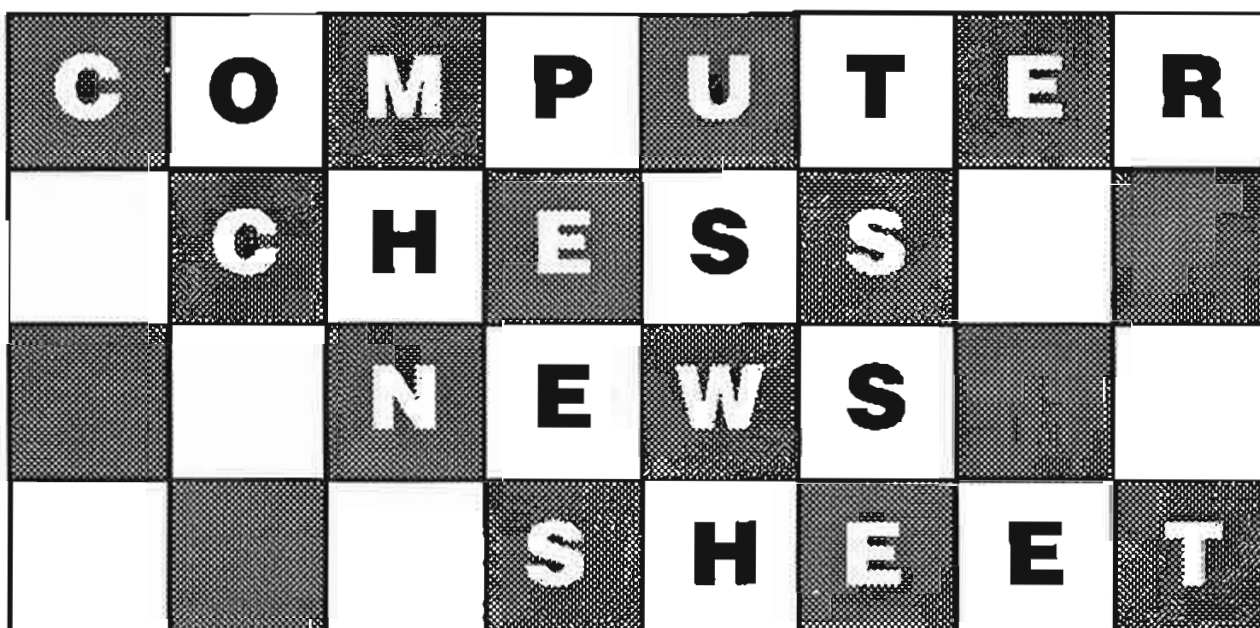


Computer Chess NEWS SHEET 43B

Dec 1992 – Jan 1993

£3



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EDITORIAL NOTE from Eric Hallsworth: The purpose of the **NEWS SHEET**, established by me in 1985, and produced continuously by me since then, 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.

PUBLICATION DATES: Early Feb, Apr, Jun, Aug, Oct, Dec. (Each year one of these Issues will incorporate our Chess Computer ANNUAL).

A REMINDER LABEL or **INSERT** will be included when you are sent the **LAST ISSUE** covered by your current sub. You will need to send your **RENEWAL**, payable to **Eric Hallsworth**, in order to receive the next issue.

NEW SUBSCRIBERS: Always please state the number of the **FIRST** issue that you wish your sub to cover – otherwise we send a copy of the **CURRENT** issue.

ARTICLES, REVIEWS, GAMES sent in by Readers, Distributors, Programmers etc, are always welcome, and will receive fair consideration for publication.

CONTENTS

SCHRODER wins **WORLD CHAMPS!** – The **SPRACKLENS** are **BACK!**

FRITZ2 and **RISC 2500** also get excellent results.

WORLD CHAMPIONSHIP CROSS-TABLE and **REPORT** inside.

Also in **THIS ISSUE:** **DEEP THOUGHT** embarrasses **BRONSTEIN**; **IAN ROGERS** embarrasses **MILANO**; More **Kasparov 32 bit RISC 2500** games; **NEWS** and **RESULTS** – incl. **Harvard Cup** and **Warsaw** reports; **NEW PRODUCTS** out **NOW**; **CORRESPONDENCE CHESS**; Latest **RATING LISTS**.

NEXT ISSUE, NEWS SHEET 44, out Feb 1993: Already planned . . . **NEW PC PROGRAMS**, full Report; Excellent **Graham White** article on **COMPUTERS** and the **KINGS GAMBIT**; Review of **Kasparov BRUTE FORCE** (newest **Franz Morsch (Fritz2)** program) . . . plus all the usual **FAVOURITES, RATINGS** etc.

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FROM your EDITOR

A warm welcome to
Issue 43B of the
News Sheet!



It is numbered 'B'
because, since Issue 42, I have published a
Special Edition, 43A. This covered the arrival of
the remarkable new KASPAROV RISC 2500.

This model justifiably earned itself a 'Special
Edition' as it has rapidly climbed to within only
1(!) BCF point of the very TOP of the rating list
— a £399 model 1 point behind a £3,999 model!!

I can send you 43A if you ring me Monday to
Friday, 1-5 pm on 0258 840 285!

Now, before we move onto more CHESS, let
me first, on behalf of the COMPETENCE team
of TERRY and KAYE, CHRIS and MYSELF,
wish you all every blessing for Christmas, and a
really good New Year.



PRIZE COMPETITION

THREE FASCINATING POSITIONS from
GRAHAM WHITE, plus the *ENDGAME* in
COLUMN 2, PAGE 13.

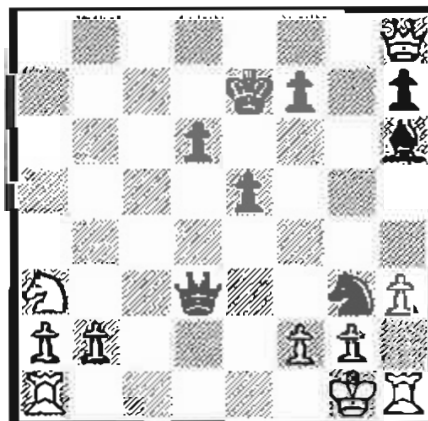
It's our way of brightening your Christmas
celebrations, as we will give a FREE ONE
YEAR'S SUB. worth £15 to the BEST
EFFORT covering all 4!

Send your analysis in, please, by 15th Jan
1993, and the winner (with his and our notes)
will be announced in NEWS SHEET 44, out
early in February.

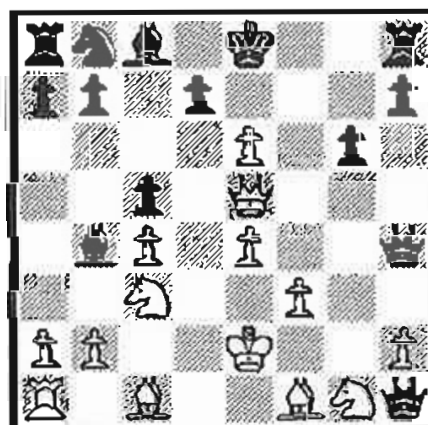
Of course, if you use a Computer, you should
be allright on (1) and (2). For your info:-
(1) A VANCOUVER 68020 knows the right
move and that Black is winning in 40 secs.

RISC 2500 announces M/8 in 61 secs!
(2) VANCOUVER 68020 M/7 in 30 secs; RISC
2500 M/7 in 8 secs.
(3) and (4) however are intended to keep you
occupied. They need rather longer, and you
may need to do some of the work yourself to
draw definite conclusions.

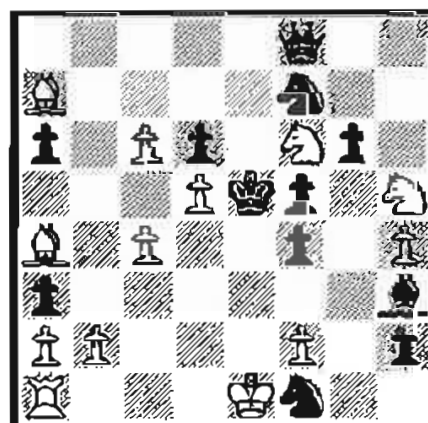
(1)
Black
to play.
This never
occured in
actual play,
but is some
opening
analysis by
Jimmy
Adams from
a line in the
Sicilian Sveshnikov (of course!). Ne2+ will
draw at least, but how can Black win?



(2)
White
to play.
This is a
position
which
nearly
occured in
Sakaev-
Silva.
Somehow
Black has
managed to Queen his Pawn in 13 moves!!
But what good are 2 Queens when your King
dies? There's a mate in 7 here for White!



(3)
White
to play.
Finally a
mind-
boggling
puzzle from
Savchenko
composed
in 1970. It's
White to
mate in 8!
This one
will definitely keep you quiet for a while!



RESULTS and NEWS WORLDWIDE

READERS of Countrywide's SS/43 should note that there are quite a few UPDATES and NEW RESULTS in this CCNS Issue (43B).

From SWEDISH PLY-LIST, Latest Scores.

The Mephisto BERLIN continues to slightly out-perform its VANCOUVER 68000 half-brother. Latest scores in from Sweden (27/Nov), 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 MILANO 17-3; v Meph MEGA IV 16-4; v Meph MODENA 16½-3½; v Conchess PLYMATE/5.5 17-3; v Kasp SIMULTANO 16-3.

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 9-11; v PLYMATE/5.5 14-6; v Kasp SIMULTANO 10½-9½.

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 sometimes concerns the Novags. An example is their SCORPIO/DIABLO which shows only 5 Elo above MACH 3, and 20 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 37 Elo above the MACH 3, and 50 above the Mephisto MM5 on its 6502 processor.

Time Control VARIATIONS and the NOVAG Question.

So, there is a small variation happening with some Novag programs, and the reason is almost certainly because ALL of the Swedish testing is done at 40/2, whilst I include games played at anywhere between 40/2 and 60/1. This makes very little difference to the results of most machines, but it does affect some... of

which Novags can be one.

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'.

In Sweden they have just started testing on the ChessMachine GIDEON program running on an ARM61 processor (which makes it close to 30MHz I believe). That's bound to be very strong, and THE KING program will be able to use it as well... but I don't know what the price is going to be! In Britain the standard external ChessMachine already prices at £699!

Sweden tells me that due in for testing soon is the Franz Morsch BRUTE FORCE program from Saitek, and my test module arrives here in a day or two as well! I am looking forward to seeing what Morsch might have achieved, having been allowed some decent Memory space and a faster Processor at last. Also due (probably in January) will be the Spracklens' LIGHTNING PROGRAM, so I should be keeping pretty busy! These two programs are both intended for the Kasparov GALILEO and RENAISSANCE boards.

From SPAIN'S 'D4 + '

Some useful updates of scores involving programs on PC's are in D4 + 's latest Issue. *PSION 286/12MHzPC v Meph MM4, 5½-4½. Then, on a 286/25MHzPC, CHESSMASTER 3000 v Meph MM4 went 6-4, and M CHESS v Meph MM4 ended at 8-2.*

Of even more interest is the following Table, produced from a series of 12 game Matches between a range of PC Programs running on an 80486/33MHz against a VANCOUVER 68020

and DIABLO 68000 in turn. Before the PC Matches, the organisers ran the two dedicated machines against each other. The score was **VANCOUVER 020-DIABLO, 9½-2½.**

	<u>VANCOUVER 020</u>		<u>DIABLO 000</u>	
ZARKOV 486/PC	7	-5	9	-3
CMachine GIDEON	6½-5½		9	-3
CMachine KING	6	-6	9½-2½	
M CHESS 486/PC	5½-6½		8½-3½	
SARGON 5 486/PC	5	-7	8	-4
C'MASTER 3000 486/PC	5	-7	8	-4
REX CHESS 486/PC	4½-7½		8½-3½	
FRITZ 486/PC	4	-8	9	-3
C'CHAMP 2175 486/PC	1½-10½		4½-7½	

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-SUPER VIP, 7½-2½
60/30 STRATOS-SUPER VIP, 5 -5

G SEDMAN is a regular contributor to the Rating calculations. His latest scores are:-
40/2 M CHESS 386/16-Novag SUPER EXPERT C/6, 6-4 (2 M Chess wins, 8 draws!!)
40/2 M CHESS 386/16-Meph PORTOROSE 68020, 6-4 (4-2 = 4)
40/2 Meph PORTOROSE 68020-Nov SUPER EXPERT C/6, 5-5

An 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-Mephisto MONDIAL 68000XL, 6½-3½

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.

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 **SENSORY 9** 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?

FRITZ 'stars' in another of Frank's valuable, mammoth 48-game Matches: **FRITZ 286/12-Nov SUPER FORTE C/6 sel.5, 6-10. FRITZ 286/12-Nov SUPER FORTE C/6 sel.4, 7- 9. FRITZ 286/12-Nov SUPER FORTE C/6 sel.3, 8- 8**

Frank's next set involve Matches with his now Mephisto machines, **BERLIN** and **RISC 1MB**, and their tussles with ChessMachine **GIDEON/PC** and **KING/PC**.

BERLIN-RISC 1MB, 2½-5½. BERLIN-THE KING/PC, 4-4. BERLIN-GIDEON/PC, 3½-4½. RISC 1MB-THE KING/PC, 5-3. RISC 1MB-GIDEON/PC, 3½-4½

Frank has sent me his selection of the best games from this, and I will try to include a couple in NEWS SHEET 44.

KEITH KITSON sends the following from a 40/2 Match he has completed:
Meph RISC 1MB-VANCOUVER 020, 18½-13½

MODUL MAGAZINE (Austria).

An excellent Magazine, AS I don't read the language, its Editor THOMAS MALLY faithfully sends me a review of the main contents, so it is a most welcome arrival each quarter.

The latest one has just reached me and included the following very interesting Tournament Result:

	<u>22</u>	<u>SS/42</u>
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 DES2265/MACH 3	8½	2070
11 = Meph MILANO	7	2066
Meph ROMA II	7	2035

CLAUDE BARRE of Germany, ran this mammoth G/60 effort, in which the 12

Computers and Programs played in a double-Round Event, so each had 22 games in all. The scoreline has my SS/42 Ratings in brackets to facilitate the comparing of what each got and what they 'should have got'!

CHess COMPUTER REPORTS

The latest issue of Larry Kaufman's valuable Magazine is also out - a bit late, but always a good read. 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 there is also full coverage of the 1992 HARVARD CUP, in its 3rd year and held as part of the New York Chess Festival. Larry was not only operating for Mephisto (with the RISC 1MB), but was also an entrant via the SOCRATES program which he and Dan Dailey have written (to replace REX and ALPHA). I hope it won't confuse the issue to know that it is likely to be called TITAN at its commercial release, but in the Harvard Cup it was still being named Socrates!

THE HARVARD CUP is a Team Event, 5 leading Computer programs v. 5 American GMs! Play is G/25. The GMs were Michael Rhode, John Fedorowicz, Maxim Dlugy, Sergei Kudrin and Patrick Wolff. One should note that Rhode, Dlugy and Wolff all have experience playing Computers, and have played previously in the Harvard Cup, and Fedorowicz regularly plays Blitz Chess against a Fidelity Elite 68040/v10! In addition the GM's had a 'significant financial incentive' to do their best!

The PC Computer entries (all running on fast 80486 machines) were SOCRATES, FRITZ (called Knight Stalker in the States) and CHESSMASTER 3000; the two dedicated machines were Mephisto RISC 1MB and the Fidelity PREMIERE 68000 (which played using the VANCOUVER 68000 program at 16MHz).

SOCRATES did best for the Computers, scoring 3/5 (wins against Wolff, Dlugy and Fedorowicz!), and thus a grading over 2600 Elo. The only other program with reason to be pleased was Mephisto RISC, which scored 2½/5 (wins over the hapless Dlugy and Fedorowicz, a draw with Wolff), and a 2540 Elo

grading. Mephisto RISC was involved in the most amazing game of this (and many other) Tournaments, as it fell into an opening trap against Fedorowicz, and lost a Knight for a Pawn! As the GM relaxed RISC managed to develop a strong attack, ultimately recovering material equality in the form of Bishop and 2 Pawns (RISC) against lone Rook. Fedorowicz was down to his last minute, lost his Rook, and resigned! The game follows next page.

FRITZ did manage a win against Kudrin when the latter sacrificed unsoundly, but lost the other 4; CHESSMASTER 3000 drew with Wolff, but lost to the others. Poor old Fidelity PREMIERE managed to lose all 5, though that included a loss on time to Kudrin whilst delivering the final mate. PREMIERE's operator was not familiar with the machine, and had lost quite a few minutes whilst trying to work out what the Computer's promotion requirements were on a previous move.

Of the GM's, Rhode won all 5, and Kudrin scored 4 (which includes the 'win' over PREMIERE of course). The other GM's all scored 3/5. Though Dlugy lost to both SOCRATES and Mephisto RISC, that same weekend he won the U.S G/10 and G/15 Championships, so the Computers had good reason to be proud of their efforts.

Here are two of the games, with apologies to John Fedorowicz!

White John FEDOROWICZ, GM (2530 Elo)
Black SOCRATES 486/50. G/25

1.c4 Nc6 2.Nf3 e5 3.Nc3 Nf6 4.g3 Bb4 5.Nd5 Bc5 6.Bg2 0-0 7.0-0 d6 8.d3 Nxd5 9.cxd5 Nd4 10.Nd2 (This seems a bit too ambitious) **10...Bg4 11.Re1 Qd7 12.Nc4 f5 13.Bd2 f4 14.b4??** (14.gxf4 looks necessary) **14...fxg3 15.hxg3 Nxe2 + 16.Rxe2 Bxf2 + 17.Rxf2 Bxd1 18.Rxd1 Qg4** (Three minor pieces are normally worth about a Queen and Pawn, but here Black already has two Pawns and an attack that will garner several more. So White is lost) **19.Ne3 Qxg3 20.Nf5 Qxd3 21.Bf1 Qa3 22.Bg2 Qxa2 23.Be1 Qb3 24.Ra1 Rae8 25.Rf3 Qb2 26.Bc3 Qc2 27.Bh3 g6** (And White resigned. Notes are from Larry Kaufman, who should be well pleased with his and Dan Dailey's program with performances like this)

It must be unknown for a GM to go a PIECE UP against a Computer in a proper game... and LOSE! But it happens in our next game!

White John FEDOROWICZ, GM (2530)
Black Mephisto RISC 1MB, G/25

1.c4 c6 2.e4 d5 3.exd5 cxd5 4.d4 Nf6 5.Nc3 Nc6 6.Bg5 Qa5 7.Bd2 (RISC goes out of Book here) **7...dxc4 8.Bxc4 Nxd4??** (This loses a piece! But it's a bit deep for a computer to see in a quick game. Correct is 8...e6. How would Mephisto RISC have managed at other time controls? Well, its eval. at 54secs drops to 000, but it stays with Nxd4 until it drops again at 2m40 after which it changes to Qb6. So it probably needs 40/2 to be sure of correcting the fault) **9.Nb5 Qb6** (Mephisto displays -235 here after only 1min, so it knows it's in trouble) **10.Nxd4! e5** (The computer saw on its previous move that, if 10...Qxd4? 11.Qa4+! Kd8 (11...Bd7? 12.Bxf7+, or 11...Qd7? 12. Bb5 wins) 12.Ba5+ b6 13.Rd1 and wins) **11.Nc2?! (Larry Kaufman comments that he believes Ndf3 was better) 11...Bc5 12.Qe2?** (Again Larry points out that Be3 should have been clear enough. Small inaccuracies, perhaps, but RISC is happier already at -139) **12...Qxb2 13.Rc1 0-0 14.Qd3 Bg4 15.f3? e4!** (Well found, in just 25secs, and leading to real problems for White) **16.Qb3 Qxb3 17.Bxb3 exf3 18.gxf3 Rfe8+ 19.Kf1 Bf5 20.Re1 Rad8** (For the 'sacrificed' (!) Knight, Black has 2 Pawns, better development, and the sounder Pawn structure, which all amounts now to sufficient compensation) **21.Rxe8+ Rxe8 22.Ne1 Nh5 23.Bc4 Rc8 24.Bd3 Rd8 25.Ke2 Re8+** (Leading to a material advantage for the RISC, as 2 Pawns are normally a bit better than the loss of the exchange) **26.Kd1 Rxe1+ 27.Kxe1 Bxd3 28.Ne2 Bc4 29.Nc1 f5 30.Kd1 Kf7 31.Kc2 Bd5 32.Rf1 Bd6 33.f4 Nf6 34.Nd3 Bc4 35.Rb1 b6 36.Ne5+ Bxe5 37.fxe5 Ne4 38.h4 Nxd2 39.Kxd2 Ke6 40.Re1 h6 41.Rg1 g5 42.hxg5 hxg5 43.Rxg5 Bxa2 44.Rg7 Kxe5 45.Rxa7 Bd5** (Due to time pressure subsequent moves were neither recorded, nor recovered from the computer's memory after the game. With correct play the GM should have managed the draw but, in the event, as Black advanced his Pawns White found himself

forced to lose his Rook to stop one promotion, and RISC won with the other).

Larry also reports 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.

I understand the Miami-based FIDELITY staff are now down to 10 in number. The cost to MEPHISTO of their Fidelity take-over 3 years ago has been \$millions (! not a mis-print), and given them serious problems of their own which they are fighting their way out of. Some European Chess Computer Magazines have anticipated the possible demise or take-over of Mephisto (by Saitek is one claim), but I believe the funeral plans may be a bit premature.

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.

Some of the World's TOP Chess programs were missing, but Johan de Koning's had a version of THE KING RISC system entered on a 30MHz processor 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 here, and am no Sherlock Holmes, it would be wrong of me to attempt 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 back 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 - 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 a 3-way tie as GENESIS beat THE KING, and THE KING beat HIARCS, and HIARCS beat GENESIS.

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 probably shows 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 16.f3 exf (And White - or perhaps the operator! - knew it was time to resign)

The RISCs play in POLAND!

The MEPHISTO and KASPAROV RISC programs both played in a 10 Round event in a strong field for the 29th. Akiba RUBINSTEIN MEMORIAL Tournament...and did extremely well.

However it is probably true to say that Polish players are as yet comparative newcomers to the world of strong computer opponents. Therefore, whilst the Elo gradings obtained by the computers here are true figures, when the humans improve their knowledge of computer styles, Polish results could be likely to drop by around 100, thus equating more to scores against the knowledgeable opposition now met in Germany, Sweden, Austria (and Britain?!).

The *Mephisto RISC 1MB* scored 7/10 for 11th. place. Against Elo-rated opposition (average 2287) it got 4/7 for a 2344 grading figure.

The *Kasparov RISC 2500* ended with 6/10 and 21st. place out of 155, but actually got a higher grading as it went 3½/6 against Elo-rated opposition averaging 2301, giving it an excellent Tournament Grading of 2367!

Here are each machine's quickest wins (40/2).

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.Qxc4, 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 lose of course) 16.Bxe7 fxe6 17.Qxe6 + Rf7 18.Rfd1! (And Black resigned in this impossible situation)

Just in: *M CHESS 386/PC* gets 2304 from 47 Games (at G/30) v Humans in Croatia. More in 44!

BLINDFOLD SIMUL!

Ian ROGERS G.M - Mephisto MILANO

We're going back a couple of months, to a fascinating but barely reported advertising effort to encourage visitors to attend the LLOYDS BANK MASTERS.

It was intended to be an OPEN AIR Event, under Marble Arch - but of course it rained! So we went indoors where Stewart Reuben had arranged for Australian G.M. IAN ROGERS to play 5 of Britain's best known and up-and-coming youngsters... and a Mephisto MILANO... in a Blindfold Simul.

I remember beforehand that we had wanted to enter the Mephisto BERLIN, but this is a non-battery machine, so would have been no good outdoors. In any case Stewart was not keen for the Blindfold player to be 'faced' with anything 'too' strong, so that settled it.

I spoke with Ian Rogers' wife before play started, and she told me that he often played 4 simultaneous blindfold games, and HAD played 8... but against 'passers-by' outdoors which normally meant a few very quick and easy wins. But she felt the 6 opponents here would be a serious challenge, especially as they included LUKE McSHANE, the new World Under 10 Champion.

'Maybe we have a chance', I thought as I sat myself down next to Luke, both of us wearing our Lloyds Bank advertising sweat-shirts for the press photographers. Unfortunately (for me), my sweater was sized, like the others, for a junior. Luke's looked good on him; the MILANO might have fitted into mine - but not me! Still, I dragged and stretched it on, and smiled nicely at all the newspaper men so they would know I was enjoying myself.

The 6 players sat in a semi-circle, with Ian Rogers blindfolded and perched on the edge of a chair in the centre of it. His wife went round the outside of the circle, calling out the players' moves, and checking that we each put Ian's onto our boards correctly. The G.M moved first in every game, but used 3 different openings

which presumably must help him keep the games separated in his memory. We were board 6, and the only one on which he played 1.Nf3

White IAN ROGERS
Black Mephisto MILANO
 Blindfold Simul

1.	Nf3	d5
2.	b3	Nf6
3.	Bb2	

Well, I know what this is all about, don't you?! It means Rogers has played Computers before, and knows just what he'll be aiming at. So far Ian's wife has been arriving every 60 secs. or so, but it slows down as a couple of the Juniors confront the G.M with unusual lines. The more he gets 'confused' the better for MILANO!

3	...	c6
4.	e3	Bg4
MILANO is out of its Book.		
5.	Be2	e6
6.	O-O	Bd6
7.	Ne5	Bxe2
8.	Qxe2	O-O
9.	f4	

Committing, but no surprise to me at all. No Chess Computer will smell any danger yet - they mostly think that f4 at move 9 is inherently bad (though the Mephisto and Kasparov RISC systems appear to be using it themselves from time to time, so there's good signs of an awakening.

		Nbd7
10.	d3	Qc7?

A typical Computer misplacement, not yet appreciating the main area of combat. Our opponent might be blindfolded, but I am beginning to feel uncomfortable... and not just because of my sweater!

The newsmen are all over Luke, wanting to talk with him while the G.M is thinking about moves elsewhere. Luke is also looking uncomfortable with the incessant questions which he doesn't really want (or know how) to answer. All he wants to do is play chess right now. 'How long do you study chess each day?'

- 'I don't know'; 'What do you want to be?' (I knew the answer to that...). 'World Champion'. 'Are you winning this game?'. 'I don't know'. 'Do you think you'll win?'... you get the ideal

11. Ng4!

Seeking to remove a key King-side defender. About here my hopes rise. Against Harriet Hunt the G.M has called out an illegal move! Maybe he is losing track?! Two minutes silence, then Ian calls out something else, and that gets accepted. But he looks flustered.

11. ... Nxg4

12. Qxg4

An attack on the g7 as well!

12. ... e5

13. f5! Bc5

This and Black's next look promising as they seem to drive White back a little. But they also help him prepare a doubling of Rooks on the f-file.

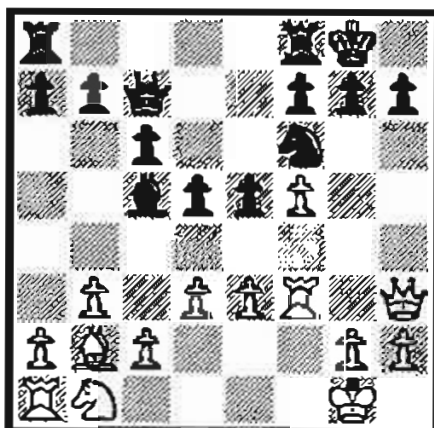
The questions to Luke continue. The latest one is 'What do you think makes someone a World Champion?' I have started to answer some of the questions with/for him. Luke seems relieved, Ian has back rank mate threats against him that could win material. Also MILANO is not affected by the constant interruptions.

14. Rf3 Nf6

15. Qh3!

Keeping the Queen on the White squares. The newsmen have gone, and Luke's head is in his hands, as he pores over the board.

Maybe you'd like a look at MILANO's position too.



The Computer itself reads +37, but I have forebodings and am hoping our Blindfolded opponent will call out an illegal against me soon. He's just tried to move a Bishop past an occupied square elsewhere, but he seems to have worked out quickly where he'd gone

wrong this time.

15. ... Rad8

I thought at the time 15...e4 looked interesting. E.g 16.Rg3 Bd6. But afterwards I discovered that 17.Rxg7! is mate in 5 already! (17...Kxg7 18.Qg4+ Kh6 19.Bx16 etc).

16. Kh1

Not a defensive idea, but the sort of quiet move which sometimes persuades Computers into an error. Recently the idea of Kh1 (or Kh8) has been seen in the FISCHER-SPASSKY re-match. It's an 'old' Fischer idea, used effectively by him in the past, to get a Rook onto the g-file.

16. ... b6?

16...Rfe8 looks okay here; it gives the Rooks (and Black's King!) a better future. E.g if 17.Rg3 Kf8 18.Nd2, and maybe now Qa5 offers Black some possibilities. Playing over the game this week on KRIS (Kasparov RISC 2500), it came up with the positive idea of 16...d4!

17. Nd2 Bb4

18. Nf1 c5??

This blocks his own Bishop from returning to duty on the Kingside. It could well be needed on any of c5, d6, e7 or f8!

Mephisto RISC would have played 18...Rfe8, eval. +26; VANCOUVER 18...h6 and +26; KRIS 2500 goes 18...Qe7 and +55. All these are far, far better than MILANO's choice.

19. Ng3! Rfe8

20. Nh5!

Challenging the latest protector of h7. The attacked piece has a dual role in fact - it blocks the f-Pawn.

On my right, Luke McShane has lost a Piece for a Pawn, but appears to have something of an attack of his own developing.

20. ... Nxh5?

You don't need my comment on this I'm sure. I think Qe7 was best, but almost all the Computers go for the exchange. VANCOUVER chooses Qc6, which is quite good.

21. Qxh5 b5?

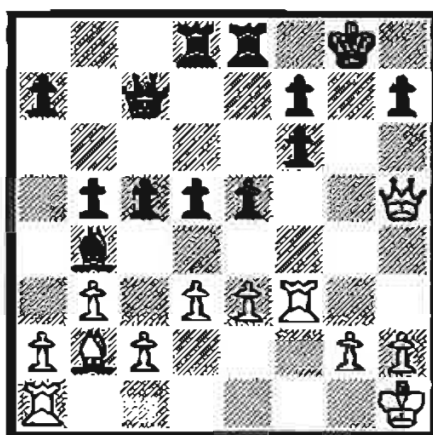
Another 'no comment' move really, but I must say something. The disappointing thing is that Rogers is still taking 2-3 mins. to get round to us, so I think MILANO had time to see some of the danger. Black's best might simply be 21...f6 22.Rh3 h6 23.Qg6 Kh8. Mephisto RISC prefers 21...c4!? An interesting possibility, giving his Bishop a chance of returning to defensive duties. KRIS 2500 selects 21...Rd6, aiming the Rook for h6. So 22.a3 Ba5 23.f6 Rxf6 24.Rxf6 gxf6, and nothing's over yet!

22. f6!

I am noticing that our opponent seems to have recovered from his earlier uncertainties, and there is a positive tone in his voice. The chance to play this move will have encouraged him, and I reckon we've had it.

Within a couple of moves Luke's position also seems to me to have lost all potential. In fact I can now see that the G.M. has managed to get a Bishop pin on Luke's Rook against his King on a diagonal AND a Knight is pinned by a Rook along the g-file. Luke is smiling, though, but I'm not sure why.

22. ... gxf6??



Altogether wrong, as it actually allows 23.Qh6 and mate in 5. Meph RISC prefers 22...h6; the VANCOUVER and KRIS would play 22...Qd6, which I view as best.

Fortunately, for once, the (blindfolded) G.M. misses his chance, and MILANO can breathe again.

23. Rxf6 d4!

Well done, MILANO. The value of this move is that it blocks White's deadly threat along the b2/h8 diagonal. One miss by Rogers and a good reply here, and the Computer seems to be almost back in the game.

Which is, sadly, more than I can say for Luke, who has succumbed to a violent back-rank mate from Ian's Queen. Both the afore-mentioned Rook and Knight could have blocked the check... if they weren't pinned. I tried to get a copy of the game, but the score-sheet was whisked away quickly!

24. Raf1 Re7

25. Bc1 Rd6

MILANO finds the best move again. It is reading -107 here. I think it should be more, but find that the VANCOUVER, playing the same move, shows only -100. Weirdly I also find that

Mephisto RISC goes for 25...a5?? Only after 7½ mins does it drop to -222 and choose Rd7 instead.

26. e4 Rxf6

27. Rxf6 Kh8?

Perhaps a bit cruel to question this, though I did it instinctively on the scoresheet as soon as MILANO played it.

Home analysis confirms that 27...Kf8 would have given longer survival chances, despite the immediate loss of the h7 Pawn. This time the G.M. makes no mistake!

28. Bg5!

Ian was getting back to me in 2 mins at most now. The loss of Luke McShane was making his task slightly easier, of course. Harriet Hunt had managed to obtain an equal Rook + Pawns endgame, which the G.M. was able to play very quickly. Her brother's game was lost, but he didn't want to resign.

On boards 3 and 4, two twins were playing. I hope readers will forgive me for losing the note I had of their names... especially as one of them got a draw from a complicated but blocked position. Anyway these two games were keeping our opponent from getting back to us even quicker.

Whatever, our 2 minutes were up, and MILANO was showing 28...a6(?) announcing mate in 4 against itself. So I resigned. Okay, Ian had missed a mate chance earlier, so he might have missed this. But I didn't really want to admit to 'a6' in this position - would you? In fact, they thought it was really nice of me to tell them of the Computer's -m/4 display, so I'm sure it was for the best.

I stayed on after my game - it seemed a shame the way the newsmen had gone off to other work, and early spectators or hotel staff had disappeared too. Just as Ian was reaping the fruits of his tremendous effort, no-one was around to say 'Well done' apart from the youngsters parents (who were understandably more disappointed than appreciative) and Stewart Reuben - who also clearly rather enjoyed the Computer losing!

In the event, poor Harriet managed to lose her drawn ending. Even after she lost a Pawn, the draw was still there - but the G.M. kept his neat manouvres going, and finally she sadly misplaced her Rook and lost. 5-0 = 1 to the G.M. - a brilliant and fascinating BLINDFOLD effort!

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... MEPHI

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 **TERRY ARTHURS, 39 Orchard Avenue, Garston, Watford, Herts WD2 7JG.**

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.

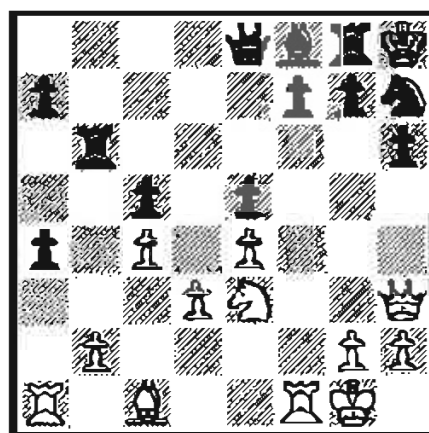
The main problem is that she's always been a supporter of the 'under-dog'!

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]

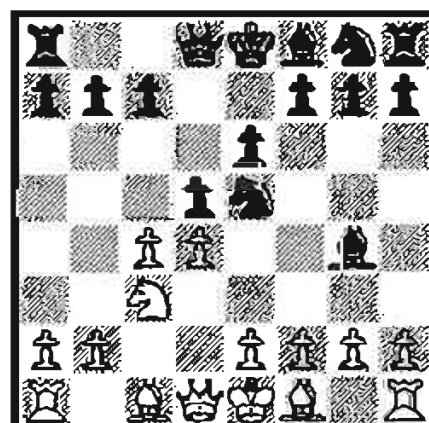


27...Bd6 28.Nd5 Rb7 29.Nc3 Rb4 30.Nb5 [NS43B. Eval. + 060]

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]



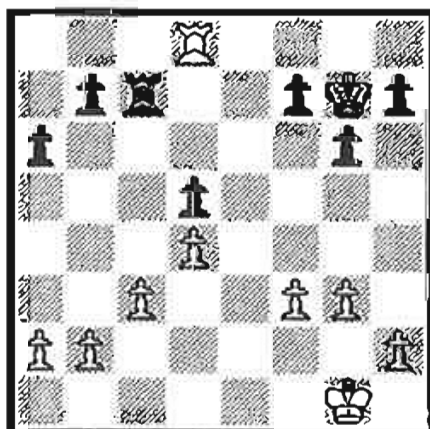
Something goes wrong this Issue! Our 'one move a month' game against an Iranian opponent suddenly leaps into action.

6.dxe5 d4 7.Ne4 Bb4+ 8.Bd2 Bxd2 + 9.Qxd2 Bf5 10.Ng3 Ne7 [NS43B. 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

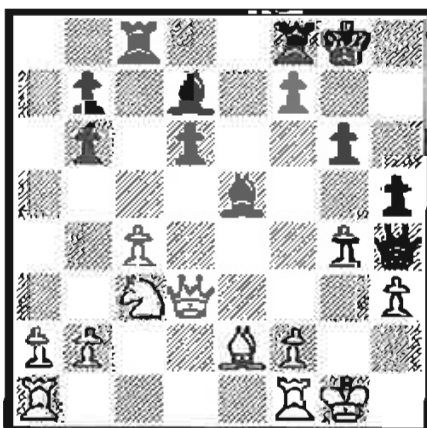
30.Rd8 [SS42. Eval. +218]



There are no further moves in this one, as MEPH's opponent resigned. [NS43B. 1-0]. So now it's 5-0=2.

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

18...h5 [SS42. Eval. +121]



19.f4 Bxc3 20.Qxc3 h3g4

21.h3g4Bxg4

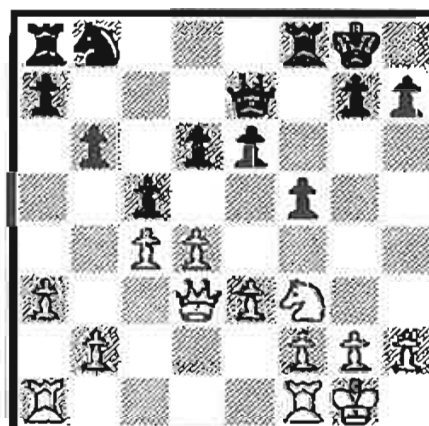
And another opponents resigns, so [NS43B. Eval. +160, but 0-1]. The grim prospect was 22.Rf2 Bxe2 23.Rxe2 Qxf4, and White drops another Pawn.

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]



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 [NS43B. 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

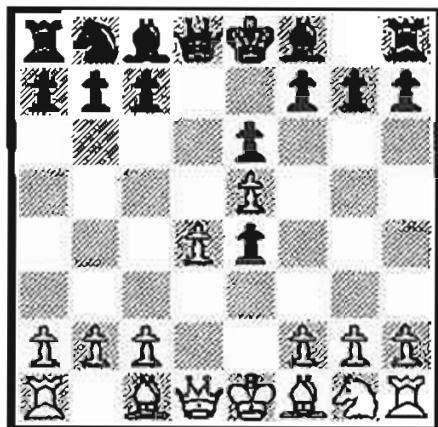
we wonder what S/S readers think of Black's f3/Pawn!?

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, in view of his opponent's keenness for this particular line.

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 the Computer could find something 'new' for Black, to explain his enthusiasm. 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. These also included a choice which covered MEPH's 'discovery' of 9.Bxc5, and went through to 11...Rf8. So much for 9.Bxc5 being new!

Perhaps BCO2 passes it by because it is thought that the g7 Pawn is poisoned? MEPH doesn't think so - but neither does it know of

the opponent's high grading! So it shows +075 at move 11, and Philip again says 'yes'! Here are the 'conditional' moves.

- | | | |
|-----|------|------|
| 7. | dxc5 | Nd7 |
| 8. | Qg4 | Nxc5 |
| 9. | Bxc5 | Bxc5 |
| 10. | Qxg7 | Qa5+ |
| 11. | c3 | Rf8 |

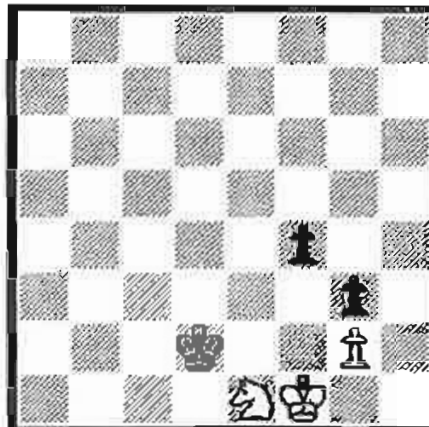
Here the 'if' moves end again, normal service is resumed, and the game has continued as follows:

- | | | |
|-----|------|------|
| 12. | Nh3 | Bd7 |
| 13. | Ng5 | Bd4 |
| 14. | Nxe4 | Qxe5 |
| 15. | Qxe5 | Bxe5 |
| 16. | Be2 | |

[NS43B. 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.

A PUZZLER for you & YOUR COMPUTER



Of the 4 positions which I put in SS/43, I wanted to repeat this one so the maximum number of people possible could look it over!

SCHACH& SPIELE states that **1.Nf3+** (chosen by many Computers) only draws, and that **1.Nc2** is the sole winning move. Some programs find this, but without conviction that it is a win. From 1.Nc2, if Kxc2 2.Ke2! wins. If 1...Kd1 2.Nb4! Kd2 3.Kd5 wins. If 1...Kd3 2.Ke1! wins. But REUBEN FINE in BASIC CHESS ENDINGS, page 92, RETI-MANDLER, 1924, shows Nf3+ analysis which wins!

WORLD COMPUTER CHAMPIONSHIPS

Madrid, Nov. 1992

The ROUND-BY-ROUND PROGRESS TABLE

Rank		1	2	3	4	5	TOT
1	ChessMachine (CM)	R25.½	Hit.1	MCP.1	CG.1	KSp.1	4½
2	Zugzwang (Zug)	Uly.1	Cum.1	Kal.1	KSp.½	Fr2.½	4
3	Cumulus2 (Cum)	Ech.1	Zug.0	Pro.1	Kal.1	Hia.1	4
4	Kasparov Sparc (KSp)	Lac.1	R25.1	Wdp.1	Zug.½	CM.0	3½
5	Fritz2 (Fr2)	Hia.½	CG.½	Uly.1	Wdp.1	Zug.½	3½
6	RISC 2500 (R25)	CM.½	KSp.0	Mir.1	MCP.1	Hit.½	3
7	Hitech B (Hit)	MCP.½	CM.0	Nim.1	Lac.1	R25.½	3
8	Chess Genius (CG)	Nim.½	Fr2.½	Ngh.1	CM.0	Kal.1	3
9	Woodpusher (Wdp)	Mir.1	Ngh.1	KSp.0	Fr2.0	Cen.1	3
10	M Chess Pro (MCP)	Hit.½	Hia.1	CM.0	R25.0	Uly.1	2½
11	Hiarcs 6.88 (Hia)	Fr2.½	MCP.0	Ech.1	Pan.1	Cum.0	2½
12	Lachex (Lac)	KSp.0	Nim.1	Pan.½	Hit.0	Mir.1	2½
13	Pandix (Pan)	Cen.1	Kal.0	Lac.½	Hia.0	Nim.1	2½
14	Kallisto (Kal)	Pro.1	Pan.1	Fr2.0	Cum.0	CG.0	2
15	Ulysses (Uly)	Zug.0	DB.1	Fr2.0	Ech.1	MCP.0	2
16	Prochess (Pro)	Kal.0	Cen.1	Cum.0	Nim.0	Ngh.1	2
17	Centaur (Cen)	Pan.0	Pro.0	DB.1	Ngh.1	Wdp.0	2
18	Nimzo-Guernica (Nim)	CG.½	Lac.0	Hit.0	Pro.1	Pan.0	1½
19	Echec (Ech)	Cum.0	Mir.½	Hia.0	Uly.0	DB.1	1½
20	Nightmare (Ngh)	DB.1	Wdp.0	CG.0	Cen.0	Pro.0	1
21	Mirage (Mir)	Wdp.0	Ech.½	R25.0	DB.½	Lac.0	1
22	Delicate Brute (DB)	Ngh.0	Uly.0	Cen.0	Mir.½	Ech.0	½

NOTES: [1] The RANKINGS shown are the OFFICIAL FINAL STANDINGS produced by the Organisers. COMPUTERS with the same final scores are ranked according to the sum of their opponents' scores - an important distinction where so few games are played, as some programs had a much harder event than others! For example RISC 2500 faced 4 opponents from the top 10, Chess Genius only 2.

[2] ICL provided 66MHz 16MB RAM PC's for all the PC Software programs, so they all competed on exactly equal terms.

There will be fuller coverage in NS/44, plus some of the best and some of the deciding games. Here, however, are observations relating to most of the entrants, with special reference to those commercially available in one form or another. From the TOP:-

ChessMachine: A LATER program than that running in either the Mephisto RISC 1MB, or even the more recent TASC ChessMachine Arm61. The final commercial destination of this program has not yet been determined. It was running at 32MHz and is generally considered to have deserved its victory. All of its opponents finished in the top 10, and only the RISC 2500 was able to take a ½ point from it. It came into the last round 1 = with Kasparov Sparc (both on 3½), and won an exciting endgame to take first place outright.

Zugzwang: A massive mainframe multi (1024!) transputer system which came 2nd. at Aegon earlier this year, then running on 'only' 256 transputers!

Cumulus2: An upgrade of Echecs (which scorned an easy win over Mephisto Lang a couple of years ago because the programmers set a very low contempt factor for the game, expecting to lose!). It was lucky in Madrid in that it amazingly played only one machine that finished in the top 10, so had an easy Tournament. In the last round its opponent Hiarcs was going all-out for

the win, aiming for the top Amateur program prize. Thus, in a dead drawn position, Hiarcs was re-set to a risky 'win at all costs' Contempt factor.. and lost instead! So I think Cumulus was probably quite lucky, but this is always possible in such a short event.

Kasparov Sparc: Dan and Kathe Spracklens program is almost ready for distribution under the Kasparov label for the Galileo and Renaissance boards. As with most commercial programs it was running faster at Madrid than it will when commercially available at 20MHz. It had some of the quickest wins, including 31 moves against Woodpusher in round 3. Its draw against the powerful Zugzwang in Round 4 was a mighty and complicated affair.

Fritz2: An impressive upgrade of the Fritz/PC program, Franz Morsch's newest version came out top amongst the commercially available PC software programs and showed itself to be a big improvement. It had come 3rd. at Aegon (under the name of Quest, see my SS/41 page 6), a result which some thought a 'fluke'. Clearly not, and Fritz2 is now available at £76.95.

RISC 2500: This, the Chess Machine, Kasparov Sparc and M Chess Pro all had particularly tough opposition nearly every round. RISC 2500 was running on slightly slower hardware than that afforded to the ChessMachine (28MHz against 32, I believe), but drew with CM and the well-known main-frame HiTech, as well as beating M Chess Pro. It's only loss, to stable-mate Kasparov Sparc, was very interesting as the manufacturers believe that the Spracklens program might just be slightly the stronger! That would be something, but it's probably due somewhat to the more powerful hardware (i.e. it won't sell at the RISC 2500's £399 price!).

HiTech B: The well-known mainframe, for a long time considered 2nd. only to Deep Thought. It has lost one or two games to the dedicated programs in the last year or two and, though it played well in Madrid, its result emphasises how much good progress has been made on the Dedicated and PC-based programs in recent times.

Chess Genius: Richard Lang's Vancouver conversion for PC's. It messed up an endgame in round 1 (failed to win with Q, B + 3 Pawns against Q + 1 Pawn!!), but otherwise played up to expectation. Richard, of course, may be disappointed as, for the past few years, he has won the World Chess Computer Championship outright or on a shared basis. 8th. place won't seem quite the same somehow.

Woodpusher: John Hamlen's up-and-coming program did better than John himself expected - though he hadn't anticipated being loaned an 80486/66 when he left Britain with his 386! It had an easier ride than some regarding strength of opposition, but it was nice for me to see a personal friend doing so well. Our thanks are also due to John for providing me with copies of the results straight after the event, to help me produce this report..

M Chess Pro: The much-awaited upgrade to popular M Chess finished with a lower score than hoped for but, as already mentioned, it had tough opponents round after round. Its losses were to winner ChessMachine and the very strong RISC 2500. But it drew with mainframe HiTech, beat PC rival Hiarcs, and crushed another mainframe, Ulysses, in 42 moves in round 5.

Hiarcs: Discussed elsewhere in NS from a review copy kindly sent me by the programming team. Hiarcs has improved handily in the last 12 months and is not too far short of the basic M Chess. In Madrid it recovered from a poor position to draw with Fritz2, won well against weak opponents, and could have drawn in the last round as mentioned in the Cumulus notes.

Other Entrants: A mixture of mainframes and non-commercial PC programs - **Nimzo** by Austria's Chrilly Doninger must have disappointed as there were hopes that this had good commercial chances, I believe. **Echecs** came in a very low 20th. Remembering that it came 2 = in 1990 on weaker hardware indicates just how much progress has been made in 2 years!

PC PROGRAMS REVIEW

The above report shows there will be some real competition between M Chess Pro and Fritz2 (distributed by CBSSoftware), and Chess Genius and Hiarcs (distributed by Countrywide). All will be available via myself, through Competence - at distributor's prices - and I will be able to give prospective purchasers a quite independent view of their value, strength and range of features. The individual prices are so similar, in fact, that our profit margins are almost identical in each case, so my sole interest will be making sure you get what you need! Give me a few more days to complete the comparisons, and then ring me for a chat before deciding, if you want. A FULL REPORT of my conclusions will also be in NEWS SHEET 44.

Review No. 2 of Kasparov 32-bit RISC 2500

A FURTHER REVIEW

As mentioned elsewhere, a full Review of features and 5 games of the Kasparov 32-bit RISC 2500 appeared in a Special Edition of CCNS which I wrote 2-3 weeks ago. That is still available, free of charge, for anyone who wants a copy, though it is always appreciated if a stamp is sent to cover postage.

Since then KRIS (as it has been nicknamed) continues to get excellent results, so my enthusiasm for it remains undiminished. One or two folk have commented on my positive comments, knowing that I am often quite cautious in my reports. The reason for my generous Review is not just that here we have a fully-featured enormously strong Chess Computer, but we also have a very acceptable price-tag of £399, which is far lower than any 'top 3' Computer has had for some years!

PRICING POLICIES

One company which sub-distributes for the 1985-1991 World Championship holders Mephisto has even drawn attention to the high cost of some machines whilst advertising another product which they sell. In promoting the CHESS MACHINE for PC's they comment, 'Why pay £1000+ for a top range chess computer when for the same money....' - the underlining is mine. But now we have the very latest version of that same program running in its own dedicated board (which most people prefer to play on than a computer screen anyway) for a fraction of the price!

I rest my case. Without, I trust, putting the PC RISC systems or Mephisto 16 and 32-bit products down at all. Especially concerning the latter one must admire the fact that for some 7 or 8 years now they have maintained annual upgradeability for their auto-sensory range. In fact there have been occasions until about 15 months ago when their top machine, by Richard Lang, was around 100 Elo above anything else on the market and, of course, people were

willing to pay because of that.

THE COMPUTER MARKET

Prices for general Computer products - and faster processor speeds - have come down considerably this year, so isn't it about time that the chess fan saw the benefits of this for his Chess Computer purchase? So, yes, I am honestly delighted to see the new RISC 2500 at such an inviting price, and I hope it might result in some competitive pricing from others, for everyone's benefit.

WHICH COMPUTER IS NO.1?

A little earlier I classed the RISC 2500 as a 'top 3' Chess Computer, and I am definitely convinced of that. Indeed I believe that its programmer, Johan de Koning, has probably made more progress over the past 12 months than Ed Schroder, his competitor on the PC product Chess Machine.

My reason for believing this is that on the 1991 program versions, when using exactly the same PC hardware (either 15MHz and 512K hash, or 14MHz and 1MB hash), the Schroder program (GIDEON) shows about 25 Elo ahead.

Now the late 1992 program versions are available in dedicated boards, and Mephisto is using the Schroder-GIDEON program with 1MB RAM, whereas the Kasparov machine uses the de Koning-THE KING program with 128K RAM. Thus Schroder now has 8 times the RAM which should be giving it a worthwhile speed and therefore rating advantage. Yet the Elo gap between them remains close to 25 - in fact it may even have dropped very slightly!

Within 6 months the RISC 2500 will have an upgrade 2 MB RAM chip available, which owners can quickly fit themselves, and then the Koning program will have the speed advantage and is surely bound to be the stronger player because of it. (Cost may be £200).

GAMES SELECTION

Well, it is time we took a look at a few more of the KRIS games. The first four are not 'selected' in one sense, in that they are the only ones played so far in a 6-game Match I have just started between RISC 2500 and ZARKOV on a 386. The result so far is one-sided, so do remember that ZARKOV 386/PC is pretty well established at 190 BCF/2125 Elo.

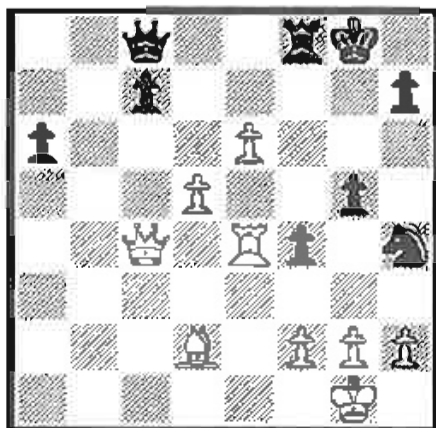
I have added virtually no notes so you can play over the games quite independently. The diagrams, however, are placed in what I viewed as fairly critical or interesting moments in the games, for those who only wish to play over the key parts of each game.

White. Kasparov RISC 2500

Black. ZARKOV 386/PC

Eric's. G/60 game 1

1.d4 d5 2.c4 dxc4 3.e4 Nf6 4.e5 Nd5
5.Bxc4 Nc6 6.Nf3 e6 7.Nc3 Bb4 8.Qd3
O-O 9.Ng5 g6 10.Nf3 f5 11.O-O f4
12.Bd2 a6 13.a3 Bxc3 14.bxc3 Bd7
15.Qe4 Nce7 16.Bb3 Bc6 17.Qd3 Qd7
18.a4 Nf5 19.a5 Rad8 20.Rfd1 Rf7
21.Ng5 Rff8 22.Ne4 Kh8 23.Nc5 Qf7
24.Re1 Qe7 25.Rad1 Kg8 26.Qh3 Qf7
27.Bxd5 Rxd5 28.Rb1 Kh8 29.Nxb7
Bxb7 30.Rxb7 Rxa5 31.c4 Ra4 32.Qc3
Qd7 33.d5 Nh4 34.Re4 Qc8 35.Rb4
exd5 36.e6+ Kg8 37.cxd5 Rxb4
38.Qxb4 g5 39.Qc4



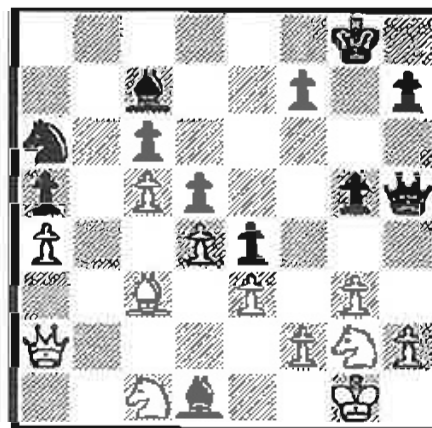
39...Nf5 40.e7 Re8 41.d6+ Kg7
42.Bc3+ Kg6 43.Qe6+ Qxe6
44.Rxe6+ Kh5 45.d7 Rxe7 46.Rxe7
Nxe7 47.d8Q Ng6 48.Qd7 h6 (KRIS has
already announced m/7. 1-0)

White. ZARKOV 386/PC

Black. Kasparov RISC 2500

Eric's. G/60 game 2

1.d4 Nf6 2.c4 c6 3.Nc3 d5 4.e3 e6
5.Nf3 Nbd7 6.Qc2 Bd6 7.b3 O-O
8.Be2 Qe7 9.c5 Bc7 10.O-O e5 11.Bb2
e4 12.Nh4 Nb8 13.g3 Bh3 14.Rfd1
Nbd7 15.Bf1 Be6 16.Be2 Rfe8 17.Ng2
Bh3 18.Rab1 b6 19.b4 Qe6 20.a4 Ng4
21.Bxg4 Bxg4 22.Rf1 bxc5 23.bxc5
Rab8 24.Ne2 Qh6 25.Nef4 Rb4
26.Bc3 Rc4 27.Rb4 Rxb4 28.Bxb4 a5
29.Bc3 Rb8 30.Rb1 g5 31.Rxb8+
Nxb8 32.Ne2 Qh5 33.Nc1 Bd1
34.Qa2 Na6



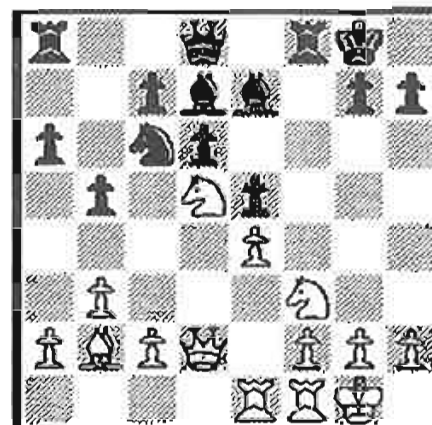
(Get ready for the sudden end!) 35.Nb3 Nb4
36.Qa3 Nd3 37.Ne1 Nxe1 38.Bxe1
Bf3 (KRIS has announced m/5. 0-1)

White. Kasparov RISC 2500

Black. ZARKOV 386/PC

Eric's. G/60 game 3

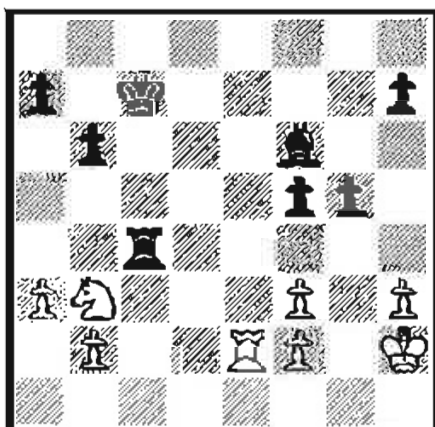
1.b3 e5 2.Bb2 d6 3.Nc3 Nf6 4.e4 Nc6
5.Nf3 a6 6.Bc4 Be7 7.O-O O-O 8.d3
b5 9.Bd5 Bd7 10.Qd2 Nxd5 11.Nxd5
f5 12.Rae1 fxe4 13.dxe4



13.... Rxf3!? (Played expecting 14.Nxe7+)
 14.gxf3 Bh3 15.Nf4 Bxf1 16.Qd5 +
 Kh8 17.Qxc6 Bc4 18.bxc4 exf4
 19.Rd1 bxc4 20.Qxc4 Bh4 21.Qf7
 Qg5 + 22.Kh1 Bxf2 23.Qxc7 Rg8
 24.Qxd6 a5 25.Qe5 Qxe5 26.Bxe5
 Be3 27.Rd5 a4 28.Ra5 Rd8 29.Rxa4
 Kg8 30.Rc4 g6 31.Rc7 Ra8 32.Rg7 +
 Kf8 33.Rxh7 Rxa2 34.Bd6 + Ke8
 35.e5 Rxc2 36.e6 Rc1 + 37.Kg2 Bd4
 38.Rf7 Rg1 + (Again, the RISC 2500 has
 already announced mate - again in 5. 1-0)

White. ZARKOV 386/PC
Black. Kasparov RISC 2500
 Eric's. G/60 game 4

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.Nc3 Bb7
 5.a3 d5 6.cxd5 Nxd5 7.Nxd5 Qxd5
 8.e3 c5 9.Bb5 + Nc6 10.Qd3 cxd4
 11.e4 Qc5 12.Nxd4 O-O-O 13.Nb3
 Qh5 14.Qe2 Qxe2 + 15.Bxe2 Ne5
 16.Bf4 Bd6 17.Rd1 Nf3 + 18.Bxf3
 Bxf4 19.O-O Be5 20.Rd2 f5 21.exf5
 Bxf3 22.gxf3 exf5 23.Rc1 + Kb7
 24.Rcd1 Rxd2 25.Rxd2 Rc8 26.Kg2
 Rc4 27.Re2 Bf6 28.Kg3 g5 29.h3 Kc7
 30.Kh2



(Watch now how the RISC 2500 finds a way to
 break through and win the endgame) 30...a5
 31.Kg3 a4 32.Nd2 Rc2 33.f4 Bxb2
 34.fxg5 Bxa3 35.Kf3 Bb2 36.Re7 +
 Kd6 37.Rxh7 Rxd2 38.Ke3 Rd1
 39.Rb7 Kc6 40.Ra7 b5 41.Kf4 Rf1
 42.f3 a3 43.g6 b4 44.Ra6 + Kb5
 45.Ra7 b3 46.Rb7 + Kc6 47.Rxb3 a2
 48.Rxb2 a1Q 49.Rg2 Qd4 + 50.Kg5
 Rxf3 (So it's another win for KRIS, making it
 4-0. I will play 2 more 'in case' in the series of 6
 game Matches).

Now we come to a game from the Computer
 Schach & Spiele Magazine. They have been
 playing a match between the Mephisto RISC
 1MB and Kasparov RISC 2500 at 40/2 - one
 bound to be a titanic struggle as it involves two
 of the top three programs, and probably the
 most active/positive programs available (if we
 voted for a 'top three' for this category, I would
 want to include the PC program M CHESS as
 well).

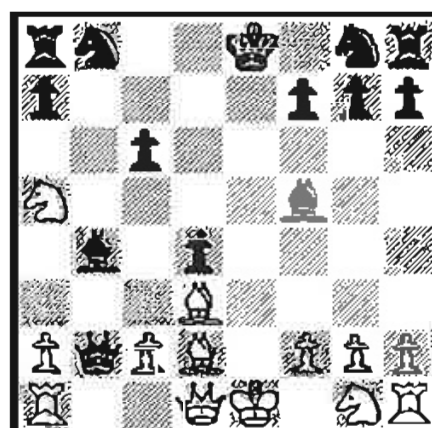
Their current CS&S score is 3-3
 Mine is also 3-3,
 Richard O'Neale's latest is 6-4 for the
 Kasparov RISC = TOTAL 12-10... VERY close!

Here is the one game printed in Schach&Spiele

White. Kasp RISC 2500 (2350)
Black. Meph RISC 1MB (2365)
 CSSMag 40/2, 1992

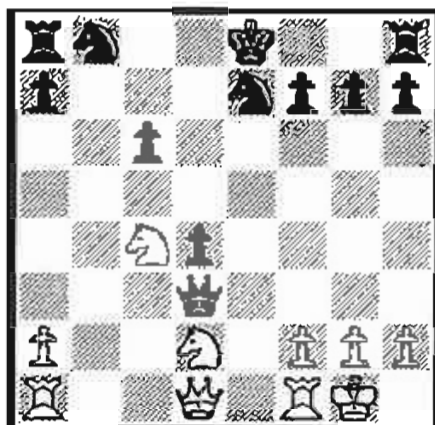
1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4
 Bf5 5.Nc5 [Alternatives, seen more often, are
 5.Ng3, and 5.Qf3] 5...e5 [First seen, as far as
 I know, in Fischer-Petrosian, 1961, with the
 continuation 6.Nxb7 Qb6. We are about to
 follow a game played in the USSR in 1978
 between Klovans and Machulsky.

5...Qc7 is often played instead, then 6.Bd3
 Bxd3 7.Nxd3 e6 and an even position]
 6.Nxb7 Qe7 7.Na5 exd4 + 8.Be2
 Qb4 + 9.Bd2 Qxb2 10.Bd3 Bb4



[Mephisto's attack looks dangerous indeed.
 Moves in the Klovans-Matchulski game went:
 10...Bxd3 11.cxd3 Bb4 12.Nf3 Bxd2 + 13.Nxd2
 Ne7 and White was allright. 13...Qb4!? might
 have given Black more opportunities] 11.Nf3
 [11.Bxf5?! Bxd2 + 12.Kxd2 Qc3 + 13.Ke2 Qxa5
 is also good for Black] 11...Bxd3 12.cxd3

Bxd2 + 13.Nxd2 Ne7 14.Nac4 Qc3 15.0-0 [So White is surviving the attack. Indeed, though a Pawn down, he has obtained forhimself the better development and should be okay if he keeps active] **15...Qxd3**

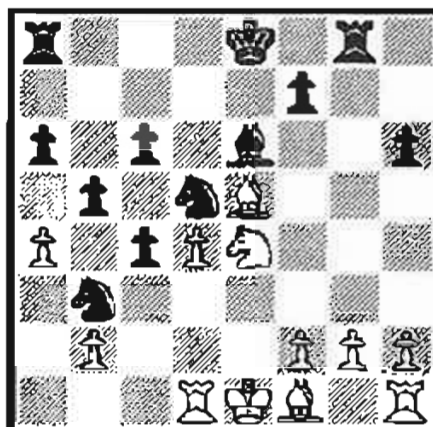


16.Re1! [16.Nd6+ is the move one might expect ...Kf8 17.N2e4 (17.Qh5?! Qg6!) Qxd1 18.Raxd1 c5! (18...Nd7?! - or Na6?! - 19.Rxd4 and Black may be just ahead) 19.Nxc5 Nbc6. Now White's Knights may still not be enough for the Pawn] **16...Kf8** [Best. 16...Nd7?! 17.Qg4! Qg6 18.Qxd4 f6 (to reduce the power of Qe3) 19.Rab1 and White may well be winning] **17.Ne5!** [The continuously challenging move selections by White would give any opponent, even an unemotional computer, a nasty time] **17...Qa3 18.Rb1!** [The threat is Rxb8 and Nd6+ forking Rook and King] **18...f6** [I've had this move under analysis with Chess Genius on a 386/PC for 15 mins. and it seems convinced that this is the best reply] **19.Ndc4!! Qxc2** [19...Qa6 and Qc3 are the only alternatives. Either way, White can continue exactly as in the game] **20.Qh5!!** [A super move, clinching the game! Most programs play 20.Qxd4 which, whilst it leads to a win, is not the deadly move played by KRIS] **20...fxe5** [20...g6 21.Nxg6+ hxg6 22.Qxh8+ Ng8 23.Rb7 is mate in 4] **21.Qxe5 Nd7 22.Qxe7 +** [And Mephisto resigned. 22...Kg8 23.Qe6+ (Perfect move order: if Qxd7 immediately, Black can play his Rook to f8 and create minor complications) Kf8 24.Qxd7 etc winning easily] 1-0

Finally here is another game played in the RUBINSTEIN MEMORIAL TOURNAMENT, 1992 (see Report elsewhere) - this is RISC 2500's biggest 'scalp'!

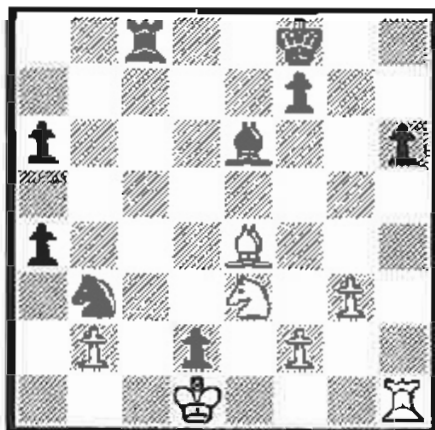
White. S APPOLONOV (2335)
Black. Kasp RISC 2500 (2350).
Rubinstein Memorial, Warsaw 1992. 40/2

1.d4 d5 2.c4 dxc4 3.Nc3 [An unusual choice, clearly intended to get the Computer out of Book as quickly as possible. BCO2 quotes it from Browne-Dlugy, 1985] **3...a6 4.a4** [Browne played 4.e4 first, then 4...b5 5.a4. KRIS steps in with something which stops any chance of a move transposition] **4...e5 5.e3 exd4 6.exd4 Nc6 7.Be3 Na5 8.Qh5 c6 9.Qe5+ Be6 10.Nh3** [A bit obvious - aiming for f4 - and easily met by KRIS] **10...Nb3 11.Rd1 Bd6!?!/?!** [11...Ne7! looks more natural to keep a longer-term material advantage for nurturing into the endgame. KRIS, however, prefers to give the Pawn back to playing a passive game mainly on the defensive. This suits 'his' style better - the sort of thing Lasker would have approved of!] **12.Qxg7 Qf6 13.Qg5 h6 14.Qxf6 Nxf6 15.Nf4 Bxf4 16.Bxf4 Nd5 17.Be5 Rg8 18.Ne4 b5**



[The problem that RISC 2500 has given White, in returning the Pawn earlier, becomes clear. Black's loss of K-side castling is immaterial here. Appolonov is lagging in development, and could face trouble from the Q-side Pawns. He decides on a tactical exchange] **19.Be2 Rxc2!? 20.Bg3 Nb4 21.Bf3 Rxc3 22.hxc3 Nd3+ 23.Rxd3** [White finds he must return the exchange and hope to win the d3/Pawn in due course, maybe equalising. If 23.Kf1 0-0-0 (23...Nxb2 24.Rb1 Nxa4 25.Rxh6 0-0-0 also puts Black on route to a win) 24.Rxh6 Nxb2 25.Re1 Nxd4 with a clear advantage] **23...cxd3 24.d5 cxd5 25.Nf6+ Kf8 26.Nxd5 d2+!** [The Pawn will be harder to win on a Black square - but there is another

excellent reason as it imprisons White's King temporarily] **27.Kd1** [No choice, of course. It would be nice to get the Bishop back to d1 for both the Pawn blockade and an attack on the Pawn's protector at b3, but it can't be done. E.g 27.Kf1 Bxd5 28.Kg2 Bx13 + 29.Kxf3 Re8! winning easily] **27...Rc8! 28.Ne3 bxa4 29.Be4**



[White is almost helpless. KRIS has chosen its move order with great efficiency. Another try was 29.Rh4 Rc1 + 30.Ke2 Bd5 31.Bh5 (31.Bxd5 Re1 + 32.Kd3 Rxe3 + 33.Kc2 Rd3 34.Kd1 Rxd5 35.Rh1 Rc5!) 15] **29...Rc1 + 30.Ke2 Kg8?! 31.Rd1!** [Do Computers set traps as well now? Probably not. But if 31.Rxh6? Re1 + 32.Kd3 Rxe3 + 33.d1=Q!] **31...Bd7 32.f4 Bb5 + 33.Kf2 Nc5 34.Bc2** [The game is developing into a useful test of the RISC 2500 endgame. It ought to win, of course, but these things are never as easy as they might look, especially against a 2335 grade] **34...Bd3 35.Bxa4** [A very bold decision, perhaps, to get rid of the terrible d2 Pawn. But 35.Bxd3 Nxd3 + 36.Ke2 Nxb2 37.Rxd2 a3 certainly leaves RISC 2500 winning, so White has chosen the most competitive line he could find] **35...Nxa4 36.Rxd2 Nc5 37.Kf3 Be4 + 38.Kg4 Nd3 39.Nf5?** [39.Rh2 seems better - White must get his Rook back into the game somehow - Kh7, and now 40.Nf5, forcing 40...Rc6 (40...Bxf5 41.Kxf5 gives White's King a good position). However now White must retreat the Knight again to avoid loss (if 41...Rg6 + 42.Kh4 Bxf5 for free), so his situation remains very grim] **39...h5 + 40.Kxh5 Bxf5** [The RISC 2500 has dominated the endgame completely, and White should have resigned here. The remaining moves were...] **41.g4 Be4 42.f5 Rb1 43.f6 Rxb2 44.Rd1 Ra2 45.Rf1 Rh2 + 46.Kg5 Rh1! 47.Rb1** [A last, desperate effort (doomed to failure) - White tries for a stalemate trick. But

47.Rxh1 Bxh1 was over anyway] **47...Rxb1 48.Kh6?** [48.Kh4 Kh5 was m/5 anyway] **48...Rb5** [Announcing m/3] **49.g5 Nf4 50.g6 Rh5 + mate. 0-1**

GAME LAYOUT THOUGHTS

Readers of this first Issue done with my new HP DESKJET 500 will see that I have used two or three different LAYOUT STYLES to present the games.

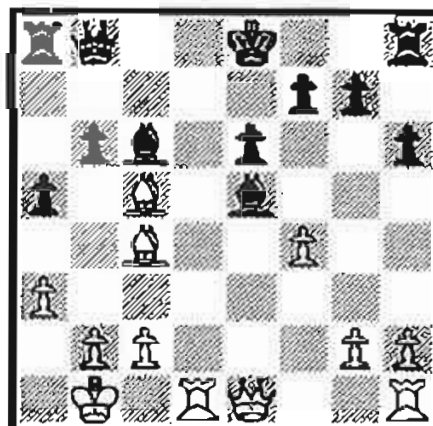
Of course SPACE will sometimes determine the style finally used. But if any readers do have any personal preferences - especially if anyone finds one or another HARD to follow - PLEASE let me know. They all require exactly the SAME amount of time to prepare, so the best thing is to use the one my Readers like best where practicable.

ADVERT

A CHRISTMAS TREAT: Fidelity Designer 2265, officially certified by USA Chess Fed., great play and lots of features. Hardly used, boxed, bought July 1992, a bargain at £225 o.n.o. Call Brian Kennedy 081 561 2020 (9-5) or 081 997 2724 (evenings)

AN AMAZING MOVE!

As Nigel Short said in the DAILY TELEGRAPH where I spotted this position in the middle of a game, 'It's not every day one gets to play a move like this!' The moment occurred at the Novi Sad CHESS OLYMPIAD, Black's 21...b6 gave White (Wang Zili of China) the chance to play 'the move of a lifetime'. Can your Computer find it?



DEEP THOUGHT embarrasses DAVID BRONSTEIN!

Perhaps you think the title is a bit over the top?! Maybe it is.

To be honest I was happy to use it, as no secret has been made by some of the fact that DAVID BRONSTEIN believes he has '*discovered the weaknesses of computers*'.

It must also be admitted that he has had close to 100% success against them since making this claim a few months ago. For example at AEGON he scored 6/6 against a selection of the leading commercial programs. Then, on the Tournament Chess Supplies Computer Stand at the Lloyds Bank Masters, he easily beat the Mephisto RISC in a couple of Blitz games, saccing material right, left and centre in one of them.

Fuel was added to the fire by some of the week-end newspaper Chess Columns, as well as one of the monthly Chess Magazines, which started carrying reports and games emphasising Bronstein's claimed discovery and success. Just reporting the news, of course! But very aggravating for the Computer Manufacturers and Distributors, who had been seeing plenty of success for their creations in the past 12 months or so. Especially as some of the games have been put into print so that everyone else could see just how you're supposed to do it!

It's all part of the competition really! Haven't we (the Computer Fan Club) been printing 'our' wins wherever possible in our Magazines?!

So, then, has he found some secret? Or is it rather that Bronstein is himself a great player by any standard? And his long-time study of Chess Computers has enabled him to perform better against them than even he could without such study. That's fair enough. He would never have played World Championship Tournaments in his prime without proper preparation to enable him to attack his opponent's weaknesses? In a way it's a credit to the Computers that someone like David Bronstein

thought that they were worthy of such treatment.

So is there 'a secret'? And has Bronstein found it. Maybe not, if his result against DEEP THOUGHT in a recent series of QUICKPLAY TRAINING GAMES is anything to go by.

Of course we must admit that DEEP THOUGHT is a bit special itself, despite what GARY KASPAROV did to it!

But that was over a year ago, and the newest program version has been improved in its chess abilities, as well as being speeded-up by about 10 times!

White DEEP THOUGHT Black DAVID BRONSTEIN

Quickplay Training Match

- | | | |
|----|------|------|
| 1. | e4 | e5 |
| 2. | f4 | d5 |
| 3. | exd5 | c6 |
| 4. | Nc3 | exf4 |
| 5. | Nf3 | Bd6 |
| 6. | d4 | |

6.Bc4 is the main line in BCO2. But 6.d4 appears in a note from Day-Mercuri, 1988.

- | | | |
|----|-------|------|
| 6. | ... | Ne7 |
| 7. | dx c6 | bxc6 |
| 8. | Bc4 | |

The Day-Mercuri game noted above continued 8.Bd3 0-0 9.Ne2

- | | | |
|----|------|-----|
| 8. | ... | O-O |
| 9. | Ne4! | |

Better than 0-0 as it puts the protector of the f4/Pawn under some pressure. If now 9...Ba6 10.Bxa6 Nxa6 11.Nxd6 Qxd6 is okay. Bronstein chooses to retreat the Bishop instead.

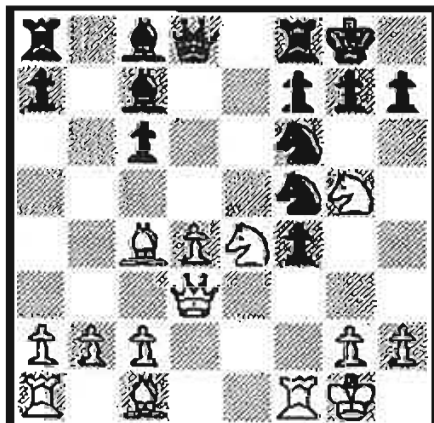
- | | | |
|-----|-----|-------|
| 9. | ... | Bc7 |
| 10. | O-O | Nf5?! |

Black's position is becoming passive, which is not likely to be 'the secret'! Better might be 10...Nd5 11.c3 Re8 12.Re1 Bf5, or 10...Bf5 11.Nc5 Nd7 12.Nxd7 Qxd7.

- | | | |
|-----|-------|-----|
| 11. | Qd3! | Nd7 |
| 12. | Nfg5! | |

DEEP THOUGHT continually seeks tactical complications. Despite Bronstein's claim that Computers can no longer beat him, it bears fruit.

12. ... Nf6?
12...Nb6 looks better. Then 13.c3 (to protect d4)
Nxc4 14.Qxc4 Qd5!



13. Nxf7!

I wonder if the G.M expected this?! Perhaps he did. However most Computers prefer to take the other f/Pawn with 13.Bxf4. This also leads to a clear advantage: 13...Bxf4 14.Rxf4 Nd5 15.Rf2 Rb8 16.c3.

The next few moves are virtually forced.

13. ... Rxf7
14. Ng5 Nd5
15. Nxf7 Kxf7
16. Bxf4 Kg8?

I thought at first that Black had to play 16...Bxf4 here. Then 17.Rxf4 Qg5, but suddenly 18.Raf1 would be very good for the Computer. Even so, 16...Bxf4 is better than the text.

So is another idea which one of my programs at home came up with:- 16...Bb6!? The analysis that followed went 17.Be3 Qf6 18.g4! Qg6 19.Qe4! (with the threat of 20.Bxd5 cxd5 21.Qxd5+ winning the Rook. The 16...Bb6 idea doesn't look so good now!) Kf8 20.Bxd5 cxd5 21.Qg2. Again the line does end up looking good for White, so possibly DEEP THOUGHT already had the win without Black's weak 16th move.

17. Bxc7 Qxc7
18. Rxf5 Bxf5
19. Qxf5 Rd8
20. Rf1 Qe7
21. c3 g6?

This allows White to force an exchange which emphasises his material advantage and pressure. Maybe a Pawn push with a5, on the

other wing, would have been better. One couldn't see Bronstein hanging on from here either way.

22. Qf6!

And Black resigned. If he avoids the Queen exchange with 22...Qd7, then 23.Re1 (threatening Re7!) . So now Black must accept an exchange of Rooks instead with 23...Re8 24.Re5! Rxe5 25.dxe5, winning.

Was it in that strange TV program 'THE INVADERS' that they closed with 'The Final Act'? A sort of conclusion.

If so, it is fitting. When 'the invaders' got killed, they glowed briefly red and then disappeared. That's what some folk would like to see happen to Computers... the Chess 'Invaders'.

So here is my conclusion: for me, they have added greatly to my enjoyment and appreciation of the game. In the last 2 or 3 years especially, they have answered many of my 'what if' questions, and provided a level of analysis which has certainly improved the reliability of the work in the NEWS SHEET. For many others also - Club and County players, and a fair number of I.M's - they have provided a ready opponent for practice and preparation. If we extend the definition of a Chess Computer to include PC programs and ChessBase, (which can only run on a computer, and is used now by the vast majority of I.M's and G.M's), then the Supporters Club should grow bigger than ever! Amusingly many players like everyone to know that they use ChessBase, because (so the advert says) it '*terrifies the opposition*'!

In Correspondence Chess there has been merited concern about the involvement of Computers - but the BCCS and BCCA are adapting wisely to their existence, and organising some Tournaments accordingly.

David Bronstein himself keenly visits the Computer Stands at Tournaments whenever he can, to play a few games against them.

And so, we're back to Bronstein, and I want to avoid unnecessary questions which assume that I might have picked out an isolated failure of our renowned opponent. '*Just one game*'. Not really. The final score was 14-3 (13-2=2)... and that's 14-3 for... DEEP THOUGHT!

NEW PRODUCTS for CHRISTMAS

by Eric Hallsworth

NEW PRODUCTS for CHRISTMAS

Kasparov TRAVEL CHAMPION

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

It really is just as I'd hoped... very good to look at - and reliable in use! In the S/S Issues I 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. The Manual for the finished product states 14MHz, but this is definitely not right.

However the exactness of 7MHz is no longer so easy to confirm, as it happens, even though I am fairly sure that is what it is. But there have clearly been one or two program change improvements 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).

On quite a few test positions 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. Finally on one mate search it was actually 3 times faster, as it found the mate 2 Ply earlier.

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

One reader, CHARLIE GOLD, has played a Blitz Match between the two versions, and (Fidelity) TRAVELMASTER won by 11-9 over the (Kasparov) TRAVEL CHAMPION. As many owners know, not everyone can manage to get 20 games out of the TRAVELMASTER! However Countrywide are still seeking to

produce a quality correction if at all possible.

Kasparov 32-bit RISC 2500

This important new arrival had its own **SPECIAL EDITION NEWS SHEET 43A**. If any readers haven't seen that, drop me a line or ring me to ask for a FREE copy. At £399 I really can't recommend it highly enough - top strength... at an affordable price at last.

Nevertheless I will be including one or two additional games in this Issue elsewhere. Readers of the BRITISH CHESS MAGAZINE will have seen there that G.M **John Nunn** preferred the Koning 'KING' program to Schroders 'GIDEON' in the initial CHESS MACHINE/PC launch a year ago. Both have improved their programs further since then (Schroder for the MEPHISTO RISC and Koning for the KASPAROV RISC 2500), so it will be interesting to see whether one has made a more discernible improvement than the other!

In the dedicated boards, the MEPHISTO RISC has the advantage of the higher RAM for HASH TABLES at present. So if the GIDEON-KING gap for EQUAL hardware (around 25 Elo) stays close to that for MEPH RISC-KASP RISC (**KRIS** for short!), then it would suggest that Koning may have made slightly better progress. Thus, when the RISC 2500 RAM upgrades come out in about 6 months, it would almost certainly put it ahead. In the meantime, the big price difference is bound to determine which sells more.

HIARCS (for PC's) by Mark Uniacke.

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 Thomson and David Hatchett, are responsible for the features and graphics, and the package you will get for your £69 is really excellent value.

My regular readers from S/S days 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, though it was running on a VERY fast SUN-SPARC system there.

The GOOD NEWS is that this program 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 a 286/12. The grading as at 17/Nov. shows 2111, but this may have changed slightly by the time N/S pops through your letter box as testing is still going on. 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 should be an extra 7% speed-up when going from a 286 to a 3/486. However, when I ran it on a 386 a few days ago, with plenty of spare memory, it still showed only an 8K entry table in operation.

The graphics are good. Not, in truth, as good as those in FRITZ/CHESSBASE; nor have I seen (the 3/486 only) M CHESS PRO at the time of writing (there's a delay on the release), so I can't compare it with that, but it is better by far than the original M CHESS and ZARKOV 2.5. 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 quite comprehensive. The only things obviously missing that I can immediately see are Mouse control - you need to key-in moves using algebraic notation, or move a cursor around the screen using keyboard arrows - and a Diagram print.

There are some things I particularly like. For

example, during play it stores in memory for the players' names, opening used, moves (of course), clock times, evaluations and hint moves. The latter is particularly helpful as you end up with a comprehensive record of the game which appears on screen if you play over the game again using HIARCS. If you store the game on a Print File afterwards, you will also be able to create a printed record of the game with the HIARCS' analysis.

One item I know some of 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).

I find it quite exciting - I've been playing a few 'Quick' games 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 Fischer's idea is that you can NEVER end up with, say, 15 moves to make in only 20 seconds - creating a crazy time rush and, often, some silly moves. With Fischer's idea, even though you'd still have to speed up in the later stages, each move you make would automatically add another 10 secs to the clock plus whatever was still left. Another setting I've liked is 60 moves in 30 mins, adding 30 secs per move, which means my end-games don't collapse so badly! (Nor do the Computer's of course!).

I think the system forces a semblance of sanity on both players. Too often we see a quite crazy scramble as the final moves before the time control are being played. With the Fischer clock, the players will have been able to play more slowly during the important early middlegame stages. Then the speed-up later is more gradual, which ought to cut-out some of the crazy blunders made in time scrambles, even by players such as Karpov recently. If you didn't see it, he tried to give a check with his Queen, overlooking that he was in a discovered check himself from a Rook. He'd touched his Queen, so HAD to move it, of course, to block the check, thus losing his Queen for nothing. A 'sure' 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. With the Fischer clock, 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, or whatever, straight away for your next move! Enough... back to HIARCS!

If you prefer to stick to 'normal' levels, they too 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. Choose whatever you want. Because in the game you will always lose a little time yourself keying-in moves, you can even set an operating time allowance so that HIARCS doesn't get any possible unfair advantage against you! Once you have set your preferences 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 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. But why, so far, has no-one managed to duplicate the ZARKOV feature whereby it will work overnight on YOUR chosen Time Control on ALL of a game which has been put into its memory... and store the analysis in a File for you to print-out next morning?

Lastly, what about the **chess**?! 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 HIARCS 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).

As I have included a HIARCS Sun-Sparc

gameelsewhere from the 1992 OLYMPIAD, here is just one for now from my own games:

White **Novag SCORPIO**

Black **HIARCS 286**. G/60

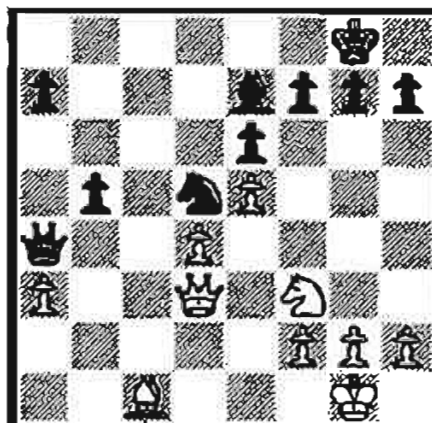
- | | | |
|-----|------|------|
| 1. | c4 | Nf6 |
| 2. | d4 | e6 |
| 3. | Nf3 | b6 |
| 4. | a3 | Bb7 |
| 5. | Nc3 | d5 |
| 6. | cxd5 | Nxd5 |
| 7. | Qc2 | c5 |
| 8. | e4 | Nxc3 |
| 9. | bxc3 | Nd7 |
| 10. | Bf4 | cxd4 |
| 11. | cxd4 | Rc8 |
| 12. | Qb3 | Be7 |
| 13. | Bd3 | |

(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 |



(Diagram. HIARCS has a sophisticated evaluation of +076 here, apparently on the basis of knowledge about the distant Pawn majority)

27.	h3	Qc4
28.	Qd2	Qb3
29.	Qb2	Qa4
30.	Qe2	a5
31.	Qd3	Qc4
32.	Qf1	Qb3
33.	Bd2	

(The 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. An interesting game against a strong opponent, which demonstrates some of the HIARCS chess qualities quite nicely).

M CHESS PRO (for PC's) by Marty Hirsch.

'It's on the way!' is still the only news I can give you. The latest info. (as at 17/Nov) is from Malcolm Pein who has heard from the States that it will be another week. So it should be in the Country by the time you get this, if you want to ring for an early opinion. My guess is that it is being held back (wisely!) so that none of the competition can 'have a nose' at its Opening Book, or any other changes, prior to the **WORLD COMPUTER CHAMPIONSHIPS** at the end of November.

After that they will certainly need to get a move on, as Richard Lang will also have a PC program out by late November, and that is surely certain to capture a large market.

Both **M CHESS PRO** (£99) and Lang's **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 minimum of 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 for the best. 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 1/2 points! If the PRO version comes up to expectations, it should be GOOD!

CHESS GENIUS (for PC's) by Richard Lang.

Richard's newest 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. Alternatively, if you prefer to keep your Printer switched off during the game - or you're not near it - then ask the program to store the game, evaluations and analysis on a File, and simply print it up later!

My first test version, running on a 386/20MHz, was just 5% slower than my **VANCOUVER 68020**! However Richard sent me an update on 16/Nov. with an extension of the Hash Table usage, and this is now running 12% **FASTER** than the **VANCOUVER 020**! In the info. available 'About Chess Genius', which you can obtain from the series of Menu Options, it indicated that I was running now with 256K of Hash. I did alter my **CONFIG.SYS** file and got this figure up to 320K, but this didn't seem to make any difference to the running speed.

If anyone has some good tips on organising the **CONFIG.SYS** file under **MS-DOS 5.0** for things like this (and **HIARCS**, and maybe the forthcoming **M CHESS PRO**), I'd be delighted to hear from you. Of course one answer is for me to **READ MY MS-DOS MANUAL** fully!

Quite right too! I have preached a short sermon in Open Air Meetings sometimes, using my

paintboard, called 'When all else fails, follow the directions!' Of course there I am thinking of the way so many people today live their lives, when there is guidance freely available in the **MAKER'S INSTRUCTIONS**, if we'd only take notice!

Anyway, it seems I may not be the expert on **MS-DOS** I hoped I was when it comes to maximising the available memory for the Hash Table benefits of these programs, so I'd be happy to be receive advice on this!

Any last-minute **CHESS GENIUS** details, plus a firm price quotation (maybe £89!!) will be included as a Stop Press somewhere. Again, by all means give me a ring, as it is 95% certain this will be in stock by the time you receive N/S.

PSION SERIES 3 ORGANISER

Just a little warning, really, should anyone think that the **PSION CHESS** on the newish **PSION 3 ORGANISER** 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). I.e a sort of 'PSION 3' chess program.

In fact Richard informs me that the Chess program is **NOT** an upgrade. Of course **PSION 2** will give unsuspecting hobby players a regular thrashing, but N/S Readers, noting that the **PSION 3 ORGANISER's** processor is just an 80C86 at 3.84MHz, should not get over-excited!

A STAR IN THE MAKING?!

I've just received an unexpected **INVITATION!** Readers who had SS/42 will have seen my report on the excellent **GRANDMASTER VIDEO** series, which keeps improving with every Volume.

Whether the early 1993 Volume will be another improvement, we shall have to see! Whilst it will include coverage of the Nigel **SHORT-Jan TIMMAN** Match, which will be a big attraction, it will also **STAR... me!**

Yes! **CHRIS WHITE** has asked me to do a 5-10 minute slot looking at the Chess Computer scene and recommending one or two 'best buy' machines at different price points. There will probably be a discussion on our Rating methods, and a brief look at the latest PC programs as well. Filming takes place late in January.

RATING LIST (c) Eric Hallsworth, NS43B 8 Dec 1992

BCF Computer	Elo	+/-	Games	Pos	Human/Games
220 MEPH LYON 68030	2360	24	372	1	2407 51
219 KASP RISC 2500	2359	42	117	2	2273 15
219 MEPHISTO RISC 1MB	2356	14	1040	3	2286 43
219 MEPH VANCOUVER 68030	2353	24	365	4	2393 26
217 MEPH PORTOROSE 68030	2343	21	460	5	2354 82
214 MEPH LYON 68020/20	2318	48	92	6	2327 10
208 KASP BRUTE FORCE/10	2267	75	38	7	2251 9
208 MEPH VANCOUVER 68020/12	2267	11	1518	8	2139 32
207 MEPH LYON 68020/12	2258	9	2535	9	2269 74
206 MEPHISTO BERLIN	2254	22	425	10	2256 21
206 FID ELITE 68040-V10	2252	53	75	11	2230 21
203 MEPH VANCOUVER 68000	2230	18	637	12	2120 12
203 FID ELITE 68030-V9	2228	18	605	13	2180 13
202 MEPH PORTOROSE 68020	2223	11	1730	14	2258 182
201 MEPH LYON 68000	2215	13	1278	15	2090 33
199 MEPH ALMERIA 68020	2197	14	1003	16	2180 215
196 MEPH PORTOROSE 68000	2171	12	1478	17	2127 25
196 FID MACH4+2325 68020-V7	2169	12	1416	18	2199 130
191 FID ELITE 2+68000-V5	2133	28	258	19	1888 2
189 MEPH ROMA 68020	2118	14	1043	20	2052 64
189 MEPH POLGAR/10	2115	18	649	21	2085 54
188 NOV DIABLO/SCORPIO 68000	2107	12	1325	22	2164 117
187 MEPH ALMERIA 68000	2103	14	1025	23	2104 31
187 MEPH DALLAS 68020	2100	14	996	24	2080 197
183 FID MACH3+2265 68000-V2	2069	6	4944	25	2117 229
183 MEPH MMS/5	2066	12	1299	26	1902 11
182 MEPH POLGAR/5	2058	10	2080	27	2142 11
181 MEPH DALLAS 68000	2054	12	1501	28	2000 50
181 NOV SUPER FORTE-EXP C/6	2054	9	2412	29	2005 24
180 MEPH MILANO	2044	18	653	30	2062 11
180 MEPH MONDIAL 68000 XL	2040	16	782	31	2060 77
179 MEPH ROMA 68000	2036	9	2278	32	1975 54
178 MEPH ACADEMY/5	2030	10	2000	33	2032 109
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	2456	36	2041 169
175 MEPH MODENA	2002	31	215	37	2066 127
175 FID MACH 2C 68000	2000	9	2607	38	1967 109
174 KASP GAL-REN D/10	1999	13	1209	39	1968 25
174 FID MACH 2B 68000	1993	26	302	40	1982 55
174 KASP GK2000	1992	45	103	41	2074 8
173 FID TRAVELMASTER	1991	20	536	42	2016 97
173 MEPH SUPMOND 2-MCARLO 4	1986	31	224	43	2040 176
172 MEPH MM4/5	1982	8	2896	44	2046 10
171 NOV SUPER FORTE-EXP A/6	1970	13	1155	45	2016 98
170 KASP TRAVEL CHAMPION	1963	67	48	46	1956 155
169 MEPH MONTE CARLO	1956	28	262	47	1890 15
169 KASP GAL-REN C/B	1954	26	313	48	1918 35
168 CXG SPHINX/4	1949	10	2040	49	2036 22
168 CONCH PLY-VICTORIA/5.5	1948	17	697	50	1836 29
168 KASP TURBO KING 2	1947	16	798	51	1827 18
167 FID MACH 2A 68000	1941	25	338	52	2052 62
165 NOV EXPERT/6	1924	31	222	53	1975 208
165 NOV SUPER FORTE-EXP A/5	1920	12	1450	54	1948 69
164 FID CLUB B 68000	1917	12	1459	55	1862 80
163 NOV EXPERT/5	1907	26	310	56	1927 220
162 NOV FORTE B	1902	10	1917	57	1930 134
162 MEPH REBELL	1901	10	2121	58	1990 6
162 FID AVANT GARDE/5	1899	11	1721	59	1830 36
162 FID PAR E-ELITE-DES2100	1898	9	2558	60	1767 6
161 KASP STRATOS-CORDA	1894	10	2050	61	1939 55
161 NOV FORTE A	1892	9	2202	62	1910 61
160 MEPH SUPERMONDIAL 1	1885	12	1420	63	1873 123
160 KASP SIMULIAND	1885	14	1019	64	2037 8
160 FID CLUB A 68000	1883	29	242	65	1975 43
160 CONCH PLYMATE/5.5	1880	9	2201	66	2027 6
160 KASP TURBO KING 1	1880	24	364	67	1959 52
159 KASP GAL-REN B/6	1879	14	976	68	1869 11
158 CONCHES/6	1871	44	107	69	
158 FID EXCELLENCE/4	1867	11	1740	70	
158 NOV EXPERT/4	1867	14	962	71	
156 CONCH PLYMATE/4	1855	24	372	72	
156 SCI TURBO KASP/4	1853	20	512	73	
156 CXG SPHINX 40	1849	86	29	74	
155 FID ELITE C	1844	34	182	75	

RATING LIST (c) Eric Hallsworth, NS43B Dec 1992

BCF Computer	Elo	+/-	Games	Pos
154 SCI TURBOSTAR 432	1836	12	1337	76
154 MEPHISTO MK2	1835	16	781	77
154 KASP GAL-REN B/4	1832	76	37	78
153 FID EXCELLENCE-DES2000	1829	11	1646	79
152 KASP PRISMA-BLITZ	1819	26	306	80
151 CONCHES/4	1811	20	509	81
150 NOV SUPER CONST	1806	7	3669	82
150 NOV SUPER NOVA	1804	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	1764	39	141	87
145 FID PRESTIGE	1763	17	715	88
144 FID SENSORY 12	1755	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	1740	14	997	92
142 CONCHES/2	1739	14	1096	93
140 NOV CONST/3.6	1725	16	825	94
140 NOV QUATTRO	1725	19	585	95
140 NOV PRIMO-VIP	1723	24	354	96
139 MEPH MONDIAL 2	1717	83	31	97
138 FID ELITE B	1707	47	97	98
135 FID ELITE ORIG	1684	39	139	99
134 MEPH MONDIAL 1	1676	29	247	100
132 NOV CONST/2	1663	12	1289	101
131 SUPER ENT-ADV STAR	1650	15	922	102
126 CHESS 3000	1614	112	17	103
124 FID SENSORY 9	1598	13	1114	104
124 KASP ASTRAL-CONQ-CAVL	1594	59	61	105
120 NOV MENTOR 16-AMIGO	1567	99	22	106
120 GGM + STEINITZ	1562	27	287	107
119 CHESS 2001	1555	50	84	108
118 MEPHISTO 3	1546	18	633	109
118 SCI SUPERSTAR ORIG	1544	29	242	110
117 MEPHISTO 2	1541	19	559	111
117 GGM + MORPHY	1539	38	145	112

RATING LIST (c) Eric Hallsworth, PC PROGS NS43B Dec

BCF Computer	Elo	+/-	Games	Pos
215 C-MACHINE GIDEON/PC	2320	16	832	1
211 C-MACHINE THE KING/PC	2293	18	662	2
211 M CHESS 486/PC	2292	18	620	3
211 CHESS MACHINE 1 512/PC	2289	36	158	4
206 ZARKOV 486/PC	2254	35	168	5
202 M CHESS 386/PC	2221	15	949	6
201 FRITZ 486/PC	2209	32	204	7
199 PSION 2 486/PC	2198	64	52	8
198 SARGON 5 486/PC	2189	63	54	9
196 REX 486/PC	2174	32	206	10
191 M CHESS 286/PC	2131	19	595	11
190 CHESSMASTER 3000 486/PC	2123	43	116	12
190 ZARKOV 386/PC	2120	22	417	13
189 PSION 2 386/PC	2117	37	155	14
187 FRITZ 386/PC	2098	29	254	15
187 C-CHAMPION 2175 486/PC	2097	45	105	16
186 SARGON 5 386/PC	2094	82	32	17
184 HIARCS PRO 286/PC	2076	79	34	18
182 REX 386/PC	2060	19	557	19
180 ZARKOV 286/PC	2047	34	178	20
178 PSION 2 286/PC	2029	46	102	21
178 FRITZ 286/PC	2027	35	169	22
174 SARGON 5 286/PC	1995	84	30	23
172 REX 286/PC	1979	40	133	24
171 CHESSMASTER 3000 386/PC	1974	39	141	25
169 PSION PDM 386/PC	1958	67	48	26
168 PSION 2/PC	1951	10	2139	27
167 PSION PDM 286/PC	1941	94	24	28
167 CHESSMASTER 3000 286/PC	1936	53	76	29
163 COLOSSUS X 386/PC	1907	94	24	30
163 C-CHAMPION 2175 386/PC	1906	91	26	31
161 CHESSMASTER 2100 386/PC	1894	48	91	32
161 CHESSMASTER 2100 486/PC	1892	94	24	33
154 C-CHAMPION 2175 286/PC	1837	73	40	34