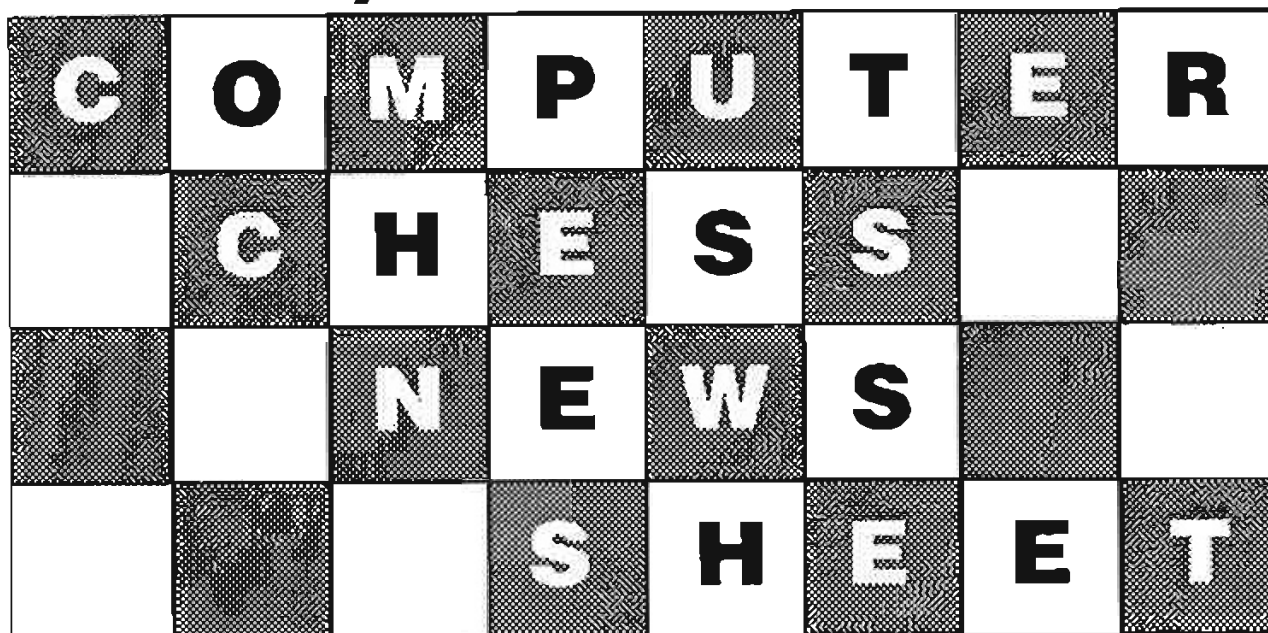


# Computer Chess NEWS SHEET 44

## February-March 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.

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

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*In a few days I shall be looking forward to visiting **GRANDMASTER VIDEO's** headquarters, to do a section on Chess Computers for their next release. So perhaps I'll "see you"? Eric*

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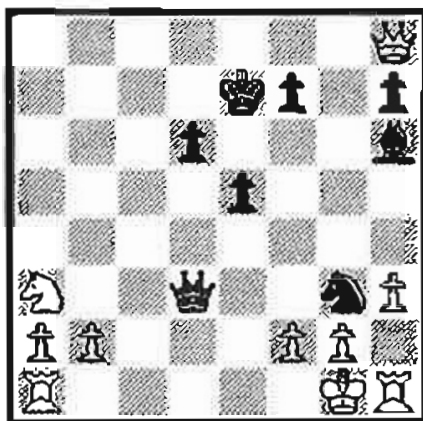
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## SOLUTIONS (I hope!) to the PRIZE COMPETITION in NEWS SHEET 43B.

THREE were FASCINATING POSITIONS from GRAHAM WHITE on PAGE 2, the FOURTH an ENDGAME from COLUMN 2, PAGE 13 of that Issue.

Let's print all the positions again alongside our SOLUTIONS, for the benefit of new Readers (and those who lost their copy of 43B during the Christmas fun).

(1)  
Black  
to play.

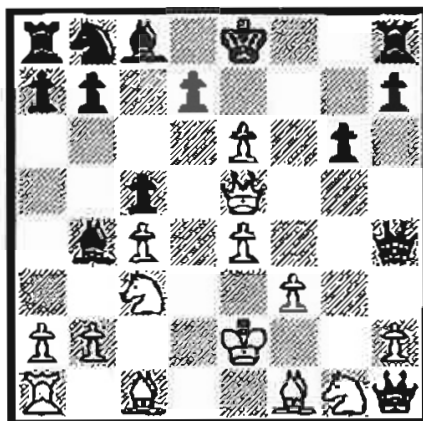


This never occurred in actual play, but is some opening analysis by Jimmy Adams from a line in the Sicilian Sveshnikov (of course!). Ne2+ will draw at least, but how can Black win?

The SOLUTION is **1...Bf4!** The move threatens 2...Qf1+, and 3...Ne2 mate.

There are two possible defences. [a] 2.Rh2 Ne2+ 3.Kh1 Qxg3!! (Nc1 also forces mate, but this is MUCH more spectacular) 4.Qxe5+ dxe5 5.fxg3 Nxc3+ 6.Kg1 Be3 mate, and [b] 2.Kh2 Ne2+ 3.g3 Bxg3+ 4.Kg2 Nf4+ 5.Kg1 Qf3 mating (6.Qxe5 dxe5 7.Rh2 Bxh2 8.Kxh2 Qg2 was sent by Clive Curtis).

(2)  
White  
to play.

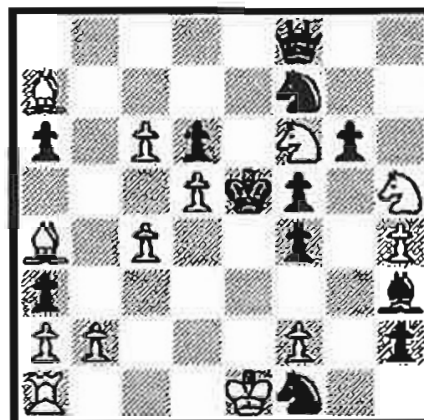


This is a position which nearly occurred in Sakaev- Silva. Somehow Black has managed to Queen his Pawn in 13 moves!! But what good are 2 Queens when your King dies? There's a mate in 7 here for White!

It was probably too easy for Chess Computer owners: VANCOUVER 020 finds the mate in 7 in 30 secs; RISC 2500 in only 8 secs. It's **1.Qxh8+ Ke7 2.Nd5+ Kd6 (Ke6 3.Qe8+ Kd6 4.e5+ mates even quicker) 3.e5+ Kxe6 4.Qe8+ Kf5 5.Bh3+ Qxh3 6.Qf8+ (or 6.Qf7 Kxe5 7.Qf6 mate was sent by Clive Curtis) Kxe5 7.Qf6 mate.**

Charlie Gold sent me streams of superb analysis looking at all defensive options in ALL the positions. He also found an ALTERNATIVE PUZZLE here! Take White's Pawn OFF h2, and put it ON h3, and you have a MATE IN 9 which is rather pretty: **1.Qxh8+ Ke7 2.Nd5+ Kd6 3.e5+ Kxe6 4.Qe8+ Kf5 5.Qf7+ (in the previous solution Bh3+ had been possible) Ke5 6.Bf4+ Kd4 7.Rd1+ Bd2 8.Rxd2+ Kxc4, and mate next.**

(3)  
White  
to play.



This is quite 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!

Only folk who were willing to leave their machines on overnight would get help for this one from their Computers. Even then it would not be long enough for some! The solution requires **1.0-0-0! axb+ 2.Kc2! b1=Q+ 3.Kc3!! Qb2+! 4.Kd3! Qe2+ 5.Ke2 f3+ 6.Ke1 Nd2 7.Nd7+ Ke4 8.Bc2 mate!!!**

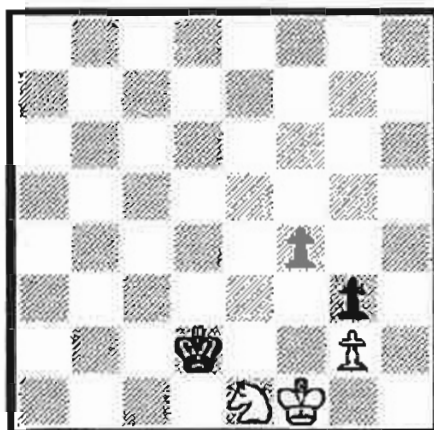
A remarkable solution. One might ask, "Why not just 1.Rd1", which looks to lead to virtually the same position by 6.Ke1. However 5.Ke2 has to be played at some stage in

order to FORCE f3+ ... as this takes away what would otherwise be a safe flight square for BLACK's King! Wow.

Clive Curtis provides a different mate in 8 solution! We start off the same, though I'll miss out all the ooohs and aaahs (i.e. !!) this time: **1.0-0-0** axb+ 2.Kc2 b1=Q+ 3.Kc3 Qb4+ 4.Kd3, but now a variation from Black - Qxc4+ 5.Kxc4 Nd2+ 6.Rxd2 Bf1+ 7.Kc3 gxh5 8.Bd4 mate!

Now we come to the hardest of all.

(4)  
White  
to play.



SCHACH & SPIELE Magazine states that 1.Nf3+ (chosen by many Computers) only draws, and that 1.Nc2 is the sole winning move. Some programs do find this, but often without conviction that it is a win - i.e. their evaluations are only small plusses, and far from, say, +500 or so.

Certainly **1.Nc2** wins. 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! The question is, was he right?

One or two folk weren't happy that I was suggesting a Computer might have put some of Fine's analysis into the bin! But I never said that, even though Computers occasionally DO re-write the books in certain areas. Actually it was Schach & Spiele who were putting a few of their own ooohs and aaahs (in the form of '??') against a Novag Computer which played 1.Nf3+. Their stated reason was that '*only 1.Nc2 wins*'.

Realising that this was from an endgame analysed in some depth (!) by Reuben Fine, I looked up his work for myself, and found analysis there which shows that, whilst 1.Nc2

is the SIMPLEST way to win, 1.Nf3 also leads TO a win if followed through correctly.

The question - and it IS a VERY hard one - is, 'Do we - or our Computers - agree?'

The two main contenders for the YEAR'S FREE NEWS SHEET SUBSCRIPTION both sent in their work on this, having already done mountains of work on the first three.

**Clive Curtis** sent: 1.Nf3+ Ke3 2.Kg2 Ke4 3.Ng5+ Ke3 4.Nf3, admitting that this was done on his RISC 2500 which still showed an equal evaluation when at the root position. He also writes that, given its own freedom of choice, the RISC 2500 showed 1.Nc2! Kd1 2.Nb4 Kd2 3.Nd5 Kd3 4.Nxf4 Ke4 5.Ne2 Ke5 6.Nxg3 Kf4 with a +544 eval. Well done! His Mephisto ACADEMY also chose 1.Nc2! expecting Kd3?! 2.Ke1! and showing +310 after 1 hour.

**Charlie Gold** sent 2 pages on 1.Nc2 - let's accept that that DOES win - plus a page on 1.Nf3!

[a] 1.Nf3 Kd1 2.Ne5 Kd2 3.Ng4 Kd3 (Kd1 4.Nf6 Kd2 5.Nd5 and much more from Charlie leading to 1-0) 4.Ke1 Kd4 5.Ke2 Ke4 6.Nf6+ Kf5 7.Ne8 Kg4 8.Ng7 f3+ 9.gxf Kh3 10.Nh5 Kh2 11.Nxg3 Kxg3 12.Ke3 Kh4 13.Kf4 Kh5 15.Kf5 Kh6 15.Kf6 Kh7 (Kh5 16.f4 Kh6 17.f5 K any 18.Ke7 wins) 16.Kf7 K any 17.f4 K any 18.f5 and 1-0.

[b] 1.Nf3+ Ke3 (the move chosen by KRIS for Black after 1.Nf3 was 'forced' on him... and Charlie argues it GETS the 1/2) 2.Nc5 Ke4 3.Nc4 Kd3 4.Nb6 Ke3 5.Nd5+ Ke4 6.Ng4+ Kd2 7.Ne5 Ke3 8.Nf3 Kd3 9.Ke1 Ke3 10.Ne5 Ke4 11.Nf7 Ke3 12.Ng5 etc. If the Knight is given up for the Pawn in this line, White doesn't get the opposition, and only draws. The **PRIZE** goes to **CHARLIE GOLD** for this super effort!

**Reuben Fine** shows 1.Nf3+ Kd3 (aah) 2.Ke1 Ke3 3.Ne5 Ke4 4.Nc4! Kd3 5.Nd2 Ke3 6.Nf3 Kd3 (the position is exactly as after 1...Kd3, EXCEPT that White's K is on e1) 7.Kf1 (diagonal opposition) Ke3 8.Ne1 Kd2 9.Nc2 - as per original idea of 1.Nc2! and 1-0. White can only force the entry of his King by offering to sac. the Knight. Does THE QUESTION remain: is 1.Nf3+ Ke3 a DRAW? More analysis WELCOME for NS/45!

## A NEWS SHEET READER ENJOYING HIS CHRISTMAS!

I have just received a really nice letter from JEREMY DEANE, a long-standing friend and NS-reader, telling me of a joyful Christmas and New Year spent with the latest additions to his range of Chess Computers and Programs.

*'I am well pleased with my additions'*, he says, which is always good news - AND the best way to have a real chance of getting your name in print! The three 'additions' are, in fact, the Kasparov RISC 2500, and FRITZ2 and CHESS GENIUS for his 386/40MHz PC.

Actually the first reason for including something from Jeremy's letter in NS is a fascinating game which he sent me, between the RISC 2550 and CHESS GENIUS, and that is given in full later, along with our joint analysis and observations. However Jeremy raises one or two other very interesting points which are worth referring to.

### PLAYING STRENGTH

*'As a general comment, I found there is very little between these programs over a number of games in terms of overall strength'.*

The programs are the three mentioned above, though Jeremy included his Mephisto VANCOUVER 68020 in the matches and noted reluctantly that the CHESS GENIUS program, with running on a 386 at 40MHz is actually better than his VANCOUVER! That will be correct, though he has VANCOUVER set to Rooks 110% and Pawns to 110% which he believes makes *'a very noticeable difference'*. If you refer to the CMHz calculations in Issue 42 of my Magazine, you will see that a 386/40 obtains around 30CMHz, whilst VANCOUVER 68020 is just under 12CMHz. Therefore it's about 2½ times as fast, at least in theory!

GRAHAM WHITE obviously reads each Issue carefully! He spotted that calculations for my own 386/20 suggested I should be getting a 25% or 30% speed increase with the PC version of Richard Lang's program, whereas I

referred to an effective figure of 12% in NS/43B. Well done, Graham! However CHESSGENIUS does not use either Expanded or Extended Memory at all, and therefore is able to grab only a max. of 320K for Hash Tables - and that providing you've set up your CONFIG.SYS and AUTOEXEC.BAT files to use other Memory minimally. The VANCOUVER 68020 uses 1 MB (1024K), so one can see there the value of the Hash Table size for giving something of a speed-boost.

### MEMORY USAGE

On this very point, Jeremy comments, *'Can I recommend that, as the Hash Memory used by a program is becoming such a significant aspect of its performance, it may be right to include it in some way in your rating'*. Aha! I've had this same thought expressed to me even more positively by CHRIS WHITTINGTON (programmer of CHESS CHAMPION 2175), so I aim to start a discussion on this elsewhere in the Magazine, if space allows.

Some PC programs make a lot of use of Hash - Chris's 2175, for example, and also FRITZ2. Using the latter Jeremy managed to get 2048K (2MB) operating, and notes that this *'transforms endgames'*. When I say that FRITZ2 of all programs needs this, I am not just thinking of the chess in the endgame, but exhibiting sheer puzzlement. Though I have 4MB of RAM installed and have followed the FRITZ2 Manual to the letter (I think), I've never been able to persuade 2MB to make itself available for my Hash work, as I have on M CHESS PRO (though the effect on that program is pretty small), and C-CHAMPION 2175 (where it gives it a 50%-60% speed up!).

Suffice to say here that Jeremy's results for FRITZ2 on his 386/40 with 2048K appearing for Hash are better than mine with a 386/20 but only 128K on duty, though a couple of comparison timings at this stage show only a 2/1 'FRITZ2-SPEED' ratio between us (exactly the 40MHz/20?!?).

## THE GAME!

Well, it's time for the game, which I will let Jeremy introduce: '... given this similarity in overall strength, the differences are to do with style, of course, and I agree with your review that KRIS (K-asparov RIS-c) often plays in a 'human' way - i.e. following through attacks quickly, and pushing Pawns in an aggressive manner, sometimes on both flanks at once. I have found, even when set on 'Normal', that KRIS quite often seems to over-estimate positions compared with the CHESS GENIUS or FRITZ2 evaluations - sometimes he is right, and sometimes wrong... I am enclosing a game which struck me as very exciting and is an example of KRIS being absolutely right about his positive evaluation of the position, and playing ablazing attack across the board. But in after-game analysis, FRITZ2 also found a brilliant move of its own, leaving Knight, Bishop AND Queen en prise... a move which both KRIS and CHESS GENIUS took over 10 minutes to realise the consequences of'. This is referred to quite fully at move 18.

**Kasp RISC 2500** (White)-**CHESS GENIUS 386/40** Jeremy Deane's. 60/60. Notes by Jeremy and Eric Hallsworth. Slav Defence

- |     |             |              |
|-----|-------------|--------------|
| 1.  | <b>Nf3</b>  | <b>d5</b>    |
| 2.  | <b>d4</b>   | <b>Nf6</b>   |
| 3.  | <b>c4</b>   | <b>c6</b>    |
| 4.  | <b>Nc3</b>  | <b>dx c4</b> |
| 5.  | <b>a4</b>   | <b>Bf5</b>   |
| 6.  | <b>e3</b>   | <b>e6</b>    |
| 7.  | <b>Bxc4</b> | <b>Bb4</b>   |
| 8.  | <b>O-O</b>  | <b>O-O</b>   |
| 9.  | <b>Nh4</b>  | <b>Bg4</b>   |
| 10. | <b>f3</b>   | <b>Bh5</b>   |
| 11. | <b>Qb3</b>  |              |

KRIS goes out of Book, and puts the GENIUS out with it. BCO has 11.g4 Bg6 12.e4 [12.Nxg6 hxg6] Qe7 [Nbd7 13.Nxg6] 13.g5 Nfd7

- |     |           |            |
|-----|-----------|------------|
| 11. | <b>..</b> | <b>Qe7</b> |
| 12. | <b>g4</b> |            |

The first of a series of moves deliberately initiating a Kingside attack, and leaving the White King apparently very exposed. However KRIS already shows +67 and, noting the BCO line given at move 11, it looks as if KRIS has found for itself a usefully aggressive continuation.

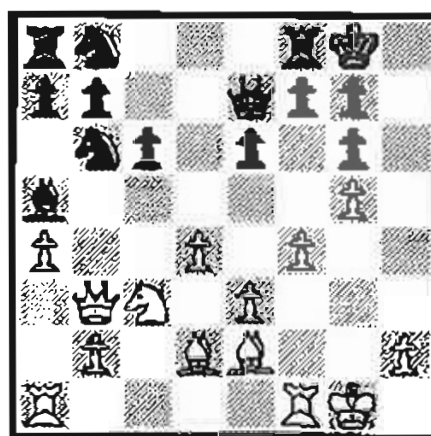
- |     |             |            |
|-----|-------------|------------|
| 12. | <b>..</b>   | <b>Bg6</b> |
| 13. | <b>Nxg6</b> |            |

CHESS GENIUS expected a more solid-looking central thrust by e4.

- |     |           |             |
|-----|-----------|-------------|
| 13. | <b>..</b> | <b>hxg6</b> |
| 14. | <b>g5</b> |             |

Again CG expected e4 or Rd1, and a central build-up. KRIS contemplated Bd2 for two minutes, before deciding on the more risky flank advance showing +59.

- |     |            |             |
|-----|------------|-------------|
| 14. | <b>..</b>  | <b>Nfd7</b> |
| 15. | <b>f4</b>  | <b>Nb6</b>  |
| 16. | <b>Be2</b> | <b>Bo5</b>  |
| 17. | <b>Bd2</b> |             |



- |     |           |             |
|-----|-----------|-------------|
| 17. | <b>..</b> | <b>Qb4?</b> |
|-----|-----------|-------------|

This is a mistake. First, a Queen exchange here will benefit White's more open position; KRIS would have played Rd8, FRITZ2 Nd7. Second, it actually allows a brilliancy! CG obviously missed it, and so does KRIS.

- |     |            |  |
|-----|------------|--|
| 18. | <b>Qc2</b> |  |
|-----|------------|--|

We are not putting a '?' here, though perhaps we should? However it is a perfectly good move and fits in nicely with the KRIS position, as we shall see. But White did miss the chance of earning a few '!!!' as, on playing over the game later, FRITZ2 after just 2 minutes [Jeremy's 386/40... mine takes 3m 50] found the quite remarkable 18.Nd5!!

Let's have a lengthy note, analysing 18.Nd5! If Black takes the Queen, it is mate in 4: 18...Qxb3 19.Ne7+ Kh7 20.Rf3 Qd1+ 21.Bxd1 Bxd2 22.Rh3 mate. If Black takes the Bishop, it is mate in 7: 18...Qxd2 19.Ne7+ Kh7 20.Rf3 Qxe2 21.Qd1 Be1 22.Qxe2, with 23.Rh3+ etc. to follow.

And now some strange statistics. After 18...Qxd2 (which Mephisto RISC, KRIS and CG all play), Mephisto RISC now analyses White as still BEHIND and only moves to a mere +137

for Ne7+ at 20 mins! KRIS is much better, and announces the mate through Ne7+, but still only after 13 mins. CG is a touch better still, making the mate announcement at 11 mins. Meanwhile FRITZ2 on my 386/20 finds Ne7+ as mate in just 1 min 45!!

What is there about this position that causes the three top tactical chess programs to really hang up - the Mephisto RISC particularly - whilst FRITZ2 shows them a clean pair of heels? Bear in mind that this is just one position - generally the boot's on the other foot and it's FRITZ2 which lags in these situations.

As a final compliment to FRITZ2, the above analysis looks only at the replies Qxb3 (which no programs choose after a few seconds), and Qxd2 (which all but FRITZ2 choose given 10 mins, though KRIS and CG change a little while after: at 12 mins Mephisto RISC actually still shows Qxd2 as +124, yet it's -m/7!). The move KRIS and CG change to in due course IS BETTER: 18...Qd6, which FRITZ2 gets in 2 mins. and shows Black at -141.

Ah, well - none of that ever happened. So remember it was 18.Qc2...

18. .. Nc4  
19. Bxc4 Qxc4  
20. b3 Qa6  
21. Ne4

KRIS is reading +100 here.

21. .. Bxd2  
22. Qxd2 Qb6  
23. a5

This looks as if it's a little risky - advancing on both flanks - but KRIS still score itself +83. Of course CG mustn't reply with 23...Qxb3, as 24.Rb1 Qd5 25.Nc5! etc. wins.

23. .. Qc7  
24. Rac1 Na6  
25. Rc4 Rad8  
26. Ra4

With b4 to come later, this seems as if it shuts the Rook out of the game. But it will return shortly!

26. .. Kh7

Advancing Kings to start a counter-attack seems to be one of the 'in' novelties of the 1990's. But Black's plan is Rh8 and Kg8, so that the Rook can infiltrate down the h-file and try to capitalise on White's exposed King.

27. Rc1 Rh8  
28. Kg2

Excellent! Found after just 15 secs. KRIS uses his King to support the advanced Pawns and

deny penetration to Black.

28. .. Qd7

29. Kg3

The correct logical follow-up, and again chosen in just 5 secs. His next, h4, is an instantaneous response, demonstrating exactly the comments about KRIS following through on its chosen strategies.

29. .. Kg8

30. h4 Rh5

This Rook now looks out of the game, though CG still evaluates himself at +30. White will soon return to his advance on the Q-side which will result in the release and activation of all his forces ready for... a central push!

31. Qd3 Qc7  
32. b4! e5  
33. b5! exf4+  
34. exf4 Nb8  
35. d5! Qd7  
36. Rd4 cxb5?!

When I played over the game on various programs to assist in these notes, CG actually chose cxd5 here.

37. Nc5 Qc7

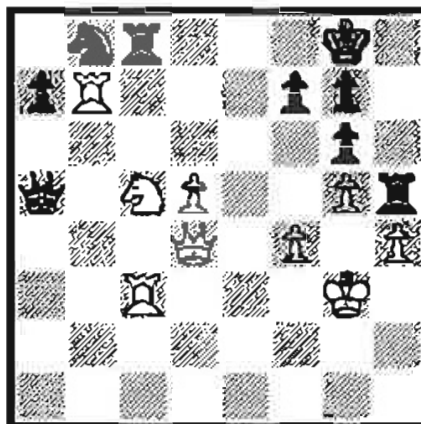
38. Rc3 b4

Black STILL thinks he's winning, but only just.

39. Rxb4 Qxa5

40. Rxb7 Rc8

41. Qd4!



The indisputable breakthrough, which KRIS scores at +84, threatening Ne6 and attacks on g7 and a7.

Remarkably Black still cannot exploit the apparently wide open White defences: e.g. here he must provide urgent protection for g7 (and the whole 7th. rank). If, instead, 41...Qa1?? 42.Qxg7+! Kxg7 43.Ne6+ m/4. This remains a feature right to the end.

41. .. Rh7

**42. Nd3 Rd8**  
**43. Rcc7!**

Brilliant. A concerted attack. CG now concedes a score of -291 and KRIS shortly has +333.

**43. .. Rf8**  
**44. d6**

Ignoring the a7-Pawn, and going outright for the victory. Black must cover d8.

**44. .. Rh8**  
**45. d7 Nxd7**

Best. If 45...Kh7?? 46.d8=Q Rxd8 47.Rxf7 m/5. If 45...Rd8 46.Rc8! Kh7 47.Rxb8 wins very easily.

**46. Rxd7 Qa2**

Now that the d-Pawn has gone, there is a chance that the attack might have run out of steam. For any practical chance Black must now try to exploit the open White King if he can.

**47. Qc5! Kh7**  
**48. f5!**

Played almost immediately, and showing +484.

**48. .. Qa1**  
**49. fxg6+**

And CG resigned this one here. 49...Kg8 is -m/2. 49...Kxg6 50.Rd6+ Kh7 51.Rxf7 Qg1+ 52.Qxg1 Rxf7 53.g6+ is m/4.

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# NEWS and RESULTS

## NEWS and RESULTS, Jan. 1993

In response to my request for readers to keep me informed of results, there have been a really good number coming in over the past few weeks.

My thanks to everyone helping in this way - apart from the pleasure of enjoying one or two of the games also sent in (and some get into the Magazine, of course), the value of even the smallest set of results to the RATING LIST is high. One person's 4 games with, say, Chess Genius on a 386, may seem unimportant to you... but when we add that result to 4 from someone else, and 6 from another reader, plus those coming in from the Chess Computer Magazines in Sweden, Austria, Germany, the USA etc. we are soon able to provide quite accurate Gradings for all the programs involved.

Many scores arriving this time do indeed involve the NEW PROGRAMS - I will printout the current TOTALS for some of the newer ones at the end of this Article. For now, here are a few of the most interesting individual updates:-

GRAHAM WHITE is playing a monster Match between the RISC 2500 and his VANCOUVER 68020. The games are at 40/1h, which Graham feels is better than 60/1h without taking that much longer.

### **RISC 2500-VANCOUVER 020, 33-21**

Graham did quite a few reports for us in earlier Issues on both Match Scores and Tactical Tests, as he upgraded through various of Richard Lang's programs for Mephisto (PORTOROSE, LYON and VANCOUVER in particular). He now reports on a series of the same using the Kasparov RISC:

Of 47 positions tested, KRIS solved 46, VANCOUVER 45. Of the 45 which both solved, KRIS did 34 faster. Total solving times for these 45 were:- KRIS 31½ mins, VANCOUVER 104 mins. Graham has offered to keep a supply of these positions coming to me for the NEWS SHEET, so that others can test them out on

such machines as Mephisto RISC and M CHESS PRO.

A couple of pieces of news from Ireland. First GERRY GRAHAM tells us that, during last year's IRISH CHAMPIONSHIPS, Philip Short (FIDE 2320, Irish Elo 2285) took on Gerry's Mephisto LYON 68020 in a 3 game Match at Blitz G/15. The result was a win each plus a 104 move marathon draw, for 1½-1½.

From Co. Down, TONY SHERLOCK tells me he and Desmond Taylor are now playing two Mephisto's against each other, as Des has now got a BERLIN to go with his Super Forte, to try and get some revenge! It's opponent is Tony's long-standing friend, the LYON 68020. They are also testing with LYON on different playing styles.

### **LYON 020-BERLIN**

40/1	2-1 = 5 (Lyon active)
	0-1 = 5 (Lyon solid)
G/60	0-2 = 2 (Lyon active)
G/30	8-6 = 8 (Lyon active)
	11-0 = 13 (Lyon solid... a VERY strange one, in the light of the others)
	4-8 = 6 (Lyon risky)
G/15	6-6 = 11 (Lyon active)
	9-5 = 10 (Lyon solid... again out of step with other results, so it suggests Lyon is best on solid in faster games)
	6-6 = 8 (Lyon risky)

CHARLIE GOLD sent a series of 60/5 games. The results are interesting, and surprising in one or two cases - but don't count for the Rating List at such fast speeds, of course.

**Fid MACH 3-Fid TRAVELMASTER 16-4**

**Fid MACH 3-Kasp TRAVEL CHAMPION 9-11**

**Fid TRAVELMASTER-Kasp TRAVEL**

**CHAMPION 11-9**

**Kasp TRAVEL CHAMPION-Novag SUPER VIP 18-2 (!)**

JOHN LILL (Britain's top Concert Pianist) is a very keen Chess and Chess Computer man, and reports on two scores:



**TRAVEL CHAMPION-SUPER VIP, 6-2** at 60/60m I believe.

John also has a **RISC 2500**, and that leads **9-1** in a Match against his **MACH 3**.

One or two folk have asked for more games from the Mephisto **VANCOUVER 020** and **RISC 1MB** performances at the British Championships last August. Sorry about that, I should have printed another one or two, but available space keeps running out! One bit of disappointing news is that I now have the **OFFICIAL BCF Tournament Grading Results** in front of me. The **RISC 1MB** is shown at **193 BCF** (= **2144 Elo**, not 2196 as previously quoted), whilst **VANCOUVER 020** is given **185 BCF** (= **2080 Elo**. I had shown 2081, so that was okay). The difference is caused as incorrect adjustments were made during the Championship where a couple of players had a BCF and not an Elo grading and, in one case, vice versa. I should have checked into it more carefully, so my apologies. Our **NEWS SHEET RATING LIST** has been corrected.

In the last Issue I squeezed in a brief reference to a good **M CHESS** performance in Croatia which NS Reader **DARKO GOLO** sent me. Its efforts got it into a couple of Newspaper reports as they gave coverage to the **FIRST Croatian Open Chess Championship**, held in Split. Darko's own PC is a **286/16**, but **M CHESS** on this had beaten his Novag **SUPER FORTE C** by **21-9**, so that had decided him to enter **M CHESS** rather than the dedicated program. However a local firm, **COMWARE-SPLIT**, then lent Darko a **386/33MHz** PC free of charge, so even more opponents found themselves on the losing end, as was generously pointed out in the news coverage. For the record, **M CHESS 386/33** scored **6-5 = 4** (**8/15**) against **FIDE** rated opposition (i.e over 2200, in fact average 2273) for 2293 Elo. In 32 other games, against opposition averaging 2111, it scored **23-5 = 4** (**25/32**) for 2310, and an overall Rating of **2304**.

As this was all at **G/30**, they don't go into our actual Ratings List, of course, but it's an interesting large-sample result. I have been sent a **5¼"** Disk with all the game files **PKUNZIPPED**! If anyone can convert these to a **3½"** disk for me, I'll have a look at them and probably put a couple into **NS/45**.

Back to **COMPUTER-COMPUTER** results.

These are from Sweden, for the new **SCHRODER 30MHz ChessMachine**! "What!" did you say?... It's the latest TASC production using Ed Schroder's newest version of his **GIDEON**, and put onto an **ARM61 RISC** processor which makes it almost twice the speed of the standard **15MHz RISC** systems **ChessMachine GIDEON/PC**, and **ChessMachine KING/PC**. The price for the Program and RISC Card, for installing into your PC, is **£995**! I'm not quite sure what we call it yet: **ChessMachine GIDEON/30?... ARM61 GIDEON3?** (Gideon1 being the first ChessMachine, Gideon2 the Mephisto version). Something like that. If you've recovered from the price shock, here are its scores:

v **RISC 2500**, **1½-2½**

v **DIABLO**, **14-3**

v **MM5**, **6½-½**

v **LYON 68000**, **15-5**

v **VANCOUVER 68000**, **6½-½**

v **VANCOUVER 68020**, **6-3**

Still with the **ARM61 ChessMachine**, it recently graded at **2525** in the **Oviedo Quickplay**, scoring **7½/11**. This is a high figure, but needs to be compared with other Quickplay results from Mephisto **RISC** and **VANCOUVER**, **Kasparov RISC** and **M CHESS** on a **486**. The Computers have produced some **G.M** results at Quickplay in the past 12 months.

**JEREMY DEANE** has sent a series of results, all at **60/1hr**.

**RISC 2500-VANCOUVER 020**, **7-7** (this one suggests that **KRIS** improves at the slower time controls... cp. **Graham White's 33-21** score above).

**RISC 2500-Chess GENIUS 386/40**, **3-3** (my score here is **6-4**, but my PC is a **386/20**, so half **Jeremy's** speed).

**RISC 2500-FRITZ2 386/40**, **2-2** (here I have **7½-4½**)

**NORMAN O'CONNOR's** results at **40/2** are:

**RISC 2500-M CHESS PRO 386**, **3-3** (here mine is **4-2**)

**RISC 2500-ChessMachine GIDEON**, **2-2**

Computer-Computer results for **M CHESS PRO** have been a bit slow coming in, but it was recently entered a Tournaments against **PLAYERS**. It **CAME FIRST** in its debut in the **MILAN ACTIVE Chess National Tournament** with **7½/8**! It was running on an **80486/33MHz**

with **8MB RAM** (which enabled 5MB Hash) getting a Rating of over 2600. Another entrant was the **ARM61 ChessMachine** which scored **5½/8**. The two met in Round 4...

### **M CHESS PRO 486 (White)-ARM61 GIDEON3**

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 Be7 7.0-0 Nc6 8.Re1 Bf5 9.c4 Nb4 10.Bf1 dxc4 11.Nc3 Nxc3 12.bxc3 Nc2?? 13.Re5! Nxa1 14.Rxf5 a6 15.Bxc4 f6 16.Be3 Qc8 17.Rh5! c5 18.Bd3 cxd4 19.Bxd4 Kf7 20.Qxa1 g6 21.Rh4 Kg7 22.Qc1 Kg8 23.Qh6 Bf8 24.Qf4 Be7 25.Bxf6! and 1-0!

**ChessMachine GIDEON3/15** was there too, and got **5/8**; also the **Kasparov BRUTE FORCE** which got **4½/8**. At an expected £599 complete in the RENAISSANCE board, this promises to be a good-value buy.

**BRIAN MARTIN**'s score for a Chess GENIUS test was: **Chess GENIUS 386/40-VANCOUVER 000**, **8½-3½**

**JOHN WATKISS** has a score for **Chess GENIUS** on a **386**, this time against **Mephisto RISC 1MB**, and it's **3-3**.

**MIKE HURD** ran **RISC 2500-Novag FORTE A...** not surprisingly it went **4-0** (he might have wanted his money back with anything less!). So Mike decided to try KRIS on 10s per move, with the FORTE still on 40/2!

He reminds me that we did this a few years ago using Mephisto AMSTERDAM and SciSys EXPRESS. At that time, by having the EXPRESS running 18 times as fast (i.e 4 doublings, should = 320 Elo) we were trying to roughly reverse the speed advantage, and see if there were sufficient differences in their respective chess knowledge alone, made possible by the greater RAM of AMSTERDAM, to keep the latter ahead. It was quite interesting, though the Mephisto did win in the end.

However I've always respected the Novag chess knowledge since the good old SUPER CONNY, certainly in the middle game area, so rather wondered if an 18x time gap would be too much for KRIS.

### **Novag FORTE A 40/2 (White)-Kasp RISC 2500 60/10**

1.e4 e5 2.f4 exf 3.Bc4 Nf6 4.Nc3 c6 5.Bb3 d5

6.exd5 Bg4 7.Nf3 Nxd5 8.Nxd5 cxd5 9.0-0 Nc6 10.d4 g5! 11.Qe1 + Be6 12.Bd2 Bg7 13.Bc3 0-0 14.Qd2 Bf5 15.Ra6! Be4 16.Ne5 Nxe5 17.dxe5 Rfe8 18.g3 Bxe5 19.Bxe5 Rxe5 20.Qf2 f3 21.Qd4 R5e8 22.c4 dxc 23.Qxc4 Qb6 + 24.Kh1 Qg6 25.Kg1 Qf5 26.Rf2 Rad8 27.a3 g4 28.Qb4 b5 29.Rc1 Bd3 30.Qa5 Rc8 31.Rd1 Be2 32.Re1 Qd3 33.Ba2 Qe3 34.Qb4 Rc1 35.h3 Bc4, and White resigned. 0-1

**JOHN RANDALL** sent me his **RISC 2500-BERLIN** score, played at various time settings (not mentioned). The result was **5-3** for KRIS, made up of **2-0 = 6!** It's not often you get so many draws between Computers.

**FRANK COLE** gave four members of his CLUB TEAM a chance of some Training Games against his **TRAVELMASTER**. The time control was 30 in 1¼, and 24/1hr, as used in their Club Matches.

The 179 BCF grade won 2-0 = 0

The 158 lost 0-3 = 1

The 150 lost 0-1 = 0

And the 99 lost 0-1 = 0

So **TRAVELMASTER** scored **5½/8** for a Rating of **174 BCF!** Not bad! It converts to 1992 Elo, virtually the same as we have this Computer on the Rating List.

Whilst mentioning here an 'Elo' Rating, Readers probably know that **Prof. Arpad E Elo** died recently (5/Nov 1992) at his home in Milwaukee, aged 89. A physicist and astronomer, and a founder of the United States Chess Federation, Prof. Elo devised the renowned rating system which carries his name in 1950. It has now been accepted by most Chess Federations, including the World Chess Federation... and it is used in other sports! For example table- tennis players are ranked using the Elo system!

Originally born in Hungary, Prof. Elo became a strong over-the- board player in his eventual home country of the USA during the 1930's and 40's. He played Bobby Fischer once, in 1957. After he had seen his rating system accepted, and done some work to ensure its statistical accuracy and integrity, Prof. Elo spent most of his time involved in his academic career.

But he made some relevant comments about the purpose of his system, perhaps anticipating the day when players would be more concerned to protect their Elo gradings than play chess: *'It is a measuring tool, not a device of reward or punishment. It is a means to compare*

performances, assess relative strength, and not a carrot waved before a rabbit (a 'rabbit' - I like that... Eric), or a piece of candy given to a child for good behaviour'.

The NEWS SHEET waits with some interest to see how the Elo system will deal with Bobby Fischer's comeback! He had a rating of 2780 when he gave up chess; since then he has KEPT that rating, but been listed by the Federation as inactive. Will the WCF rate his recently completed match with Spassky and, if so, how?!

G. SEDMAN (you must let me know your Christian name - you sound like a stranger when I write your name this way, but I know you're a regular reader and results provider) - anyway, he has upgraded FRITZ1 to FRITZ2. The former, on his 386/16, scored 3½-6½ against the Novag SUPER FORTE C/6; the upgrade has won 5½-4½. Mr Sedman managed to get 1024KB Hash and obtained a 20 BCF improvement here.

I was just thinking this would be the first Issue for about 2 years without a series of latest scores from FRANK HOLT, when they arrived in the post this morning!

BERLIN-Meph RISC (normal), 5-3  
BERLIN-Meph RISC (aggres), 1½-6½  
BERLIN-C-Machine KING1, 3½-4½  
BERLIN-C-Machine GIDEON1, 3-5  
Meph RISC-C-Machine KING1, 6½-1½ (!)  
Meph RISC-C-Machine GIDEON1, 5½-2½

Frank has sent me more games, and they include one or two beauties, plus I still have one 'on hold' from his previous report, so I'll try to include these a.s.a.p.

Also in this morning's post, two more results with RISC 2500:

GARY MEEKUMS' leads 10-4 against ELITE v9 68030 (!)

From PAUL WALSH it wins a long 2m per move match over MACH 3 by 32½-7½. Paul sends a nice letter, saying "I couldn't believe that KRIS could do this to a program of the MACH 3's quality. But these are correct!" In terms of wins/losses it went 28-3=9. I note that Mephisto RISC's current total score against MACH 3 is 14½-3½, so we see just how things have changed over the last couple of years or so!

Finally, here is a listing of TOTAL current scores for some of the new products. Where it is a PC

program, I have printed the scores as on a 386 as that is what I have, therefore having more results altogether on the 386's than on other processors. This also enables Readers to compare like-with-like.

#### Kasparov RISC 2500. 2333 Elo

vC-Mach GIDEON3 ARM61, 2½-1½. vMeph RISC 1MB, 22½-21½. vMeph VANCOUVER 030, 1½-2½. vM CHESSE PRO 486, 4-6. vChess GENIUS 386, 9-7. vC-Machine GIDEON1, 2-2. vC-Machine THE KING1, 5½-4½. vM CHESSE 486, 2-0. vMeph VANCOUVER 020, 53-34. vM CHESSE PRO 386, 7-5. vMeph BERLIN, 9-5. vKasp BRUTE FORCE, 2-2. vFid ELITE 030 v9, 10-4. vM CHESSE 386, 6-4. vHIARCS MASTER 386, 3½-1½. vFRITZ2 386, 9½-6½. vZARKOV 386, 7½-1½. vNovag SCORPIO/DIABLO, 7-1. vHIARCS MASTER 286, 5½-1½. vFid MACH3 2265, 60-12. vZARKOV 286, 4-0. vMeph MILANO, 1-1. vMeph ACADEMY, 12½-1½. vChessMASTER 3000 386, 15-5. vKasp GK-2000, 20-0. vNovag FORTE A, 4-0.

#### Kasp BRUTE FORCE. 2233 Elo

vMeph RISC, 2½-1½. vMeph VANCOUVER 030, 1½-2½. vKasp RISC 2500, 2-2. vChess GENIUS 386, 1-3. vM CHESSE PRO 386, 2-3. vMeph LYON 000, 1½-2½. vHIARCS MASTER 386, 2½-1½. vFRITZ2 386, 1½-2½. vNovag SCORPIO/DIABLO, 2½-1½. vMeph MM5/5, 2½-1½. vChessCHAMPION 2175 386, 1½-1½. Chess GENIUS 386. 2321 Elo

vMeph RISC, 3½-4½. vKasp RISC 2500, 7-9. vMeph VANCOUVER 020, 5-5. vKasp BRUTE FORCE, 3-1. vMeph VANCOUVER 000, 8½-3½. M CHESSE PRO 386. 2261 Elo  
vMeph RISC, 1-1. vKasp RISC 2500, 5-7. vMeph VANCOUVER 020, ½-2½. vKasp BRUTE FORCE, 3-2. vHIARCSMASTER 286, 2-0. vNov SUPER EXP C/6, 7-3. vZARKOV 286, 2-0. HIARCS MASTER 386. 2164 Elo

vKasp RISC 2500, ½-3½. vMeph VANCOUVER 020, ½-1½. vMeph BERLIN, 2-2. vKasp BRUTE FORCE, 1½-2½. vM CHESSE 386, 12½-13½. FRITZ2 386. 2162 Elo

vMeph RISC, 1-3. vKasp RISC 2500, 6½-9½. vMeph VANCOUVER 020, 3-3. vKasp BRUTE FORCE, 2½-1½. vZARKOV 386, 1-3. vHIARCS MASTER 286, 3-3. vNovag SUPER EXPERT C/6, 5½-4½. vZARKOV 286, 1-3.

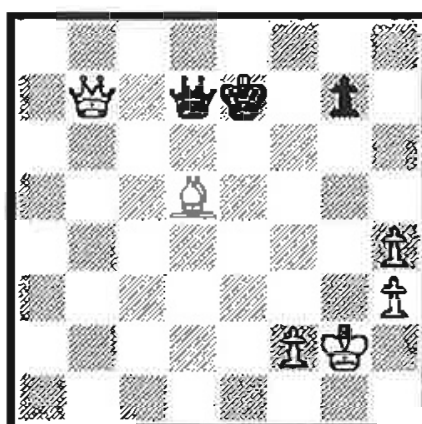
This listing is dated 15 Jan 1993. The finished NS/44 List will be printed in 7-10 days, and will include all the most up-to-date figures.

# GAMES from the MADRID CHAMPIONSHIP, 1992

For the Tournament CROSS-TABLE and details of the ENTRANTS, their Programmers and the various Hardware in use, please see Issue 43B (still available for £3).

First, a strange finish in Round 1 by Chess Computing's endgame expert (?!)..

## Chess GENIUS-NIMZO



56.Qb4+? [56.Qxd7+ Kxd7 57.Kf3 wins easily, of course. The finished Chess GENIUS now plays Qxd7+ ] 56...Qd6 57.Qe4+? [But the revised CG still plays this, instead of exchanging, so the problem has apparently been only partially solved] 57...Kd8 58.Qf5 Qc5 59.Qg5+ Qe7 60.f4? [Here the finished CG plays 60.Bf7, which is a bit better than f4 - it probably forces Black to exchange Queens! But why will White still not do the exchange itself?] 60...Kd7 61.Bf3? Ke8 62.Bc6+ Kf7 63.Bd5+ Kf8 64.Qf5+? Ke8 65.Qc8+ Qd8 66.Bf7+ Ke7 67.Qe6+ Kf8 68.f5? [A bad final error, as the game is almost certainly a draw by perpetual check now. Another couple of moves indicates how this happened, though the game continued to move 98 before Chess GENIUS gave it up] 68...Qd2+ 69.Kg3 Qd3+ 70.Kg4 Qd1+ 71.Kf4 [71.Kg5 Qd2+ 72.Kh5 Qd1+ 73.Kg6 Qg4+! 74.hxg4 =] Qc1+ [etc] 1/2-1/2

Next we have a very interesting tussle between two programs which are now continuing their competition commercially at very similar prices. By the end of the Tournament FRITZ2 had excelled itself with 5th. position. HIARCS

wouldhave been higher than 11th. if programmer Mark Uniacke hadn't risked everything on going all-out for a win in Round 5, thus losing from a dead drawn position.

## FRITZ2-HIARCS Sun-Sparc

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 [A courageous and incredible Opening Book choice by the FRITZ2 team] 4...Bxb4 5.c3 Bc5 6.d4 exd4 7.O-O d6 [7...dxc3 8.Bxf7+! Kf8 (8...Kxf7 9.Qd5+ Kf8 10.Qxc5+) 9.Bxg8 Rxb8 10.Nxc3] 8.cxd4 Bb6 9.Nc3 Na5 10.Bg5 f6 11.Bf4 Ne7 [11...Nxc4 12.Qa4+ c6 13.Qxc4] 12.Be2 O-O 13.Na4 d5 14.Nxb6 cxb6 15.e5 Ng6 16.Bg3 Be6 17.Re1 Rc8 18.Rc1 Nc4 19.Qa4 a6 20.Qd1 [diagram 4] 20...fxe5 [Not best, as it gives White the d4 square for his Knight - strangely White returns the 'favour' a few moves later. The Tournament Bulletin recommends 20...b5] 21.dxe5 Qe7 22.Rb1 b5 23.Nd4! Nf4 [23...Ngxe5?? 24.Bxc4! (24.f4 also works, according to the Tournament Bulletin ..Nc6 25.Bxc4, but now what about 25...Nxd4, and isn't White losing?) dxc4 (24...Nxc4 25.Nxe6 Rfe8 26.Qxd5! winning) 25.Rxe5!] 24.Bf3 Rcd8 25.a4 Na3?! [25...Bc8 looks boring, but solid! HIARCS had evaluated itself with a small plus up till here, but now shows -31, though expecting the FRITZ2 reply] 26.Rb3 Nc4 [26...bxa4? 27.Rxa3 Qxa3 28.Bxf4 Rxf4 29.Nxe6 with a good advantage] 27.axb5 a5 28.Nxe6? [FRITZ2 has worked hard to gain a small advantage, so this is a shame. It was strategically wrong to part with what was White's best-placed piece. 28.Rc3 may have retained a longer-lasting plus] 28...Qxe6 29.Bh4 Rde8 30.Bg5 Nb6 31.Qd4 Rc8 32.Bxf4 [FRITZ2 reads +123, HIARCS shows -201!] 32...Rc4 33.Bxd5 Qxd5 34.Qxd5+ [34.Qxb6 looks advantageous as well, though White's actual choice achieves bigger exchanges to benefit his Pawn plus. Still ..Rcx4 35.Rb2 a4! 36.Qd6 Qxd6 37.exd6 Rd4 looks a draw] 34...Nxd5 35.Bg3 Re8 36.h3 [36.Rd3!? is suggested by the T/B, and ..Rc5 37.f4 Rxb5 38.f5 a4 39.Red1 Nb6 40.Rd8 Rxd8 41.Rxd8+ Kf7 42.e6+ Kf6 (42...Ke7?? 43.Bh4+ g5 44.Bxg5+

mate!) 43.Rf8+ looks very optimistic for White] 36...Nc3! 37.e6? [The e-Pawn needed to stay within the range of its protectors. 37.Rb2 (expected by HIARCSI) looks better, to reactivate the Rook, maybe to c2; e.g. ..b6 38.f4 g6 39.Rc2] 37...a4 38.Rb2 Re4 [Virtually equalising; a good recovery by HIARCS] 39.Rxe4 Nxe4 40.Ra2 Rxe6 41.Rxa4 Nxc3 42.fxg3 Re1 + 43.Kf2 Rb1 44.Ra5 b6 45.Ra7 Rxb5 [And this rather interesting game was agreed drawn at move 60] ½- ½

I wonder what the Manufacturer hoped would happen when they learned that their newly released Kasparov RISC 2500 was drawn to play against the still secret SPRACKLEN program in Round 2. The latter was on much faster SPARC hardware at Madrid anyway, so it was not really an equal contest.

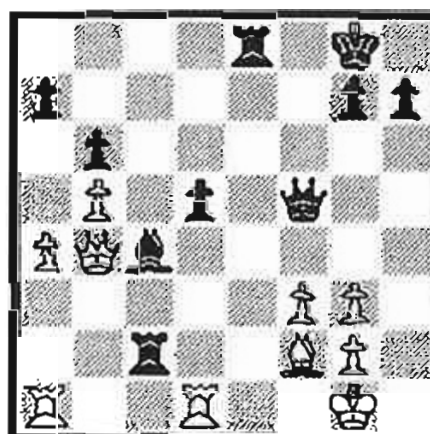
### RISC 2500-Kasp SPARC/SPRACKLEN

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 c5 5.dxc5 Na6 6.a3 Bxc3+ 7.Qxc3 Nxc5 8.b4 Nce4 9.Qd4 d5 10.c5 h6 11.f3 Ng5 12.Bf4 Nh5 13.e3 f5 14.Bd3 Nf7 15.Ne2 [15.Be5 0-0 16.Rd1 =] 15...Nx14 16.exf4 [16.Qxf4 0-0 17.0-0 e5 18.Qg3 gives Black a big looking centre] 16...0-0 17.0-0 Bd7 18.Rfe1 Rc8 19.Qa3 Re9 20.Nd4 Qf6 [Both programs have developed into aggressive postures!] 21.Bb5 Bxb5 22.Nxb5 a6 23.Nd4 Nd8 [Wanting to exchange Knights] 24.Rad1 Nc6 25.Nxc6 [It is thought better to let Black make the exchange himself on d4, according to the Tournament bulletin: 25.Rf1 Nxd4 26.Rxd4; or 25.g4 Nxd4 26.Rxd4 Qg6 27.h3] 25...bxc6 26.Qd3 a5! 27.bxa5 Ra8 28.a6 Qe7 29.Rc1 Qa7 30.Qe3 Qxa6 31.Ra1 Qc4 [Black has achieved a nice invasion of White's position] 32.Rec1 Qa4 33.Rcb1 Kh7 34.Rb7 Ra7 35.Rxa7 Qxa7 [White has temporarily driven back the enemy advance; but his a and c-Pawns remain too weak to have a long term or trouble free future] 36.Rb1 Ra8 37.Rb6 [37.Rb3 was the alternative, I think. If ..g6 38.g3 Kg7 39.Kf2, Black will need to be patient moving towards the win. Not 37.Ra1, which leaves Black with chances of combining attacks on the a and c-Pawns, whilst White can only protect one of them twice (if you see what I mean!)] 37...Qd7! [37...Qxa3?! 38.Qxa3 Rxa3 39.Rxc6 Ra5 40.g4 and maybe both sides have chances, though a draw is most likely] 38.Qb3 Ra7 [The Tournament bulletin approved of this

'simpler' way of winning. A more complicated try with knife-edge moments was: 38...d4!? 39.Rb7 Qd5 40.Qxd5 exd5 41.Rc7 Rxa3 42.Rxc6 Ra1 + 43.Kf2 Ra2+ 44.Ke1 (44.Kf1 d3!) Rxg2 45.Rd6 Rxh2 46.Rxd5 Rc2 47.Kd1 Rc3 48.Ke2 Kg6 49.Rd6+ Kf7 50.c6 h5 51.Rd7+ Kg6 52.c7 h4 53.Kf2 Rc2+ 54.Kg1 d3 55.Rxd3 Rxc7 which Black should win] 39.Qd3 Ra5 40.Qc3 Ra4 41.Qb2 [41.g3 Rc4!] 41...d4 42.Qb3 Ra5 43.Qb4 Ra7 44.Kf2 d3 45.Ke1 Qd5 46.Qc3 Qa2! 47.Qb2 [47.Qxd3 Rxa3! 48.Qd2 Qa1+ 49.Ke2 Ra2 winning the Queen and the game] 47...Qc4 48.Rxc6 d2+ 49.Qxd2 Rxa3 [Again we see the Queen will be lost to Ra1+ Kf2 Ra2+ , so White resigned] 0-1

Here's a rather sudden tactical find which won RISC 2500 a point in Round 3.

### MIRAGE-RISC 2500



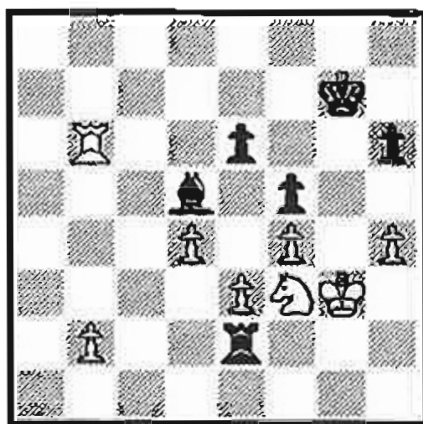
58...Rxf2!! [58...Ree2 looks like standard fare. Then 59.Re1! and now not 59...Rxf2?? 60.Re8+ Kf7 61.Rf8+ Kg6 62.Qd6+! when it's about even. Note that White could not have taken the Queen: 62.Rxf5? Rxg2+ 63.Kh1 Rh2+ 64.Kg1 Rcg2+ mate)] 59.Kxf2 Re2+ 60.Kg1 Qc2! 61.Kh1 [But could have resigned] 61...Rxg2 62.Rd2 Rxd2 63.Re1 Rh2+ 64.Kg1 Qf2+ mate 0-1

Richard Lang told me on the 'phone, when we were discussing the fact that 5 Rounds is FAR too few on which to base a TITLE, that he had been winning against the SCHRODER program in their Round 4 meeting. How easily the tables might have been turned in such a short Event!

### Chess GENIUS-ChessMachine SHRODER

1.d4 Nf6 2.g3 e6 3.c4 d5 4.Bg2 Be7 5.Nf3 0-0

6.0-0 dxc4 7.Qc2 a6 8.Qxc4 b5 9.Qc2 Bb7  
 10.Bd2 Be4 11.Qc1 Bb7 12.Rd1 Nc6 13.Bf4 Nd5  
 14.Bg5 f6 15.Bd2 Nb6 16.e3 Qe8 17.Qc2 Bd6  
 18.Nh4 Nc4 19.Bc3 g5 20.Nf3 b4 21.Be1 N4a5  
 22.Nbd2 g4 23.Nh4 f5 [Persistent advances by  
 ChessMachine, but they're not always well  
 co-ordinated. The manoeuvres by both sides have  
 occasionally seemed quite strange] 24.a3 Kh8  
 25.Nf1 Ne7 [25...bxa3 seems better. 26.bxa3  
 Rb8 27.Bc3 is still looking good for White,  
 however] 26.Bxb4 Bxb4 27.axb4 Nac6 28.Qc4  
 Qd7 29.b5 axb5 30.Qxb5 Rfb8 31.Rxa8 Bxa8  
 32.Qa4 Ne5 33.Qa7 N5c6 34.Qa3 Bb7 35.Rc1  
 Ra8 36.Qc5 Ra5 37.Qc4 Nd5 38.Nd2 Ncb4  
 39.Nb3 Ba6 40.Nc5 Bxc4 41.Nxd7 Ba6 42.Bxd5  
 Nxd5 43.Nc5 Bc8 44.Nd3 Ba6 45.Nf4 Nxf4  
 46.gxf4 Bb7 47.f3 gxf3 48.Rxc7 Be4 49.Rc8 +  
 Kg7 50.Rb8 Ra1 + 51.Kf2 Rc1 52.Nxf3 Rc2 +  
 53.Kg3 Bd5 54.Rb6 h6 55.h4 Re2



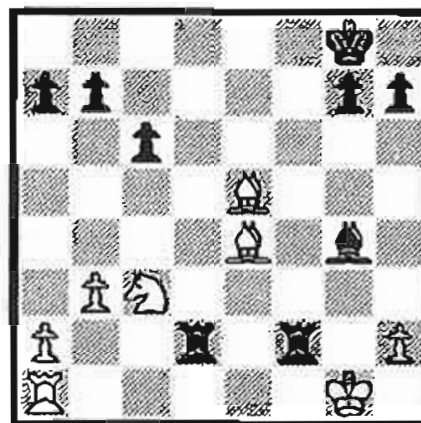
[Diagram, which we print here as it is clear that  
 Chess GENIUS has done everything necessary to  
 probably win the game. However it's not an easy  
 position, and CG now proceeds to snatch defeat  
 from the jaws of victory in the next 20 moves]  
 56.Ne5 [56.Ra6 Rxe3 57.Ra3 Re2 58.b4 was a  
 FRITZ2 idea that doesn't seem to make much  
 difference after 58...Rb2] 58...h5 57.e4?! fxe4  
 58.f5?! exf5 59.Rg6 + Kh7 60.Rg5 Be6  
 61.Rxh5 + Kg7 62.Rg5 + Kf6 63.b4 [After slight  
 hesitations, Chess GENIUS again looks to be  
 winning here] 63... Re3 + 64.Kf4 Rh3 65.Rg6 +  
 Ke7 66.Rh6 e3! [Aah! The thorn in the flesh]  
 67.Nc6 + Kd7 68.Ne5 + Ke7 69.Ng6 + Kd8  
 70.Rh8 + Kc7 71.Re8 Kd6 72.Ra8 Bc4 73.Ne5  
 [73.Rd8 + Kc7 74.Re8 e2 is no more inviting!]  
 73...Bb5 74.Nf7 + Ke7 75.Nh6 Rxb4 + 76.Kg5  
 [What would you play here? Of course asking the  
 question alerts you to something a bit different,  
 so you'll probably get it right!] 76...Rxb6! 77.Kxb6  
 e2 78.Ra5 [78.Ra1 f4!] 78...e1Q 79.Rxb5 [but

resigned] 0-1

We come to the final Round, and the two Leaders  
 are both on 3½/4. A showdown is inevitable.

### Kasp SPARC-ChessMachine SHRODER

1.e4 e5 2.Nf3 Nf6 3.d4 Nxe4 4.Bd3 d5 5.Nxe5  
 Bd6 6.0-0 0-0 7.c4 Bxe5 8.dxe5 Nc6 9.cxd5 Qxd5  
 10.Qc2 Nb4 11.Bxe4 Nxc2 12.Bxd5 Bf5 13.g4?!  
 [13.Bxb7 Rab8 14.Nc3 Nxa1 15.Bd5] 13...Bxg4  
 14.Bf4 Nxa1 15.Rc1 c6 16.Be4 f6 17.Nc3 fxe5  
 18.Bxe5 Rad8 19.Rxa1 Rd2 20.b3 Rfxf2



[Diagram. We reached the endgame early on in  
 this one. Black clearly has an advantage - is it  
 enough for the full point and the Title?] 21.Bg3  
 Rf7 22.Rf1 q6 23.Rxf7 Kxf7 24.Bf4 Rd7 25.Kf2  
 Bf5 26.Bxf5?! [The exchanges tend to make  
 Black's Rook stronger] 26...gxf5 27.Na4 b6  
 28.Nb2 c5 29.Kf3 Kf6 30.Nc4 Ke6 31.Na3 a6  
 32.Nc4 Rd3 + 33.Ke2 Rd4 34.Ke3 b5 35.Nb2 Kd5  
 36.Nd3 a5 37.Bg3 Re4 + 38.Kd2 Re8 39.Bc7 a4  
 40.Kc3 [40.bxa4 bxa4 isolates Black's Pawns,  
 and the threatening march on the Q-side is halted  
 in this suggested line. Was it just more likely to  
 get the draw?] 40...b4 + 41.Kd2 axb3 42.axb3 c4!  
 43.Nxb4 + Kc5 44.Kc3 Re3 + 45.Kd2 Rf3 46.Nc2  
 cxb3 47.Na3 Kd5 48.Bb6 f4 49.Ba7 Ke4 50.Kc1  
 Rh3 51.Nb1 Kd3 52.Kb2 [52.Bg1 at least LOOKS  
 better! Both have played the endgame well -  
 some parts are worth more study time, I think -  
 but White could have used his Bishop with a little  
 more effect. However, in fact, if here 52.Bg1, we  
 should place a '??' as .f3! 53.Nd2 b2 +! and  
 White must resign] 52...Rxb2 + 53.Kxb3 f3  
 54.Na3 f2 55.Bxf2 Rxf2 0-1, and ED SCHRODER  
 wins the Title, with just a single ½ point dropped  
 to the Kasparov RISC 2500 in Round 1 (you  
 can see this endgame in my Chess Computer  
 column in the January Issue of *CHESS Monthly*  
 Magazine). Oh, for, say, 9 Rounds NEXT TIME!



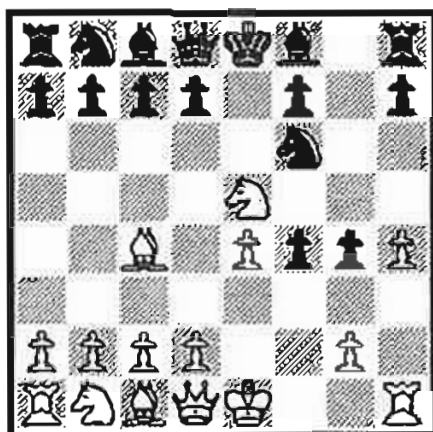
# OPENING THEORY - The KING'S GAMBIT

## By Graham White

The subject of this Article is a sharp line of the KIESERITSKY GAMBIT:

**1.e4 e5 2.f4 exf4 3.Nf3 g5 4.h4 g4 5.Ne5 Nf6 6.Bc4!?**

[1]



Now 6...d5 is, according to modern theory, Black's only acceptable reply. But I want to look at Philidor's suggestion:

**6...Qe7**

And I hope to show that he was right!

Firstly, what is supposed to be the refutation of Philidor's 6...Qe7? Both Gallagher, 'WINNING WITH THE KING'S GAMBIT', and Korchnoy, 'KING'S GAMBIT', give:

**7.d4 d6 8.Bxf7+ Kd8 9.Bxf4 dxe5 10.dxe5+ Bd7 11.Bb3 Qb4+ 12.Nd2 Nxe4 13.c3 Nxc3 14.Bg5+ Be7 15.bxc3 Qxc3 16.Bxe7+ Kxe7 17.0-0**

This is shown as good for White. Convinced? I certainly wasn't, and my suspicions were confirmed when Mephisto VANCOUVER 020 found an improvement, 11...Kc8, simply unpinning the Bishop.

[See DIAGRAM 2, after 11.Bb3]

**11...Kc8!**

White's position is immediately unenviable, as 12.exf6 loses simply to Qxe4+ 13.Qe2 Qxf4.

The best I could find for White is:

**12.Qd4 Nh5 13.e6 Bxe6 14.Qxh8**

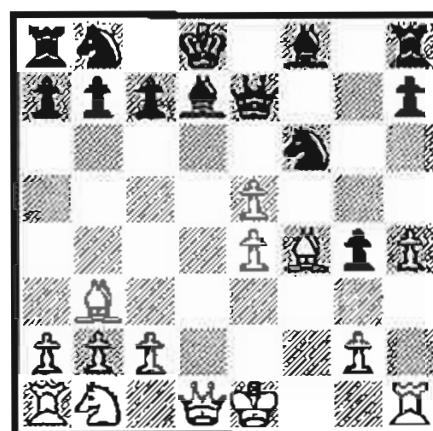
But after,

**14...Bxb3 15.axb3**

11...

Bb3

[2]



Both,

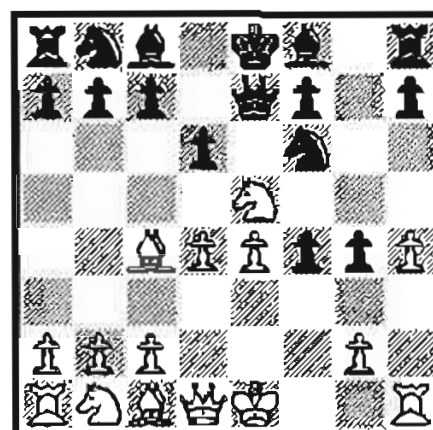
**15...Qxe4+ and Nxf4** are good for Black.

Clearly White needs an earlier improvement - and I think he has one in 8.Nxf7

7...

d6

[3]



Now here Korchnoy considers Nxf7... and gives it a '?'... thus:

**8.Nxf7?**

Showing,

**8...Qxe4+ 9.Kf2 d5**

As very good for Black. It took me a while to agree with this, but he's right if you follow the continuation which he gives:

**10.Nxh8 g3+ 11.Kf1 dxc4 12.Nc3 Qf5 13.Qe2+ Be7!**

Better than 13...Be6? 14.d5!

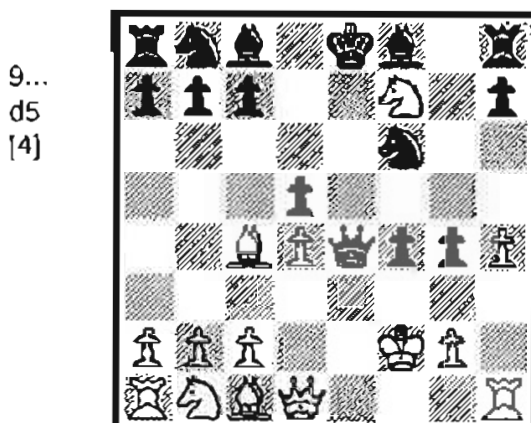
**14.Qxc4 f3 15.Qb5+ Nc6 16.Qxf5 Bxf5 17.Bf4 0-0-0 18.Nf7 Rxd4!**

**19.Bxg3 Rg4**

And indeed, Black wins.



But then I thought, 'What about 10.Re1?' as an improvement in the line given by Korchnoy.



### 10.Re1

I tried this in a Blitz game, **G. WHITE** (White) - **VANCOUVER 020**, and the result was a spectacular tussle:

**10...Kxf7 11.Rxe4 Nxe4+ 12.Kg1 dxc4 13.Bxf4**

Black has an advantage in material, but I hoped to drum up a bit of play around his King. Little did I know!

**13...Bd6 14.Qf1! Kg7 15.Bxd6 Nxd6 16.Qf4 Nc6 17.Qg5+**

Now he begins to feel the draught - the King hunt begins!

**17...Kf7 18.Nc3 Bf5 19.Nd5 Raf8 20.Rf1 Ke6 21.Nxc7+ Kd7 22.Qg7+ Kc8 23.Nd5 Ne8 24.Qg5 Bxc2 25.Qxg4+ Kd8 26.Qg5+ Kd7?! 27.Qg4+ Kd6**

Maybe VANCOUVER should settle for a draw with 26...Kc8.

**27.Qg4+ Kd6**

Again 27...Kd8 would draw.

**28.Rxf8 Rxf8 29.Ne3 Bd3 30.d5 Nd8 31.Nxc4+ Bxc4 32.Qxc4**

I've yet to see any theory on Queen vs Rook and Knight endgames, but I'm sure this one favours White!

**32...Rg8 33.Qf4+ Kd7**

If 33...Kxd5 34.Qd2+ wins.

**34.Qf5+ Kd6 35.Qxh7**

That's the one I wanted.

**35...Nf6 36.Qh6 Ke5 37.d6 Nc6**

**38.Qd2 Nd5 39.h5!**

Stop that if you can!

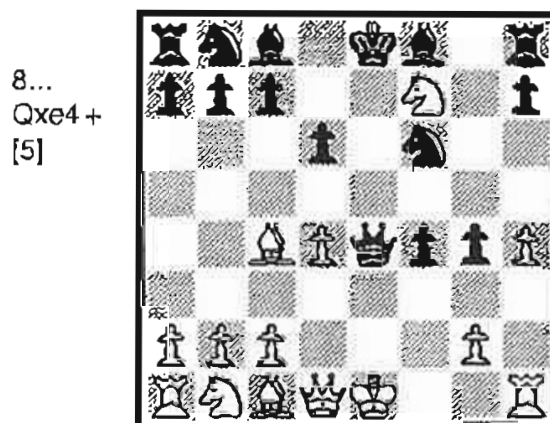
**39...Kxd6 40.h6 Rh8 41.Qg5 Nd8**

**42.Qg7 Re8 43.h7 Ne6 44.Qg8 Rxcg8**

**45.hxg8Q**

Touchdown! And 1-0.

Despite the result of this game, I don't think I fully believe in White's attack and, still looking for improvements, I was amazed when both VANCOUVER and Fidelity MACH 3 found what looks like an earlier improvement, at move 9, for White... Kf1!



[After 8...Qxe4+, still in 'Korchnoy's' line]

**9.Kf1!**

The point is that, if 9...d5?? as previously, then 10.Bd3, and this time Black has no check from d4. So:

**9... Rg8 10.Ng5**

This is very unclear as White will still pick up the exchange for a Pawn; but his Knight will be more healthily placed on g5. Given a choice I'd probably just rather play Black here, due to White's badly placed King.

Here are two test games between VANCOUVER 020 and MACH 3. They are so complicated (especially the first, which is a wonderful game to play through!) that, in the interests of brevity (and my sanity!), there are no comments.

[A] After 10.Ng5. **MACH 3** (White) - **VANCOUVER 020**. 60/60.

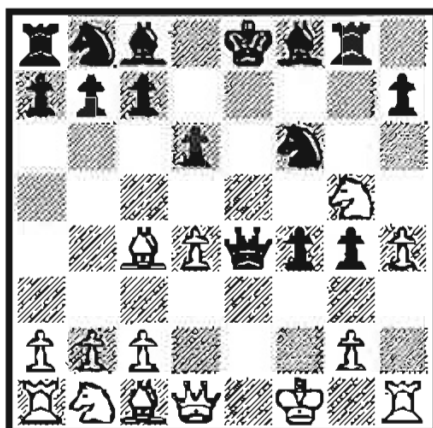
**10...Qf5 11.Qe2+ Be7 12.Bxg8 Nxc8 13.Kg1 h6 14.Ne4 f3 15.Qd3 fxg2 16.Kxg2 Nc6 17.Na3 d5 18.Nc3 Qxd3 19.cxd3 Nb4 20.Nab5 Kd7 21.a3 Nxd3 22.Nxd5 c6 23.Nxe7 Nxe7 24.Nc3 Nf5 25.d5 Kc7 26.dxc6 Kxc6 27.b4 b6 28.h5 Bb7 29.Rf1 Kd7+ 30.Kg1 Bf3 31.Bxh6 Rh8 32.Rad1 Bxd1 33.Rxf5 Ke6 34.Bg7 Kxf5 35.Bxh8 Bf3 36.h6 Kg6 37.Nb5 a6 38.Nc7 g3 39.Bd4 Nf4 40.Bxb6 Nh3+ 41.Kf1 g2+ 42.Ke1 Bb7 43.b5 axb5 44.Nxb5 Kxh6 45.a4 Kg5 46.Be3+**

**Kg4 47.Nd4 g1Q+ 48.Bxg1 Nxb1**

A draw

Again from 10.Ng5, this time **VANCOUVER 020** (White) - **MACH 3**. 60/60

10.  
Ng5  
[6]

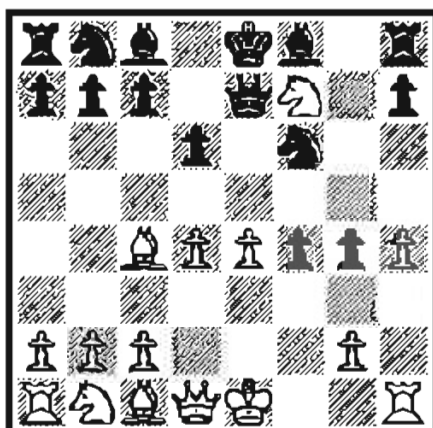


**10...Qf5 11.Bf7+ Kd8 12.Bxg8 Nxb8  
13.d5 h6 14.Ne6+ Bxe6 15.dxe6 Bg7  
16.Kf2 g3+ 17.Kf1 Qxe6 18.c3 Ne7  
19.Qf3 Qc4+ 20.Qe2 Qxe2+  
21.Kxe2 Be5 22.Kf3 Nd5 23.Rd1 c6  
24.Rxd5?! cxd5 25.Bxf4 h5 26.Bxg3  
Nc6 27.Na3 Ke7 28.Bf4 Bxf4 29.Kxf4  
Rg8 30.g3 Ne5 31.Nb5 Rg4+ 32.Kf5  
a6 33.Nc7 d4 34.Nd5+ Kf7 35.Nf6  
Rxg3 36.cxd4 Ng6 37.Nxb5 Nxb4+  
38.Kf4 Rg2 39.b3 Kg6 40.Ng3**

And, eventually, another draw.

Whilst it is clear that Korchnoy's response to 8.Nxf7 of Qxe4+ is in no way a bad move - and leads to very sharp play - both Computers prefer 8...Rg8. This is (surprise, surprise!) also complicated - as the following game shows:

8.  
Nxf7  
[7]



This game is **VANCOUVER 020** (White) - **MACH 3**. 60/60.

**8...Rg8! 9.e5! d5 10.Bb3 Kxf7?!**

It would be safer to play 10...Qxf7, which is also preferred by the VANCOUVER.

**11.0-0!**

An excellent Gambit - White will get 2 Pawns for the Knight, and a strong attack.

**11...Nh5 12.Bxd5+ Kg7 13.Bxf4 Nxf4 14.Rxf4 Qxh4 15.Qf1! Qd8 16.Qc4! Kh8! 17.Bxg8 Bh6 18.Re4 Bc1**

A strange-looking move, but if 18...Qxg8 19.Qxg8+ Kxg8 20.e6! is unpleasant for Black.

**19.e6! Nc6?!**

19...Qxg8 is unclear. E.g 20.Qc3 Na6 21.d5+ Qg7 22.Re5, still with a strong bind.

**20.Nc3 Bxb2 21.Rb1 Bxc3 22.Qxc3**

Now it's all over.

**23...Qxg8 23.d5+ Qg7 24.Qxg7+ Kxg7 25.dxc6**

And White wins.

Finally let's take a quick look at a manic idea of mine. After 8.Nxf7 [see diagram 7], what about...

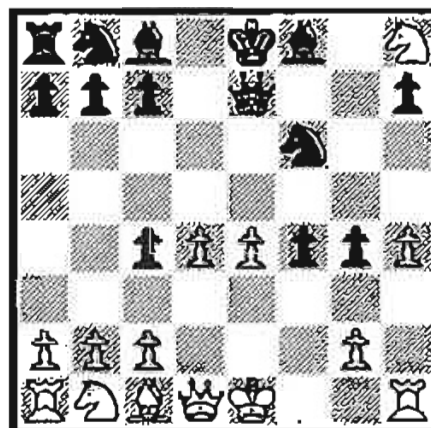
**8...d5!?**

Then, after...

**9.Nxh8 dxc4**

We come to DIAGRAM 8; and it's difficult to look at this position without laughing. But let's try.

9...  
dxc4  
[8]



**10.Nc3 Nxe4?**

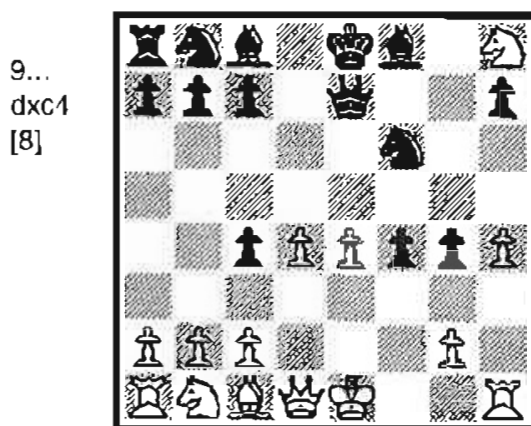
A strange move, maybe suicidal even, which does no justice at all to my 8...d5 idea.

It was from **VANCOUVER 020 - MACH 3**. Played at 60/60, it's a 'test game' which turned out to be something of a miniature!

**11.0-0 Nxc3 12.bxc3 Qg7 13.Bxf4 Qxh8 14.Qe2+ Be7 15.Rae1 Nc6 16.d5**

And, as you'd expect, Black was not long for this world.

Let's just go back to DIAGRAM 8, which we print again to save folk who want to study this interesting position from having to keep turning the page forwards and backwards.



This is the return game, **MACH 3** (White) - **VANCOUVER 020**. MACH 3 also played **10.Nc3**, and now VANCOUVER responded with **Bg7** (much wiser), but the game was somehow drawn.

But, in my opinion, Black has another reply to 10.Nc3:

### 10...Nh5

This looks like a good move, defending the f-Pawn. But I haven't got so much of a clue what's going on! Perhaps...

### 11.0-0

This looks a good reply, against three likely tries by Black. If...

[1] **11...Qxh4?! 12.Nd5! g3? 13.Qxh5+ Qxh5 14.Nf6+**, White wins.

[2] **11...Bh6 12.Qe2! Ng3 13.Qxc4 Nxf1 14.Nd5!** appears to win again for White.

[3] **11...Bg7** may be Black's best. **12.Nd5 Qd6 13.Nf7 Kxf7 14.Bxf4 Nxf4 15.c3! Kg8 16.Nxf4.**

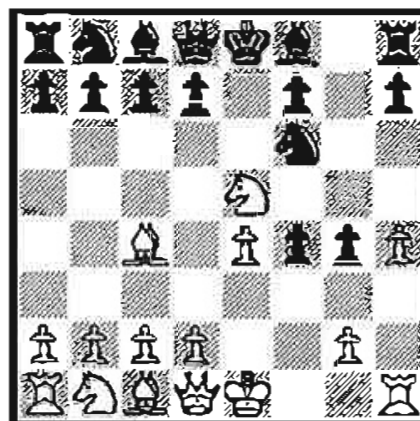
The last line still look a little better for White, so I have still not decided what Black's best continuation is after 10.Nc3.

It's all so complicated I will set my new Kasparov RISC 2500 to grapple with the various positions, and let you have further conclusions after that. In the meantime perhaps some NS READERS (or their COMPUTERS) have some thoughts they would like to share.

For the present my view is that **8.Nxf7!** is better than **8.Bxf7**; and then **8...Qe4+**, **Rg8**, and **d5** all leave the game in a position in which both sides have prospects to play for a win.

## ADDENDUM!

The NEW YEAR has arrived and, with it, an ADDENDUM by Graham following the arrival of his KASPAROV RISC 2500 and some initial further testing. He goes back to DIAGRAM 1:



First play **6...Qe7 7.d4**, to return to the initial moves of Philidor's suggestion. Here the move for Black of **7...d6** has been taken for granted. However both the VANCOUVER 68020 and RISC 2500 prefer...

**7...Bg7!** when playing on 'higher' levels.

Remember the original game-play testing was done at 60/60 in the main. Both are now on a typical Club Match timing of 36/1½hrs, and the following suggests the Bg7 line is at least as good for Black.

The first game from this position is **VANCOUVER 020** (White)-**RISC 2500**. It suggests that the Bg7 line is at least as good for Black as **7...d6**.

**8.Bxf4 0-0 9.Bg5 d6 10.Nxg4 Bxg4 11.Qxg4 Nxg4 12.Bxe7 Re8 13.Bg5 Rxe4+ 14.Be2 Bxd4**

But Black was unable to convert its Pawn advantage into victory, and it ended another ½-½.

However this was not a 'miss' by the RISC 2500. The second game, with RISC playing White, shows that there are still some pitfalls awaiting Black! So, **RISC 2500**

**-VANCOUVER 020**. After **7...Bg7!**  
**8.Bxf4 d6 9.Nxf7 Rf8 10.0-0 Rxf7 11.Bxf7+ Qxf7 12.Qd3 Be6 13.d5 Bd7 14.e5! dxe 15.Bxe5 Qe7 16.Nd2 Kd8 17.Roe1 Qc5+ 18.Bd4 Qd6 19.Qe3! Kc8?! 20.Bxf6 Bxf6 21.Ne4**, winning (result was 1-0) and showing that the variation gives huge scope for further analysis!

## **TWO MONTHS WITH CHESSBASE. By Correspondence Senior Master JON R. EDWARDS (New Jersey, USA).**

*[This article appeared in the APCT Journal vol. XXX, June 1992, and is reproduced with the kind permission of the author].*

I'm sure that during the past years you've seen ads for computerised chess aids, and like me you've probably wondered just how useful these products might be. Two months ago I bit the bullet and purchased ChessBase, a chess database that provides a range of neat features for storing, sorting, searching, statistically analysing, and gaining access to chess games. I have to admit that I'm already hooked.

I'd like to tell you about a few things I've been able to do with ChessBase. I'm going to focus on real life examples from my games and experiences. I know I haven't come close to exhausting the possibilities, but I think you'll be able to get an idea of how useful such tools can be.

### **JUST ASK THE DATABASE**

I purchased ChessBase with roughly 90,000 games, the majority from 1986 to the present. That's a lot of games! It includes all of the games in Informant 43-52, plus approximately 75,000 other contemporary games or variations. It's rather like having all the *INFORMANTS*, *NEW IN CHESS*, and *TOURNAMENT CHESS* games at your immediate disposal, with the ability to ask such questions as:

- \* Show me all grandmaster wins in under 25 moves.
- \* Show me all the games in my favourite variation of the French.
- \* How has White been doing in this line over the past six years?
- \* Show me all R+5P v R+N+2P endgames.
- \* Show me all Queens sacs that led to wins within five moves.
- \* What are the most obvious holes in my opening preparation.

You'll have got the idea!

The first thing I did was to assemble what I now call my BIGBASE, essentially a single database containing 90,000 games. ChessBase makes the process pretty easy. It's as simple as identifying the next set of games to add to the database - and then adding them. The whole process took about two hours - a challenge at first, then just a lot of repetition.

As a reward for all of this 'hard work' I searched for the games of Kasparov - just his wins in under 30 moves. I found about 25, a nice evening's entertainment! Not only is it easy to find games, but it's also very easy to play through them. You can speed through the moves, or go slowly, and ChessBase keeps track of everything, so there's no risk if you want to explore a line or subvariation. For example, after you check out a variation you can get right back to the main line at the touch of a key. And once you finish going through one game you can easily move to the next, all without having to set up the board!

There's a special treat in store when you press [N]. You suddenly see the 'notation', i.e. the entire game score with all of the variations. Click on any part of the notation (even in the variation) and, lo and behold, up pops an appropriate diagram!

You can search for players, tournaments, games in specific openings, players above a certain strength, and on and on. It's also possible to search for certain types of Pawn formations, manoeuvres (like Bg5-h4-g3, Nxg3 and hxg3), and various material configurations. More on that later.

### **OPENINGS CLASSIFICATION**

ChessBase comes with an openings classification scheme that will make most chessplayers feel at home. Select the Sicilian, then the Najdorf variation, then 6.Bg5. Instantly, there they are: hundreds of games all starting 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5. Of course, those of us who live and

breathe chess have had to learn the rather cryptic Encyclopedia of Chess Openings (ECO) codes, like B33 for the Pelikan, or C18 for the Winawer. And so I decided to classify my BIGBASE according to the ECO codes. Obviously they're not for everyone, and ChessBase do charge a bit extra for the feature.

Finally I used FINALE, an additional program that classifies all of the games according to their endgames. Those of you who have the *ENCYCLOPEDIA OF CHESS ENDINGS* will be familiar with the 'codes'. It took FINALE quite a while to classify all 90,000 games, about two hours during the night while I slept, but when it finished I had instantaneous access to every one of those endgame codes in my BIGBASE. ChessBase also provide a utility called Alpha which sorts games according to player's name and tournament venue. This is a big time saver because individual searches in a very large database can take a few minutes.

Of course maintaining a 90,000 game database requires a bit of work! I eliminated short draws, one move wins (yes, there were quite a few!), and over the course of time I know I'll need to prune the duplicate games that appear to have crept into it - mostly it seems because the games from *INFORMANT* also exist from elsewhere in my BIGBASE.

## MY GAMES!

It's hard to resist entering one's own games into a chess database. So I did it. It took me about a day to 'mouse in' my 150 correspondence games (played since 1986). ChessBase made the process quite enjoyable. You need only use the mouse to click a piece, or the square to which the piece will move, and ChessBase usually can guess the rest. After a while I developed a feel for how to do it. I'm now confidently able to enter a complete game in just two or three minutes. It is also easy to add evaluations (!, ?, !? etc), textual annotations (including Informant symbols), variations (and variations within variations!), and so on.

Once I had entered all my games, I used another ChessBase tool, CBTREE, to examine all of my games statistically. CBTREE

processes the games to create a breakdown on the results, comparing moves. I discovered that I appear to do equally well with White and Black, but far better in some openings than others. For example, CBTREE's statistics showed clearly that I've been having a little trouble as Black in one particular variation of the Taimanov Sicilian.

So naturally I used ChessBase to search for all the games in the Taimanov, and then created a separate database for that opening. It was a bit manic, perhaps, but I then spent some more time going through my sources and adding in other key games that didn't already exist in my database - including my own ideas. Finally, I used CBTREE to examine the opening. It was a bit of work to set up (obviously far less than doing it manually... would that even have been possible?), but the results were well worth it.

For example in the line 1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nd4 a6 5.Bd3 Nf6 6.0-0, I have played Qc7 ever since it first became popular in 1988-89. CBTREE shows quite clearly that 6...d6 has more recently emerged as the preferred choice: something I had begun to suspect given the tough encounters I was getting in the Qc7 line, including an excruciating game in the National Team Championship. There it was, in the database, the key game that had been giving me fits. I had found it in *TOURNAMENT CHESS* after a long manual search; in ChessBase I had it after a minute's effort. Perhaps that's what my opponents have been doing?!

One of the other neat things to try with your own games (or with a collection of someone else's!) is to generate an overview of your (or their) favourite openings. ChessBase can do this automatically for you, displaying a personalised opening book. I've found it to be a very interesting way to review my own opening choices, and to keep track of neat transpositions, and I am quite sure it would be a very useful resource were I scheduled to play an opponent to whose games I had access.

## STUDYING OPENINGS

Recently David Myers graciously forwarded to me a review copy of his phenomenal

compendium, *THE COMPLETE WINAWER*, a ChessBase openings database with more than 6,000 games in the Winawer variation of the French. In addition to complete tournament disks ChessBase also sells such opening 'books', effectively their compilation of databases on specific openings. There are dozens and the number seems to be growing steadily. So if you're an addict of a particular opening, these databases can provide a fabulous fix. And I can't think of a better way to learn an opening than by playing over many games (not just the opening variations), in order to get a better feeling for the themes and endgames that tend to result.

It seems clear to me that with access to David Myers' Winawer database I would easily have avoided many mistakes that have occurred in the past. Against one opponent, for example, I tried 1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 c5 5.Qg4? when Nge7 6.Qg7 Rg8 7.Qh6 Qc7 8.a3 Bxc3! 9.bxc3 left me, as White, a tempo down on the main line. I looked this up in Myers' database and there it was, a clear warning. His database includes 16 games in the 5.Qg4 line, and Black scored 2½/3 with 8...Bxc3 (as above). Other eighth moves fared less well, but obviously Black only needs one good line if he knows about it. Two of the key games were obscure European correspondence games that I would never otherwise have found.

## HEDGEHOG ANALYSIS

For my first big ChessBase project I created a separate database of all games that involve Hedgehog formations. Over the past three years I've been experimenting with positions in which Black places Pawns at a6, b6, d6, e6, and sometimes also g6 - defying White to find a way to break through. I've reached that formation from three different openings, the Queen's Indian, the Symmetrical English and the Taimanov Sicilian.

I used MOTIV, the ChessBase tool that permits you to search for specific Pawn formations, positional elements, manoeuvres, and material configurations, and told it to search for all games in which White has Pawns on c4 and e4, but no Pawn on the d-file, and in which Black has Pawns at a6, b6, d6, e6 and f7, but none on the c-file! From my BIGBASE it found more than 200 games meeting the criteria WOW. Naturally, since I had added my own games to BIGBASE, it also found the five games in which I had played

the Hedgehog.

I now moved all of these games into a separate database, 'HEDGEHOG', and added many of the older games from my notebooks. Then I began to work with the new database. First, I wondered what was the distribution of the openings from which these positions came. To be sure, most were from the Taimanov Sicilian, the Queen's Indian and the Symmetrical English. But a few also arose from other openings, including one from the French Defence! A tribute to the versatility and popularity of the opening, and a tribute to ChessBase since how else would it be possible to collate the similar Pawn formations from so many different opening systems?!

Next, I wanted to search through all of the Hedgehog games in which Black tried the strategic b5..d5 break. I found more than 40 examples, including my favourite, the Korchnoi-Adorjan game which Adorjan analysed in his wonderful book, '*BLACK IS OK!*'. Using MOTIV I was also able to sort the games by White's Kingside and Queenside Pawn configurations, by Black's placement of the Rooks, and I searched for games using certain Black manoeuvres: e.g. Be7-f8-g7, Rc6/Qd7/Qb8/Qa8, Nc6-e5-d7, and Nd7-c5 (inviting b4!?). Also White attacking themes like Nxe6!?, e4-e5, f4-f5, and a4-a5. I also looked at games in which White succeeds in exchanging off the dark squared Bishops, something I instinctively have tried to avoid. Sure enough, White does tend to do very well there.

In one of my recent games as Black I chanced upon the idea of pushing the g-Pawn out of a Hedgehog formation. And here for my enjoyment were more than 20 other examples of Black attacking with g6-g5-g4! One player even initiated the idea with an early Rg8!? (I'm not quite that adventurous, but I certainly do appreciate the idea of being able to check such new ideas against grandmaster practice. After all isn't that what the GMs themselves do?

## THE ENDGAME

For me one of the most difficult aspects of chess is the transition to the endgame. In almost every game we have to decide at what point to exchange off the pieces and towards what type of endgame to head. I often make these decisions



on a strategic basis - control over strong and weak squares, the number of Pawn islands, the strengths and weaknesses of the remaining pieces etc. When possible, and especially in critically difficult positions, I also use my library to hunt for specific endgame positions that are similar to the one towards which I appear to be headed. It can be a very tedious, labour-intensive process. ChessBase gives me fast access to a substantially larger storehouse of endgame positions.

In one of my postal games I have had to assess the viability of Queen + four Pawns against Queen + Bishop. Using ChessBase I easily retrieved 45 such examples and found, as you might expect, that the Pawns have good winning chances when they are all connected. In another game I reached an endgame in which each side had two Rooks and three Pawns. I had a rather clear positional superiority consisting of the more active Rooks, but the 145 examples in BIGBASE demonstrated that the positional superiority I enjoyed was insufficient for the win. Sure enough my opponent showed that by sacrificing a Pawn he could activate his Rooks enough to guarantee a draw.

I don't regard the use of FINALE as a substitute for the old-fashioned hard work, or even for Fine's *BASIC CHESS ENDINGS*, but it sure has become an indispensable part of my endgame methodology. I should add that while the standard endgame classification is useful, and a great time saver, there are still moments when you will want to use MOTIV to search for something a bit out of the ordinary.

## WISH LIST

I must seem a bit ungrateful to ask for more, especially since as a comparatively new user I haven't yet discovered everything that ChessBase has to offer. But if and when they do come out with a new version, I hope they address some if not all of the following.

First, the product is quite expensive. Mind you, it's really worth what they charge, but from my conversations with others it obviously costs more than the chess-playing masses would want to spend on it. You can easily spend £500 or more on the program, utilities and sufficient data. Of course you don't need to buy all of the games

that I did. A reasonable alternative would be to buy a few of the electronic 'books' that cover your favourite openings. CBTREE is probably the most important of the ChessBase utilities and would work well with the opening books. I think that FINALE (for endgames) becomes essential only when you acquire a very large database. MOTIV is lots of fun, but it's not for the faint of heart. I recommend you buy it only if you have a little programming experience.

Second, ChessBase really ought to do more to integrate the various utilities into the main program itself. You have to leave the program to run many of the utilities, such as MOTIV.

Finally, I would hope for an even better opening classification scheme. David Myers is working on what he calls the *Universal Key*, a more comprehensive attempt that will integrate the ECO codes with more standard references (Poisoned Pawn, King's Gambit, etc). For the moment I'd be content enough if the official subdivisions inherent in the ECOs (e.g. B42/5) were included. I also hope the folks who produce the *ENCYCLOPEDIA OF CHESS OPENINGS* soon produce an electronic (and up-to-date!) version. Now that would really be something.

## AM I BECOMING A STRONGER PLAYER?

Perhaps the single most important aspect of these chess databases is that I am now able to play through so many more games than ever before. In our local club I often tell players that the best way to improve is to play over grandmaster games, but I'm well aware that it can be relatively hard to do so. You have to set up a board, move the pieces around and, if you're courageous enough to try and follow someone else's analysis, more often than not you wind up losing track of the main line.

I can honestly say that in two months with ChessBase, I've reviewed more games and more analysis than in a whole year before then. Does this mean I'll become a stronger player? I suppose only time can tell that, but I do know that I'm now 'training' more correctly, and that I'm having a ton of fun in the process.

Jon R. Edwards



# The PC Scene

## A LETTER from CHRIS WHITTINGTON

*'Mothinks there is a problem with the Rating List for PC programs on 386 or 486 machines with extended memory and hash tables.*

*'There are four ways that programs use hash tables:*

*[1] Small programs can use normal program memory (i.e the bottom 640K that most PC's have). I know that some programs only use 16K or 32K of the PC data segment. They get a very small hash table - but it works.*

*[2] EMS memory.*

*[3] XMS memory.*

*For both [2] and [3] some programs require the user to set this up to get at the extended or expanded RAM, and thus have some hash. This is for more recent programs which have been written with 386/486 and extra RAM in mind.*

*[4] It has been reported that there is a new way to get at the extra RAM, by-passing XMS/EMS. I'm not sure if anyone has done this yet.*

*'If users and, especially, testers don't understand how to set up their memory management in their CONFIG.SYS file, they won't get EMS or XMS memory paged in. On Chess CHAMPION 2175 hash makes a fantastic difference'. [Chris].*

*Others which can make use of hash are FRITZ2 and M CHESS PRO. I have 4MB RAM on my 386/20. Setting up correctly gives these and CC2175 a 2MB hash system. This makes a 50-60% speed difference to CC2175, 20-25% to FRITZ2, and around 10% to M CHESS PRO.*

*Chess GENIUS makes use of up to 320K hash from the first 640K. HIARCS and ZARKOV 2.6 can get 16K from the same area, all gaining between 10 and 20% speed-up from this.*

### What DIFFERENCE does it make?

*On 286 machines, the Ratings are nothing to worry about. The figures on our List represent a*

*286 at around 16MHz. Users with 12MHz will only lose perhaps 3 or 4 BCF at most; those with 20MHz may gain 2 BCF. So the variation is small.*

*But when we come to 386/486, the potential variation can be massive. Our List represents 386 machines at 25-33MHz, with 4MB RAM. But a 16MHz with 1MB would lose half its speed running FRITZ2 and M CHESS PRO, and even more with CC2175 (thus over 10 BCF!). Equally someone with 40MHz and 8MB RAM could get double the speed and +8 or 10 BCF... a swing of 20 BCF between the two extremes. The RATING LIST, as it stands, does not distinguish between the types of 386. Thus 'too many' results with a particularly slow (or fast) PC can exert a wrong weighting on the gradings, especially for some Programs.*

*The same comments exactly apply to 486 machines, which are represented in the area of 33-40MHz and 4MB RAM. If someone has a 66MHz with 8MB RAM, they could create a serious 'over-rating' for some of the PC programs. NOT an over-rating as far as THEY are concerned, but another person buying that program for his 25MHz 2MB RAM 486 could get a big disappointment!*

*Chris Whittington has seen his CC2175 486/PC rating drop from a 2218 figure based solely on 55 game scores from Thorsten Czub, to 2097 in NS/43B from a total of 105 games, which includes results from Austria and Germany (where CSS Mag. headed their Article on CC2175, 'Hopp oder Top, Champ oder Flop?'). Chris concludes that these results were either on slower 486 machines, or they had less RAM, or (most likely) the RAM was set-up incorrectly!*

*His suggestion is that we print FOUR TEST POSITIONS, and all readers sending in results for any 386/486 PC PROGRAM also send in the timings which that program achieves for these positions on their machine, plus details of that machine's hardware. In this way we can work out what real difference the various set-ups make... and (if time allows!) perhaps advise users how to get better results from their PC!*

*I had hoped to include the positions in this*

Issue, with 'optimum' timings, but all available space has gone. Perhaps it is best that readers, especially those affected, have the chance first to make their own comments. Please write.

## SETTING UP YOUR PC.

I have cheated! I bought Quarterdeck's excellent product **QEMM** (£56.40 complete from Watford Electronics, 0582 487777). Installing this Memory Manager resulted in my 4MB RAM producing 16K for HIARCS and ZARKOV 2.6, and 320K for Chess GENIUS immediately (each being their max. possible).

M CHESS PRO and Chess CHAMPION 2175 also went straight to 2MB hash.

However a WARNING is needed on **M CHESS PRO** - you are NOT supposed to install it with QEMM, SMARTDRIVE, WINDOWS (!) or any other DOS-SHELL or disk-caching program running! Therefore make yourself a SYSTEM Disk (FORMAT /S), and add the following:

### AUTOEXEC.BAT

@ECHO OFF

PATH C:\;C:\DOS;

LH MOUSE

KEYB UK,,C:\DOS\KEYBOARD.SYS

PROMPT \$P\$G

### CONFIG.SYS

DEVICE = C:\DOS\HIMEM.SYS

COUNTRY = 044,,C:\DOS\COUNTRY.SYS

DOS = HIGH

BUFFERS = 40

If you Install and Run M CHESS PRO from this Boot Disk, you should get the maximum your PC system enables it to (as with QEMM).

**FRITZ2** is different. Firstly Install it using the INSTALL command with FRITZ2 in Drive A. Let's assume you Install it to its own FRITZ2 Directory. If now you Run it from QEMM, or any other set-up, the most hash you will get is 128K. To get THE maximum, you need to prepare a separate floppy (again FORMAT /S), and now add the following:

### AUTOEXEC.BAT

@ECHO OFF

PATH C:\;C:\DOS;

LH MOUSE

KEYB UK,,C:\DOS\KEYBOARD.SYS

C:

CD\FRITZ2

FRITZ2 /X

### CONFIG.SYS

COUNTRY = 044,,C:\DOS\COUNTRY.SYS

FILES = 10

BUFFERS = 5

Put this Boot Disk into Drive A, and then switch on. FRITZ2 will load itself, and work out the maximum hash ready to go! [NOTE] **All** the programs have a feature enabling you to check what hash you've obtained, so you can always find out if everything has worked correctly.

## THE NEW PROGRAMS

I've let you down! I had promised a REVIEW and COMPARISON of **M CHESS PRO**, **Chess GENIUS**, **FRITZ2** and **HIARCS**... and all space has gone. I've also spent too much time getting QEMM and the various SET-UPS organised for myself and this Article, so leaving less time to run full feature comparisons etc. Here is a brief Chart to cover some of the MAJOR factors - more NEXT TIME, promise.

	<b>MCP</b>	<b>CG</b>	<b>F2</b>	<b>H</b>
Price	£99	£89	£79	£69
286 Machines	no	no	2042e	2078
386 Machines	2266	2329	2142	2164
486 Machines	2353	2409e	2242e	2244e
Hash (up to)	10MB	320K	32MB	16K
Mouse	✓	✓	✓	no
Ease of Use	3	4	5	2
Installs allowed	1	2	Infinite	1
Display quality	3	3	5	3
Analysis shown	✓	✓	✓	✓
Evals. shown	✓	✓	✓	✓
Search info shown	✓	✓	✓	✓
Info avail in 2 play	no	✓	✓	✓
Playing Styles	1	3	1	1
Next Best move	no	✓	no	no
Clocks on view	✓	✓	✓	✓
Range of Levels	4	4	4	5
Diag. print	no	1	5	no
Game print	3	3	5	3
Add Notes	no	no	✓	no
Overnight analyse	✓	no	✓	no
Save/Load games	✓	✓	✓	✓
Using DataBase	3	1	5	1
O/Book size	200K	80Ke	25Ke	8K
Openings named	✓	no	✓	✓
Add own Opengs	✓	no	CBase	no

e means est'd. Scores 0-5 are my opinion!

# Correspondence Chess, No.6

## Mephisto VANCOUVER 68020

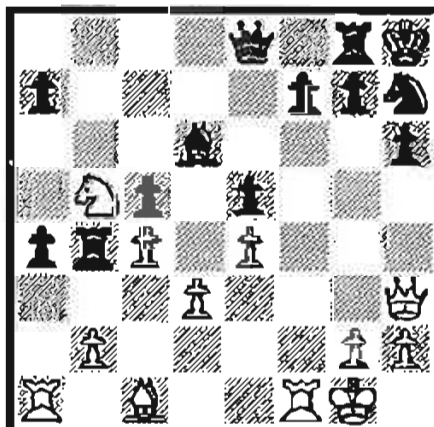
Regular readers know that PHILIP GOSLING has entered his Mephisto VANCOUVER into one of the Tournaments run by the British Correspondence Chess Society (BCCS). Opponents also are fully aware that they are playing a Computer - in fact it's even been given a nickname... MEPH.

[The BCCA also runs a Computer Friendly Section, run on Correspondence lines. Interested readers should write to TERRY ARTHURS, 39 Orchard Avenue, Garston, Watford, Herts WD2 7JG].

Back to MEPH's games. The score at the end of Issue 43 was 6-0=2 (i.e. MEPH has 7/8!) and a current BCCS Grading of 2420, for 4th. position on their Grading List! There are just 2 games of the current Tournament to finish - both quite tough.

### Vancouver 020 (2275) - BCCS 2237. Game 5. 1992.

The Computer has just played **30.Nb5** [NS43. Eval. +060]. I am not as optimistic as Phil and MEPH about this one, and anticipated that Black would NOT go for the Bishop/Knight exchange (30...Qe7 31.Nxd6 Qxd6 32.Rxf7 Rf8), but was more likely to play 30...Bb8 31.Qe3 Rb3.



**30...Bb8 31.Qe3 Qe7**

I had anticipated 31...Rb3 32.Nc3 Qd7

**32.Nc3 [NS44. Eval. + 057 -> Nf6]**

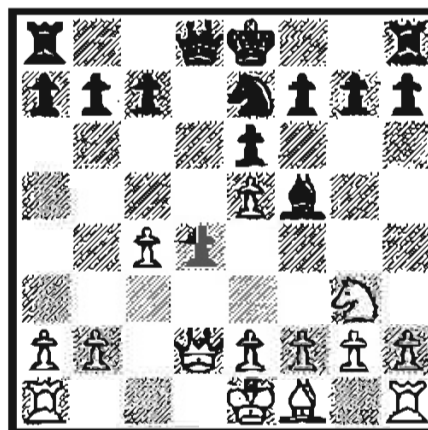
Black continues to have difficulties in defending the Pawns and developing his pieces, and is faced with some finely balanced decisions. So MEPH and Phil are still happy with this one!

### BCCS 2445 - Vancouver 020 [2275]. Game 6. 1992.

Our opponent is an Iranian in this one - a "very pleasant fellow" says Phil, and also Iran's No.1 player!

At first moves arrived at the rate of 1 a month ("the handicap of a medieval postal service", says Phil), but our opponent stirred himself for NS43 by getting a whole 4 moves made! It was in anticipation of a slowing down due to his wedding in January - and for the reason of likely pre-occupation with other things, Phil encouraged us not to worry about MEPH's evaluation at that time

MEPH had played **10...Ne7** [NS43. Eval.-006].



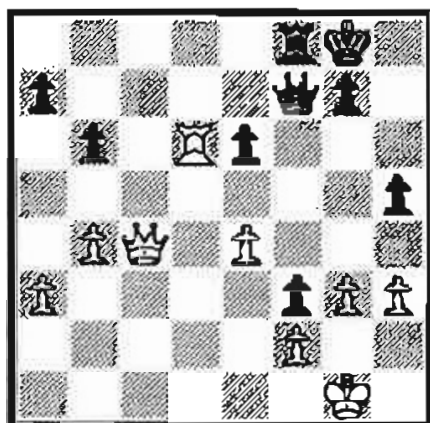
**11.Nxf5 Nxf5 12.g4 Nh4 [NS44. Eval. + 024 -> Qb4]**

Phil adds a couple of notes. [1] Relates to the chess, commenting that MEPH seems very partial to the Queen's Knight Defence, 1.d4 NC6, and is playing this line in several other games. There isn't so much in the Books on this, so players are often fishing out their own moves very early on. [2] BCCS 2445 is not only Iran's top player, but he also won the 1992 Continuous Tournament 'PLAYER OF THE

YEAR' Award. [3] is a personal note, which Phil says helps to "put flesh on the games" for him. Now the underlining is, in truth, mine; but you will see what's on his mind when I tell you that he next remarks that his opponents new bride has "the very attractive name of MAHBOOBEH". Here the CAPS are Phil's! Knowing that his wife has already shown some concern over Phil's Correspondence exploits, I wonder how life in the Gosling household is going to be affected by this new exposure?

### Vancouver 020 [2275]-SURREY 2088. County Board 7. 1992.

The moves for this game, in which MEPH represents the BCCS on Board 7, have come racing in. In fact SURREY offered MEPH a draw at 28...Qf7, but MEPH has turned it down and replied with **29.Rd6** [NS43. Eval. +060 -> Rø8].



MEPH's good eval. is probably based on his piece centralisation; but I wondered last time what NS/Readers thought of that unpleasant Pawn on f3?!

**29...e5 30.Qxf7 +**

Does this exchange swing the balance toward the draw? MEPH shows +078 in making it, but has dropped to +027 at move 31.

**30...Rxf7 31.Re6 Rd7 32.Rxe5 Rd1 + 33.Kh2 Rd2 34.Rxh5?!**

Our opponent wrote generously of MEPH's play after the game, but thought this might have been a mistake as the draw is now guaranteed. MEPH reads only +006.

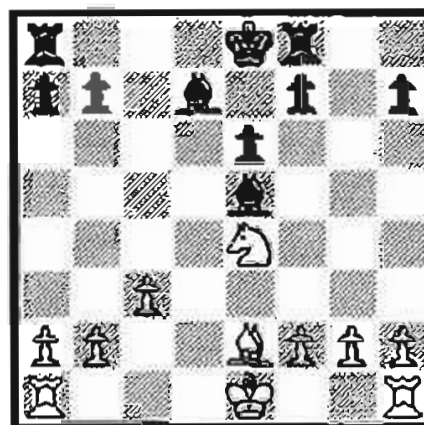
**34...Rxf2 + 35.Kg1 Rg2 + 36.Kf1 Rxg3 37.Kf2 Rg2 + 38.Kxf3 Ra2 39.Kf4**

And draw agreed, this time MEPH's offer. 1/2-1/2. SURREY wrote "I was surprised by the subtlety

of the Computer's play". Phil bought MEPH a special Cup to commemorate his performance of a draw on County Board 7! Things like that are nice - I still have a Shield at home from when the Fidelity Mach2C beat Jim Plaskett and drew with Raymond Keene at the re-launch of CHESS in 1988.

### Vancouver 020 [2275]-A MRUGALA [2415]. Friendly. 1992

This position comes from a French Steinitz (BCO2 page 245), chosen especially by our opponent. We have guessed from his choice of moves that he is either a specialist with the two Bishops, or rather good at endgames! He's also rated 2415 of course! MEPH has just played **16.Be2** [NS43. Eval. +054 -> Bc6].



**16...Bc6 17.Bf3 0-0-0 18.0-0 Bxe4 19.Bxe4 Rd2! 20.Rab1 [NS44. Eval. +042 -> Bc7]**

What an absorbing, fearsome endgame this has become. Our Polish friend's colours are being revealed, and MEPH has a difficult game after 19...Rd2, despite his hopeful +042.

The Pawn on h7 is 'polluted', so definitely not 21.Bxh7 Rh8! 22.Be4 Bxh2 + 23.Kh1 Bc7 + 24.Kg1 Bh2 + 25.Kh1 is perpetual. Even worse might be 23...f5! But MEPH would never do something like that, would it?!

Whatever, his extra Pawn seems to be worth less and less, and a draw now looks most likely. That would be a good result against such a highly graded opponent who was allowed to choose the opening moves 1-5, and, after seeing MEPH's 6th, moves 6-11.

The emphasis on Rook and Pawn play prompted Phil to investigate the Rooks 110% idea, which MEPH now uses.

## NOTES re the RATING LIST, and other SYMBOLS used in the NEWS SHEET.

### [1] The RATING LIST

**/5** after a machine indicates its PROCESSOR SPEED. This is used where a program or computer is available at different running speeds. Showing /5, /6, /10 etc. enables Readers to distinguish which speed applies to a Rating.

**Processors.** 68000 (16 bit), 68020 and 68030 (32 bit) and RISC (32 bit) processors are indicated. Where the processor is not referred to, it is normally a 6301 or 6502 unit.

**+/-.** This shows the maximum future RATING MOVEMENT, up or down, which is likely for the particular Computer. It is based on Standard Deviation principles, which means that the more games a Computer has had entered into the Rating List, the more reliable is its Rating, and the lower the +/- figure becomes. It is 95% certain mathematically that a machine's rating will stay within the +/- figure shown.

**Human Games.** This column shows the total results each Computer has obtained in Countries from which information has been made available relating to Tournament play against humans. The figures from abroad are also carefully adjusted to British BCF levels.

Whenever a figure is added to a particular Computer, it affects two things:-

[1] The RATING for the individual Machine itself.

[2] The OVERALL LEVEL of the finished list. The TOTALS of the Computer Ratings are compared with the TOTALS obtained against humans, and the whole List is adjusted up or down in accordance with the difference! The program, which I have developed specifically for Computer rating, also checks each Machine on an individual basis in this work, so the result is very exact. In addition it 'weights' the more recent results, so that they have a greater effect.

Thus, if any Computer gets, say, a BAD result v Humans, firstly this will affect its OWN Rating quite considerably. But it will also reduce the Level of the WHOLE List to some degree. Of course, a GOOD result has the opposite effect.

Some people feel that the Results v Humans

are more important than those v Computers. I would not disagree with this, but such 'proper' Tournament results often involve only a small number of games. Some machines have NEVER played in a 'real' Tournament! Using these results only would leave us with a very unreliable, and sometimes quite misleading, finished List.

I have found that Computer v Computer results, played at a time control of at least 1 min per move, produce figures which relate VERY closely to the comparative results those machines also produce against humans. I therefore believe that the COMBINING of both makes the NEWS SHEET Rating List the most accurate available anywhere, including as it does a massive number of results from private owners all over the World AND incorporating all available and verifiable Tournament performances.

### PC Ratings

PC programs are all printed in a separate List - I think this leaves the individual Ratings for both DEDICATED and PC computer programs easier to find and follow.

**/PC** is a basic PC (or the occasional Amiga/Atari program) at around 8MHz.

**286/PC** is for the program running on a 16 bit 80286 processor at an average speed of around 16MHz. If you have a 286 running faster than 16MHz, you might get a slightly better result.

**386/PC** is for the program running on a 32 bit 80386 processor, at an average speed of around 33MHz, with 2MB of RAM.

**486/PC** is for the program running on the 32 bit 80486 processor at an average speed of around 40MHz, with 4MB of RAM.

For **386** and **486** machines, if you have a faster processor speed, or more RAM (valuable for some programs if used properly), you should get a slightly better result. A doubling of MHz speed = up to 8 BCF; a doubling of RAM may give 1 or 2BCF (and may mean nothing!).

### [2] Other SYMBOLS often seen in the NEWS SHEET

#### Time Controls.

**G/30** means Game in 30 mins.

**G/60** means Game in 60 mins.

**40/2** means 40 moves in 2 hours.

**60/60** and **60/1** both mean 60 moves in 1 hour.

**60/10** means 60 moves in 10 mins.

I try to include these details before printing each game wherever possible.

# RATING LIST (c) Eric Hallsworth. NS44 25 Jan 1993

BCF Computer	Elo	+/-	Games	Pos
220 MEPH LYON 68030	2360	24	372	1
219 MEPHISTO RISC 1MB	2354	13	1132	2
219 MEPH VANCOUVER 68030	2353	23	376	3
217 MEPH PORTOROSE 68030	2343	21	460	4
216 KASP RISC 2500	2332	21	470	5
214 MEPH LYON 68020/20	2318	48	92	6
208 MEPH VANCOUVER 68020/12	2266	11	1663	7
207 MEPH LYON 68020/12	2258	9	2555	8
207 MEPHISTO BERLIN	2256	21	480	9
206 FID ELITE 68040-V10	2252	53	75	10
204 KASP BRUTE FORCE/10	2234	59	61	11
203 MEPH VANCOUVER 68000	2228	18	655	12
203 FID ELITE 68030-V9	2227	18	619	13
202 MEPH PORTOROSE 68020	2223	11	1730	14
201 MEPH LYON 68000	2215	12	1280	15
199 MEPH ALMERIA 68020	2197	14	1003	16
196 MEPH PORTOROSE 68000	2171	12	1478	17
196 FID MACH4+2325 68020-V7	2169	12	1438	18
191 FID ELITE 2+68000-V5	2133	28	258	19
189 MEPH ROMA 68020	2118	14	1043	20
189 MEPH POLGAR/10	2116	18	649	21
188 NOV DIABLO/SCORPIO 68000	2107	12	1367	22
187 MEPH ALMERIA 68000	2103	14	1025	23
187 MEPH DALLAS 68020	2100	14	996	24
183 FID MACH3+2265 68000-V2	2069	6	5031	25
183 MEPH MMS/5	2066	12	1299	26
182 MEPH POLGAR/5	2058	10	2083	27
181 MEPH DALLAS 68000	2055	12	1501	28
181 NOV SUPER FORTE-EXP C/6	2054	9	2454	29
180 MEPH MILANO	2046	18	667	30
180 MEPH MONDIAL 68000XL	2041	16	794	31
179 MEPH ROMA 68000	2036	9	2278	32
178 MEPH ACADEMY/5	2029	10	1994	33
176 MEPH AMSTERDAM	2014	9	2373	34
176 NOV SUPER FORTE-EXP B/6	2010	12	1353	35
176 MEPH MEGA 4/5	2008	9	2451	36
175 KASP TRAVEL CHAMPION	2003	52	78	37
175 MEPH MODENA	2002	31	215	38
175 FID MACH 2C 68000	2001	9	2620	39
175 KASP GAL-REN D/10	2000	13	1209	40
174 FID MACH 2B 68000	1994	26	302	41
173 FID TRAVELMASTER	1990	19	554	42
173 MEPH SUPMOND 2-KCARLO 4	1986	31	224	43
172 MEPH MM4/5	1982	8	2904	44
172 KASP GK-2000	1981	38	147	45
171 NOV SUPER FORTE-EXP A/6	1970	13	1155	46
169 MEPH MONTE CARLO	1956	28	262	47
169 KASP GAL-REN C/8	1954	26	313	48
168 CONCH PLY-VICTORIA/5.5	1949	17	704	49
168 CXG SPHINX/4	1949	10	2046	50
168 KASP TURBO KING 2	1947	16	798	51
167 FID MACH 2A 68000	1942	25	338	52
165 NOV EXPERT/6	1924	31	222	53
165 NOV SUPER FORTE-EXP A/5	1920	12	1440	54
164 FID CLUB B 68000	1918	12	1459	55
163 NOV EXPERT/5	1908	26	310	56
162 NOV FORTE B	1902	10	1917	57
162 MEPH REBELL	1901	10	2141	58
162 FID AVANT GARDE/5	1899	11	1721	59
162 FID PAR E-ELITE-DES2100	1898	9	2558	60
161 KASP STRATOS-CORONA	1895	10	2060	61
161 NOV FORTE A	1893	9	2206	62
160 MEPH SUPERMONDIAL 1	1886	12	1421	63
160 KASP SIMULTANO	1884	14	1039	64
160 FID CLUB A 68000	1883	29	242	65
160 CONCH PLYMATE/5.5	1881	9	2201	66
160 KASP TURBO KING 1	1880	24	364	67
160 KASP GAL-REN B/6	1880	14	976	68
159 CONCHES/6	1871	44	107	69
158 NOV EXPERT/4	1868	14	972	70
158 FID EXCELLENCE/4	1867	11	1740	71
156 SCI TURBO KASP/4	1855	20	532	72
156 CONCH PLYMATE/4	1855	24	372	73
156 CXG SPHINX 40	1850	86	29	74
155 FID ELITE C	1844	34	182	75

Human/Games

2407	51
2272	43
2394	37
2354	82
2268	24
2327	10
2139	32
2269	74
2256	21
2230	21
2289	18
2120	12
2180	13
2258	182
2090	33
2188	215
2127	25
2199	130
1888	2
2052	64
2085	54
2164	117
2104	31
2080	197
2117	229
1902	11
2142	11
2000	50
2005	24
2062	11
2060	77
1975	54
2032	109
2068	182
2020	82
2041	169

BCF Computer

154 FID ELEGANCE
154 SCI TURBOSTAR 432
154 MEPHISTO MM2
154 KASP GAL-REN B/4
153 FID EXCELLENCE-DES2000
152 KASP PRISMA-BLITZ
151 CONCHES/4
150 NOV SUPER CONST
150 NOV SUPER NOVA
149 MEPH BLITZ
147 NOV SUPREMO
146 NOV SUPER VIP
145 FID ELITE A
145 FID PRESTIGE
144 FID SENSORY 12
144 MEPH EXCL S/12
143 MEPH EUROPA-MARCO POLO
142 SCI SUPERSTAR 36K
142 CONCHES/2
140 NOV QUATTRO
140 NOV CONST/3.6
140 NOV PRIMO-VIP
139 MEPH MONDIAL 2
138 FID ELITE B
135 FID ELITE ORIG
134 MEPH MONDIAL 1
133 NOV CONST/2
131 SUPER ENT-ADV STAR
126 CHESS 3000
124 FID SENSORY 9
124 KASP ASTRAL-CONQ-CAVL
120 NOV MENTOR 16-AMIGO
120 GGM + STEINITZ
119 CHESS 2001
118 MEPHISTO 3
118 SCI SUPERSTAR ORIG
117 MEPHISTO 2

Elo +/- Games Pos

1838	17	685	76
1837	12	1337	77
1836	16	781	78
1832	76	37	79
1830	11	1646	80
1819	26	306	81
1812	20	509	82
1807	7	3669	83
1805	22	411	84
1793	27	277	85
1778	75	38	86
1771	24	353	87
1765	39	141	88
1763	17	715	89
1756	12	1340	90
1754	31	213	91
1745	31	220	92
1741	14	1007	93
1739	14	1096	94
1726	19	585	95
1726	16	825	96
1724	24	354	97
1717	83	31	98
1708	47	97	99
1685	39	139	100
1677	29	247	101
1664	12	1289	102
1651	15	922	103
1614	112	17	104
1599	13	1114	105
1595	59	61	106
1567	99	22	107
1563	27	287	108
1556	50	84	109
1547	18	633	110
1544	29	242	111
1542	19	559	112

## RATING LIST (c) Eric Hallsworth. PC PROGS NS44

BCF Computer	Elo	+/-	Games	Pos
226 C-MACH GIDEON3 ARM61/PC	2410	48	91	1
219 M CHESS PRO 486/PC	2353	84	30	2
216 CHESS GENIUS 386/PC	2329	60	60	3
214 C-MACHINE GIDEON1/PC	2318	15	866	4
211 CHESS MACHINE 1 512/PC	2289	36	158	5
211 M CHESS 486/PC	2289	17	678	6
211 C-MACHINE THE KING1/PC	2288	17	709	7
208 M CHESS PRO 386/PC	2266	60	59	8
205 ZARKOV 486/PC	2240	33	192	9
204 PSION 2 486/PC	2235	54	72	10
202 M CHESS 386/PC	2218	14	1013	11
199 SARGON 5 486/PC	2195	63	54	12
197 FRITZ1 486/PC	2182	29	257	13
196 REX 486/PC	2172	32	206	14
195 HIARCS MASTER 386/PC	2164	61	57	15
192 FRITZ2 386/PC	2142	58	63	16
192 CHESSMASTER 3000 486/PC	2138	39	136	17
191 M CHESS 286/PC	2132	19	595	18
191 PSION 2 386/PC	2128	35	171	19
190 SARGON 5 386/PC	2127	72	41	20
189 ZARKOV 386/PC	2116	21	469	21
188 C-CHAMPION 2175 486/PC	2108	44	109	22
185 FRITZ1 386/PC	2086	27	290	23
184 HIARCS MASTER 286/PC	2078	63	53	24
182 REX 386/PC	2060	19	557	25
181 ZARKOV 286/PC	2053	34	184	26
179 PSION 2 286/PC	2039	45	106	27
178 FRITZ1 286/PC	2028	35	169	28
176 CHESSMASTER 3000 386/PC	2012	34	185	29
175 SARGON 5 286/PC	2007	84	30	30
172 REX 286/PC	1982	40	133	31
170 C-CHAMPION 2175 386/PC	1964	80	33	32
168 PSION 2/PC	1951	10	2153	33
167 CHESSMASTER 3000 286/PC	1943	53	76	34