
| 138 CHESSMASTER 2000/PC | 1706 | 22 | 414 | 40 |