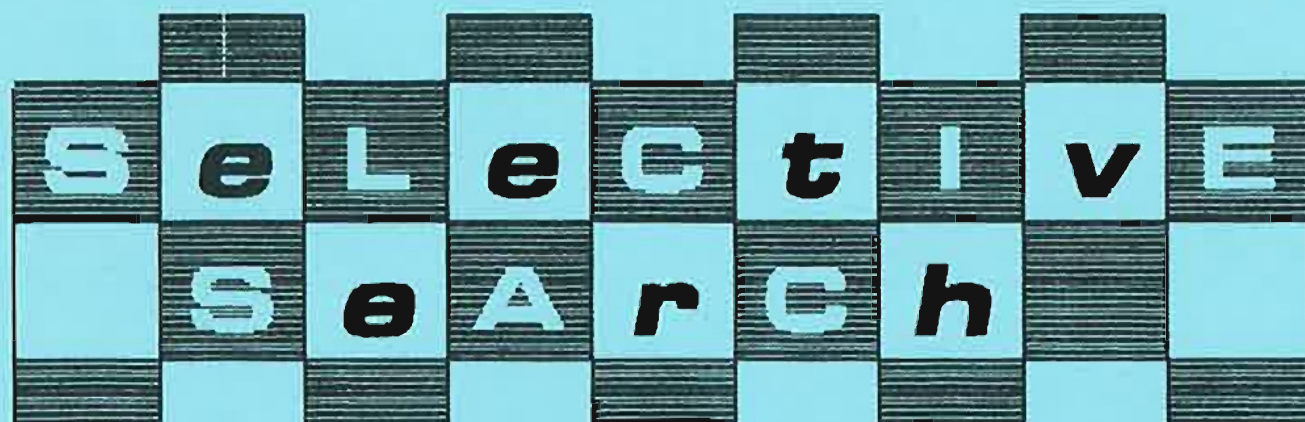# Computer Chess News Sheet
SELECTIVE SEARCH 43
DEC. 1992. £2-00

Editorial 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. COUNTRYWIDE COMPUTERS provide financial backing for the MAGAZINE, and staff some time during office hours to prepare part of the material.

SUBSCRIPTIONS: *£ 10 a year* for 6 issues by mail *Foreign readers £ 12. Australia & New Zealand £ 14* (sorry 'Down Under' - postage costs!)
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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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[All Articles by ERIC HALLSWORTH, except where otherwise stated].

NEW PRODUCTS reviewed
by Eric Hallsworth

Kasparov TRAVEL CHAMPION

This was reviewed pre-launch in SS40/41, is now available at £99, and known (at least by me) as 'TC' for Top Cat!

It really is just as expected, good to look at and reliable in use. I have talked of a 7MHz H8 processor for 'TC' compared with 10MHz in the original Fidelity TRAVELMASTER. This difference checked out perfectly in the pre-launch version I had on loan, but the Manual for the finished product states 14MHz, which is definitely not so.

However the 7MHz is no longer so easy to confirm, as it happens, though I am sure that's what it is. But there have clearly been one or two program changes so, whilst some things take 10/7 times as long... quite a few don't! In fact 10/8.5 looks nearer the mark for general positions (as if the programmer has pruned the program to speed it up), quite a few times where tactics were involved it was 10/10 (i.e. exactly as fast as Travelmaster) and, on a couple of mate searches using Infinite level, it was actually 50% faster, finding the mate a Ply earlier. On just one mate search it was 3 times faster, finding the mate 2 Ply earlier.

Readers will find TRAVEL CHAMPION now installed on the Rating List. At the exact time of writing these notes it is just 2 BCF behind its predecessor so, in a sense, they confirm each others' rating very nicely!

HIARCS for PC's

HIARCS is a program newly available commercially from the APPLIED COMPUTER CONCEPTS LTD team. Mark Uniacke is the chess programmer, and he's done a first rate job here. His colleagues, Clive Thornson and David Hatchett, are responsible for the features and graphics, and the package you will get for your £69 is really excellent value.

Regular SS readers will have seen the HIARCS name before, of course - it won the World Amateur Championship in 1991, and came 1 = with THE KING and GENESIS at this year's Olympiad.

And the GOOD NEWS is that it will run on 286, 386 and 486 machines, MS-DOS 3.3 onwards, and Hercules, CGA, EGA and VGA graphics. So EVERYONE can buy one!

In my first series of tests it has performed very nicely, even though 'only' on my 286/12. The grading as at 28/Oct showed 2114, though this could have changed by the time S/S pops through your letter box, so you can check it out on the Back Page. Of course it will improve this on better hardware, and not only because of speed. My 286 MS-DOS 3.3 only allows an 8K entry search table, whereas HIARCS plays best with 16K. Thus there will be an extra 7% speed-up between HIARCS on a 286 and

3/486 in addition to the improvement you always get when going to 32-bits and faster processors

The graphics are good. Not, in truth, quite as good as FRITZ and perhaps REX, nor have I seen (the 3/486 only) M CHESS PRO at the time of writing (there's a delay on the release anyway!), so I can't compare it with that, but it is better by far than the original M CHESS, and ZARKOV The board and pieces are easy to see and look at, the screen shows the last few moves played plus players' names and clock times (all standard stuff), the opening is named, and there is user- choice about the amount of analysis and evaluation information that appears on screen. If you want to see everything HIARCS is doing in its search, it slows the program down by about 2%, but for evaluation and analysis of intended move (which is all most folk would ever want) it runs at 100%

The features are very comprehensive indeed The only thing missing that I can immediately see is Mouse control - you need to key-in moves using algebraic notation, or move a cursor around the screen using keyboard arrows. I find it no problem (I do it anyway on at least 2 'Mouse capable' programs because the Mouse only makes life harder and tends to move pieces to wrong squares if you're not 100% attentive), but I know some people could wish this was there It will be on the next version sometime in 1993

There are some things I particularly like For example, when you create a Print File for a game just played, it stores for print-out the players' names, opening used, moves (of course), clock times, evaluations and hint moves So you have a very comprehensive record and this info appears on screen if you play over the game again using HIARCS, or on paper if you simply print it out

One feature I know you will just LOVE   Mark Uniacke has incorporated a form of the FISCHER CLOCK in the program! In fact you can set ANY starting time control you want (x moves in y mins), AND state at which move you want whatever time addition to come into operation (add z secs from move m) Quite brilliant

I have been playing a few at 60 moves in 20 mins with 10 secs added from move 1 In a sense this is equal to 60 moves in 30 mins and 10 secs a move thereafter but a beauty of the Fischer method is that you can NEVER end up with, say, 15 moves to make in 20 secs nor, with a G/30 time control, only 10 secs on the clock and goodness knows how many moves still left. Every time you make a move, even though you'd certainly have to keep it fairly quick in the later stages, you add another 10 secs to the clock plus whatever was still left

My view is that the Fischer clock idea could become widely popular, and bridge the unwelcome change which many strong players detest in week-end tournaments For example quite a few of these use a version of 40/2 hours, then 15 mins added to each clock for the rest of the game. From serious chess to funny as move 40 arrives, in order to force game completion within 4½ hours so that the next round can commence Of course each player CAN manage his time carefully to leave something still on his own clock when move 40 arrives, but how often what we see in practice is a crazy time scramble as the final moves before the time control are also played at Blitz speed

Imagine instead a time control of 40 moves in 1 hour 10 mins, with 30 secs added to the clocks every move made. At move 40 the most either player can have used is 1½ hours, but there can NEVER have been a crazy time scramble with the oft- resulting poor moves. Even if your clock DOES get down to its last 5 secs, as soon as you make your next move, it's back at 35 secs straight away! Within the 4½ hours, 130 moves minimum will have been made (if needed) by both players, yet never a time scramble (though a loss on time is still possible of course)

Equally the players will have been able to play more slowly at first, whilst clearly the speed-up later is more gradual, which should certainly cut-out some of the crazy oversights currently made in time scrambles.

The 'crazy blunders in time scrambles' syndrome is rearing its head more and more as the demand for fast chess (by the organisers) continues. Even players such as Karpov recently are being embarrassed in print in the week-end chess columns by their latest disasters. If you didn't see it, he overlooked he was in a discovered check from a Rook, tried to give his own check with his Queen and so HAD to move and lose his Queen (having touched it, of course) to block his opponents check. A win (he had Q + R and Pawns v R and Pawns the opponent was hanging on in a time scramble having been completely outplayed 'just in case' of an event like this), became a surely undeserved loss, at least in proper chess terms. But that's what the current clock systems do. Enough... back to HIARCS!

If you prefer to stick to 'normal' levels, they are all still there and you can set your own, be it 40/2 followed by 20/1, or 40/2 followed by G/15, or 60/60 followed by 30/15, or etc etc. You can choose whatever you want and, because you will always lose a little time yourself keying-in moves, you can if you wish set an operating time allowance so that HIARCS doesn't get any possible unfair advantage against you! Once you have set your preferances in all of these things, plus random or best play, co-ordinates on screen or not, beep or silence etc you can save them so everything is always just as you like it when you load up!

A final feature which I find very useful · at present on Richard Lang dedicated boards, and the ZARKOV and FRITZ PC programs - is the MONITOR/2 PLAYER mode setting where the program continues to put its analysis on the screen as you input the moves, even though not playing itself. This is really useful if you are using the program to play over a game you lost, or simply a game in a magazine, so that you have constant background analysis. Mark is working on this final feature right now, and it should be there in the finished version available from mid/late November

The final thing you will want, I know, is a couple of games. Despite the fact that it's on only a 286 in my tests, I have pitched it against some pretty hefty opposition v RISC 2500 (!) 1½-4½; v Novag SCORPIO 2½-3½; v TRAVEL CHAMPION 4-2; v Mephisto MODENA 3-1 (there are 2 more to be played in this, and then some against a Fidelity full-width style, maybe MACH 2C, to cover a nice wide range of styles). When Mark was at Countrywide showing us the program running on his 386/25, we played two 60/15 games against a Mephisto BERLIN, and HIARCS actually won both! (They don't count for ratings, of course)

Here then is a full copy print-out from a saved game HIARCS 286 v MODENA.

White: HIARCS 6 85 cui
Black: MODENA
Opening: Two Knights' Defence
Time Ctrl game/60

No	Expecting	ply	score	time	Move	Move	time	score	ply	Expecting
1		1	0	0	e2-e4	e7-e5	6	0	0	
2		1	0	0	g1-f3	b8-c6	6	0	0	
3		1	0	0	f1-c4	g8-f6	5	0	0	
4		1	0	0	f3-g5	d7-d5	6	0	0	
5		1	0	0	e4xd5	c6-a5	5	0	0	
6		1	0	0	c4-b5+	c7-c6	5	0	0	
7		1	0	0	d5xc6	b7xc6	5	0	0	
8		1	0	0	d1-f3	a8-b8	6	0	0	
9		1	0	0	b5xc6+	a5xc6	5	0	0	
10		1	0	0	f3xc6+	f6-d7	6	0	0	
11		1	0	0	d2-d3	f8-c5	94	0	0	
12	c5-e7	4	227	175	O-O	c8-b7	149	-227	0	
13	O-O	5	227	182	c6-a4	O-O	38	-227	0	
14	c5-b6	5	208	109	g5-e4	d8-c7	97	-208	0	
15	d7xc5	4	196	97	e4xc5	d7xc5	6	-196	0	
16	f8-d8	5	190	74	a4-c4	c7-c6	128	-190	0	
17	h7-h6	5	229	244	f2-f3	c6-b6	7	-229	0	
18	b6xb2	5	196	63	c1-e3	b6xb2	33	-196	0	
19	b2xa1	5	422	26	e3xc5	b7-d5	100	-422	0	
20	f8-d8	5	407	61	c4xd5	f8-d8	6	-407	0	
21	b2xa1	4	465	68	d5-c4	b2xa1	7	-465	0	
22	a1-b2	5	451	74	b1-d2	a1-b2	31	-451	0	
23	b2xb1+	5	448	268	f1-b1	b2xb1+	6	-448	0	
24	b8xb1+	6	455	278	d2xb1	b8xb1+	15	-455	0	
25	d8-c8	5	474	28	g1-f2	d8-c8	54	-474	0	
26	b1-c1	5	462	17	c4-a4	h7-h6	82	-462	0	
27	e5xd4	4	445	46	d3-d4	b1-c1	91	-445	0	
28	e5xd4+	4	438	44	f2-e3	e5xd4+	25	-438	0	
29	c1-d1+	5	362	27	e3xd4	c1-d1+	220	-362	0	
30	d1-d2	7	361	0	d4-c4	d1-d2	164	-361	0	
31	d2xh2	6	357	0	g2-g4	d2xh2	78	-357	0	
32	h2-d2	5	397	0	c2-c3	h6-h5	48	-397	0	
33	c8-a8	5	388	90	a4-d7	c8-a8	45	-388	0	
34	a8-d8	5	388	7	d7-b7	a8-e8	44	-388	0	
35	h2-e2	5	361	41	b7-c6	e8-d8	74	-361	0	

36	d8-d2	4	373	33	c5-e7	d8-d2	112	-373	0
37	g8-h7	5	709	42	c6-e8+	g8-h7	6	-709	0
38	d2xa2	4	473	30	e8xf7	h7-h6	112	-473	0
39	d2-d4+	4	202729		f7-f5				

Total Time Used

                    2153   1927 White wins.

And, in our more normal style

White **Novag SCORPIO**
Black **HIARCS 286.** G/60

**1.c4 Nf6 2.d4 e6 3.Nf3 b6 4.a3 Bb7 5.Nc3 d5 6.cxd5 Nxd5 7.Qc2 c5
8.e4 Nxc3 9.bxc3 Nd7 10.Bf4 cxd4 11.cxd4 Rc8 12.Qb3 Be7 13.Bd3**
(Puts HIARCS out of book, and SCORPIO goes out with Black's reply)
13.... Nf6 14.Qa4+ Bc6 15.Bb5 Qd7 16.Rc1
(SCORPIO seems to be building up some worthwhile pressure, but HIARCS
extricates itself quickly to gain possibly a small advantage)
**16.... Bxb5 17.Rxc8+ Qxc8 18.Qxb5+ Qd7 19.Qd3 Qc6 20.e5 Nd5
21.Bd2 Qa4 22.O-O h6 23.Bc1 O-O 24.Bb2 Rc8 25.Rc1 Rxc1+
26.Bxc1 b5**
(A sophisticated evaluation of +076 by HIARCS, presumably on the basis of the
distant Pawn majority)
**27.h3 Qc4 28.Qd2 Qb3 29.Qb2 Qa4 30.Qe2 a5 31.Qd3 Qc4 32.Qf1
Qb3 33.Bd2**
(HIARCS eval. leaps to +176 after this I think 33 Nd2 would have been better)
33.... a4 34.Bc1 Nc7 35.Qe2 Bxa3 36.Nd2 Qc3
(Further exchanges are forced, making the a and b-Pawns stronger than ever)
**37.Bxa3 Qxa3 38.Nf1 b4 39.Qc2 Nd5 40.Qc8+ Kh7 41.Qd7 Kg6
42.h4 h5**
(A well-worthwhile precautionary measure)
**43.g4 Qf3 44.gxh5+ Qxh5 45.Qxa4 Qg4+ 46.Ng3 Qxd4 47.Qc2+
Kh6 48.Qc1+ Qf4 49.Nf5+ exf5 50.Qc6+ f6**
(Losing the Knight to leave the Pawns stronger than ever is a very fair price to pay)
**51.Qxd5 fxe5 52.Qd6+ g6 53.Qf6 Kh5 54.Qh8+ Kg4 55.Qg8 Kxh4
56.Kf1 g5 57.Qb3 g4 58.Qd3 g3 59.Qd8+ Kh3 60.Qh8+ Qh4
61.Qg8 Kh2 62.fxg3 Qh3+ 63.Ke2 Qg4+**
(HIARCS reads +1666 playing this, and White resigned here)

M CHESS PRO (for PC's)

'It's on the way!' is still the only news I can give you The latest info.. (as at 29/Oct) is
from Malcolm Pein who has heard from the States that it will be at least another
couple of weeks. They will certainly need to get a move on, as Richard Lang will
have a PC program out by late November, and that is certain to capture a massive
market Once folk have played on Richard's 'CHESS GENIUS' (the best name
thought up so far!), they may not be quite so bothered about the others!

Both M CHESS PRO (£99) and CHESS GENIUS are intended for 386 and 486 PC's only. Though MCP may just about work on a 286 with 640K RAM minimum, the limitations will be such that these folk are actually better off staying with the standard £79 version.

MCP will work best with a 2K RAM (or more! It can create up to 10MB of hash tables if there's RAM available), and will detect the type of processor in use so it will know what it can (or can't) do. It will also take several MB of hard disk space, with an intended 200,000 position opening book for starters. We are assured that the new graphics will be better, though not yet Super VGA, and there will be more chess knowledge for higher mid and end-game strength.

M CHESS is already known for its tactical qualities, which are largely due to specialised search algorithms enabling it to recognise tactical themes at first glance This includes forks, pins, trapped pieces, skewers, mating nets and forced Pawn promotions Having seen the presence and relevance of these, it advances the search by several moves automatically to evaluate all the consequences! For the end game it understands the key Rook and Pawn positions (Lucena, and Philidor included), square of the Pawn, minimum mating material, mate with Knight and Bishop, and every type of forced draw This means it knows what to play for, or avoid, very quickly to gather in all those extra little ½ points! If the PRO version comes up to expectations, it should be GOOD!

CHESS GENIUS

Richard Lang's new effort is also for 386 and 486 machines (only). Generally speaking it is a conversion of his VANCOUVER/BERLIN program, incorporating small improvements along the way of course! Richard, too, is very pleased with the way a PC with reasonable RAM can work on hash tables, and the signs are that this is going to be REALLY strong on both 3 and 486 machines.

It is also expected that ALL the features available in a VANCOUVER will be in CHESS GENIUS, so we'll be able to obtain its analysis in 2 Player, vary Pawn and Piece values, adjust Playing Style (Solid-Active-Risky), make it play Brute- Force etc etc. CHESS GENIUS will also be able to print-out analysis along with the moves if it is asked to do so during a game

Final details, a comparison of its speed on, say a 386/20 and a 486/50 compared with VANCOUVER 020's and 030's, plus a firm price (maybe £89!!) will be included as a Stop Press somewhere if we have the final details in time Otherwise give us a ring, as it is 95% certain it will be in stock by the first week in December.

PSION SERIES 3 ORGANISER

Just a little warning, really, should anyone think that the CHESS on PSION 3 might be an upgrade by Richard Lang on his PSION 2 chess, which folk have on PC/Atari/Amiga, if they have been able to find it In fact the Chess program is NOT an upgrade. Of course PSION 2 will give unsuspecting hobby players a regular thrashing, but S/S Readers, noting that the PSION 3 ORGANISER's processor is just an 80C86 at 3.84MHz, should not get over-excited!

YOUR BI-MONTHLY EXERCISE SECTION
Or give it your Computer!

We start with a blocked position, and White to move. ALL (respectable) humans know what NOT to do, but ALL computers do it anyway! Only ONE move loses.
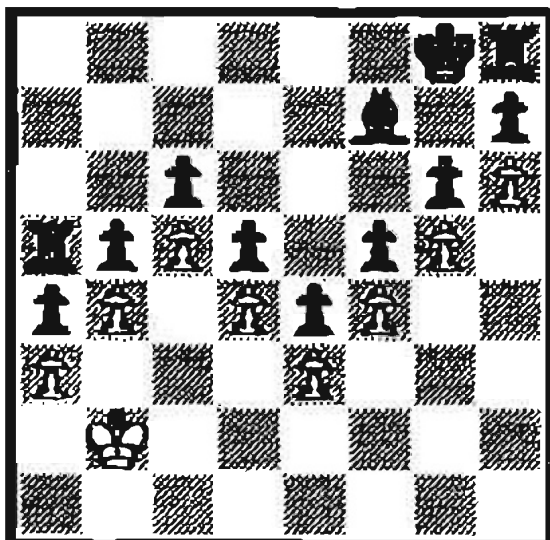
Black (of course) can do nothing to force his deserved win - unless White plays bxa5 'to reduce the material deficit'.

Here's another, White to play and this time ONE move to SAVES the game!
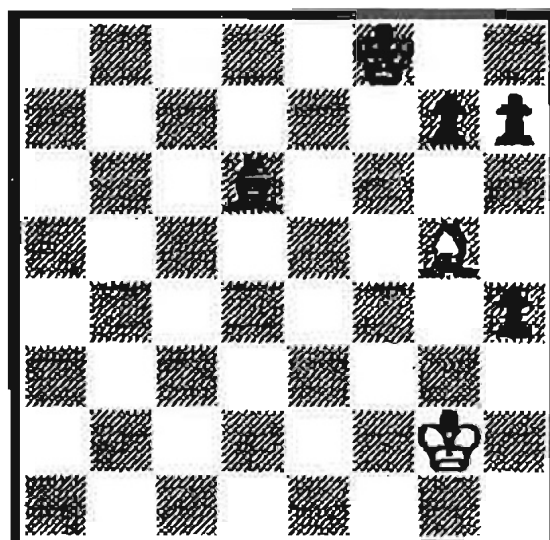
Many computers still play 1.Bxh4, after which Black's connected g + h Pawns win. But 1.Bh6 saves the day, because once the Pawns (however many) are all on the h-file, White's King cannot be shifted from a g2/h1 shuffle.

Another White to play: opposition's the key
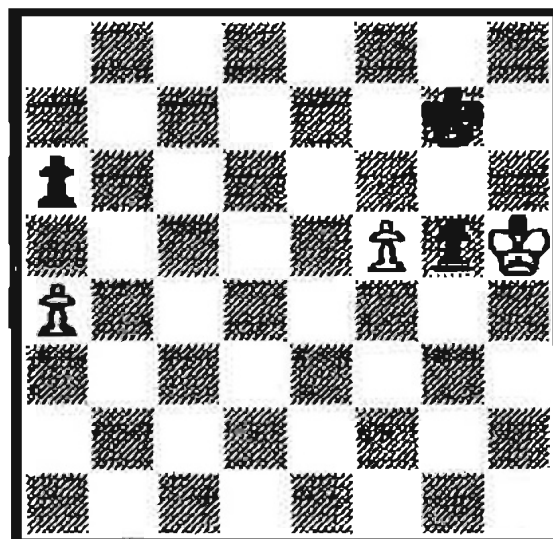
Some computers still dimly play 1.Kxg5. Then Black goes 1 ..a5, gains the opposition and draws. However 1.a5 gives White the opposition and the win.

Here's a very tough one - White to move
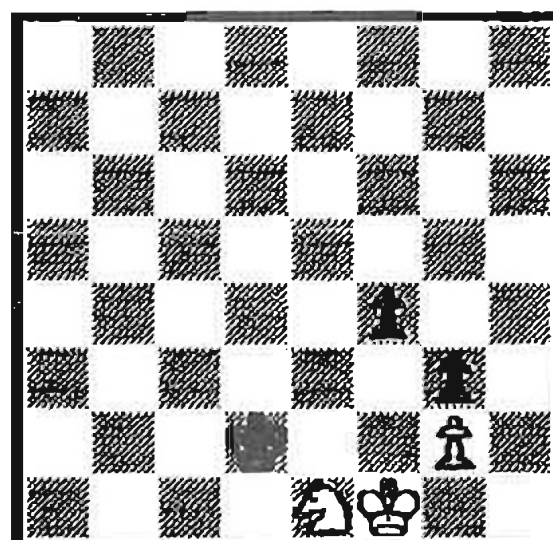
Schach&Spiele says 1.Nf3 + draws; only 1.Nc2 wins (which it certainly does, and some programs find it. If 1...Kxc2 2.Ke2! If 1...Kd1 2.Nb4! Kd2 3.Kd5. If 1...Kd3 2.Ke1!). But Reubern Fine in BASIC CHESS ENDINGS page 92 (Reti-Mandler, 1924) shows Nf3 + analysis which wins!

RESULTS and NEWS WORLDWIDE
by Eric Hallsworth

With SS/42 being so full of games, plus my Article on how the S/S production line works (!?), there was little space for everybody else's news. Thus we have plenty to update you on this time.

From SWEDISH PLY-LIST, Latest Scores.

The Mephisto BERLIN continues to slightly out-perform its VANCOUVER 68000 half-brother. Latest scores in from Sweden, which generally confirm my own findings of a modest improvement, are:-
v Meph RISC 8-12; v Meph VANCOUVER 020 10½-10½; v Meph LYON 020 10½-9½; v Nov DIABLO 14½-5½; v Meph MM5 16-4; v Meph MEGA IV 11½-2½; v Conchess PLYMATE/5.5 17-3; v Kasp SIMULTANO 3-0.

Our Swedish friends weren't getting quite such good results for the Mephisto MODENA at first, as those we have had in Britain, but the latest scores I have in show some improvement:-
v Meph MM5 it's 6½-13½; v Meph MILANO 7½-8½; v PLYMATE/5.5 6-2; v Kasp SIMULTANO 10½-9½.

A strange theory going round in some circles - that the MODENA is actually the SUPERMONDIAL 1 in a new-look cabinet - is NOT correct, though both certainly are Franz Morsch programs which inevitably means similarities are seen in some situations. Apart from the fact that some of the technical details are different (max. depth of search has increased from 12 to 22, for example), I have tested both on a small series of middle and endgame positions and they were often different in the intended move during analysis, the evaluation, and even in the move actually played. As most of my testing for MODENA was done at 60/60, my guess is that this Computer is suited particularly to the 1min time control and its rating will be lower at 40/2, though I don't know especially why this should be (*). Now the first Swedish results are in, however, the SS/43 Rating List will almost certainly show a moderate drop from MODENA's 2058 Elo figure in SS/42. Nevertheless this is still fine value at £159.

(*) Time Control VARIATIONS and the NOVAG Question.

This small variation happens with some Novag programs - and is almost certainly why some of their machines show up better on my Rating List than they do on PLY's. Larry Kaufman explained the reason for this in a recent Issue of CHESS COMPUTER REPORTS, which is *that their evaluations are often piece value based and not dynamic... Novags are unusually sharp at tactics, but a bit weak at positional play due to the lack of a mobility component in the evaluator. The mobility factor inclusion slows programs down somewhat, thus weakening them tactically a bit, but it does seem to help in their positional play... for fast chess the speed is important, but for tournament levels the positional errors*

are more to be feared'.

BACK to SWEDEN.

It is always very interesting to compare the Swedish List with my own, and their 40/2 testing occasionally throws up some small but observable differences. A notable one does concern some Novags, as suggested above. An example is their SCORPIO/DIABLO which shows only 3 Elo above MACH 3, and 18 above MM5 and MILANO in the PLY figures (with 10-10 draws in BOTH of these contests), whereas my Ratings as I type this section have SCORPIO/DIABLO 43 Elo above the MACH 3, and nearly 50 above the Mephisto MM5 on its 6502 processor.

Another interesting comparison concerns Richard Lang's upgrade programs. Here is how these check out on both the Swedish 7/92 List and mine in SS/42:

		Sweden	Britain
VANCOUVER	030	2253	2360
LYON	030	2259	2360
PORTOROSE	030	2244	2343
VANCOUVER	020	2157	2266
LYON	020	2158	2258
PORTOROSE	020	2127	2225
ALMERIA	020	2088	2198
VANCOUVER	000	2128	2241
LYON	000	2107	2215
PORTOROSE	000	2047	2171
ALMERIA	000	2018	2103

It is quickly clear that the improvement from PORTOROSE to LYON was more effective (in terms of achieved rating points) than that between LYON and the VANCOUVER. It also seems that Richard Lang's progress should have been fairly noticeable to 68000 owners, and barely so to 68030 folk. Personally I thought (with my 68020) that the jump to LYON was almost spectacular in some tactical things. Nor am I disappointed with the VANCOUVER which is a nicely rounded program from its large and good-variety opening book to the quality endgame play often seen, and I remain surprised that the changes haven't produced better results for it in the ratings. Perhaps we will see an upwards move by VANCOUVER when more folk start to use it with Pawns 110% and Rooks 110%, all else 100% (or Pawns and Rooks 120%, other Pieces 110%; see Article elsewhere in this Issue).

From SPAIN'S 'D4+'

No new results, but I noticed that they had interviews with a couple of folk, namely LARRY KAUFMAN (USA, author of the excellent CHESS COMPUTER REPORTS), and DAP HARTMAN (who is a collaborator with the ICCA Journal).

Both were asked to name their favourite programmers in order, and the results

showed a slight difference of opinion!...

KAUFMAN	HARTMAN
Richard Lang	Ed Schroeder
Ed Schroeder	Franz Morsch
Marty Hirsch	Johan de Koning
Johan de Koning	Deep Thought team
Frans Morsch	Marty Hirsch
Dave Kittinger	Dan & Kathe Spracklen
Dan & Kathe Spracklen	Dave Kittinger
Deep Thought team	Larry Kaufman & Dan Dailey
	Richard Lang

Hartman obviously knows plenty about the subject - after all, Richard Lang has only won the World Championship for 8 consecutive years! Larry's list makes much more sense, though I have a feeling de Koning might need moving up soon.

After this example of Hartman's expertise, I was thus not overly discouraged when I saw his list of favourite Chess Computer publications and found SELECTIVE SEARCH next to the bottom, held up by (of all things) Larry Kaufman's fine Magazine. Happy to be in such good company, Larry! Strangely, Hartman voted the ICCA Journal as no.1!

BRITISH RESULTS

DON LANGFORD has been playing a Match between STRATOS and SUPER VIP. I show both his results, though only the 60/60 one has gone into the SS RATING LIST, as that and G/60 are the fastest time control limits that my rating system allows:-

60/60 STRATOS 7½ SUPER VIP 2½. 60/30 STRATOS 5   SUPER VIP 5

G SEDMAN is a regular contributor to the Rating calculations. His latest scores are:-

40/2 M CHESS 386/16 6 Novag SUPER EXPERT C/6 4 (2-0=8 !!)
40/2 M CHESS 386/16 6 Meph PORTOROSE 68020   4 (4-2=4)

Some might be surprised at the latter, but a 10 game Match can always show variance of course. Anyway a check on the total M CHESS 386 v PORTOROSE 020 score before inputting Mr Sedman's result showed an 18-12 total favouring M CHESS was already there, so it's 24-16 now. However the score M CHESS 386 v LYON 020 shows 40-50, which is a clear reversal (and someone's been working hard playing 90 games, haven't they!).

Another M CHESS result I overlooked when it reached me in July came from GARY MURPHY (we now have two G. MURPHY's... GERALD in Bristol, and GARY in Ovingham):
G/30 M CHESS 286/12 6½ Mephisto MONDIAL 68000XL 3½

Combining the two matters of SMALL SAMPLE and TIME CONTROL grading variations which I mentioned above, another reader is STAN VICKERY who phones up quite regularly commenting that [1] the RATING LIST is too high, and [2] that I play my games at 60/60 or G/60, and ought to use only 40/2. Stan believes that 40/2 is 'a great equaliser' and that 60/60 results produce greater differences between the machines than is really there.

Well, I agree that it can produce SMALL variations... but EITHER way! We can all produce apparent 'PROOF' examples to support our own pet theories, of course. Stan supports his with a nominal 6½-5½ win for the Fidelity MACH 3 over Kasparov TURBO KING II; but when I looked up the total score in PLY for this match, remembering that ALL their games are also played at 40/2, I found that the score is a massive 19½-7½ for the MACH 3! So which score proves what?!? What they prove is that small samples cannot PROVE anything!

The problem of small sample size is, in fact, exactly WHY I play at 60/60 and G/60. For example, for both this Issue and various Distributors, I was asked early in October to test the new Kasparov RISC 2500 and TRAVEL CHAMPION, and the rather nice new HIARCS program for PC's by Mark Uniacke. At the time of writing (22nd October) I have played about 20 games on each - 48 games altogether, as some were against each other. Now 48 games at G/60 equals a maximum of 96 hours of testing! That's been hard enough, but what chance of getting the same done at 40/2, average moves per game 50 = 5 hours, which would mean well over 400 hours of work? If I used 40/2, I would only have completed perhaps 6 games for each program (i.e. one a night, every night!). So now I ask, which gives a more useful guide to their playing strength... 6 games with each at 40/2, probably against the same one opponent, or 20 games at G/60 with each and against 3 different opponents. I believe the latter and, by the time S/S reaches you, these figures will hopefully be even higher, though I don't know what sort of shape I'll be in!

Herein is one reason why the Swedish PLY Magazine and their Result Lists are so very valuable. They have a small army of willing testers, all using 40/2, and they generously send their scores to me so that our finished RATING LIST can include all of their efforts as well. The result, I believe, is a well-founded and well-rounded List which gives an excellent indication of the all-round playing strength of any Chess Computer included in it.

More SCORES from British Readers.

FRANK HOLT continues to send plenty in, using a lovely range of programs! He is the only one (so far, anyway) to be unconvinced by the VANCOUVER Rooks at 110% theory - indeed his results show a slight drop, and he tells me the VANCOUVER wanted to promote to a Rook instead of Queen at least once, though I must say that didn't happen on the two occasions it had the chance in my games. His early Meph RISC v Meph BERLIN score is 11½-4½.

He's also run some games at the other 'extreme' using the old SENSORY 9! 'I
always felt it was under-rated' comments Frank, 'It was the first program that
could solve mates in 7'. However SENSORY 9 v C-MACHINE GIDEON and C-MACHINE KING
went just as you'd expect, i.e. both 0-8. Then Frank played it against FRITZ on
his 286/12, and the Fidelity now managed a 2½-5½ result. Frank tells me that
FRITZ also announced a 'loss on time' against itself in one game! - has anyone
else had that with Fritz?

Still with FRITZ, here are the results of another of Frank's valuable, mammoth
48-game Matches:

      FRITZ 286/12 v Nov SUPER FORTE C/6 sel.5 6-10
      FRITZ 286/12 v Nov SUPER FORTE C/6 sel.4 7- 9
      FRITZ 286/12 v Nov SUPER FORTE C/6 sel.3 8- 8

Strangely, in one particular series of 6 games with Novag playing 2 at each of
sel.3, 4 and 5, FRITZ won all six! So what does a 6-0 thrashing PROVE?? In the
light of the total results, not as much as you would think, at least when it's
between Chess Computers!!

We stay with FRITZ and 6-0 results, but move to one from OLAF BERMANN in
Germany. He has an 80486/33MHz (lucky blighter!), and played a G/30 Match
against the Mephisto POLGAR/10. One would expect this to be fairly close, but
here also FRITZ scored 6-0. Perhaps FRITZ has a clever algorithm for the way it
uses time in these 'Game in x' situations? Has anyone else spotted this?

Unfortunately FRITZ didn't play in a big G/60 Tournament run by CLAUDE BARRE,
also from Germany. 12 other Programs did, in a double-Round Event, so that each
played 22 games in all to produce the following interesting scoreline (SS/42
Ratings in brackets to facilitate the comparing of the result with what one
might expect).

		22	SS/42
1	C-MACHINE GIDEON	17	2325
2	C-MACHINE KING	14½	2297
3	M CHESS 486	13½	2290
4	Nov SCORPIO	13	2113
5=	PSION 2 486	11½	2168
	REX 486	11½	2162
7	Meph PORTOROSE 000	10½	2171
8	Nov SUPER FORTE B/6	9½	2053
9=	CHESSMASTER 3000 486	8½	2077
	Fid DESIGNER 2265/MACH 3	8½	2070
11=	Meph MILANO	7	2066
	Meph ROMA II	7	2035

In fact they ended up almost exactly in rating order, except for the SCORPIO which performed notably above its grading (but it was G/60, again 'proving' the Novag theory). Equally one should note that Schroeder's GIDEON, whilst it was top-rated, won by a particularly good margin.

In a separate series of short Matches, PORTOROSE 68000 amazingly drew 6-6 with the M CHESS 486 (it lost 1½-½ in the actual Tournament); then lost 2½-3½ to FRITZ 486 (what a shame FRITZ wasn't in the main Event); lost heavily ½-5½ to GIDEON; then 2-4 to THE KING.

MODUL MAGAZINE (Austria).

An excellent Magazine, even though I don't read the language. However Thomas Mally still faithfully sends me a review of the main contents, so it is always a most welcome arrival each quarter.

The latest one has just arrived, and a 10 page (!!) article in there by Andreas Mader and Thomas himself seems to express considerable doubt on Thorsten Czub's findings with CHESS CHAMPION 2175 on the 486. As S/S reported on Czub's scores and has included them in the Rating List, I thought I had better refer to this.

Before I do so, I have version 1.06 of CHESS CHAMPION 2175 running on my 286, and its rating on the back page for the 286 version is taken from my results, so you can know that those games are genuine. Chris Whittington had told me that it's the 32 bit 386/486 with good RAM memory for hash tables that really make this program go, so I was quite happy with Czub's results (done on version 1.04) and I have copies of the games as well. Testing the 2175's moves on my 286 is a laborious job, it takes SO much longer that I've only tried it on one of the games, but everything seemed allright to me if I allowed up to an hour per move!

However Thomas and Andreas tested version 1.04 also, and only got a 3½-2½ score using a 386/16 against the old ADVANCED STAR CHESS! Previously they had obtained an even worse score with version 1.05, but that is known to be faulty and Chris Whittington will certainly exchange these for a 1.06 if any readers out there find they've got a 1.05 by mistake. Still using 1.04, Thomas and Andreas have also played a short series against the Mephisto MILANO, this time using a 486/33. Czub had obtained a 7-3 win for the 2175 using a 486/50, but the score in Austria came out 4-0 for Milano at 40/2 and the 'Mally & Mader' article assesses its grading at 1950-2000 on the 486. I had it at 2193 in SS/42!

I know for certain that Thomas Mally's work can be 100% relied upon, but equally I have no personal reason from my tests to doubt Thorsten Czub's! So what I have done is retained the Czub results and added Thomas Mally's to them! The SS/43 Rating List will show the outcome! If anybody else has some scores for versions 1.04 or 1.06, I'd be pleased to get them so we can clarify the situation. Who knows... maybe it will simply turn out to be the effects of small samples again!

CHESS COMPUTER REPORTS

The latest Issue of Larry Kaufman's valuable Magazine reached me just as SS/42 was going to the printers, but it's the usual A4 size, 24 pages, and full of interesting and useful information. Price for potential subscribers is $9.75 per Issue plus $3 p/p to CHESS COMPUTER REPORTS, c/o ICD, 21 Walt Whitman Road, Huntington Station, NY 11746, USA.

Larry reports on various 'v HUMAN' Tournaments that have had SS/coverage, but one that I managed to miss was a VANCOUVER 68030/60MHz result at Regenburg played at G/60. The VANCOUVER achieved an almost unbelievable 2700 Elo grading from an 8½/10 score! *'This must be the greatest computer result in history'*, comments Larry.

There is also a report on the forming of a new Chess Computer company - EXCALIBUR ELECTRONICS. Founders are Shane Samole (son of Fidelity's Sid) and Terri Everett (also ex-Fidelity). They have premises in Miami! When Mephisto bought Fidelity from Sid Samole he had to sign an agreement not to compete - but this did not apply to his son who is now importing Sphinx products and hopes to have some top end models next year.

Finally Larry has, over some years, developed an interesting set of 20 Test Positions which, as a Collection and using a specific testing method designed by Larry, has encouraged him to believe it may be the most accurate group yet to enable a simpler evaluation of a Computer's likely tactical strength. Larry still hopes to develop a positional set, but his method has one good advantage, and that is that the user doesn't need to sit hunched over the board every second! It is run by setting the Ply Depth - use, say, 3 Ply to start with. The Computer will thus automatically stop and play its chosen move at the end of 3 Ply and, if it has found the right one, it's score is the time taken (i.e. to reach the END of 3 Ply). If it has a wrong move, set the level to Ply 4 and start again. You keep this going until the correct solution is found, and then take the time taken for the appropriate Ply search completion. Most positions will be done within 30 minutes (many a lot less) but if it's still failing after 30 mins. you can give it up as the Computer's total score at the end is it's best 15 from the 20 positions!

Larry has kindly given me permission to photo-copy the Positions and full Instructions for any British readers who would like to have copies. If you want them, please send me £1 to cover copying and postage... thanks.

The 4th. COMPUTER CHESS OLYMPIAD.

This Event, which involves many other games such as Othello (Reversi), Draughts, Chinese Chess etc. as well as the REAL thing, was held in London in August. Unfortunately I was not able to attend as I was 'holding the fort' at the office whilst other members of the Countrywide staff were at the British

Championships in Plymouth.

In the absence of Ed Schroder's GIDEON RISC, and Richard Lang's VANCOUVER (and perhaps Marty Hirsch's M CHESS if it had been there on a 486 at 64MHz!), Johan de Konings latest version of THE KING RISC system was hot favourite, running at 30MHz with 512KB hash.

Other notable entrants were Chris Whittington with the latest version of CHESS-PLAYER 2175 (on a 486/66MHz), Mark Uniacke's HIARCS on a SPARC workstation (about the equivalent of the 486 at 64MHz), an H8-program called GENESIS (here running on a 486/50) by Eric van Riet Paap, John Hamlen's WOODPUSHER (a mid-table Olympiad regular), plus DUCK, TOUCH and ANANSE.

There are different versions of just what happened in Round 4 and, as I wasn't there, and am no Sherlock Holmes, it would be wrong of me to produce my own edited version.

However CHESS-PLAYER 2175 was up amongst the leaders and playing GENESIS when a Pawn promotion by the latter to a Queen, which equalised material, was input or interpreted as being to a Rook by 2175! I believe that the operator of GENESIS was happy for an immediate correction to be made, but others not directly involved insisted that the Rook could not be changed to a Queen until it actually moved. Sadly for Chris Whittington his program played its own Queen to an undefended square on the Rook's diagonal where it was trying to attack the Rook - but as the Rook was a Queen...! Chris withdrew from the Tournament, and all results against his program were cancelled and classed as byes.

The final result was perhaps something of a surprise as GENESIS beat THE KING, and THE KING beat HIARCS, and HIARCS beat GENESIS. And each of them won against everyone else! Thus there was a 3-way tie for the top spot:-

    (1=) **THE KING, HIARCS, GENESIS** - 5/6
    (4) WOODPUSHER - 3. (5) DUCK - 2. (6) TOUCH - 1. (7) ANANSE - 0

The games amongst the top 3 were fairly long affairs (The KING v HIARCS went to 82 moves), but here is a sweet 16 mover which might tell you why ANANSE didn't do too well!

White **ANANSE** (486/50)
Black **HIARCS** (Sun Sparc-2). 40/2

1.b3 e5 2.Bb2 (Already out of Book!) **2...Nc6 3.c4 Nf6 4.Nf3 e4** (Also out of Book, reading +47) **5.Nd4 Bc5 6.Nxc6 dxc6 7.e3 Bf5 8.Qc2 Qd6 9.Be2 0-0-0 10.0-0 h5 11.Kh1? Ng4 12.g3? Qg6 13.Nc3 h4!** (HIARCS eval. is +156)

14.Bxg4 Qxg4 15.Kg1 (The game is already lost, but 15.Qd1 would have helped White last a little longer) **15...hxg3** (Eval. +1595!) **16.f3 exf** (And White - or perhaps the operator! - knew it was time to resign)

RESULT IN FROM POLAND

The MEPHISTO and KASPAROV RISC programs have just finished a 10 Round event in a strong field for the 29th. Akiba RUBINSTEIN MEMORIAL Tournament.

Both did extremely well, firmly putting behind them lower gradings at Dieren and Plymouth. Then again, it is quite possible that Polish players must, as yet, be considered comparative newcomers to the world of strong computer opponents. Therefore I suggest that the Elo gradings obtained by the computers here are true figures but, when the players improve their knowledge of computer styles, the results would be likely to drop by around 100 in Poland, and thus equate more to scores from the knowledgeable opposition now met in Germany, Sweden, Austria (and Britain?!).

The Mephisto RISC 1MB scored 7/10 for 11th. place, including a score of 4/7 against Elo rated opposition (average 2287) for a 2344 figure!
This (2344) is the only figure I can enter on my Rating List of course, but Mephisto is unlucky this time as it scored 3/3 against the players whose gradings we don't have!

As in Britain, where there are players with BCF figures but not Elo figures (i.e. their play in British Tournaments has not involved them in Elo rated events), so the same thing happens in Poland... perhaps more so?! In Britain we have the BCF x 8 + 600 system to give us a usually very reasonable Elo equivalent for calculations.

However, where the Rubinstein Memorial score-table shows both an Elo and a Polish figure at the Warsaw Event, the differences can clearly vary from a tiny one to somewhat over 100. A player that Mephisto beat actually shows 1941 Polish, but 2050 Elo. So that was easy, and I took the 2050. Likewise the Saitek beat a 2100 rated Polish player who shows at 2215 Elo. But another Mephisto opponent showed a 2240 Elo grade and a 2236 Polish, which is almost the same, so the guesswork involved in making a grading estimate on the other scores could lead us too far astray. It seems, however, that the Pole's internal figures are all on the low side of European Elo.

The Kasparov RISC 2500 ended with 6/10 and 21st. place out of 155. It actually got the higher grading of the Computers as it went 3½/6 against opposition averaging 2301 to give it an excellent Tournament Grading of 2367! Its score against the players whose Elo gradings are not known was 2½/4. This machine is now available at the very attractive price of £399 - a full report on it, and some games will appear elsewhere if there is enough room.

Here are the two shortest games from Warsaw:-

White **Mephisto RISC 1MB**
Black **N TCHERKASSOV** (2200 Russia)

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Nc6 6.Bg5 e6 7.Qd2 a6 8.O-O-O h6 9.Be3 Nxd4 10.Bxd4 b5 11.f4 (A typical sharp, aggressive Mephisto RISC decision) **11.... Qa5?!** (I'm not so keen on this over-risky reply. 11...b4 12.Bxf6 Qxf6 13.Na4 (or e2!?) seems wiser) **12.Bxf6 gxf6 13.a3 Rb8 14.g3 b4** (Visually the attack is threatening!) **15.Na2!** (But Mephisto finds the best square for his Knight) **15.... Qa4 16.Nxb4 d5 17.Qc3 Bd7?** (I think Bxb4 had to be played here) **18.Nxa6 Rb6 19.exd5 exd5 20.Nc7+ Kd8 21.Bb5 Rxb5** (Resigned would have been more objective) **22.Nxb5 Qxb5 23.Qxf6+ Kc7 24.Qxh8 Bd6 25.Qf6 Qc4 26.Qxf7 Qa2 27.Qg7 Bc5** (And resigned. 28.Rhe1, or Qc3, would have followed for an early finish)

White **Kasparov RISC 2500**
Black **K SZYDELKO** (2000 Poland)

1.d4 Nf6 2.c4 e6 3.Nc3 d5 4.Nf3 Be7 5.Bg5 O-O 6.e3 Nbd7 7.Bd3 dxc4 8.Bxc4 b6 9.O-O Bb7 10.Rc1 c5 11.Qe2 cxd4 12.Nxd4 Ne4 13.Nxe4 Bxe4 14.Qg4 (A move that looks threatening, but can be met by 14...Bxg5, and White must reply 15.Qxe4, with only a small advantage. Was Black trying to leave some tension in the centre, or simply miss seeing the Computer's growing range of options? One mistake under a little pressure, and fireworks end the game) **14.... Bb7?? 15.Nxe6!** (A fine move that finishes everything) **15.... Qe8??** (An immediate follow-up error, which we see and have commented on so often. 15...fxe6 was somewhat better; 15...Ne5 perhaps best, though both would still losing of course) **16.Bxe7 fxe6 17.Qxe6+ Rf7 18.Rfd1!** (And Black resigned in this impossible situation)

1992 WORLD CHAMPIONSHIPS, MADRID, 23-27 November, 1992.

As we're in a NEWS and RESULTS Section, I certainly should mention the forthcoming WORLD CHESS COMPUTER CHAMPIONSHIPS in November. Firstly the format will be different this year, and there will be NO Commercial or Software sections at all.

I am sure that S/S readers know that no-one has ventured to meet Mephisto and Richard Lang in the dedicated section since Fidelity went down heavily in Almeria, as long ago as 1988. Even now the feeling is that Richard's program on the 68030 would still have the edge on Ed Schroeder's RISC at 15MHz. If the new

RISC programs could be boosted to 30MHz on an ARM61 processor in a DEDICATED board, as they can when running on PC's, then it might be a different story. But that can't be done yet, so the possibility doesn't arise. This applies to Ed Schroders Mephisto GIDEON/RISC and Koning's Kasparov RISC 2500. The latter, of course, would have a chance of taking the 'crown' off Mephisto altogether.

So the decision was made to scrap both of the 'accepted' Sections, and have ONE NEW Section for ALL-COMERS! Yes, main-frames too, by telex!

The final list of entrants will not be known, perhaps, till the night before! But those already expected are:-

-**HITECH** - the favourite. (But Deep Thought is not entered, at least not yet).
-Chrilly Donninger's **ZUGZWANG** on a 486/64 (it's another I haven't seen yet as it's for 386/486 machines only). But a 486 at 64MHz achieves no less than 99CMHz (if CMHz baffles you, see SS/42).
-Ed Schroeder and Johan de Koning, each with their RISC programs, **GIDEON** and **THE KING/RISC 2500** respectively. Either of these could win this open event as they are almost certainly going to be using PC's attached to ARM61 RISC systems at around 30MHz. The ARM61 itself runs nearly twice as fast as the ARM2, so we are talking about units that run almost 4 times faster than the systems we have at home! An ARM61 at 30MHz = 125CMHz approximately. Not as fast as HITECH, but both have better programs!
-Marty Hirsch with **M CHESS PRO** on a 486/64 = 99CMHz. I doubt if the PRO version has improved enough to win, but you never know.
-Dan and Kathe Spracklen with a **SPRACKLEN SPARC** 'lightning' system. I can't offer a speed comparison, but it will be FAST, and 'insiders' believe that this program too is in with a good chance of winning. If all goes well a reduced speed version will be available for Kasparov Galileo and Renaissance boards.
-Richard Lang with a VANCOUVER CONVERSION for PC's (named **CHESS GENIUS**, unless we find something better), running on his 486/50 = 78CMHz. So it will be slower than other PC entrants, but a 486/50 is still slightly faster than the program on Richard's 68030/50 board (55CMHz). Readers with PC's will be delighted to know that it will be available commercially for PC 386/486 machines after the Championships! Though CHESS GENIUS will suffer a speed disadvantage against the opposition, it too must be a 'contender'. Remember that Richard Lang's earlier programs have had wins against the TOP main-frames when on the 68030 board.
- Others such as TITAN, ZARKOV, QUEST (new FRITZ) and HIARCS may be there too, of course.

It is disappointing that it will again only be a very short Event, just 5 Rounds this time, and that makes it something of a lottery. Whatever, the WINNER will carry the title of WORLD CHAMPION for 12 months, and the very word 'lottery' will completely disappear from his vocabulary. The timing of the Event means it will take place after S/S has gone to the printers, so you'll have to ring in

20

for news, or wait until February!

No doubt it will be left to our Austrian friends with their annual 9 Round Event at WELSER next March to do a proper Championship! - 'proper' in the sense of a few more Rounds, and entrants which use the same hardware that they have when they're sat on our coffee tables at home!

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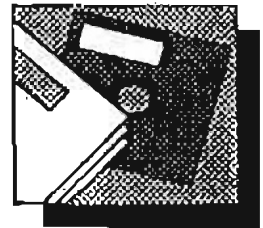
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Correspondence Chess, No.5
Mephisto VANCOUVER

Regular readers know that PHILIP GOSLING has entered the Mephisto VANCOUVER 68020 into a Tournament run by the British Correspondence Chess Society (BCCS). All concerned are fully aware that they are playing a Computer In fact, it's even been given a nickname... MEPH!

Since the last Issue of SS, Barry Darkins of the BCCA has started a COMPUTER FRIENDLY SECTION, run on Correspondence lines. Interested readers would need to join the BCCA, of course - why not write to Barry at 6 Batchelors Way, Chesham, Bucks HP5 2DU.

In the meantime, here are the latest moves in MEPH's games. At the end of SS/42, he was on 4-0 = 2 for 5/6, and 4 to finish.

However, before we get down to the serious business, you may remember we had cause query Philip's wife, Mary, concerning her place in all this - she had apparently been on MEPH's opponent's side in game 3 (a BCCS 2307 grading, no less), and was quite upset when the game finished with MEPH victorious

So Philip reports: 'Mary has been 'warned off' siding with the opposition, as recommended, but it's a bit hopeless. I should have insisted on 'love, honour and obey my chess computer' when I had the chance.

Look what I am up against when, for example, the opponent in game 8 threw in the towel. Imagine the scene, with P G sat working away (!) reading an important chess book. Enter Mary, with the second post delivery. 'Poor Jean-Michel, he's resigned!' With a name like that, what else can I expect - but it's said in a tone which implies that MEPH and I have murdered him

The main problem is that she's always been a supporter of the 'under-dog'!'

On with the games. We start with a tough one, which Phil and MEPH think they're winning, but I wasn't too sure.

Vancouver 020 (2275) - BCCS 2237 (2235) Corr.5, 1992

27.Ne3 [SS42. Eval. +042]
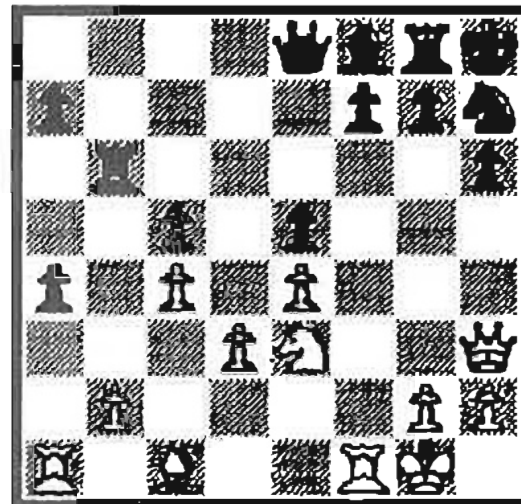
27...Bd6 28.Nd5 Rb7 29.Nc3 Rb4 30.Nb5 [SS43. Eval. +060]
Black can now go one of two ways: either he exchanges Bishop for Knight with 30.. Qe7 31.Nxd6 Qxd6 32.Rxf7 Rf8 or, more likely, 30...Bb8 31.Qe3 Rb3 32.Nc3 Qd7 33.Qxc5 Qxd3. There's complications either way, but MEPH's long-range evaluation remains hopeful.

BCCS 2445 (2445) - Vancouver 020 (2275) Corr.6, 1992

5...Nxe5 [SS42. Eval. +030]

Something goes wrong this Issue! Our 'one move a month' game against an Iranian opponent suddenly leaps into action.

6.dxe5 d4 7.Ne4 Bb4+ 8.Bd2 Bxd2+ 9.Qxd2 Bf5 10.Ng3 Ne7 [SS43. Eval. -006]. Philip says we're not to worry about the evaluation - our opponent gets married next month, and says he might not have much time for chess!

Vancouver 020 (2275) - BCCS 2000 (2000) Corr.7, 1992

30.Rd8 [SS42. Eval. +218]

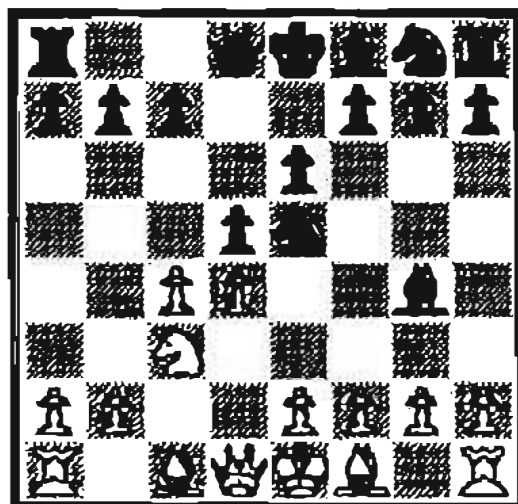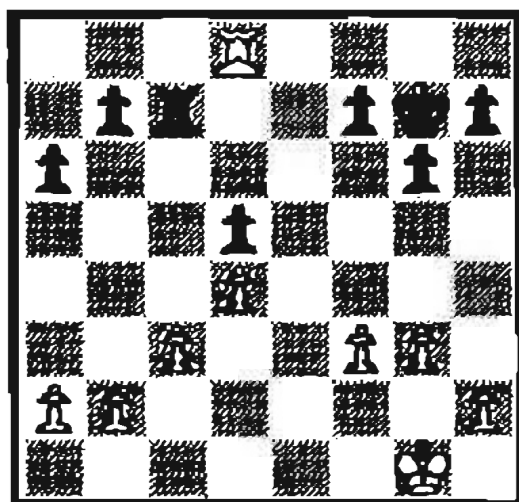There are no further moves in this one, as MEPH's opponent resigned. [SS43. 1-0] Now 5-0 = 2.

BCCS 2100 (2100) - Vancouver 020 (2275) Corr.8, 1992

18...h5 [SS42. Eval. +121]
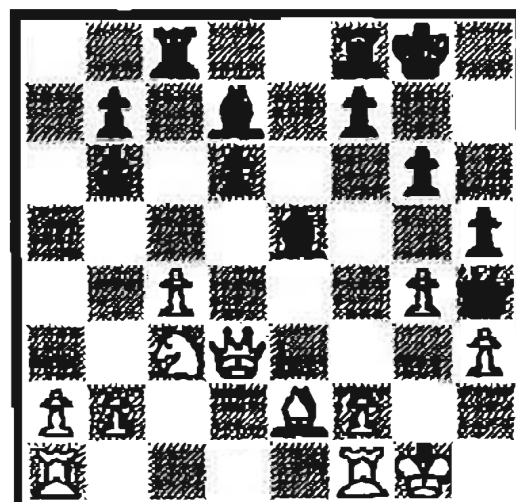
19.f4 Bxc3 20.Qxc3 hxg4 21.hxg4 Bxg4
And White resigns, so [SS43. Eval. +160, but 0-1]. The prospect was 22.Rf2 Bxe2 23.Rxe2 Qxf4, and White drops another Pawn.

This win puts MEPH onto 6-0 = 2 (7/8), a grade of 2420, and 4th. position on the BCCS list. Their no.1 is on 2472 (our Game 6 opponent, though shown there as 2445, being his grade when the Tournament began).

Now to our prestigious game representing the BCCS on Board 7, in the Match against Surrey.
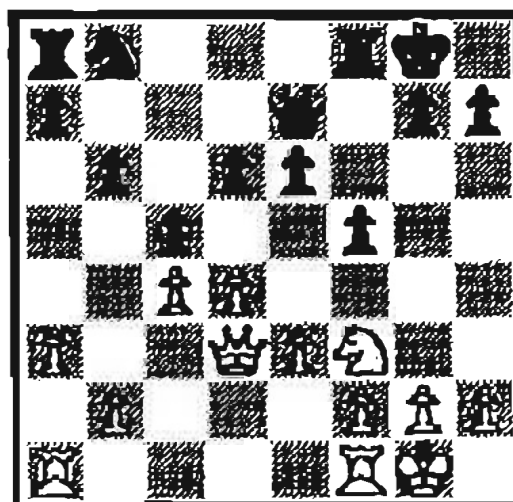
Vancouver 020 (2275) -
Surrey 2088 (2085)
Corr.County Bd.7, 1992

16.Qd3 [SS42. Eval. +012]
See diagram previous page.
**16...Nd7 17.Rad1 Rad8 18.h3
Nf6 19.b4 Ne4 20.Nd2 d5
21.cxd5 Nxd2 22.Rxd2 Rxd5
23.Qc4 f4 24.e4 Rxd4 25.Rxd4
cxd4 26.Rd1 f3 27.g3**
The moves have come racing in. Here,
and at move 26, MEPH expected Black to
play Rd8. After Black's next MEPH goes
to +027.
27...h5 28.Rxd4
Played expecting h4.
**28...Qf7 29.Rd6 [SS43.
Eval. +060].**
Surrey's last card had an offer: 'Could I be
so bold as to offer MEPH a draw? I seem
to have exhausted any winning tries that I
might conceivably have had'. Philip has
told him that (after thanking him for the
offer, of course) that MEPH's positive eval.
of 0.60 Pawn units (baffle him with the
technological explanation) would need to
come down to 0.00, or MEPH would be
upset. White's piece centralisation helps,
but we wonder what S/S readers think of
Black's f3/Pawn!?

We end with the 'mystery move merchant'
referred to last time. After seeing 1.e4, our
Polish opponent you will remember offered
a series of 'if' moves up to 5...dxe4.

Vancouver 020 (2275) - A
Mrugala (2415) Corr.11, 1992

**1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5
Ne4 5.Nxe4 dxe4 [SS42. In Book]**
Phil had wondered what might be in store.
It's a French Steinitz (BCO2 page 245).
MEPH has the BCO variation 5 through to
10.Ne2, but Phil decided to test all moves
up to there, in case MEPH found
something 'new' for Black. Instead it came
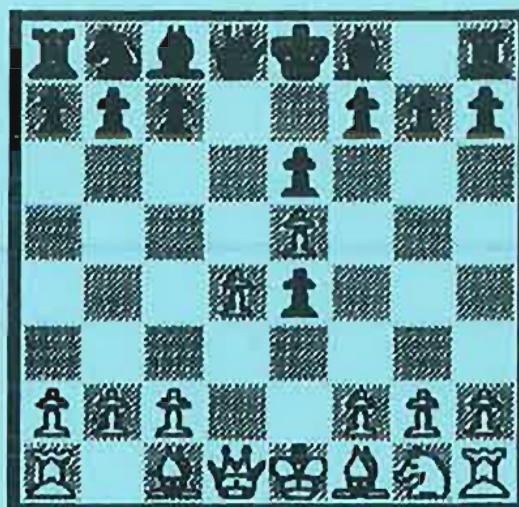
up with a (new to us) 9.Bxc5! for White,
and +175. So Phil has said 'yes', and
that's where we rejoin the game.

6.Be3 c5
And now another surprise for Philip as a
further set of 'if' moves arrived. Also these
included a choice which covered 9.Bxc5,
and went through to 11...Rf8. So much for
9.Bxc5 being new! Perhaps BCO2 passed
it by because it is thought that the g7
Pawn is poisoned? MEPH doesn't think so
- though it doesn't know of the opponent's
high grading! - shows +075, and Philip
said 'yes'!
**7.dxc5 Nd7 8.Qg4 Nxc5 9.Bxc5
Bxc5 10.Qxg7 Qa5+ 11.c3 Rf8**
The 'if' moves end again, and normal
service is resumed.
**12.Nh3 Bd7 13.Ng5 Bd4
14.Nxe4 Qxe5 15.Qxe5 Bxe5
16.Be2 [SS43. Eval. +054]**
Has MRUGALA got a secret weapon still
hidden away; or is he an expert with the
Bishop pair?

MEPH will surely seek to swap off as soon
as possible, and aim for an endgame win
a Pawn up. Perhaps our man is a 2415
endgame genius? Who knows? It should
be interesting.

That's it for the CORRESPONDENCE
SECTION this time.

RATING LIST (c) Eric Hallsworth. 5 Nov 1992

BCF	Computer	Elo	+/-	Games	Pos	Human	/Games
220	MEPH LYON 68030	2360	24	372	1	2407	51
219	MEPH VANCOUVER 68030	2359	24	355	2	2393	26
219	MEPHISTO RISC 1MB	2357	15	950	3	2286	43
217	MEPH PORTOROSE 68030	2343	21	460	4	2354	82
217	KASP RISC 2500	2343	53	75	5	2273	15
214	MEPH LYON 68020/20	2318	48	92	6	2327	10
208	MEPH VANCOUVER 68020/12	2266	12	1333	7	2139	32
207	MEPHISTO BERLIN	2259	25	324	8	2249	16
207	MEPH LYON 68020/12	2257	9	2492	9	2269	74
206	FID ELITE 68040-V10	2253	53	75	10	2230	21
204	MEPH VANCOUVER 68000	2234	18	622	11	2120	12
203	FID ELITE 68030-V9	2231	18	599	12	2180	13
203	MEPH PORTOROSE 68020	2224	11	1713	13	2258	182
202	MEPH LYON 68000	2216	13	1273	14	2090	33
199	MEPH ALMERIA 68020	2198	14	1003	15	2188	215
196	MEPH PORTOROSE 68000	2171	12	1478	16	2127	25
196	FID MACH4+2325 68020-V7	2171	12	1396	17	2199	130
191	FID ELITE 2*68000-V5	2133	28	258	18	1888	2
189	MEPH ROMA 68020	2118	14	1043	19	2052	64
189	MEPH POLGAR/10	2114	18	609	20	2085	54
188	NOV DIABLO/SCORPIO 68000	2111	13	1191	21	2164	117
187	MEPH ALMERIA 68000	2103	14	1025	22	2104	31
187	MEPH DALLAS 68020	2100	14	996	23	2080	197
183	FID MACH3+2265 68000-V2	2069	6	4929	24	2117	229
183	MEPH MM5/5	2067	12	1292	25	1902	11
182	MEPH POLGAR/5	2059	10	2058	26	2142	11
181	MEPH DALLAS 68000	2055	12	1501	27	2000	50
181	MEPH MILANO	2055	19	574	28	2082	11
181	NOV SUPER FORTE-EXP C/6	2054	9	2368	29	2005	24
180	MEPH MONDIAL 68000 XL	2041	16	782	30	2060	77
179	MEPH ROMA 68000	2036	9	2267	31	1975	54
178	MEPH ACADEMY/5	2031	10	2000	32	2032	109
176	MEPH MODENA	2015	38	144	33		
176	MEPH AMSTERDAM	2014	9	2373	34	2068	182
176	NOV SUPER FORTE-EXP B/6	2010	12	1343	35	2020	82
175	MEPH MEGA 4/5	2007	9	2435	36	2041	169
175	KASP GK2000	2003	51	83	37		
175	FID MACH 2C 68000	2001	9	2607	38	2066	127
175	KASP GAL-REN D/10	2000	13	1209	39	1967	109
174	FID MACH 2B 68000	1994	26	302	40	1968	25
173	FID TRAVELMASTER	1988	21	485	41	1982	55
173	MEPH SUPMOND 2-MCARLO 4	1987	31	224	42	2074	8
172	MEPH MM4/5	1983	8	2866	43	2016	97
171	KASP TRAVEL CHAMPION	1972	87	28	44		
171	NOV SUPER FORTE-EXP A/6	1971	13	1155	45	2040	176
169	MEPH MONTE CARLO	1956	28	262	46	2046	10
169	KASP GAL-REN C/8	1954	26	313	47	2016	98
168	CXG SPHINX/4	1949	10	2040	48	1956	155
168	CONCH PLY-VICTORIA/5.5	1949	17	697	49	1890	15
168	KASP TURBO KING 2	1948	16	787	50		
167	FID MACH 2A 68000	1942	25	338	51	1918	35
165	NOV EXPERT/6	1924	31	222	52	2036	22
165	NOV SUPER FORTE-EXP A/5	1920	12	1450	53	1836	29
164	FID CLUB B 68000	1917	12	1459	54	1827	18
163	NOV EXPERT/5	1908	26	310	55	2052	62
162	NOV FORTE B	1902	10	1917	56	1975	208
162	MEPH REBELL	1901	10	2121	57	1948	69
162	FID AVANT GARDE/5	1899	11	1721	58	1862	80
162	FID PAR E-ELITE-DES2100	1898	9	2538	59	1927	220
161	KASP STRATOS-CORONA	1895	10	2050	60		
161	NOV FORTE A	1893	9	2202	61	1930	134
160	MEPH SUPERMONDIAL 1	1886	12	1420	62	1990	6
160	KASP SIMULTANO	1884	14	1003	63	1830	36
160	FID CLUB A 68000	1883	29	242	64	1767	6
160	CONCH PLYMATE/5.5	1880	9	2169	65	1939	55
160	KASP TURBO KING 1	1880	24	364	66	1910	61
160	KASP GAL-REN B/6	1880	14	976	67	1873	123
158	CONCHESS/6	1871	44	107	68	2037	8
158	FID EXCELLENCE/4	1867	11	1740	69		
158	NOV EXPERT/4	1867	14	962	70	1975	43
156	CONCH PLYMATE/4	1855	24	372	71	2027	6
156	SCI TURBO KASP/4	1853	20	512	72	1959	52
156	CXG SPHINX 40	1850	86	29	73		
155	FID ELITE C	1844	34	182	74	1869	11
154	FID ELEGANCE	1838	17	685	75	1872	40

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BCF	Computer	Elo	+/-	Games	Pos
154	SCI TURBOSTAR 432	1837	12	1337	76
154	MEPHISTO MM2	1836	16	781	77
154	KASP GAL-REN B/4	1833	76	37	78
153	FID EXCELLENCE-DES2000	1830	11	1646	79
152	KASP PRISMA-BLITZ	1820	26	306	80
151	CONCHESS/4	1812	20	509	81
150	NOV SUPER CONST	1807	7	3669	82
150	NOV SUPER NOVA	1805	22	411	83
149	MEPH BLITZ	1793	27	277	84
147	NOV SUPREMO	1778	75	38	85
146	NOV SUPER VIP	1773	25	335	86
145	FID ELITE A	1765	39	141	87
145	FID PRESTIGE	1763	17	715	88
144	FID SENSORY 12	1756	12	1340	89
144	MEPH EXCL S/12	1754	31	213	90
143	MEPH EUROPA-MARCO POLO	1745	31	220	91
142	SCI SUPERSTAR 36K	1741	14	997	92
142	CONCHESS/2	1739	14	1096	93
140	NOV CONST/3.6	1726	16	825	94
140	NOV QUATTRO	1726	19	585	95
140	NOV PRIMO-VIP	1724	24	354	96
139	MEPH MONDIAL 2	1718	83	31	97
138	FID ELITE B	1708	47	97	98
135	FID ELITE ORIG	1685	39	139	99
134	MEPH MONDIAL 1	1677	29	247	100
133	NOV CONST/2	1664	12	1289	101
131	SUPER ENT-ADV STAR	1650	15	922	102
126	CHESS 3000	1614	112	17	103
124	FID SENSORY 9	1599	13	1114	104
124	KASP ASTRAL-CONQ-CAVL	1595	59	61	105
121	NOV MENTOR 16-AMIGO	1568	99	22	106
120	GGM + STEINITZ	1563	27	287	107
119	CHESS 2001	1556	50	84	108
118	MEPHISTO 3	1547	18	633	109
118	SCI SUPERSTAR ORIG	1544	29	242	110

RATING LIST (c) Eric Hallsworth. PC PROGS 5 Nov 199?

BCF	Computer	Elo	+/-	Games	Pos
215	C-MACHINE GIDEON/PC	2322	16	782	1
211	C-MACHINE THE KING/PC	2294	18	612	2
211	M CHESS 486/PC	2293	19	595	3
211	CHESS MACHINE 1 512/PC	2289	36	158	4
204	ZARKOV 486/PC	2239	38	144	5
202	M CHESS 386/PC	2220	15	880	6
199	PSION 2 486/PC	2197	64	52	7
198	FRITZ 486/PC	2191	36	160	8
195	REX 486/PC	2166	34	182	9
192	C-CHAMPION 2175 486/PC	2136	51	81	10
191	M CHESS 286/PC	2128	19	565	11
190	ZARKOV 386/PC	2124	22	409	12
189	PSION 2 386/PC	2117	37	155	13
189	HIARCS PRO 286/PC	2116	82	32	14
187	FRITZ 386/PC	2098	29	254	15
187	CHESSMASTER 3000 486/PC	2096	48	92	16
182	REX 386/PC	2061	19	557	17
181	ZARKOV 286/PC	2051	35	174	18
179	PSION 2 286/PC	2032	48	92	19
178	FRITZ 286/PC	2028	35	169	20
172	REX 286/PC	1979	40	133	21
170	CHESSMASTER 3000 386/PC	1966	40	131	22
169	PSION PDOM 386/PC	1958	67	48	23
168	PSION 2/PC	1951	10	2139	24
167	PSION PDOM 286/PC	1941	94	24	25
167	CHESSMASTER 3000 286/PC	1936	53	76	26
165	C-CHAMPION 2175 386/PC	1927	91	26	27
163	COLOSSUS X 386/PC	1909	94	24	28
161	CHESSMASTER 2100 386/PC	1895	48	91	29
161	CHESSMASTER 2100 486/PC	1893	94	24	30
156	C-CHAMPION 2175 286/PC	1853	73	40	31
152	PSION PDOM/PC	1819	34	185	32
150	CHESSMASTER 3000/PC	1807	62	56	33
147	SARGON 3/PC	1779	46	100	34
146	CHESSMASTER 2100/PC	1769	28	265	35
145	CHESSPLAYER 2150/PC	1762	41	128	36
144	C-CHAMPION 2175/PC	1759	28	269	37
144	FINAL CHESSCARD/PC	1755	35	174	38