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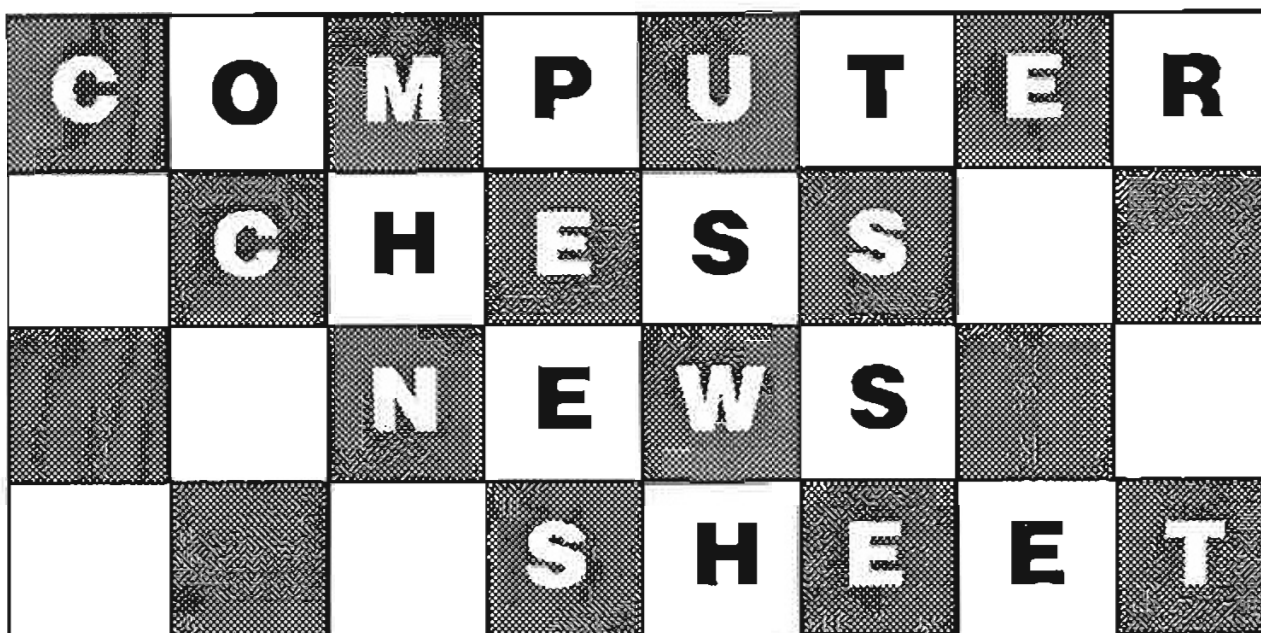
EDITORIAL NOTE from Eric Hallsworth: The purpose of the **NEWS SHEET**, established by me in 1985, and produced continuously by me since then, has always been to survey the CHESS COMPUTER scene, with special emphasis on reliable assessments of the PLAYING STRENGTHS of the many machines and programs now available.

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

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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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WELSER 1993 - Big win for THE KING2.0
FRITZ2 tops the PC SOFTWARE programs!

The basic result of this MAJOR ANNUAL TOURNAMENT, now in its 8th year, was given in NS/46, but I now have the full cross-table and a selection of games from the Austrian organisers at *PC SCHACH*. Whilst the games are mostly those played by the PC programs (the Austrian Mag's main emphasis now), there are some very good ones and NS readers should certainly enjoy all of those here.

However let me first give you a run-down of the entrants, with details of the HARDWARE in use, as that is clearly a relevant point where PC programs are concerned. Normally WELSER is a 9 Round Swiss with from 30 to 40 entrants, but a break from tradition this year saw 10 selected top DEDICATED and PC PROGRAMS meet in an all-play-all. I list them in ESTIMATED RATING ORDER based on the figures in NS/46.


2455 **CMachine The KING2.0** _1_
Chess Machine at 32MHz on PC
2405 **Chess GENIUS** _2_
486DX2/66MHz PC, 256K cache, 320K hash
2394 **CMachine GIDEON3.1** _3_
ChessMachine at 32MHz on PC
2382 **M Chess PRO** _4_
486DX/50MHz PC, 256K cache, 5MB hash
2345 **Meph VANCOUVER 68030** _5_
68030 at 36MHz, 2MB hash
2344 **Mephisto RISC 1MB** _6_
RISC 14MHz, 1MB hash
2332 **Kasparov RISC 2500** _7_
RISC 14MHz, 128K hash
2270 **FRITZ2** _8_
486DX/33MHz PC, 256K cache, 4MB hash
2227 **ZARKOV 2.6** _9_
486DX/50MHz PC, 256K cache, 64K hash
2225 **Fid ELITE 68030** _10_
68030 at 32MHz

There were a good number of surprises throughout the Tournament, none more so than in this game from round 1. Bear in mind that what we have here is the same Fidelity 68030 program which lost 18-14 to Mephisto ALMERIA as long ago as the 1988 World Computer Championship Match. At that time Fidelity had

slightly the faster hardware, but ALMERIA has come through a series of upgrades -> Portorose -> Lyon -> Vancouver -> Chess GENIUS and, on a 486/66, now also has a 2½/1 power advantage! The result therefore should be almost a foregone conclusion!

C/GENIUS 486 (2405) - Fid ELITE 030 (2225) (Round 1)

1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 e6 5.e3 Nbd7 6.Bd3 dxc4 7.Bxc4 b5 8.Bd3 a6 9.e4 c5 10.e5 cxd4 11.Nxb5 Nxe5 12.Nxe5 axb5 13.Bxb5+ Bd7 14.Nxd7 Qa5+ 15.Bd2 Qxb5* 16.Nxf8* Rxf8 17.b3 [Interestingly the Meph VANCOUVER would have still been in Book here, and would play 17.a4] **17...Ra3?!** [17...Qe5+ 18.Kf1 Nd5 looks a worthwhile alternative, so that Black can release the f8/Rook by Ke7 without White having Bb4+ available] **18.Bc1 Qe5+ 19.Kf1 Ra8 20.Bb2 Rd8 21.Qe2 Qd5 22.Rd1 d3 23.Qd2 Qa8 24.Bxf6?!** [Freeing Black's Rook for him, and onto the dangerous g-file, is a bad mistake. We suggest 24.a4] **24...gxf6 25.h3 Rg8! 26.Rh2** [26.Rg1 appears better, but White wants to put his King here which is quite a good idea] **26...Rg5 27.Kg1 Qa3 28.h4 Rg8 29.g3 Rg4 30.Rg2 Rgd4 31.f3 Qc5 32.Rf2 Ke7! 33.Kg2 Rg8 34.Qh6 Qe5!**
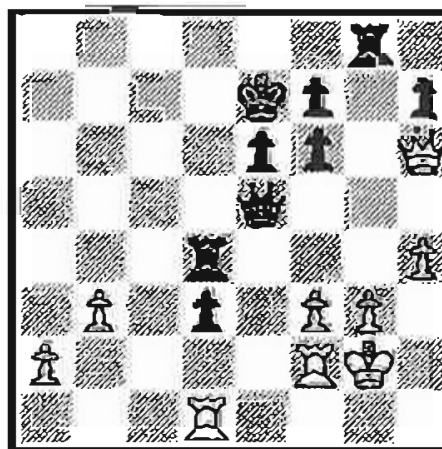
35.g4 Rf4! 36.Rxd3 [White had a difficult choice to make after Black's fine 35...Rf4. Here are two alternatives:- [i] 36.Qxh7 Rgxg4+!

37.fxg4 Rxf2+ 38.Kxf2 Qf4+ 39.Ke1 Qe3+ 40.Kf1 Qf3+! wins the Rook and the game. [ii] 36.Re1 (a subtle choice!) Qd4 37.Ref1 (37.Rd1 Rgxg4+ 38.Kf1 Rxf3! 39.Qd2 Rgf4 is crushing) d2! 38.Rd1 Rgxg4+! 39.fxg4 Qxf2+ is mate in 4] **36...Rg6! 37.Qxh7 Qf5!!** [A remarkable find which incorporates enormous complications and appears to offer White a move that gets him back into the game!]
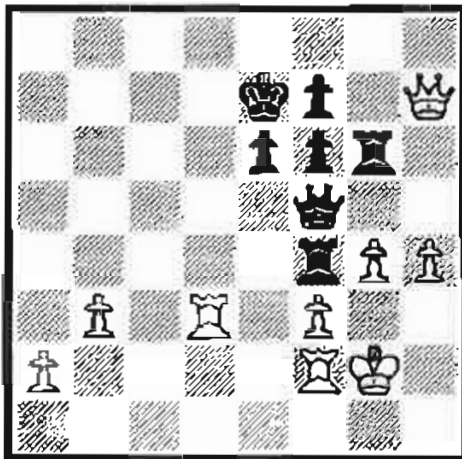

38.Rd7+ Kxd7 39.Qxf7+ Kc8 40.Kh1 Qb1+ 41.Kh2 e5! 42.Qh7 Rd4 43.h5 Rd1 44.Qh8+ Kd7 45.Qh7+ Ke6 46.hxg6 [46.Qxg6 looks better to me... Rh1+ 47.Kg3 Qg1+ 48.Rg2 Qe1+ 49.Rf2 Rg1+ 50.Kh3 Qxf2 wins the Rook, but now it's White's turn! 51.Qe8+. With Qg3 mate threatened, White must go for perpetual check. Can he get it? Probably not, but I'll opt out here and let NS readers do some of their own study!] **46...Rh1+ 47.Kg3 Rxh7 48.gxh7 Qxh7** [And White resigned on move 74] 0-1. A great start for the 'old' Spracklen program which was to get another unexpected point when it beat the RISC 2500 in a later round!

But back to the first round. The KING, which in its latest version (2.0/30MHz) was 50 Elo clear top in NS/46, quickly makes certain we all know exactly why it is the current 'No.1'.

The KING2/32 (2450) - ZARKOV2.6 486 (2227) (Round 1)

1.c4 e5 2.Nf3 e4 3.Nd4 Nc6* 4.Nc2 Nf6 5.Nc3* h6 6.e3 Bb4 7.Nxb4 Nxb4 8.Qb3 Na6 9.d4 exd3 10.Bxd3 Nc5 11.Qc2 0-0 12.Be2 Na6 13.0-0 Nb4 14.Qb3 c5 15.Rd1 Re8 16.f3

Nc6 17.Nb5 Re6?! 18.e4 a6 19.Qa3 b6 20.Bf4 Nh5 21.Be3 f5 22.f4 Nf6 23.e5 Ne4 24.Nc3 Bb7 25.Nxe4 fxe4 26.Bg4 Re7 27.Rd6 [One has to say that ZARKOV's play is all over the place, with very little pawn or piece co-ordination. White's better organised position seems ready to punish this] **27... Nb4 28.Qb3 a5 29.Rad1 a4 30.Qc3 Nxa2 31.Qe1** [31.Qa3 might have looked more likely, but The KING's strength is excellent piece co-operation against important areas of the board] **31...Kh8 32.Rxd7 Rxd7 33.Rxd7 Qb8 34.Qh4 Bc6**
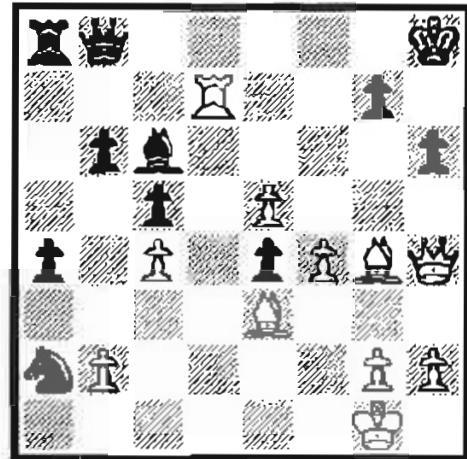
[What next... would you believe a Mate in 12 announcement?!!] **35.Rxg7 Kxg7** [ZARKOV read -424 playing this] **36.Qf6+ Kg8 37.Be6+ Kh7 38.Bf5+ Kg8 39.Qg6+ Kf8 40.Qxh6+ Ke8 41.Qxc6+ Kf8 42.Qf6+ Kg8 43.Be6+ Kh7 44.Qh4+ Kg7 45.f5!** [The exclamation mark is mainly because The KING managed a mate in 12 announcement earlier seeing this 'quiet' move right at the end of the sequence - quite an achievement!] **45...Qh8 46.Qe7+** 1-0

Back in 1988 the Fidelity (Spracklen) programs were well-known as Computer leaders when it came to endgame strength. But here we can compare how others have progressed since then.

Fid ELITE 030 (2225) - MChessPRO 486 (2382) (Round 2)

1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.bxa6 Bxa6 6.Nc3 d6 7.Nf3 g6 8.g3 Bg7 9.Bg2* Nbd7 10.0-0 Nb6 11.Bf4 h6*12.Re1 0-0 13.e4 Nc4 14.Qc1 g5 15.Bd2 Nd7 16.h3 Qa5 17.Qc2

**Rfb8 18.Reb1 Nxd2 19.Nxd2 Rxb2!
20.Rxb2 Qxc3 21.Qxc3 Bxc3 22.Rab1
Bxb2 23.Rxb2 Ne5** [After the exchanges we
find that material is equal, but MCP's Bishop and
Knight are better-placed with more scope to
support his passed c/Pawn) **24.Rb3 Be2
25.a3 Kg7 26.f4 gxf4 27.gxf4 Nd3
28.f5?** [A distinctly unhappy positional choice,
surely, giving Black's King a straightforward route
for the advance plus the reward on arrival of a
strong square at e5 from which to command his
troops) **28...Kf6! 29.Bf3 Rg8 + 30.Kh2
Nf4 31.Rb2 Ke5 32.Bh1 Ra8 33.Ra2 c4
34.Rc2 Kd4 35.Ra2 Bd3 36.Kg3 Ke3!
37.Nxc4 +** [What else? If 37.a4 c3! 38.Nb3
Bxe4 39.Bxe4 Kxe4 and Black will soon mop-up
the d5/Pawn as well, with an easy win]
**37...Bxc4 38.Rc2 Ne2 + 39.Kh2 Kd4
40.Rb2 Rxa3** [And the game lasted to move
52 before the ELITE team gave it up] 0-1

Richard Lang must be fed up with meeting
ZARKOV programs in serious competition!.
Though his programs, both in Mephisto boards
and as Chess GENIUS on PC, have continuously
been graded as much as 150-200 Elo higher, he
regularly loses to ZARKOV in major Events.

However the Diagram position, at move 61,
suggests that the jinx is about to end!

ZARKOV2.6 486 (2227) - CGENIUS 486 (2405) (Round 2)
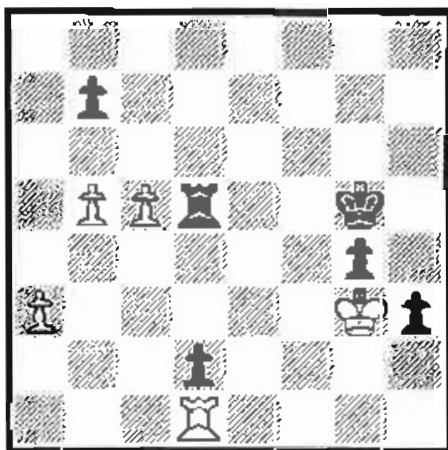
61.c6 bxc6 62.bxc6 Rd3 + [So the scene
for some small revenge is surely 100% set:
GENIUS, showing +296 playing this, has
the game is all but won] **63.Kf2 g3 + 64.Ke2
h2??** [GENIUS reads +512, but a big evaluation

wont make up for an altogether wrong move
selection.... PC SCHACH calls it 'crass' if I
translate correctly! There has to be a line of
errant endgame knowledge hidden somewhere in
CG to produce what really represents a 'winning'
evaluation... a disaster should a Correspondence
player take it for granted! Of course 64...Rc3!
would have won easily. White has little choice but
to play 65.Kxd2 Rxc6 66.Ke2 (If 66.a4?? Rd6 +
67.Kc2 Rxd1 68.Kxd1 g2 wins with ease) Rc2 +
67.Kd3, and now Black can win with 67...g2
68.Kxc2 h2. White's checks with the Rook will not
delay the end for long] **65.Kxd3 g2 66.c7
h1Q 67.c8Q Qxd1 68.Qc5 + Kh4
69.Qf2 + Kh3** [And GENIUS suddenly reads
000 here, though the operators rightly allowed
play to continue to move 79 before agreeing the
draw, to make sure neither program produced a
follow-up blunder] ½-½

The full TOURNAMENT TABLE at the end of this
selection of games will show that ZARKOV also
got the draw against the VANCOUVER 68030. I
suppose draws for the Lang programs are an
improvement on defeats, but the series of good
results achieved by ZARKOV over the past 3
years in games against Richard Lang is quite
amazing. At home my VANCOUVER 68020 has
always shown a clear superiority of 5:1 over
ZARKOV on my 386/20 (which represents a
virtually equal hardware match-up).

FRITZ2 had won its first 2 games, but now faces
one of the Tournament favourites in round 3.

FRITZ2 486 (2270) - GIDEON3.1/32 (2394) (Round 3)

**1.c4 c6 2.d4 d5 3.cxd5 cxd5 4.Nf3 Nc6
5.Nc3 Nf6 6.Bf4 Bf5 7.Qb3 Na5
8.Qa4 + * Bd7 9.Qc2 Rc8 10.e3 e6 *
11.Rc1 Nh5 12.Bg5 f6 13.Bh4 g5 14.g4
gxh4 15.gxh5** [The exchange has produced a
rather unusual though temporary Pawn set-up
along the h-file!] **15...Bd6** [15...f5 keeps the
strange Pawn formation on the board for a while,
and might also be a better choice] **16.Nxh4
Qe7 17.Bh3 Rg8 18.Ng2 a6 19.0-0 Bb5
20.Rfe1 Rg5 21.e4 Rxh5 22.Re3 Qc7
23.Qd1! Bxh2 + ?!** [How many humans would
play this? Okay, the g/ Pawn - which springs the
g3-trap a la Fisher-Spassky - has gone, but there

may still be the chance of f4 which most strong players would fear] **24.Kh1 Rh6 25.Qg4 Kf8 26.exd5 Re8 27.f4! Nc4 28.Rxe6 Bd7 29.Kxh2 Bxe6 30.dxe6 Nxb2 31.Rg1** [Creating some potentially nasty possibilities]
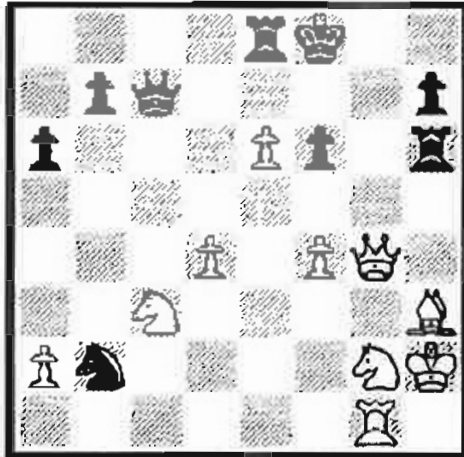
**31...Rg6** [This appears quite clever. At first I thought that 31...Qxc3 was better. However it allows 32.Nh4! Rg6 (needed now to stop the mate on g7) 33.Nxg6+ hxg6 34.Qxg6 Mmmm. When we get there, it is clear that my Qxc3 idea was no good!] **32.Nd5 Qg7 33.Qe2 Na4 34.Rc1 f5 35.Qc2!** [Easy to find, but very strong nonetheless as it attacks the a4/N and threatens mate after Qc8. Because of the latter threat the Knight cannot be saved] **35...Rgxe6 36.Qxa4 Re2 37.Rc7 Qh6 38.Rxb7 R8e6 39.Qb4+ Kg8 40.Qc4 Rxg2+ 41.Kxg2 Rg6+ 42.Kh2 Kh8 43.Qc7 Rg7 44.Nf6** [With mate in 5 announcement] **44... Rg2+ 45.Kxg2 Qg6+ 46.Kh2 h6 47.Qh7+ Qxh7 48.Rxh7+** 1-0 and well done FRITZ2!

With FRITZ2 and The KING joint leaders on 3/3, we have to show their 4th round meeting.

FRITZ2 (2270) - The KING2/32 (2455)
(Round 4)

1.c4 Nf6 2.d4 c6 3.Nc3 d5 4.Bg5 Nbd7 5.cxd5* cxd5 6.e3 e6* 7.Rc1 Qb6 8.Qd2 Bb4 9.Bd3 h6 10.Bh4 g5 11.Bg3 Nh5 12.a3 Nxg3 13.hxg3 Be7 14.Nb5 Kf8 [Black must defend against Nc7+, but this appears an unlikely way of doing so. Not 14...0-0?? of course, because of 15.Rxh6. But 14...Rb8 looks quite good, though 15.Nc7+ Kd8 16.Nf3, and now Nc5 looks clever but 17.dxc5

Qxc7 18.Qc3! gives White a definite advantage. 14..Bd8 would therefore be my choice, though 14...Bd6 may also work out okay] **15.Nf3 a6 16.Nc3 g4 17.Ng1 Nf6 18.Nge2 Bd7 19.0-0 h5 20.Rc2 h4** [Another fascinating attack by the de Koning program is developing!]
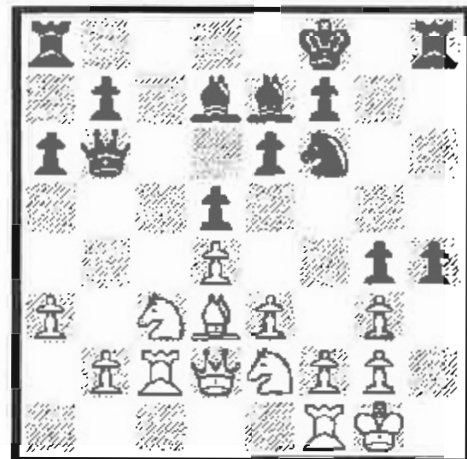
21.f3 gxf3 22.gxf3 hxg3 23.Nxg3 Bd6 24.f4 [So White has exchanged off the Pawns which fronted the KING attack, and blocked the d6-h2 diagonal threats. We now wait to see how FRITZ2 will cope with the defence of the open g and h-files, when inevitable threats develop along these] **24...Ke7 25.Rf2 Rag8 26.Rg2 Bc6 27.Nce2 Rh3 28.Rc3 Ng4 29.Nf1 Rh4 30.Nfg3 a5 31.e4??** [A shame, but this can't be right. After coping so well, and just as things seemed to be coming under control, White helps his opponent to open the centre which multiplies the scope and power of his 2 Bishops] **31...dxe4 32.Bxe4 Bb5 33.Rb3 a4 34.Rc3 Nf6 35.Bf3 Ba6 36.Qe3 Kd7 37.b4 axb3 38.Rxb3 Qa5 39.Nf1 Rxg2+ 40.Bxg2 Ke7 41.Qf2 Rg4 42.Qf3 Kf8 43.Re3** [43.Rc3 to block Black's next might seem better, though Bxe2! forces 44.Rc8+ Kg7 45.Qxe2, and now Qxa3 puts Black well in control] **43...Qe1! 44.f5 Nd5 45.Qxg4 Nxe3 46.Qg5 Nxf5 47.Qd8+ Kg7 48.Qg5+ Kh7 49.Qh5+ Nh6 50.Bf3 Qd1 51.Kg2 Bxe2 52.Bxe2 Qxd4 53.Qf3 Qg7+ 54.Kh3 f5 55.a4 Nf7 56.Qh5+ Kg8 57.Bg4** [57.Qh4 e5 58.Ng3 f4 59.Nf5 probably turns out best] **57...Ng5+** [57...fxg4+ also wins of course: 58.Qxg4 Qxg4+ 59.Kxg4 Ne5+ etc] **58.Kh4 Kf8** [A strange choice, just to stop Qe8+ one imagines] **59.Bxf5 exf5 60.Ng3** [60.Ne3?? Nf3+! 61.Qxf3 Qh6+ 62.Qh5 Be7+! winning the

Queen] **60...Bxg3+ 61.Kxg3 Ne4+**
62.Kf4 Qc7+ 63.Kxf5 [63.Kf3 Qg3+ 64.Ke2
Qg2+ 65.Kd3 Qd2+ 66.Kc4 Qc2+ 67.Kd5
(anything else allows mate) 67...Nf6+ again wins
the Queen] **63...Ng3+** [Which wins Queen for
Knight, and White resigned. There was some
powerful play by The KING which often seemed
able to reorganise cleverly and come up with
strong alternatives whenever an initial plan was
blocked] 0-1

The KING2.0 had another 'big' game in round 5,
this time against the actual World Champion,
though 2nd. favourite, GIDEON3.1! Koning's
program triumphed once more, but only after a
hard fought 95 move battle. Third favourite Chess
GENIUS was matched against the tough FRITZ2
program.

C/GENIUS 486 (2405) - FRITZ2 486
(2270) (Round 5)

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5 4.d4
Bf5 5.Nf3 Nd7* 6.Nd2 c6 7.Nc4 Qc7
8.Qf3* e6 [8...Bxc2?? 9.Bf4! Qd8 10.Qe2
threatening Nd6 mate! as well as the capture of
the c2/B] **9.Bf4 Qd8 10.Bd3 Bxd3**
11.Qxd3 Ngf6 12.0-0 Nb6 13.Ne5 Bd6
14.Bg5 Bxe5 15.dxe5 Qxd3 16.cxd3
Nfd7 17.d4 h6 18.Be3 Kd8? [Heading for
c7, then Rad8 taking three moves altogether to
develop the Rook, whereas 18...0-0-0 gets the job
done in one, with the option of Kc7 if required
later] **19.Ne4 Kc7 20.Rac1 Nd5 21.Bd2**
Rad8 22.Nd6 Rhf8 23.h3 f6 24.Rfe1
fxe5 25.dxe5 a6 26.Re4 g5 27.h4 Nf4
28.hxg5 hxg5 29.Rc2 b6 30.Be3 Nxe5
31.Rxe5 Rxd6 32.Rxg5 Rd1+ 33.Kh2
Nd5 34.Rg7+ Kd6 35.Bg5 Rh8+
36.Kg3 Rd3+ 37.f3 Rd1 38.Re2 c5
39.Rf7 Re8 40.Bf6 Nxf6 41.Rxf6 Ra1
42.b3 Rd1 43.Kf2 Rh1?! [FRITZ goes onto
the defensive. I prefer b5 in this almost equal
position which ought to be drawn] **44.f4 Rh7**
45.Kf3 Kd7 46.g4 Rh3+ [The checks
achieve little.... they may even help White! Surely
Black's best plan is to mobilise his Q-side Pawn
majority?!] **47.Kg2 Rd3** [Considering the note
at move 43 we see that the Rook has completed
a wasted circuit back to the d-file, while White's
K-side Pawn advantage has got nicely under way]
48.Rf7+ Kc6 49.f5 Rd4 50.Rg7
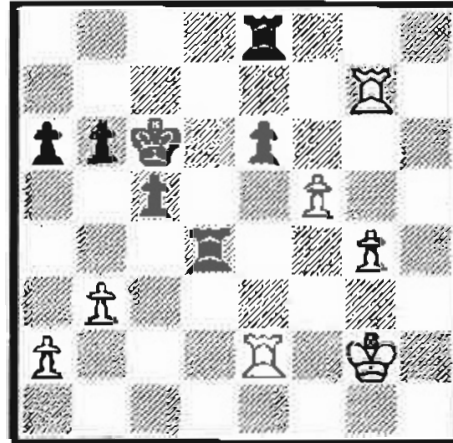
50... e5 [Reading -44 -> f6. Better was
50...Kd5, but 51.Rg6 virtually forces 51...e5 after
which 52.Kg3 leaves White well placed] **51.f6**
Rd7 52.f7 Rf8 53.Rf2 e4 54.g5 e3
55.Rf6+ Kc7 56.Kf3 c4? [played with
resignation. Better was 56...Re7, but 57.Ke2 Kd7
58.g6 Re6 59.Rg8 undoubtably gives White the
win anyway] 1-0

FRITZ2 was having a real up-and-down
Tournament: starting with 3/3, then going 0/2, it
now beat rival M Chess PRO in round 6 to keep
in with chances of being the top software
program. But the game of the round is the one
that follows, with The KING entering it on 5/5!

The KING2/32 (2455) - C/GENIUS 486
(2405) (Round 6)

1.e4 c6 2.c4 d5 3.cxd5 cxd5 4.exd5
Nf6 5.Nc3* Nxd5* 6.Nf3 Nc6 7.Bb5
Nxc3 8.bxc3 Bg4 9.d4 Qa5 10.Qd3?!
[An interesting choice as it immediately allows
Black to damage his K-side Pawn structure.
10.Bxc6+ bxc6 and then 11.Qd3 seems to give
better balance. But that is not one of the
combative KING's top priorities!] **10...Bxf3**
11.gxf3 e6 12.Bf4 Rc8 13.0-0 [Another
interesting choice, castling onto the half-open
g-file! 13.Bc4 or Bd2 would suit me better. Still,
the move played does get the King off the a5-e1
diagonal] **13...a6 14.Bc4 Ne7 15.Bd2 Ng6**
16.f4 Qc7 17.Bb3 [See Diagram at top of
next page] **17...Nxf4?** [A more understandable
mistake if coming from a human - you've just
spent 2 or 3 moves manouvring to win the Pawn,
so you grab it as soon as it becomes 'available',
generously patting yourself on the back for a plan
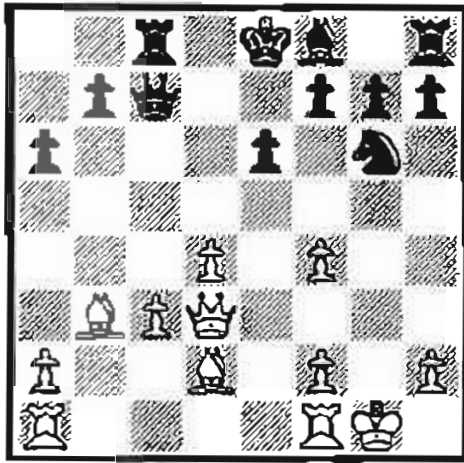
that's come together! However 17...Bd6 was a better way to proceed for winning the Pawn, forcing 18.f5 Bxh2+ 19.Kh1 exf5 Even now we find that White has 20.Rae1+ Kf8 21.f4! (Shades of FRITZ-GIDEON in round 3!) 21...Bxf4 22.Qxf5 f6 (22...Bxd2 23.Qxf7+ m/ 4) 23.Rxf4! with a winning position] **18.Ba4+ Kd8** [18...b5 19.Bxb5+! axb5 20.Qxb5+ Kd8 (20...Qc6 21.Qxc6+ Rxc6 22.Bxf4 Rxc3, and 23.Rfc1 also leaves White with the advantage, but not such a big one I think?!) 21.Qg5+ Be7 22.Qxf4 Qxf4 23.Bxf4 Rxc3 24.Rfb1, with a small advantage, but no more] **19.Qf3 Bd6 20.Rfe1 Nd5 21.Bg5+ Be7 22.Bd2 Nb6 23.Bb3 Ke8 24.c4 Qc6** [24...Bf6 25.c5 Nd7 looks better] **25.d5!** [Taking full advantage of the powerfully placed e1/Rook. The move is so much better than alternatives that I was a little disappointed to find my Meph RISC takes over 4 mins to find it, preferring until then the pale Qxc6?!] **25...exd5?!** [Or should it be !? - I'm not sure. The alternative is 25...Qd7, then 26.Bc3 is recommended by FRITZ2 and Meph RISC among others, but it seems an idle threat as 27.Bxg7? Rg8! Perhaps 26.Rac1 is best?] **26.Bb4 Rc7 27.cxd5 Qg6+ 28.Kh1 Kd8 29.Bxe7+ Rxe7 30.Rxe7 Kxe7 31.d6+!!** [Crushing after all the exchanges] **31...Kxd6** [If 31...Qxd6 32.Qxf7+ Kd8 33.Rd1, winning Queen for Rook now, with more to follow] **32.Qxb7 Kc5** [This appears to solve most of the problems compared with alternatives GENIUS could have tried. For example if [i] 32...Nc8 33.Rc1 Ke5 34.Qd5+ wins easily. Or [ii] 32...Rc8 33.Qxb6+ Ke7 (33...Ke5 34.Re1+ Kf5 35.Qa5+ Kg4 36.Qb4+ and mate follows in 7) 34.Qb7+ Kd6 35.Qxc8 again wins easily] **33.Rc1+!** [And the clever clogs

announced mate in 10!] **33...Kd4 34.Rd1+ Kc5 35.Qe7+ Kb5 36.a4+ Nxa4 37.Bxa4+ Kxa4 38.Rd4+ Kb5 39.Rb4+ Kc6 40.Rc4+ Kd5 41.Rc5+ Kd4 42.Qe3+** 1-0

Now on 6/6, The KING was running away with the Event.... so the next game is a 'must'!

MChess PRO 486 (2382) - The KING2/32 (2455) (Round 7)

1.d4 Nf6 2.c4 c5 3.d5 g6 4.Nc3 Bg7 5.e4 0-0 6.Be2 d6* 7.g4*?! Na6 8.Bd2 Qb6?! 9.Rb1 Bd7 10.f4! Ne8 11.h3 e6 12.Nf3 Rb8 [A strange choice with no obvious purpose that I can see] **13.e5 Rd8 14.b3 Qc7 15.0-0-0!?** [Sacrificing a Pawn, which The KING understandably takes. An alternative was 15.dxe6 fxe6 16.exd6 Nxd6 17.Rf1! and an equally good contest in view] **15...dxe5 16.fxe5 Bxe5 17.Nxe5 Qxe5 18.Rf3 f5 19.Bg5 Nf6 20.Re3 Qc7 21.d6 Qb6** [21...Qb8 might enable the Queen to get back into the game more easily] **22.gxf5 gxf5** [Who has the advantage? I understand that MCP read +59 here, despite being the Pawn down, so that represents some good chess knowledge on scope and activity] **23.Bh6!**
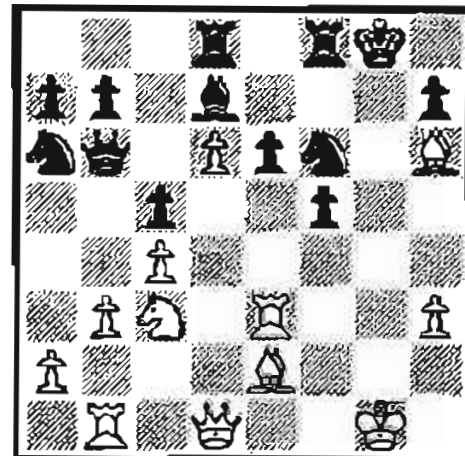
[White's aim is to remove one of Black's few K-side defenders... the f6/N] **23...Rf7 24.Bh5! Rg7+** [The alternative was 24...Nxh5 25.Qxh5 f4 to stop the deadly Rg3+, but 26.Qg5+ is mate in 6 anyway: 26...Kh8 27.Qe5+ Kg8 28.Kh2 Re7 29.Rg1+ etc] **25.Bxg7 Kxg7 26.Rg3+ Kh8** [it is worth following The KING's evals for a while. Here it is -234] **27.Qd2!** [Not a hard move to find, but it's

certainly a convincing one] **27...Nxh5** [Black is completely outgunned with a Knight and his Queen wasting away on the wrong wing. Perhaps the move played is best, reading -336, but maybe 27...Qa5 could have been tried here?] **28.Na4 Nxg3** [-562] **29.Qc3+ Kg8 30.Qxg3+ Kf7** [-809!] **31.Nxb6 Bc6** [If 31...axb6 32.Qh4 Rg8+ 33.Kf2 Rg6 34.Qe7+ Kg8 35.Qxd7, with an easy win] **32.Qh4 Rxd6 33.Qxh7+ Kf8 34.Nc8 Rd7** [-978] **35.Qh6+ Ke8 36.Qxe6+ Kd8 37.Qg8+ Kc7 38.Nxa7 Nb4 39.Qg3+ f4 40.Qxf4+ Kb6 41.Nc8+ Ka5 42.Qe5 b6 43.a3 Ka6 44.axb4 Kb7 45.Nd6+ Kc7** [announcing mate in 7 against itself] **46.Rd1 Bd5 47.Rxd5** etc. An excellent and exciting game by M CHESS PRO! 1-0

However, after the elation of round 7, M Chess PRO lost to GENIUS in round 8, whilst The KING returned to winning ways! On to the last round.

VANCOUVER 030 (2345) - CGENIUS 486 (2405) (Round 9)

1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.Nc3 Nf6 5.Nf3 Nc6 6.Bf4 Bf5 7.e3 e6 8.Bb5 Nd7 9.Qa4 Rc8* [The later version of Richard Lang's program is caught by the VANCOUVER in a line which had been shortened for the PC program to reduce memory size!] **10.0-0 a6 11.Bxc6 Rxc6 12.Rfc1* Rc4 13.Qd1 Be7 14.Ne2 0-0 15.Rxc4 dxc4 16.b3 cxb3 17.Qxb3** [CGENIUS has the 2 Bishops and distant Pawn majority for a small plus at this point. Also, of course, it has a speed advantage: 100CMHz against 40CMHz] **17...b5 18.Ng3**

Bg4?! 19.Ne5! Nxe5 20.Bxe5 f6 21.h3 fxe5 22.hxg4 [As it stands here the exchanges have damaged Black's Pawn structure more than White's]
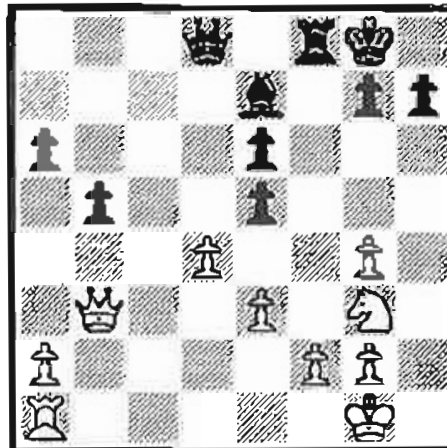
22...Kf7 [If 22...cxd4, trying to 'equalise' the damaged Pawn structure, then 23.Qxe6+ Kh8 24.Rd1! Rf6 25.Qe4 Qf8 looks quite interesting, though probably still favouring White] **23.dxe5 Qc7 24.f4 Rd8 25.Ne2 Qb6 26.Kf1 Bc5 27.Rd1?! Rxd1+ 28.Qxd1 Qa5 29.Qd7+ Be7 30.Nd4! Qxa2** [Wins the Pawn and protects the threatened e6 Pawn. However Black's King is left wide open to various threats and, though I haven't found it, I still wonder if Black had a better defence hereabouts] **31.f5 Qa1+ 32.Kf2 Qb2+ 33.Kf3** [When Richard Lang's programs get the endgame right, their evals. really show it... +506 here.!] **33...exf5?!** [If 33...Qc1!? 34.fxe6+ Kf8 35.Nf5!] **34.e6+ Kf6** [34...Kg6 35.Qxe7 fxg4+ 36.Kf4 Qf2+ 37.Nf3 h6 (37...gxf3?? 38.Qg5+ is mate!) 38.Qf7+ wins easily] **35.g5+ Kxg5 36.Qxe7+** and Black resigned 1-0

FINAL CROSS-TABLE, WELSER 1993

		KNG	FRZ	VAN	CG	MCP	MR	GID	FEL	ZAR	KR	TOT
1	**The KING2.0/32**	xxx	1	½	1	0	1	1	½	1	1	**7**
2	**FRITZ2 486**	0	xxx	½	0	1	1	1	½	1	1	**6**
3 =	**VANCOUVER 68030**	½	½	xxx	1	0	1	0	1	½	½	**5**
	Chess GENIUS 486	0	1	0	xxx	1	1	½	0	½	1	**5**
5 =	**M Chess PRO 486**	1	0	1	0	xxx	0	0	1	1	½	**4½**
	Meph RISC 1MB	0	0	0	0	1	xxx	1	1	½	1	**4½**
7	**GIDEON3.1/32**	0	0	1	½	1	0	xxx	½	1	0	**4**
8	**Fid ELITE 68030**	½	½	0	1	0	0	½	xxx	0	1	**3½**
9	**ZARKOV2.6 486**	0	0	½	½	0	½	0	1	xxx	½	**3**
10	**Kasp RISC 2500 128K**	0	0	½	0	½	0	1	0	½	xxx	**2½**

We start with various RESULTS sent in by BRITISH readers of NEWS SHEET.

FRANK HOLT continues to be one of the most prolific of our COMPUTER v. COMPUTER testers. His latest endeavours have concerned the FRITZ2 program, running on his 486/66.

FRITZ2 486/66

RESULTS for RATING
F2 - Meph RISC 5½-6½
F2 - Meph BERLIN 9-3
F2 - CMachine KING/15 7-5
F2 - CMachine GIDEON/15 4½-7½

ACTIVE and BLITZ RESULTS
F2 - Meph RISC 3-1
F2 - Meph BERLIN 2½-1½
F2 - CMachine KING/15 1-3
F2 - CMachine GIDEON/15 2½-1½

This is an impressive set of results for FRITZ2, confirming the developing view that both it and M Chess PRO are relatively notably stronger on the 486 PC's than on the 386's - due to their use of Extended RAM for Hash.

Another set of results from Frank enable us to compare the Chess GENIUS score against Mephisto RISC:

Chess GENIUS 486/66

RESULTS for RATING
CG - Meph RISC 26½-9½

ACTIVE and BLITZ RESULTS
CG - Meph RISC 5-7

Viewing these results together confirms that FRITZ2, some 200 Elo behind Chess GENIUS on the 386 machines, is still some way behind on the 486 despite the extra Hash usage. Comparing the scores, FRITZ2 486 gets 53% against Mephisto RISC, whilst Chess GENIUS 486 gets 66% - a rating gap of about 100 Elo.

Frank also sent me some interesting CHARTS and GRAPHS, showing that the NEWS SHEET Rating List has dropped by around 25 Elo

points in the period between Jan 1992 and April 1993. This happens as an outcome of the most recent RESULTS v. HUMANS and as these have been fed into my COMPUTER RATING PROGRAM some have failed to show the progress that COMPUTER v COMPUTER scores might indicate on their own.

The RATING PROGRAM is set to make its own adjustments (up or down!), always emphasising the most current performances, so it is nothing to do with a 'feeling' I or anyone else may have, but is purely the consequence of mathematical principles being applied to facts! Indeed readers will observe that this Issue, which incorporates amongst others the AEGON ratings, shows a further drop of 4 or 5 points.

Here are a couple of games from Frank's long series:-

The KING/15 - FRITZ2 486
30 moves in 1 hour (30/60)

1.c4 e6 2.Nc3 d5 3.d4 Nf6 4.Bg5 Nbd7 5.Nf3 Be7 6.e3 0-0 7.Qc2 c5 8.cxd5 Nxd5* 9.Bxe7* Qxe7 10.Nxd5 exd5 11.Be2 cxd4 12.Nxd4 Qb4+ 13.Qd2 Qxd2+ 14.Kxd2 h6 15.Rac1 Kh7 16.Rc7 Kg6 [Evals. are KING +135; F2 -11] **17.Bd3+ Kf6 18.Rhc1 Rd8 19.8f5 Nb6 20.Bxc8 Raxc8 21.Rxb7 Rxc1 22.Kxc1 Rd7 23.Rxd7 Nxd7 24.Nc6 Nc5 25.Kd2 a6 26.f3 Ke6 27.Nd4+ Ke5 28.b4 Nd7 29.f4+ Ke4 30.Nb3 Kf5 31.Nc5 Nxc5 32.bxc5 Ke6 33.Kd3 a5** [Frank comments that F2 constantly under-estimated the difficulty of its position in this game. Here the evals. were KING +302; F2 -150] **34.Kd4 g6 35.g4 f5 36.gxf5+ gxf5 37.a4 h5 38.h4 Kd7** [At this moment the F2 eval. went mad! It dropped to -3541 (!!) and resigned.... but Frank played on for a couple more moves] **39.Kxd5 Kc7 40.c6** [And KING announces m/10, confirmed by FRITZ2 as it plays 40...Kc8 41.Kd6 Kd8 42.e4 fxe4 43.c7+ Kc8 44.f5 e3 45.f6 e2 47.f7 e1=R 47.f8=Q+ Re8 48.Qxe8+ Kb7 49.c8=Q+ etc] 1-0

FRITZ2 486 - Meph RISC
30 moves in 30 mins (30/30)

**1.Nf3 d5 2.d4 Nf6 3.c4 c6 4.Nc3 dxc4
5.Nc5 b5 6.g3 Bb7 7.Bg2* a6 8.b3
Nd5*** *[Coming out of their Books, MR has it
about equal, but F2 prefers Black's position,
showing -47]* **9.Bd2 f6 10.Nf3 cxb3
11.Qxb3 e6 12.e4 Nc7 13.Be3 a5
14.0-0 a4 15.Qc2 Nd7 16.Bf4 e5
17.dxe5 g5 18.Rad1 gxf4 19.Bh3 Bc8
20.e6 Nxe6 21.Bxe6 fxg3 22.hxg3
Qb6 23.Bg4 Bc5 24.Bh5+ Kf8 25.Qd2
Qc7 26.e5 h6 27.Qf4 Rh7 28.Ne4 Be7
29.Rfe1 f5 30.Bg6 Rg7** *[F2 has +122; MR
-219... which drops to -642 after the next 2
moves!]* **31.Nd6 Rxg6 32.Qxf5 Rf6
33.Qh7 Rxd6 34.Rxd6 Ke8 35.Qg6+
Kf8 36.e6 Ne5 37.Rxe5** *[F2 calls m/7]*
37...Bxe6 38.Qxh6+ Kg8 *[MR shows -m/5
now and resigns: 39.Qxe6+ Kf8 40.Rf5+ Bf6
41.Qxf6+ Kg8 42.Rg5+ Kh7 43.Qh6 mate]* 1-0

DAVID EGDOLL sent me a small range of
results from his Kasparov TURBO ADVANCED
TRAINER. This is the SAME program and
processor as in the GK2000 so the results for
BOTH are now included together in the Rating
List.

David played it against three PC programs on his
286, the scores coming out as follows:-

Kasp TURBO ADV TRAINER (GK2000)
Mostly 40/2 - a couple 60/60
KTAT - C'MASTER 3000 286/12 2½-1½
KTAT - PSION2 286/12 4½-2½
KTAT - ZARKOV 286/12 4-0 (!)

DAVE ELLISON has completed a long Match
between Kasp RISC 25000 and Fid ELITE
68000v2. From the Rating Lists one would expect
the RISC machine to score around 80%, so the
Fidelity did quite well!

RISC 2500 - ELITE 68000v2
GAME in 1 hour
KASP RISC 2500 - FID ELITE 68000 13-7

40 moves in 2 hours
KASP RISC 2500 - FID ELITE 68000 14-6

Half of the games were played with KRIS on
Normal, and the other half on Offensive - the
scores were IDENTICAL!

On analysing the scores afterwards, Dave
discovered that KRIS scored 10/11 as White
when opening with 1.e4, but 5½/9 with 1.d4. He
was unable to draw any real conclusions with
KRIS as Black, as the results were much more
even through the openings.

I have just completed three 10 game Matches
with KRIS on different settings against Chess
GENIUS 386/20.

Kasp RISC 2500 - C/GENIUS 386/20
GAME in 1 hour (G/60)
KRIS NORMAL   5 -5
KRIS ACTIVE   5½-4½
KRIS SOLID   7 -3

The reason for trying a series to include Solid (for
I have been more than happy with the results on
both Active and Offensive), was the following
reasonably straightforward position:-
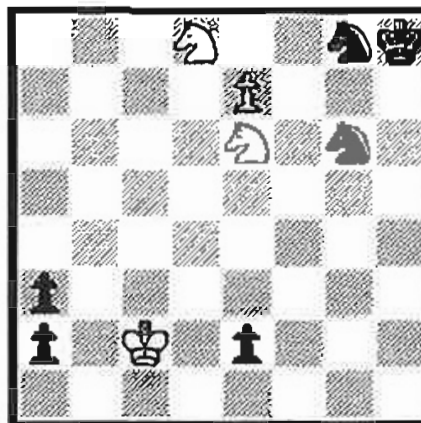
It is White's move, and play quite naturally goes
**1.Nf7+ Kh7 2.e8=N e1=N+ 3.Kb3
a1=N+**
The critical moment as far as the 'KRIS
discussion' is concerned. Black's checks cannot
last forever... in fact much MORE than that, if
White plays...
4.Ka2!
White can announce MATE IN 4 by 4...Nf3
5.Kxa1 a2 6.Kxa2 Nge5 7.Nf8 mate. On SOLID
the RISC 2500 does indeed do this, within 2 secs
(in fact, on SOLID it would have announced m/5

in just 8 secs when playing 3.Kb3. However on ALL others settings, KRIS inexplicably plays 4.Kxa3?? even after allowing it quite a few minutes! So something 'naughty' has crept into the program on all but the Solid setting.

That said, I have NO other such example, so it could even be unique. However having seen this I decided some proper GAME TESTING on Solid was in order, and the first result above, against C/GENIUS, makes a satisfying start.

Whilst we're looking at positions, here's another quite interesting one:-
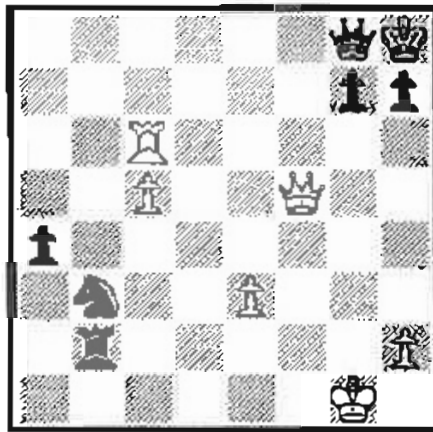
This was brought to my attention because one of the Fidelity 68000's (CLUB I believe) failed to recognise the threat of Black's Rc8! ('a fairly obvious move' even without analysing the outcome). In fact, if allowed, it forces a draw.

The move White must play to stop it is **1.Rd2!** The FIDELITY however persisted with 1.Nd2 for a full 17 mins, though this allows 1...Rc8 and White must take the draw through perpetual check 2.Nf3+ 3.Nh2+ etc. Only at 17 mins did MACH3 change to 1.Rd2. It seemed so obvious, I wondered how some of the 'top' programs would cope. I've only tested 3, so readers might like to have a look at their own.

C/GENIUS 386 ONLY looked at 1.Rd2, which seemed very impressive! Meph RISC 1MB had 1.Nd2 +450 eval. for nearly 2 mins. Then the eval. dropped to +142 and it changed to 1.Rd2 at 2 mins 50. The story with Kasp RISC 2500 was similar, except that it changed to the correct 1.Rd2 slightly faster in 2 mins 3 on Active. On SOLID however, it got there in 1 min 24.

I then 'forced' **1.Nd2?** on all the programs, to see how long they took to find 1...Rc8.

I assumed they would find it very quickly, perhaps immediately - especially C/GENIUS as it had only shown 1.Rd2 in the first place. But I was quite wrong....

C/GENIUS 386 needed no less than 3 mins 28 to change to Rc8... and was still showing -100 then! Meph RISC was MUCH better, taking only 33 secs to find Rc8 and the draw. 33 secs was actually longer than I had expected before I started, but after the GENIUS attempt it now seemed quite good! Kasp RISC 2500 was again similar to its Mephisto counterpart, slightly slower this time at 45 secs. on Active but managing 31 secs on SOLID.

Some early scores are coming through for the new COMPLETE CHESS SYSTEM for PCs - an upgrade for the Chess CHAMPION 2175 PC program by Chris WHITTINGTON and the Oxford Softworks team. The first to reach me was from regular results provider **GARY SEDMAN**:

> ### COMPLETE CHESS SYSTEM
> ### - Novag SUPER FORTE C/6
> 40 moves in 2 hours (40/2)
> CCS 386/16 - NSF C/6 4½-5½

Gary is a great fan of the Novag machine at 40/2, though this differs from the 'popular' opinion that the program performs relatively better at faster speeds. Another of his recent results supports his view:

> ### Meph LYON 68020
> ### - Novag SUPER FORTE C/6
> 60 moves in 30 mins (60/30)
> LYON 68020 - NSF C/6 7½-2½
>
> 40 moves in 2 hours (40/2)
> LYON 68020 - NSF C/6 6-4

Gary considers the COMPLETE CHESS SYSTEM to be good value for money, though it is a bit 'fiddly' finding one's way around the otherwise generous database of 15,000 games. An Openings Key is also needed for this to make it really useful he feels. Folk with colour VGA have made glowing reference to 'dazzling graphics' but

Gary, like myself, stuck with black and white VGA on a Laptop, has trouble distinguishing the light and dark pieces.

As the next correspondent I quote has a somewhat different view and is yet to see CCS win a game, here is one from Gary's match:

Comp Chess SYSTEM 386/16 - Novag SUPER FORTE C/6.
40 moves in 2 hours

1.d4 d5 2.c4 dxc4 3.Nf3 Nf6 4.Nc3 c6 5.a4 Bf5 6.Ne5 e6 7.f3 Bb4 8.e4 Bxe4 9.fxe4 Nxe4 10.Bd2 Bxc3 11.bxc3 Qh4+ 12.g3 Nxg3 13.hxg3 Qxh1 14.Qg4 Kf8? *[A poor choice by Novag: 14...0-0 is 'obvious' and much better. However the NSF mistake allows CCS to produce a nice finish]* **15.0-0-0 Qh2 16.Bxc4 f5 17.Qg5 Na6 18.Bxe6 Qf2 19.Nd7+** 1-0

The SUPER FORTE C/6 is graded at 2051, so the Match result implies a grading of around 2000 for CCS on a 386/16, an improvement of 40-50 Elo over the predecessor 2175 program.

Tactical test comparisons done in *SCHACH & SPIELE* suggested a possible improvement of 100 Elo, but I still believe full games give the only reliable indication.

KEITH WHEELER's results are therefore somewhat discouraging as, in 13 games so far, mainly a couple against each of M CHESS PRO, FRITZ2, HIARCS, Novag SCORPIO, GRANDMASTER (ZARKOV), SARGON 5 and WAXMAN (a freeware chess program!), Keith's CCS 386/40 is yet to win a game, though it has managed a few draws!

Keith doesn't believe CCS is any stronger than the 2175, and has actually visited Oxford Softworks as their guest to chat things over. The RATING LIST will show the current situation, but Gary's, Keith's and my results so far suggest at present that it may struggle to reach 2000 on a 386. However Chris Whittington's use of RAM is superior to many (maybe ALL) others, so I expect it to achieve a big rating improvement of up to 200 Elo when on most 486 machines, maybe 250 on some. Time will tell.

As I mentioned in NS/45, the well-known *MODUL* Magazine from Austria has recently changed its name to **PC SCHACH**. Whilst British addicts continue to prefer the DEDICATED Chess Computer (so the surveys tell us!), PC's are in favour abroad and that is where the Austrian Magazine's emphasis now lies, and I hope they continue to do well. THOMAS MALLY especially is very helpful and seems a really hard worker.

In their latest Issue (1/93) they produce a rather interesting position, which readers might like to try out on their own machines.
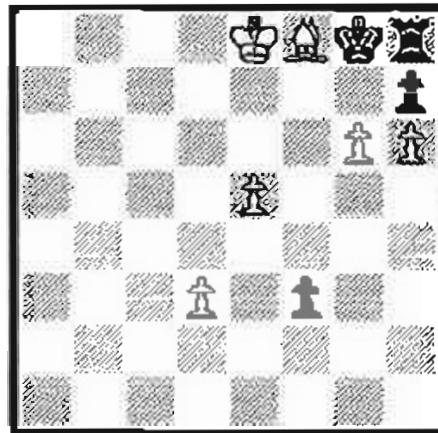
It is White to play in this STUDY from 1940 by the Russian GULYAYEV. It looks fairly straightforward, **1.g7!** will be found by most readers - all one really has to check out is what Black's promoted f-Pawn might be able to achieve.

But whilst many of the older machines find it quite quickly, some of the newer programs rather take their time about it... one or two don't manage it at all! Let's play through a few moves and see if we can work out what the problem is!

1.g7 *[As above]* **f2 2.Be7 f1 = Q 3.Bf6** *[Threatening gxh8 = Q mate]* **3...Qxf6!** *[The only saving move and, if you analysed to here and saw that this forced move loses the Queen, you'll have been quite happy But... STOP!]*

Having reached THIS position on the board, you and ALL of the Computers will quickly see that the 'automatic' **4.exf6** does 'win' the Queen.... but it's also STALEMATE! If you missed this fact, the Computers certainly wont have - they spotted it whilst researching 1.g7. And it appears that the usually brilliant pruning and forward selective

search techniques, whilst analysing from the INITIAL position, having spotted that 4.exf6 doesn't work, in some cases SCRAP the whole line and FAIL to find that White has a perfectly secure WIN from the position with another move:

4.gxh8 = Q(or R) + Qxh8 *[Kxh8 5.exf6 m/2]* **5.d4!** *[Black is in zugzwang and loses all ways. E.g 5...Qxe5 6.dxe5 m/5].*

How does your machine do? I set the position up on ZARKOV 386 to print the diagram and, whilst it had the wrong move for the first minute, it found and showed 1.g7 as +833 at 1 min 03. VERY good!

Whilst I did the printing I gave it to my SCORPIO and RISC 2500. The Novag machine had 1.g7 within a few seconds, but with the 000 evaluation - it had seen the stalemate, but nothing more. At least it stuck with the move and, at 3 mins 50 went to +75; then at 5 mins 50 to +253. KRIS had 1.g7 within 2 secs, but also showed 000 until 42 secs at which point it leapt to +617 (solid). Active's eval was +740 but the timing was the same. A good performance.

Now the printing was done I gave it expectantly to M CHESS PRO on my 386 and immediately got confirmation of exactly what *PC SCHACH* say happens on some Morsch and Schroeder programs. The Hirsch program showed 1.Bc5 until 4 mins 40. At this point it did go to 1.g7 showing +98 but almost immediately dropped the eval back to 000, returning to 1.Bc5 at 5 mins.... where it stayed until I'd had enough. Give it moves 1 and 2, and it jumps almost immediately to a big + eval. - but clearly some programs will not get to this moment as they stop the g7 line of search on seeing the stalemate, and apparently prune it right out! Fascinating!

The superbly produced **SCHACH & SPIELE** from Germany, where FREDERIC FRIEDEL of ChessBase and Fritz fame is another getting through mammoth amounts of work, has a couple of interesting Tournament Tables.

Before I come to those, I noticed that OSSI WEINER's company, *HOBBY COMPUTER CENTRALE*, shows bigger gaps between TOURNAMENT and BLITZ ratings in their advert

for various PC programs. The advert shows the Swedish PLY 40/2 Gradings alongside their Blitz Gradings and then, in bold, averages the pair to show a Rating for 'practical purposes'! It seems a neat way of giving everything a bit more than you should!

However the point I noticed is that the mathematics on the gradings indicate that Computers grade 292 Elo higher at Blitz than at Tournament. I have always worked on a figure of +200, or +250 maximum for Blitz, and +100 for Active. I will go through the PLY list and make a fuller comparison, to see if the increased figure holds up generally. I'll let you know in NS/48.

Here are the promised results:

30 secs per move Tournament	KR	SFC	V16	TC	TOT
Kasp RISC 2500	---	2	2	2	= 6
Nov SUP FORTE C	0	---	1½	½	= 3
Meph VANC 68000	0	½	--	2	= 2½
Kasp TRAV CHAMP	0	½	0	---	= ½

A comfortable win for RISC 2500, which is also reported as winning a Blitz Tourny in Istanbul with a 2535 rating; and then winning the 40/2 Open with 7½/9... no grading performance given; the best win was against ZEKI ARI (2240 Elo).

The Mephisto VANCOUVER 68030 has been busy in the MEISTER OPEN (40/2). A souped-up 66MHz version scored 6½/11 for a 2345 grade; the standard 36MHz commercial model was entered in the 'B' Section and got 8/11 for 2111.

In the following Double Rounder, all of the programs were running on 486 PC's at 33MHz with 8MB RAM under OS/2... so they competed head-to-head but no thinking in opponents time.

1 min per move (60/60)		
1	Chess GENIUS (Act)	10/14
2	M Chess PRO	9
3	Chess GENIUS (Sol)	8½
4	Chess GENIUS (Ris)	8
5	REX Chess	7½
6	M Chess v1.63	5
7 =	ChessMASTER 3000	4
7 =	FRITZ2	4 (??)

Eric's MS-DOS6
Autoexec.Bat and Config.Sys files

Once you start into these copies of my two FILES, you will see that I have all my chess programs installed into their own Directory, inventively called CHESS - thus CD\CHESS precedes the loading of each one.

The ordering of the instructions, especially in the CONFIG.SYS file, are slightly strange in one or two places (at least in my opinion, comparing them with the order shown in most books and which certainly applied under my MS-DOS5 system). However they are as placed by MS-DOS6's own MEMMAKER program, so they must (?!) be okay.

MEMMAKER also shows the SIZE of each L(oad) H(igh) file, but this is only so that they can be put into descending size order, which is supposed to be the optimal method.

MS-DOS5

Users with MS-DOS5 should be able to create BOOT.UP FLOPPIES by incorporating copies of the individual sections for each of the programs they wish to load onto a created SYSTEM disk.

E.g for FRITZ2. [1] Copy the SYSTEM files onto a floppy in the A: drive (from the C:> type SYS A: [ENTER]).
 [2] Now use EDIT to create an AUTOEXEC.BAT file for the floppy, comprising:
@ECHO OFF
PROMPT pg
SET TEMP = C:\TEMP   rem''
... plus the FRITZ2 listing shown opposite (excluding the top line :FRITZ2 which is an MS-DOS6 MENUMAKER line).
 [3] Again using EDIT, create a CONFIG.SYS file from my FRITZ2 listing, once more leaving out the top line ([FRITZ2]). You may also leave out those ending rem'' as these are MS-DOS6 lines created by MEMMAKER. The resulting DISK should BOOT.UP for you from the A: drive straight into FRITZ2 giving you the maximum memory availability for your Computer.

If you're doing one for M CHESS PRO or CHESS GENIUS, also leave out MEMMAKER's

size comments (e.g /L:1,11376). So LH /L:1,11376 MOUSE becomes LH MOUSE.

MS-DOS6

AUTOEXEC.BAT

```
@ECHO OFF
PROMPT $p$g
SET TEMP = C:\TEMP

GOTO %CONFIG%

:WINDOWS
rem windows section settings done and ordered
by memmaker
PATH C:\WINDOWS;C:\DOS;C:\MENU;C:\BAT
MODE CON CODEPAGE PREPARE = ((437)
... C:\DOS\EGA.CPI)
MODE CON CODEPAGE SELECT = 437
LH /L:0;1,43920 /S SMARTDRV 256
LH /L:1,15904 C:\DOS\KEYB
... UK,,C:\DOS\KEYBOARD.SYS
LH /L:1,11376 MOUSE
LH /L:2,624 C:\CHESS\FRITZ2\CB4F2.COM
C:
WIN
GOTO END

:MCHESSPRO
rem mchesspro section settings done and
ordered by memmaker
PATH C:\;C:\DOS
LH /L:1,15904 C:\DOS\KEYB
... UK,,C:\DOS\KEYBOARD.SYS
LH /L:1,11376 MOUSE
C:
CD\CHESS\MCHPRO
MCHESS
GOTO END

:FRITZ2
PATH C:\;C:\DOS
LH MOUSE
LH C:\DOS\KEYB
... UK,,C:\DOS\KEYBOARD.SYS
C:
CD\CHESS\FRITZ2
FRITZ2 /X
```

```
GOTO END

:CGENIUS1
rem cgenius1 section settings done and ordered
by memmaker
PATH C:\;C:\DOS
LH /L:1,15904 C:\DOS\KEYB
... UK,,C:\DOS\KEYBOARD.SYS
LH /L:1,11376 MOUSE
C:
CD\CHESS\CGENIUS1
LH CG
GOTO END

:CCSYSTEM
PATH C:\;C:\DOS
LH MOUSE
LH C:\DOS\KEYB
... UK,,C:\DOS\KEYBOARD.SYS
C:
CD\CHESS\CCSYSTEM
CHESS
GOTO END

:END
```

CONFIG.SYS

```
[menu]
menuitem = WINDOWS menuitem = MCHESSPRO
menuitem = FRITZ2
menuitem = CGENIUS1
menuitem = CCSYSTEM

[WINDOWS]
rem windows section settings done and ordered
by memmaker
DEVICE = C:\DOS\HIMEM.SYS /M:PS2
DEVICE = C:\DOS\EMM386.EXE NOEMS
... HIGHSCAN min = 0 WIN = DD00-DFFF
... WIN = DA00-DCFF
BUFFERS = 20,0
FILES = 30
DOS = UMB
LASTDRIVE = E
FCBS = 4,0
DOS = HIGH
DEVICEHIGH /L:1,15792
... = C:\DOS\DISPLAY.SYS CON = (EGA,,1)
DEVICEHIGH /L:1,12048
... = C:\DOS\SETVER.EXE
COUNTRY = 044,437,C:\DOS\COUNTRY.SYS
```

```
 STACKS = 9,256
SHELL = C:\DOS\COMMAND.COM C:\DOS\ /p

[MCHESSPRO]
rem mchesspro section settings done and
ordered by memmaker
DEVICE = C:\DOS\HIMEM.SYS
DEVICE = C:\DOS\EMM386.EXE NOEMS
... HIGHSCAN
BUFFERS = 40,0
FILES = 10
DOS = UMB
LASTDRIVE = E   rem**
FCBS = 4,0   rem**
DEVICEHIGH /L:1,15792
... = C:\DOS\DISPLAY.SYS CON = (EGA,,1)
COUNTRY = 044,437,C:\DOS\COUNTRY.SYS
DOS = HIGH
SHELL = C:\DOS\COMMAND.COM C:\DOS\ /p

[FRITZ2]
DEVICE = C:\DOS\DISPLAY.SYS CON = (EGA,,1)
COUNTRY = 044,437,C:\DOS\COUNTRY.SYS
BUFFERS = 5,0
FILES = 10
SHELL = C:\DOS\COMMAND.COM C:\DOS\ /p

[CGENIUS1]
rem cgenius1 section settings done and ordered
by memmaker
DEVICE = C:\DOS\HIMEM.SYS
DEVICE = C:\DOS\EMM386.EXE NOEMS
... HIGHSCAN I = B000-B7FF
BUFFERS = 5,0
FILES = 10
DOS = UMB
LASTDRIVE = E   rem**
FCBS = 4,0   rem**
DEVICEHIGH /L:1,15792
... = C:\DOS\DISPLAY.SYS CON = (EGA,,1)
COUNTRY = 044,437,C:\DOS\COUNTRY.SYS
DOS = HIGH
SHELL = C:\DOS\COMMAND.COM C:\DOS\ /p

[CCSYSTEM]
DEVICE = C:\DOS\HIMEM.SYS
DOS = HIGH,UMB
DEVICE = C:\DOS\EMM386.EXE RAM
BUFFERS = 5,0
FILES = 10
COUNTRY = 044,437,C:\DOS\COUNTRY.SYS
SHELL = C:\DOS\COMMAND.COM C:\DOS\ /p
```

RISC 2500 UPGRADE
arrives at last!

The long (im)patient wait is over...but it looks as if it's been worth it! Before it arrived I sent 6 positions I had selected to Saitek, to obtain timings for the UPGRADE. The SMALLEST speed-up was 17%, and the MAXIMUM 56%.

The maximum improvements occured in endgame-type positions, the best being a 6min 16secs time which was reduced to 2mins 45secs to find a winning sacrifice. Some might call this a 128% speed-up and, in a sense it is, as this one is equivalent to the 14MHz processor being speeded to nearly 32MHz!

Totalling the timings for solving all 6 positions, the RISC 2500-128 managed 18mins 49, compared with 11mins 34 for the 2500-512...an AVERAGE improvement of 38% - or the 14MHz speeded to 22½MHz. Evidence to suggest perhaps 40-50 Elo.

The price for the UPGRADE IS £149.95 (£199.95 had been expected) so this too is good news. A **RISC 2500-512K** new will cost £549.95.

The actual chips to upgrade my own KRIS arrived a couple of days later, so I have now confirmed they are correct, and started a series of Matches at G/60 to measure the effect in actual play.

Though the RAM upgrade is effective at all time controls - a 28sec solution for the KRIS 128K was done in 20secs by the 512K - the largest benefits could be in endgames and at slower time controls, where the hash tables become even more efficient. Therefore a greater GRADING IMPROVEMENT might be achieved at 40/2 than at 60/60 or G/60. It will be interesting to see where RISC 2500-512 comes out on the Swedish 40/2 lists in 2 or 3 months.

In the meantime my scores so far are as follows:-
- v CHESS GENIUS 386, 3½-2½
- v M CHESS PRO 386, 4-2
- v M CHESS 386, 4½-1½
- v MEPH RISC 1MB, 3-3
- v HIARCSEXP1B 386, 3½-2½

- v FRITZ2 386, 6-0
- v NOVAGO SCORPIO, 4½-1½

This still small sample indicates an upgrade value of exactly 40 ELO. The RATING LIST will be printed at the last possible moment showing the fully up-to-date position but, to close, here are three of the KRIS-512K's best wins:

FRITZ2 386 (2140) - KRIS-512 (2370)
Eric's G/60-3, 1993 1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 dxc4 5.a4 Bf5 6.Nh4 Bc8 7.e3 e5 8.Bxc4 e4 9.Qb3 Nd5 10.g3 Bb4 11.0-0 Bxc3 12.bxc3 0-0 13.Ba3 Re8 14.Ng2 b6 15.Be2 Qc7 16.c4 Nf6 17.d5 Bg4 18.Bxg4 Nxg4 19.d6 Qd7 20.Rfd1 Ne5 21.Nf4 Nf3+ 22.Kg2 Qf5 23.Bb2 Nd7 24.a5 Qc5 25.axb6 axb6 26.Qc3 Qg5 27.h3 Ra5 28.Rxa5 bxa5 29.Qc2 Qf5 30.Ra1 Qc5 31.Qc3 Nfe5 32.Rxa5 Qxd6 33.Ra7 Nf6 34.Nh5 Qb8 35.Nxf6+ gxf6 36.Ra3 Qd6 37.Ra1 c5 38.Ra2 Qe6 39.Ra5 Rc8 40.Ra7 Kg7 41.Ra4 Nd3 42.g4 Rb8 43.Ba3 Rb1!! 44.g5 Ne1+ 45.Kg3 Qd6+ 46.f4 exf3+ 47.Kh4 f2 48.Qxf6+ Qxf6 49.gxf6+ . 0-1, *this is worth playing through just to enjoy Black's 43rd!*

M CHESS PRO 386 - RISC 2500-512.
G/60-5. 1.d4 d5 2.c4 dxc 3.Nc3 a6 4.Nf3 e6 5.e3 b5 6.Be2 Bb7 7.a4 b4 8.Na2 Nf6 9.Bxc4 Nbd7 10.0-0 c5 11.Bd2 Qc7 12.Bd3 Bd6 13.dxc Nxc5 14.Bxb4 Rd8 15.Rc1 Ng4 16.Ne1 h5! 17.g3 0-0 18.Qe2 a5 19.Bxc5 Bxc5 20.Nc3 Qb6 21.Ng2 f5 22.Bb5 Ne5 23.Qxh5 *(MCP reads +90 playing this)* Rd2! 24.b3 g6 25.Qh6 Bxg2 26.Kxg2 Bxe3 27.Qh3 Bxf2 28.Nb1 Rb2 29.Kh1 Bc5 30.Rxc5 Qxc5 31.Rd1 Ng4 32.Rf1 Ne3 *(main threat Qd5+ and mate)* 33.Nd2 Rxd2. 0-1, *a brilliant win, on Offensive mode; as is....*

RISC 2500-512 - Nov SCORPIO. *G/60-2.*
1.e4 e5 2.Nf3 e4 3.Nd4 Nc6 4.e3 Nxd4 5.exd4 Qf6 6.Nc3 Qxd4 7.d3 exd 8.Bxd3 Bb4 9.0-0 Bxc3 10.bxc3 Qf6 11.Re1+ Ne7 12.Qh5 h6 13.Qe2 d6 14.Rb1 Kd8 15.Bd2 Re8 16.f4 g5 17.fxg hxg 18.Qh5 Qg7 19.Bxg5 f6 20.Bh6! Qg8 21.Qh4 Qh8 22.c5! dxc? 23.Red1 Bd7 24.Rxb7 Nd5 25.Bc4 Nxc3 26.Qg3 Re5 27.Bg7! Qxg728.Qxg7 Nxd1 29.Qxf6+ Re7 30.Rb3! Rc8 31.Rg3 c6 32.Rg7. 1-0, *with lovely power play.*

AEGON 1993
Computers v G.M's/I.M's

There was an ever-so-brief report on this well known ANNUAL TOURNAMENT in NS/46 - the final scores arrived as it was going to the printers. For the first time since its inception, the COMPUTERS WON. But it was close... 98½-93½ (cp. a 60-84 defeat in 1992!).

With 32 COMPUTERS and 32 PLAYERS involved, a cross-table is not an easy thing to organise. I hope that the following will represent a helpful compromise, and enable you to gather the best of the information readers will want.

AEGON CROSS-TABLE listing ALL Computer Programs

#	Program	Bronstein 2444 (5½)	Nunn 2580 (5½)	Hort 2545 (5)	Grooten 2410 (5)	VanDenBerg 2410 (4½)	Jongsma 2295 (4)	Ligterink 2495 (4)	Parrada 2508 (3½)	Ioseliani 2460 (3½)	OTHERS	TOTAL	Grade
1	The KING2 AEGON/30-PC	½	½		1						3/3	5	2590
2	Kasparov SPARC	0							1		3½/4	4½	2278
3=	The KING2 Aggr/30-PC		0		0				1		3/3	4	2435
	Drei-HIRN	0		½							3½/4	4	2400
	Chess GENIUS 486-PC				0			½	1		2½/3	4	2359
	FRITZ2 486-PC										4/6	4	2317
	SOCRATES-PC	0							0		4/4	4	2305
	Mephisto RISC 1MB					½	1				2½/4	4	2269
	M Chess PRO 486-PC			0							4/5	4	2210
10=	Meph VANCOUVER 030/60		0	0							3½/4	3½	2412
	REBELL 486-PC			0	0			½			3/3	3½	2348
	ZUGZWANG		0		0	½					3/3	3½	2293
	QUEST				0			½	½		2½/3	3½	2287
	Kasparov BRUTE FORCE			0							3½/5	3½	2156
15=	GIDEON3.0/30-PC			½	0			½			2/3	3	2295
	B*HITECH	0				1	0		½		1½/2	3	2262
	Kasp RISC 2500-128K					0	0	1			2/3	3	2251
	DAPPET								0		3/5	3	2125
	CHECK Check										3/6	3	2057
	NOW						0				3/5	3	1946
21=	KALLISTO	0							0		2½/4	2½	2188
	C-Machine WK Madrid/30-PC					½		0			2/4	2½	2096
	NIMZO		0								2½/5	2½	2041
	ANANSE						0	0			2½/4	2½	1958
	CUMULUS2										2½/6	2½	1956
	SCHACH3.0										2½/6	2½	1912
27=	ZARKOV3.0 486-PC										2/6	2	2085
	ZARKOV2.61 486-PC			0							2/5	2	2051
	HIARCS Exp 486-PC						0				2/5	2	1893
30=	TASC R30		0					0			1½/4	1½	2118
	L Chess				0						1½/5	1½	1885
	GOLDBAR										1½/6	1½	1872

GAMES from 8th AEGON CHESS TOURNAMENT 1993

PLAYER's final scores are shown in brackets if they have not appeared in the main Cross-Table, so readers can nominally assess their ability.

1ST ROUND

JOHN NUNN, 2580 - TASC CHESS SYSTEM R30.
1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.f4 c5
6.Nf3 Nc6 7.Be3 cxd4 8.Nxd4 Bc5 9.Qd2 0-0
10.0-0-0 a6 11.h4 Nxd4 12.Bxd4 Bxd4 13.Qxd4
Qc7 14.h5 h6 15.Bd3 b6 16.g4 Bb7 17.Rdg1 Qc5
18.Ne2 Qxd4 19.Nxd4 Rac8 20.g5 Nc5 21.Kd2
Ne4+ 22.Ke3 Kh8 23.Rh2 hxg5 24.fxg5 Nc5
25.g6 f6 26.exf6 Rxf6 27.h6 Nxd3 28.hxg7+
Kxg7 29.Rh7+ Kg8 30.cxd3 Rxg6 31.Rxg6+
Kxh7 32.Rxe6 Rc7 33.Rxb6 Re7+ 34.Re6 Rf7
35.Rd6 Re7+ 36.Kd2 Rf7 37.Ne6 Rf6 38.Rd7+
Kg6 39.Rxb7 Rxe6 40.Kc3 Kf5 41.Kd4 Kf4
42.Rf7+ Kg5 43.Kxd5 Rb6 44.b3 Rb5+ 45.Kc4
Ra5. 1-0

KASPAROV RISC 2500 - ROBERTO CIFUENTES PARADA, 2508. 1.d4 Nf6 2.Nf3 d6 3.c4 Nbd7
4.Nc3 e5 5.e4 c6 6.Be2 Be7 7.0-0 0-0 8.Re1 a6
9.Bg5 Re8 10.Qd2 h6 11.Be3 Ng4 12.Rac1 Bf8
13.Red1 Nxe3 14.Qxe3 Qb6 15.Qd2 Qa7 16.b3
Nf6 17.Qe3 b5 18.a3 Bb7 19.Bd3 bxc4 20.bxc4
Ng4 21.Qe2 exd4 22.Nxd4 Qxd4 23.Qxg4 Qc5
24.a4 Bc8 25.Qg3 Rb8 26.Bf1 a5 27.Qd3 Rb4
28.Qc2 Ba6 29.Na2 Rb7 30.Rd2 Reb8 31.Qd3
Be7 32.Rcc2 Rb1 33.Rd1 R1b3 34.Qd2 Ra3
35.Nc3 Bc8 36.Be2 Bf6 37.Na2 Be6 38.Nc1 Rxa4
39.Qxd6 Qxd6 40.Rxd6 Ra1 41.Rd1 Rbb1 42.f4
Bb2 43.f5 Bxc1 44.Kf2 Ba3 45.Rd8+ Kh7 46.fxe6
Bc5+ 47.Kg3 Ra3+ 48.Kf4 fxe6 49.Ke5 Rb7
50.Rc8 Bg1 51.Kxe6 c5 52.e5 Rab3 53.Bf3
R3b6+ 54.Bc6 Bxh2 55.Kd6 Rb8 56.Rxb8 Rxb8
57.Re2 Kg6 58.Kxc5 Rd8 59.Kb5 Kf7 60.Kxa5
Ke7 61.Kb6 Rd4 62.Bd5 Rd1 63.Kc6 Ra1 64.c5
Rc1 65.Re4 g5 66.Bb3 Rc3 67.Bg8 h5 68.Bc4 h4
69.Kd5 Rc2 70.Re2 Rc1 71.c6 Rd1+ 72.Ke4 Rc1
73.Bd5 g4 74.Kf5 Rc5 75.Rd2 Bg3 76.Kxg4 Rc1
77.Kf5 Rf1+ 78.Bf3 h3 79.Rd7+ Ke8 80.Rd6
hxg2 81.c7 Rxf3+ 82.Ke6. 1-0

NONA IOSELIANI, 2460 - CHESSMACHINE THE KING 2.0 AGGR. 1.Nf3 Nf6 2.c4 c6 3.d4 d5 4.Nc3 dxc4
5.a4 Bf5 6.e3 e6 7.Bxc4 Bb4 8.0-0 0-0 9.Qe2
Nbd7 10.e4 Bg6 11.Bd3 Bh5 12.Bg5 e5 13.Na2
Bd6 14.h3 Bxf3 15.Qxf3 exd4 16.Qe2 h6 17.Bd2

Re8 18.b4 Qc7 19.Rae1 a5 20.f4 axb4 21.e5 b3
22.Nc1 b2 23.Nb3 Nxe5 24.fxe5 Bxe5 25.Qf3
Rxa4 26.Bc2 c5 27.Qd1 Ra3 28.Rxf6 gxf6
29.Qg4+ Kf8 30.Bxh6+ Ke7 31.Bf4 b1Q
32.Bxb1 Rxb3 33.Ba2 Rb6 34.Qg7 Kd8 35.Bxf7
Ra6 36.Qg6 Rf8 37.Bc4 Bxf4 38.Bxa6 bxa6
39.Qe4 Be3+ 40.Kh1 Re8 41.Qd5+ Ke7 42.Ra1
a5 43.Rb1 Kf8 44.Rb7 Re5 45.Qf3 Qd6 46.Qg3
Bg5 47.h4 d3 48.Ra7 d2 49.Ra8+ Kg7 50.Ra7+
Kg6. 0-1

CHESSMACHINE THE KING AEGON - TIM KRABBE (3) 2290. 1.e4 e6 2.d4 d5 3.exd5 exd5 4.c4
Nf6 5.Nc3 Be7 6.Nf3 0-0 7.Be3 Nc6 8.Be2 dxc4
9.Bxc4 Bg4 10.0-0 a6 11.h3 Bh5 12.g4 b5
13.gxh5 bxc4 14.h6 Qd7 15.hxg7 Kxg7 16.Kh2
Bd6+ 17.Ne5 Nxe5 18.dxe5 Bxe5+ 19.f4 Bxc3
20.Qxd7 Nxd7 21.Rg1+ Kf6 22.bxc3 Rg8 23.Rg5
Rxg5 24.fxg5+ Ke6 25.Re1 Kd5 26.Bf4 Rb8
27.Re2 Kc6 28.Kg3 Rf8 29.Kg4 a5 30.h4 a4 31.a3
h6 32.gxh6 Nf6+ 33.Kf5 Nd5 34.Re4 Nxf4
35.Rxc4+ Kd6 36.Rxf4 Rg8 37.Kf6 Rg6+
38.Kxf7 Rxh6 39.Rf6+ . 1-0

MAX PAM (3) - REBELL. 1.d4 d5 2.c4 e6 3.Nc3
Be7 4.Nf3 Nf6 5.Bg5 0-0 6.e3 h6 7.Bxf6 Bxf6
8.cxd5 exd5 9.Bd3 c6 10.h3 Na6 11.0-0 Nb4
12.Bb1 Re8 13.a3 Na6 14.Qd2 Nc7 15.b4 a5
16.Bd3 Qd6. 0-1 17.Qb2 axb4 18.axb4 Rxa1
19.Rxa1 Na6 20.Bxa6 bxa6 21.Na4 Be7 22.Nc5
Qf6 23.Ne5 Bd6 24.Nxa6 Rxe5. 0-1

COMPUTERS - PLAYERS. Round 1: 16½-15½

2ND ROUND

KASPAROV BRUTE FORCE - MAX PAM (3). 1.c4 e5
2.Nc3 Nf6 3.Nf3 Nc6 4.g3 d5 5.cxd5 Nxd5 6.Bg2
Nb6 7.0-0 Be7 8.b3 0-0 9.Bb2 Be6 10.Rc1 f6
11.Ne4 Qd7 12.Nc5 Bxc5 13.Rxc5 Rfd8 14.Qb1
Bf5 15.d3 Bh3 16.Bxh3 Qxh3 17.Rfc1 Rd5 18.a4
Rad8 19.a5 Nxa5 20.Rxc7 Nxb3 21.R1c3 Nd4
22.Nxd4 exd4 23.R3c5 Rxc5 24.Rxc5 Qe6 25.Rc7
Qd5 26.h4 h6 27.Qc2 Rd6 28.Qd2 Na4 29.Bxd4
Qxd4 30.Qa2+ Qd5 31.Qxa4 Ra6 32.Qe8+ Kh7
33.Kh2 Ra1 34.f3 b5 35.Qc7 Qg8 36.Qxf6 Ra2
37.Qf5+ Kh8 38.Qe5 Qf8 39.Qe4. 1-0

SOCRATES X - NONA IOSELIANI, 2460. 1.e4 c5
2.Nc3 e6 3.Nge2 Nc6 4.g3 d5 5.exd5 exd5 6.Bg2
Nf6 7.d4 cxd4 8.Nxd4 Bb4 9.0-0 0-0 10.Bg5
Be7 11.Qd3 h6 12.Be3 Re8 13.Qb5 Bd7 14.Qxb7
Nb4 15.a3 Rb8 16.Qxa7 Ra8 17.axb4 Rxa7

18.Rxa7 Qb8 19.Ra2 Qe5 20.b5 Qh5 21.f3 Bc5
22.Bf2 Qe5 23.Rd1 Qb8 24.Bf1 h5 25.Kg2 Qc8
26.Bd3 h4 27.gxh4 Bh3+ 28.Kh1 Ng4 29.Bg1
Bxd4 30.Bxd4 Qc7 31.fxg4 Qf4. 0-1

MEPHISTO RISC - LEX JONGSMA, 2295 1.d4 Nf6
2.c4 Nc6 3.Nc3 e5 4.d5 Ne7 5.Nf3 Ng6 6.e3 Bb4
7.Bd2 0-0 8.Bd3 Qe7 9.Bc2 c5 10.a3 Bxc3
11.Bxc3 d6 12.0-0 Bg4 13.h3 Bh5 14.b4 Rae8
15.bxc5 e4 16.cxd6 Qd8 17.Bxf6 Qxf6 18.Qd4
exf3 19.Qxf6 gxf6 20.g4 Ne5 21.gxh5 Nxc4
22.Rfc1 Nxd6 23.Bd1 Re5 24.Bxf3 Rf5 25.Bg2
Rxh5 26.Rc7 f5 27.Rac1 Kh8 28.Kh2 Rg8 29.Bf3
Rh4 30.R1c5 Ra4 31.Rd7 Rg6 32.Rcc7 Kg7
33.Rc3 Rh6 34.Rd3 Ra6 35.Rb3 Rh4 36.Be2 b5
37.Bxb5 Nxb5 38.Rxb5 Rah6 39.Rbb7 Rxh3+
40.Kg2 Rh2+ 41.Kf3 R2h3+ 42.Ke2 Rf6 43.Rxa7
f4 44.e4 Rb3 45.e5 f3+ 46.Kd2 Rf5 47.e6 Kg6
48.e7 Rb2+ 49.Kc3 Re2 50.Rd8 Rfe5 51.d6
R2e3+ 52.fxe3 f2 53.Rg8+ Kf6 54.d7 f1Q
55.e8N+ Ke7 56.d8Q+ Kxd8 57.Nd6+. 1-0

The complete mess being made by the operators
in setting HIARCS' time controls, meant it's only
way of winning was doing it... very quickly!

HIARCS - HENNY MALIANGKAY (2) 1.e4 c5 2.Nf3
e6 3.d4 cxd4 4.Nxd4 a6 5.Nc3 Qc7 6.Be2 Nf6
7.0-0 Bc5 8.Be3 d6 9.Qd3 Bd7 10.Rad1 Nc6
11.Nxc6 Bxc6 12.e5 Nd5 13.Nxd5 exd5 14.c4
dxc4 15.Qxc4 Bb5 16.Qc4 0-0 17.Bxb5 axb5
18.Qd5 Rad8 19.Rc1 Qa5 20.Bg5 Rde8 21.exd6.
1-0

Loewenthal had beaten Meph RISC in Round 1.
**GUNTHER LOEWENTHAL (3) - CHESSMACHINE THE
KING AEGON.** 1.e4 c5 2.Nf3 d6 3.d4 cxd4
4.Nxd4 Nf6 5.Nc3 e6 6.Be2 Nc6 7.Be3 Be7 8.0-0
0-0 9.f4 Qc7 10.Kh1 a6 11.a4 Bd7 12.Nb3 b6
13.Bf3 Rfc8 14.Qe1 Nb4 15.Qf2 Rab8 16.Rad1 e5
17.Rd2 Rb7 18.f5 Rbb8 19.g4 h6 20.h4 Nh7
21.Qg3 Qd8 22.g5 hxg5 23.Rg1 f6 24.Rh2 Nxc2
25.hxg5 fxg5 26.Qh3 Nxe3 27.Qxh7+ Kf8 28.Qg6
Bf6 29.Rh8+ Ke7 30.Rxd8 Rxd8 31.Rxg5 Be8
32.Qh7 Bf7. 0-1

M-CHESS PRO - JANNES VAN DER WAL (3) 1.e4
b6 2.d4 Bb7 3.Bd3 e6 4.Nf3 d5 5.exd5 Bxd5
6.Nc3 Bb7 7.Ne4 Be7 8.c3 Nd7 9.0-0 Ngf6
10.Nxf6+ Nxf6 11.Bg5 h6 12.Bf4 0-0 13.Re1 c5
14.dxc5 Bxc5 15.b4 Be7 16.Be5 Nd7 17.Bd4 Bf6
18.Be4 Qc7 19.Bxb7 Qxb7 20.Qc2 Rac8 21.Rad1

Bxd4 22.Rxd4 b5 23.Qd2 Nb6 24.Rg4 h5 25.Rg3
Qc7 26.Rxg7+ Kxg7 27.Qg5+ Kh7 28.Qxh5+
Kg8 29.Qg5+ Kh8 30.Re4 f6 31.Rh4+ Qh7
32.Rxh7+ Kxh7 33.Qh5+ Kg8 34.Qg6+ Kh8
35.Qh6+ Kg8 36.Nd4. 1-0

COMPUTERS - PLAYERS. Round 2: 17½-14½
Total: 34-30
3RD ROUND
SOCRATES X - TIM KRABBE (3) 2290. 1.d4 d5
2.c4 e6 3.Nc3 b6 4.Nf3 Bb7 5.cxd5 exd5 6.Bf4
Nf6 7.e3 Bd6 8.Bxd6 Qxd6 9.Qa4+ c6 10.Bd3
0-0 11.0-0 Nbd7 12.Rac1 Rfe8 13.Rfd1 Ne4
14.Nd2 Ndf6 15.Ncxe4 dxe4 16.Be2 Nd5 17.Nc4
Qh6 18.Rc2 a5 19.Nxb6 Nxb6 20.Qb3 Nd5
21.Qxb7 Nb4 22.Rc5. 1-0

HERMAN GROOTEN 2410 - REBELL. 1.d4 Nf6 2.c4
g6 3.Nc3 d5 4.Nf3 Bg7 5.Bg5 Ne4 6.Bh4 Nxc3
7.bxc3 c5 8.e3 Qa5 9.Qd2 Be6 10.Rc1 dxc4
11.d5 Bg4 12.Bxc4 Bxf3 13.gxf3 b5 14.d6 bxc4
15.Qd5 Bxc3+ 16.Kf1 exd6 17.Qxd6 f6 18.Qe6+
Kf8 19.Bxf6 Bxf6 20.Qxf6+ Kg8 21.Rd1. 1-0

COMPUTERS-PLAYERS Round 3: 16½-15½
Total: 50½-45½
4TH ROUND
**VLASTIMIL HORT 2545 - MEPHISTO VANCOUVER
68030/60.** 1.e4 c5 2.Nf3 e6 3.c3 Nc6 4.d4
cxd4 5.cxd4 Nf6 6.Nc3 d5 7.e5 Ne4 8.Bd3 Bb4
9.0-0 Nxc3 10.bxc3 Bxc3 11.Rb1 Qa5 12.Be3
Bb4 13.Ng5 h6 14.Qh5 Nd8 15.a3 Bxa3 16.Bb5+
Kf8 17.Nh3 Nc6 18.Nf4 Nb4 19.Be2 Nc2 20.Bd3
Qc3 21.Rfc1 Bxc1 22.Rxc1 g5 23.Rxc2 Qe1+
24.Bf1 gxf4 25.Rc7 Rh7 26.Bxf4 Ke8 27.Qg4 Kd8
28.Rc1 Qa5 29.Qg8+. 1-0

COMPUTERS-PLAYERS Round 4: 14-18 (are the
players getting the Computers sussed out?)
Total: 64½-63½
5TH ROUND
**CHESS GENIUS - ROBERTO CIFUENTES PARADA
2508.** 1.d4 Nf6 2.c4 d6 3.Nc3 e5 4.Nf3 Nbd7
5.e4 c6 6.Be2 Be7 7.0-0 0-0 8.Qc2 Re8 9.Rd1
Qc7 10.b3 Nf8 11.h3 Ng6 12.Be3 Bf8 13.Rd2 b6
14.Rad1 h6 15.b4 Bb7 16.c5 dxc5 17.dxc5 b5
18.a4 a6 19.Qa2 Rad8 20.axb5 Rxd2 21.Rxd2
axb5 22.Bd1 Ra8 23.Qb1 Bc8 24.Bb3 Qe7
25.Ra2 Rxa2 26.Qxa2 Nh5 27.Qa8 Bd7 28.Qa7
Be8 29.Qb8 Bd7 30.Qc7 Be8 31.Qc8 Bd7 32.Qb8
Qf6 33.Bd1 Nhf4 34.Qc7 Be6 35.Qxc6 Nxg2
36.Nd5 Bxd5 37.Qxf6 gxf6 38.exd5 N2f4 39.d6

Nd5 40.Be2 Nxb4 41.Bxb5 Nf4 42.Bxf4 exf4
43.Nd4. 1-0

**DAVID BRONSTEIN 2444 - CHESSMACHINE THE
KING AEGON.** 1.Nf3 d5 2.g3 Bg4 3.Bg2 Nf6
4.c4 c6 5.b3 e6 6.Bb2 Nbd7 7.0-0 Be7 8.d4 0-0
9.Nc3 Qc7 10.Rc1 Rfd8 11.Qd3 Bf5 12.Qe3 dxc4
13.bxc4 Ng4 14.Qd2 Bb4 15.Nh4 Nb6 16.e4 Nxc4
17.Qe2 Nxb2 18.exf5 Bxc3 19.Rxc3 Na4 20.Rc2
Nh6 21.fxe6 Rxd4 22.Nf3 Rd6 23.Ng5 Nb6
24.Qe4 f5 25.Qe5 Qe7 26.h4 Rd3 27.Re1 Rad8
28.Bf3 Nd5 29.Be2 Ra3 30.Bc4 Ra5 31.Bb3 Rf8
32.f3 Rd8 33.Rd1 a6 34.Rcd2 b6 35.Kh2 Kh8
36.Rd4 Re8 37.Bxd5 cxd5 38.Rxd5 Rxa2+
39.Kh3 Rc2 40.Rd7 Qf6 41.Qxf6 gxf6 42.Rd8
Rxd8 43.Rxd8+ Kg7 44.Rd7+ Kg6 45.Nxh7 Rc8
46.h5+ Kxh5 47.Rg7 Ng8 48.Rxg8 Rxg8
49.Nxf6+ Kg6 50.Nxg8 a5 51.g4 fxg4+ 52.fxg4
a4 53.g5 a3 54.Nf6 a2 55.e7 a1Q 56.e8Q+ Kxg5
57.Qh5+ Kf4 58.Qg4+ Ke5 59.Nd7+ Kd6
60.Nxb6. ½-½

**TASC CHESS SYSTEM R30 - JANNES VAN DER WAL
(3).** 1.e4 c6 2.d4 d5 3.Nc3 Na6 4.Bxa6 bxa6
5.e5 Bf5 6.Nge2 e6 7.Ng3 Bg6 8.0-0 h5 9.Nge2
h4 10.Nf4 Bf5 11.Be3 g5 12.Nd3 Nh6 13.Qd2
Be7 14.f3 Rb8 15.Na4 a5 16.Nac5 Bg6 17.b3 Nf5
18.Bf2 Bh5 19.c4 g4 20.fxg4 Bxg4 21.h3 Bg5
22.Qc3 Be2 23.Rfe1 Bh5 24.a3 Rg8 25.Na6 Bf4
26.Nxb8 Qg5 27.g4 hxg3e.p. 28.Be3 Nxe3
29.cxd5 g2 30.Qxc6+ Kf8 31.Nd7+ Kg7 32.Nf6
Bf3 33.Nc5 Kh8 34.Nce4 Bxe4 35.Nxe4 Bh2+
36.Kf2 Qf4+ 37.Ke2 Qxe4. 0-1

REBELL - ALEXANDER MÜNNINGHOFF (2½). 1.Nf3
c5 2.c4 Nc6 3.e3 Nf6 4.Nc3 d5 5.cxd5 Nxd5
6.Nxd5 Qxd5 7.b3 Nb4 8.Bc4 Nd3+ 9.Ke2
Nxc1+ 10.Rxc1 Qd6 11.Bb5+ Bd7 12.Bxd7+
Kxd7 13.Qc2 e6 14.Qc4 Ke8 15.d4 cxd4 16.Rhd1
Qa6 17.Qxa6 bxa6 18.Rxd4 Rd8 19.Rc7. 1-0

COMPUTERS-PLAYERS   Round 5: 16½-15½
                             <u>Total: 81-79</u>

<u>6TH ROUND</u>
HENK ARNOLDUS (3) - FRITZ 2. 1.d4 d5 2.c4
dxc4 3.Nc3 a6 4.a4 e5 5.d5 Bb4 6.e4 Qh4 7.Bd2
Bxc3 8.Bxc3 Nd7 9.Bxc4 Qxe4+ 10.Qe2 Qxg2
11.0-0-0 Qxh1 12.Nf3 Qg2 13.Rg1 Qh3 14.Nxe5
Nxe5 15.Bxe5 Ne7 16.Bxg7 Rg8 17.Re1 Qh4
18.Be5 Rg2 19.Bg3 Qg5+ 20.Kb1 Bg4 21.Qe5
Qxe5. 0-1

**CHESSMACHINE THE KING AEGON - JOHN NUNN
2580.** 1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f4
c5 6.Nf3 cxd4 7.Nxd4 0-0 8.Be2 Na6 9.Be3 Nc5
10.Bf3 Bh6 11.Nc2 Be6 12.e5 Ne8 13.b4 Na6
14.Bxb7 Bxc4 15.Qd4 d5 16.Bxa8 Qxa8 17.0-0-0
Nec7 18.g3 Qc6 19.Qxa7 Nb5 20.Nxb5 Qxb5
21.Qxe7 Re8 22.Qd6 Qa4 23.Qb6 Qxa2 24.Kd2
Bf8 25.Ra1 Bxb4+ 26.Kc1 Qb3 27.Rxa6 Bd3
28.Qc6 Bxc2 29.Qxc2 Qxe3+ 30.Kb2 d4 31.Rd1
Bc3+ 32.Ka2 Qf3 33.Rb1 Rc8 34.Rb2 Ra8
35.Rb6 Qh1 36.Ka3 Rc8 37.Rb1 Qf3 38.Qd1 Qe4
39.Ra7 Bd2 40.h3 Qd3+ 41.Kb2 Rb8+ 42.Ka2
Qc4+ 43.Rb3 d3 44.Ra3 Rxb3 45.Qxb3 Qc2+
46.Qb2 Qc4+ 47.Kb1 Bb4 48.Ra8+ Kg7 49.e6+
Kh6 50.exf7 d2 51.Rd8 Qf1+ 52.Ka2 Qa6+
53.Kb3 Qe6+ 54.Ka4 Qa6+ 55.Kxb4 Qb6+
56.Kc4 Qxd8 57.Qxd2. ½-½

VLASTIMIL HORT (5) 2545 - REBELL. 1.c4 e5
2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Nxe4 6.d4
b5 7.Bb3 d5 8.dxe5 Be6 9.Be3 Be7 10.Nbd2 Nc5
11.Bxc5 Bxc5 12.c3 h6 13.Qe2 0-0 14.Bc2 Bg4
15.h3 Bh5 16.Nb3 Bb6 17.Rad1 Ne7 18.Nbd4 c5
19.Nf5 Ra7 20.Rfe1 Nxf5 21.Bxf5 Kh8 22.g4 Bg6
23.e6 Qf6 24.Rxd5 fxe6 25.Qxe6 Bxf5 26.Rxf5
Qxe6 27.Rxe6 Rxf5 28.gxf5 Bc7 29.Re8+ Kh7
30.Nh4 Rb7 31.Rc8 Bd6 32.Ng6 Rb8 33.Rc6 Rd8
34.Rxa6 b4 35.c4 h5 36.Kg2 Kg8 37.Ra7. 1-0

KASPAROV SPARC - NANA IOSELIANI 2460. 1.d4
d6 2.e4 g6 3.Nc3 Bg7 4.f4 Nf6 5.Nf3 c5 6.dxc5
Qa5 7.Bd3 Qxc5 8.Qe2 0-0 9.Be3 Qa5 10.h3
Nbd7 11.0-0 a6 12.Qd2 Qc7 13.a4 Nb6 14.Qe2
Be6 15.f5 Bc4 16.fxg6 hxg6 17.a5 Bxd3 18.cxd3
Nbd7 19.Rfc1 Rfc8 20.Ng5 Qd8 21.Rf1 Ne5
22.Na4 Qxa5 23.Nb6 Qb5 24.Nxa8 Rxa8 25.Ra3
Rd8 26.Qc2 Bh6 27.Rb3 Qa4 28.Kh1 Nh5 29.Kh2
Re8 30.Qc3 Nf6 31.Bd2 Qd7 32.Qb4 b5 33.Qa5
d5 34.Qxa6 Qc7 35.Kh1 Qc2 36.Qxb5 Qxd2
37.Rxf6 Rc8 38.Rc3 Rxc3 39.Qe8+ Bf8 40.Rxf7
Qe1+ 41.Kh2. 1-0

JESSICA HARMSEN (2) 2000 - KASP RISC 2500.
1.e4 c6 2.d3 d5 3.Nd2 e5 4.Ngf3 Bd6 5.Be2 Nf6
6.0-0 Nbd7 7.Re1 0-0 8.Bf1 Qc7 9.h3 Re8 10.Nh4
Nc5 11.c3 Bd7 12.Qf3 Qb6 13.Nf5 Bxf5 14.Qxf5
Rad8 15.Re3 Qc7 16.Rg3 Qe7 17.Nf3 Kh8
18.Bg5 dxe4 19.Nd2 exd3 20.b4 e4 21.bxc5 Bxg3
22.Bxf6 Qxf6 23.Qxf6 gxf6 24.fxg3 e3. 0-1

COMPUTERS - PLAYERS   Round 6: 17½-14½
                             <u>Total: 98½-93½</u>

A long-standing friend and supporter of the NEWS SHEET, **GIANFRANCO IODICE**, has just sent me the Results of an OPEN ACTIVE Chess Tournament held at the end of May in NAPOLI, Italy.

The 8-ROUND Event was organised by the WESTEND CO. (a PC retailer) and, apart from 3 PC PROGRAMS, the field of 40 included G.M's BARLOV and MARIOTTI, and I.M's ALEKSIC and D'AMORE.

The PC entrants were **M CHESS PRO** on a 486/66 with 8MB RAM, **Chess GENIUS** on a 486/66, and **FRITZ2** on a 486/50 with 8MB RAM.

Let's have a look at some of the games. We start with FRITZ2 which came out as the top Computer with 6/8 (though Chess GENIUS obtained a slightly higher Tournament Grading).

This is a great game for FRITZ2, played against one of the G.M's and going a long way to ruining his chances of winning the Tournament, for which he started favourite.

BARLOV (2480 Elo) - FRITZ2
Game in 30 (G/30)

1.d4 d5 2.c4 dxc4 3.e3 e5 4.Bxc4 exd4 5.exd4 Bb4+ 6.Nc3 Nf6 7.Nf3 O-O 8.O-O Bg4 9.Be3 Nbd7 10.h3 Nb6 11.Bb3 Bh5 12.Bg5 h6 13.Bh4 Bxf3 14.Qxf3 Qxd4 15.Bg3
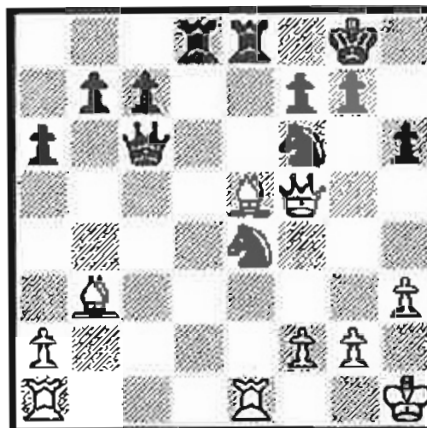(Too obscure. Simply 15.Bxf6 gxf6 16.Qxf6 leaving an equal position, which a G.M should then expect to convert into the full point)

15.... Bxc3 16.bxc3 Qe4 17.Qd1 Rad8 18.Qc1 Qc6 19.Re1 Rfe8 20.Qf4 Nbd5 21.Qf5 Nxc3 22.Be5 a6 23.Kh1 Nce4
(See Diagram, top of next column)

24.Bb2?

(? 24.Rac1 was probably best, though Qd7! virtually forcing the exchange of Queens

leaves the G.M with a lot to do to save this one)

24.... Rd2
(! Obvious, but clinical)

25.Rec1?
(White had little option but to play 25.Rxe4 to stop Black's next, though Qxe4 26.Qxe4 Nxe4 still leaves his position virtually hopeless)

25.... Ng3+
(! Wins the Queen as 26.fxg3 allows Qxg2 mate. 0-1)

FRITZ2's strong performance amongst the leaders for much of the Event meant that it also met the other G.M in a later Round.

MARIOTTI (2425 Elo) - FRITZ2
Game in 30 (G/30)

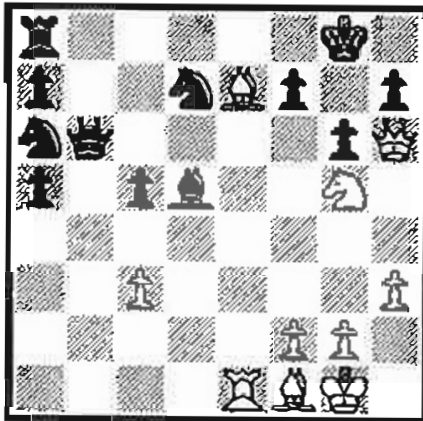**1.e4 d5 2.exd5 Nf6 3.d4 Nxd5 4.c4 Nb6 5.Nf3 g6 6.h3 Bg7 7.Nc3 O-O 8.Be2 c5 9.d5 e6 10.Bg5 Bxc3+ 11.bxc3 Qd6 12.a4 Re8 13.a5**
(Taking nice advantage of FRITZ2's over-early Queen development to jam-up the other Black pieces)

13.... N6d7 14.O-O b6 15.Re1 Bb7 16.Bf1 Na6 17.Qd2 exd5 18.cxd5 Rxe1 19.Rxe1 bxa5 20.Be7
(The full point of this will be seen when h7 comes under attack)

20.... Qb6 21.Qh6 Bxd5 22.Ng5

22.... Nf6 23.Ne6
(23.Bxf6 was also winning. Black now seems to have a saving move)

23.... Nh5
(! If 23...fxe6? 24.Bxf6! with mate threat)

24.Ng5 Nf6 25.Re6
(White finds another way to block the protection of f6. Again 25.Bxf6 wins)

25.... fxe6 26.Bxf6 Qb7 27.Bxa6
(! How many had noticed that the Knight was hanging? If 27...Qxa6 28.Qg7 mate)

27.... Qb1+ 28.Kh2 Qb8+ 29.g3 Qc7 30.Bd3 Rf8 31.Bxg6! 31.... Rxf6 32.Bxh7+ Qxh7
(Sadly there is no choice - it's this or he's mated!)

33.Qxh7+ Kf8 34.Qh8+
(Italian G.M's must be the most patient in the world, as the Computer operators don't resign here though the eval is -1000 or more!)

34.... Ke7 35.Qg7+ Kd6 36.Qxf6 Kd7
(No, they've still not resigned! In fact it went on to move 43, but there' no point in our going further. The G.M conducted the attack superbly making the game, one of the best in this Issue of NS)

Now let's have a look at Chess GENIUS. I found the next game interesting because it shows how the unaware Computer-opponents still stick their heads far into a noose sometimes in pursuing their violent but ultimately hopeless attacks.

Chess GENIUS - SACCONE (2210 Elo)
Game in 30 (G/30)

1.e4 c5 2.c3 e5?!
(d5, Nf6, e6, d6 and b6 are all well recognised before this)

3.Nf3 Nc6 4.Bb5 a6?
(Inviting the obvious. 4...Nf6 5.d3 d6 looks better)

5.Bxc6 bxc6 6.Nxe5 Qg5 7.Ng4 d5 8.Ne3 d4 9.cxd4 cxd4 10.Qa4 dxe3??
(10...Qc5 11.Nc4 Be6 looks to be the only sane continuation. Saccone must have little experience with current computers if he expects to get away with such a material deficit in the long term)

11.Qxc6+ Kd8 12.Qxa8 Qxg2 13.Rf1 exf2+ 14.Rxf2 Qg1+ 15.Rf1 Qg6 16.Qd5+ Ke8 17.d3 Be7 18.Be3 Bh4+ 19.Kd1 Ne7 20.Qc4 Bh3 21.Qa4+ Nc6 22.Rg1 Qh5+ 23.Kd2 Kd7 24.d4 Rb8
(Black in fact has no way of stopping White's next, which is decisive)

25.d5 Rxb2+ 26.Kc1 Qe2
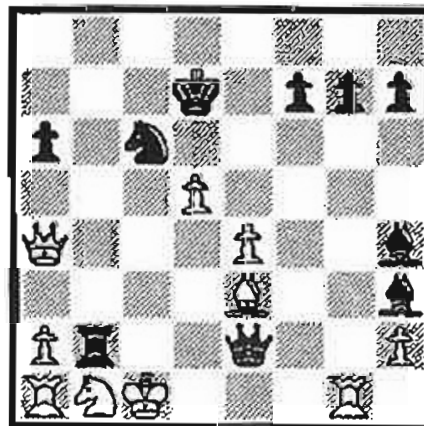
(A nasty-looking threat which will never be activated)

27.Qxc6+ Kd8 28.Bb6+ Ke7 29.d6+ Ke6 30.Qd5+ Kd7 31.Qxf7+
(Mate in 5 announced: 31.... Kxd6 32.Qd5+ etc)

Chess GENIUS also played top-rated BARLOV!

BARLOV (2480 Elo) - Chess GENIUS
Game in 30 (G/30)

1.b3 e5 2.Bb2 Nc6 3.e3 Nf6 4.c4 d6 5.d3 d5 6.cxd5 Bb4+ 7.Nd2 Bg4 8.Qc2
(The G.M is not keen on trying out the Computer with 8.f3?! Nxd5! 9.fxg4 Nxe3)

**8.... Qxd5 9.Ne2 0-0 10.Nc3 Qd7
11.h3 Bf5 12.0-0-0 Rfd8 13.Nde4 Be7
14.a3 Be6 15.Ng5 Na5 16.Nxe6 Qxe6
17.b4 Nb3+ 18.Kb1 c5**

(GENIUS continues the fine exposition of
developing a Q-side attack, since White's 0-0-0)

19.b5 a6 20.Be2 Rac8

(I'm not convinced about this - though it turns out
okay - and would have preferred to see the Rook
kept on the a-file, at least for the present. In fact
20.axb Nxb5 21.Ra5 looks qutie good)

21.Ne4 axb5

(Taking the exchange at the second chance,
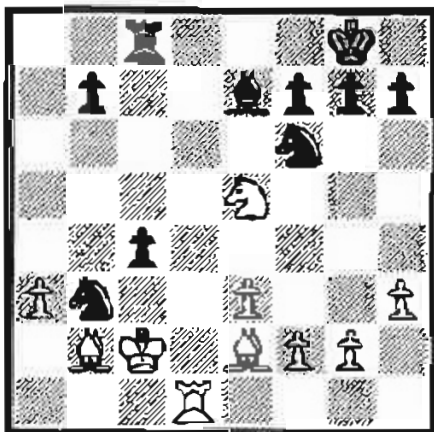though it doesn't look as strong now that the
Rook's gone to c8)

22.Ng5 Qf5 23.Nf3?

(Why not 23.Nxf7 Kxf7 24.Qxb3, which looks to
hold equality at least)

**23.... c4 24.dxc4 Qxc2+ 25.Kxc2 Rxd1
26.Rxd1 bxc4 27.Nxe5**

(With the major exchanges over, my immediate
thought was that the Computer has a small plus
with the b and c Pawns. But White's King is tho
better positioned to impact the game, and Black
will need to either exchange a Knight for his
opponent's white-squared Bishop, or get those
'winning' Pawns onto black squares)

**27.... b5 28.Bf3 Ne8 29.Rd7 Rc7
30.Rd1 f6 31.Nc6 Bd6 32.Nb4 Rc8
33.Bb7 Rb8 34.Bc6 Bxb4 35.axb4 Nc7
36.Rd7**

(The G.M has taken over in the last few moves, a
model of manouvering to apply pressure against
weak spots. Black's 'dangerous' Q-side Pawns

now look distinctly weak! So BARLOV applies
more pressure against them, not to win one, but
to tie GENIUS to their defence whilst he switches
the attack and obtains his own passed Pawns on
the other wing. These will win the game!)

**36.... Na6 37.Bc3 Rb6 38.Bd5+ Kf8
39.Rf7+ Ke8 40.Rxg7 h5 41.g4 hxg4
42.hxg4 Nb8 43.Rc7 Kd8 44.Ra7 Nd7
45.Be4 Rd6 46.Bf5 Nb6 47.Ra6 Kc7
48.Be4 Kd7 49.Ra7+ Ke8 50.Rb7 Re6
51.f3 Rd6 52.f4 Re6 53.Bg6+ Kd8
54.e4 Rd6 55.Bf5 Ke8 56.g5 fxg5
57.fxg5 Na4 58.e5 Rd5 59.g6 Nxc3
60.Kxc3 Rd1 61.g7 Rc1+ 62.Kb2 Rg1
63.Be6 Rg2+ 64.Ka3 Nd4 65.g8Q
Rxg8 66.Bxg8**

(Play worthy of study by chess fans and
Computer programmers alike. The Computer's
operators should have resigned here, especially
as they're playing a G.M. Maybe BARLOV was
short of time - but he wrapped it up very easily of
course, and resignation finally came at move 73)

M CHESS PRO undid itself against I.M
ALEKSIC, eventual joint Tournament winner.

ALEKSIC (2415) - M CHESS PRO
(G/30)

1.e4 e5 2.Nf3 Nc6 3.c3 Nf6 4.d3

(Possibly designed to take the Computer out of
book, but the big MCP book is still 'with it'!)

**4.... g6 5.Be2 Bg7 6.0-0 d6 7.b4 0-0'
8.a4 h6 9.Re1 a5 10.b5 Ne7 11.Nbd2
Be6 12.Bf1 c6 13.d4 exd4 14.cxd4 Re8
15.Ba3 Nc8 16.h3 Nb6 17.Rb1 Bf8
18.Bb2 Bg7 19.Bc3 Qc7 20.Bb2 Rac8
21.Rc1 Qe7 22.Ba3**
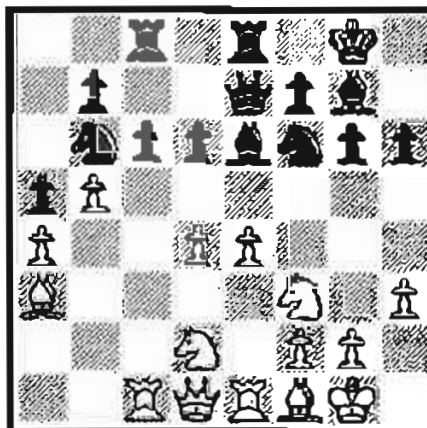
(The I.M manouvres for small advantages, but the often optimistic MCP still evaluates itself slightly ahead, and plays too optimistically)

22.... c5?!
(22...Qd8 keeps it tighter. But 23.bxc6 (e5?! dxe 24.dxe Nfd7 =) bxc6 24.Qc2! Re7 25.e5 still favours White. If 22...cxb5 23.Bxb5 Rxc1 24.Qxc1 Rc8 +/-. The lines do show that the GM's 'fiddling around' has given him the advantage)

23.e5! Nfd7 24.exd6 Qxd6 25.Ne4 Qf4 26.g3 Qb8 27.dxc5 Bf8 28.Bb2 Nd5 29.Qd4 f6
(It's now -451 and in 2 moves MCP will read -680, so the game is effectively over. The remaining moves show ALEKSIC's excellent conclusion)

30.Bc4 Rxc5 31.Bxd5 Rxc1 32.Rxc1 Qd8 33.Rd1 Qe7 34.Bxe6+ Qxe6 35.Nxf6+ Nxf6 36.Qxf6 Qxf6
(MCP doesn't want exchanges but has no choice, leaving White with an easy 'mopping up' job)

37.Bxf6 Re6 38.Bc3 b6 39.Rd8 Rd6 40.Rxd6 Bxd6 41.Bd4 Bc7 42.Nd2 Kf7 43.Nc4. (1-0)

MCP had a generally disappointing Tournament and its final tally of 5/8, though including a somewhat fortunate win, left it behind the other Computer entrants.

The lucky point came against the hapless MARTORELLI (2240) who, as in his game against Chess GENIUS, had obtained a very favourable position. Indeed with both players having only a few minutes left at move 60 MCP showed -269, but at this very point its opponent blundered into a dead drawn position. Moments later he let his flag fall to give MCP a bonus 1-0!

However MCP also had a couple of the quickest wins, and here is one of those.

M CHESS PRO - COSENZA (2085 Elo)
Game in 30 (G/30)

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.f4 c5 6.c3 Nc6 7.Ngf3 Qb6 8.Nb3 cxd4 9.cxd4* Bb4+ 10.Bd2 Be7 11.Bd3 a5 12.a4 Nb4 13.Bb5 O-O 14.Rc1 Rd8

15.O-O f6
(15...Nf8 might have been best. MCP advances to +120 playing its next)

16.Qe1 fxe5 17.fxe5 Nd3 18.Bxd3 Qxb3 19.Bb5
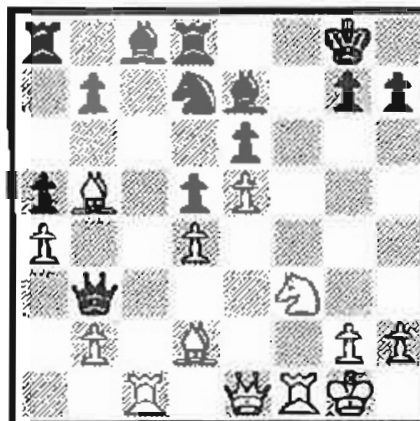
19.... Bb4?
(19...Qxb2 20.Bxa5 b6 looks better)

20.Qh4 Rf8 21.Rxc8! Raxc8 22.Bxb4 Qxb4 23.Bxd7 Rc2 24.Bxe6+ Kh8 25.b3
(MCP has some sophisticated tactical evaluation techniques, and showed +674 playing this)

25.... Qc3 26.Bf5
(And this reads +1137, but Black allows mate!)

26.... Qe3+
(26...h6 drags it on briefly with 27.Bxc2 Qxc2)

27.Kh1 Qe2
(It's mate in 1 for the side with the move.. White!)

28.Qxh7+ (mate, 1-0)

As COMPUTERS probably achieve 100 Elo or more above 'normal' grades at Active chess, the final figures are good, but not outstanding.

FINAL LEADERS and COMPUTER TABLE

1	MARIOTTI, GM, 2425	7/8	
	ALEKSIC, IM, 2415	7/8	
3	BARLOV, GM, 2480	6½/8	
	D'AMORE, IM, 2415	6½/8	
5	FRITZ2 486	6/8. Elo Perf: 2337	
...	CHESS GENIUS 486	5½/8. Elo Perf: 2370	
...	M CHESS PRO 486	5/8. Elo Perf: 2245	

Correspondence Chess, 9
Mephisto VANCOUVER 68020 - 'Meph'

Philip GOSLING and **Meph** continue their so far brilliant Correspondence performance. With **8/9** and 1 to play in their first Tournament, a second is now well under way.

'MEPH' has a provisional BCCS grading of 2435, but we are sticking to an NS figure.

BCCS 2445 (2495) - Vancouver 020 (2275) Corr.6, 1992

19...Ne3
NS46.
Eval +145
-> Be4.
[A second Pawn was on offer at b2, and our BCCS 2445 opponent, now promoted to 2495... which means more grading points for US!... must have been hoping that materialistic instincts would persuade the program to grab it]
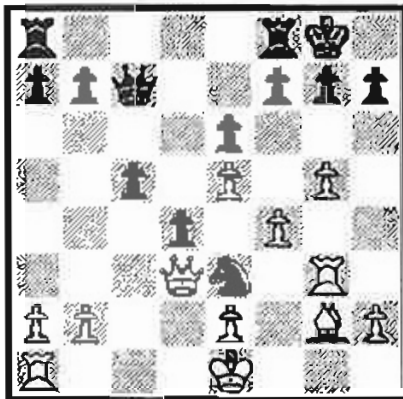
20.Be4 g6 21.h4 Qa5+ 22.Kf2 Rad8
[NS47. Eval +193 -> b3. In fact this looks forced, to stop the otherwise embarrassing 23...c4! Or 22.Bxb7?! Rb8!]

Vancouver 020 (2275) - BCCS 2445 (2495) Corr.12 (#2 v BCCS 2445/95), 1993

18.Be4
NS46
Eval +196
-> Ba6.
[This is the return Game to no.6 against our 2445 rated Iranian friend. What is he up to? MEPH thinks he's going for Ba6 to pin the two Rooks but, if so, 19.Bxc6 Bxb5 20.Bxb5 looks favourable to us!]
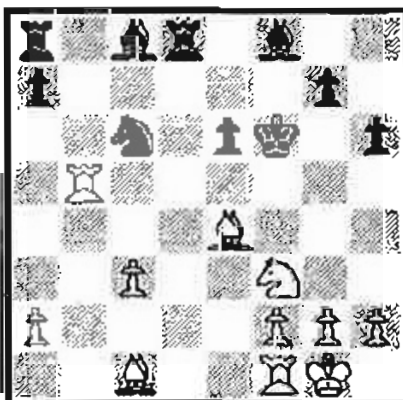
18...Ba6 19.Bxc6 Rac8 20.Ne5 Rd6?!

21.Re1 [NS47. Eval +266 -> Rcxd6. 'MEPH' thinks our Iranian opponent has blown this one - and it is hard to argue. If the expected 21...Rcxc6 22.Rb4 g5 (to stop check) 23.Nxc6. Perhaps he should take with Rdxc6?]

Vancouver 020 (2275) - BCCS 2324 (2320) Corr.13, 1993

29.g3
NS46
Eval 000
-> a5.
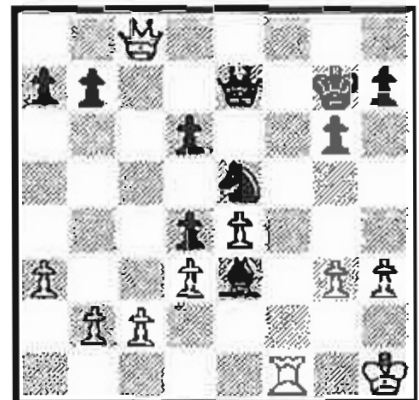
29...h5 30.Kg2 a6 31.Kh2 Bg5 32.Kg1
[NS47. Eval +21 -> Qd7. 'MEPH' appears to be playing the waiting game in this one. If Black obliges with 32...Qd7, then the plan is 33.Rf8 Qxc8 34.Rxc8 Nf7 35.a4, eval +54. Will our opponent co-operate?]

BCCS 2000 (2000) - Vancouver 020 (2275) Corr.14, 1993

18...Qb6
NS45
Eval =
-> Reb1.
[It says NS/45 as this game looked as if the opponent was to be another 'drop-out'. He returns with a response we had not expected!]
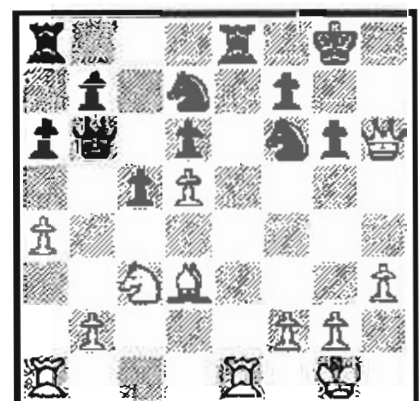
19.Rxe8+ Rxe8 20.Qd2 Qa5 [NS47. Eval +21 -> Qc2. Our opponent's d/Pawn looks a mite lonely but we remember that his est. 2000 grade is somewhat deceptive...he played for his country in the Manila Olympiad!]

BCCS 2355 (2454) - Vancouver 020

(2275) Corr.15, 1993

[The Opening moves, a Blackmar Diemer Gambit, were agreed at the request of Roy Thomas - a BCCS player and NEWS SHEET reader... who has also recently upped his grading! A Pawn ahead MEPH is seeking to exchange Queens and/or Rooks to reduce the pressure]

19... Rh5
NS46
Eval +115
-> Qf4.
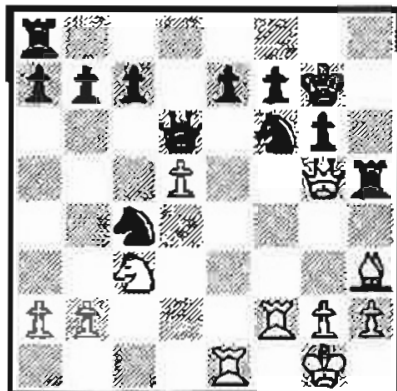
20.Qf4 Qxf4
21.Rxf4 Re5
22.Rff1 Rxe1
23.Rxe1 Kf8
24.g3 Rd8
25.Bg2 Nb6
26.Rd1 Nc4

27.Re1 a6 28.b3 Nb6 29.Rd1 g5 30.h3 Rd6 [NS47. Eval +100 -> Kf2. Roy told me he was surprised that 'MEPH' didn't grab some of the Pawns it was 'supposed to' and has been struggling a little. But the game could well be a draw even yet, knowing his endgame expertise]

BCCS 2326 (2325) - Vancouver 020

(2275) Corr.16, 1993
1.d4 Nc6
I told you that this was coming in NS/46! Can readers tell me what their Computers play as White here?...especially with BOOKS OFF, plus a note of evaluation and forward analysis.
2.e4
The original and impressive game was Samisch-Nimzovitsch, 1925. In Farago-Speelman, 1987, Farago played 2.c4. Ray Keene thinks 2.Nf3 best, and comments 'if 2.d5 Ne5 3.f4 Ng6 4.e4, Black gains excellent counterplay with e6'. Neither MCO nor BCO give anything more. But 2.e4 transposes to the Nimzovitsch anyway
2...e5 3.d5 Nb8 4.Be3 Nf6 5.Nc3 Bb4 6.Bg5 0-0 7.Qf3 Be7 8.Qg3 Nh5 9.Qh4 Bxg5 10.Qxh5 d6 11.Nf3 Bh6 [NS47. Eval +75 -> Bb5. Now I learn that 'MEPH' is set to Risky as well! Yeeks...and not for readers of a nervous disposition]

HIARCS - upgrade progress!

The HIARCS version at AEGON - dubbed HIARCSexp1A - was badly let down by operators who failed to set-up the time controls correctly. This affected its result in no less than 4 games. I had intended to print the positions just before things 'went wrong' so that readers could verify for themselves that these 4 losses should have been at least 2 wins and 2 draws. Of course it must also be realised that HIARCS had used up more time in getting to these positions, so to imply a 5/6 score from the best positions reached in each game would be as unhelpful as accepting the 2/6 obtained following the time disasters!

A more accurate indication of the Exp1A grading came at the KINGS HEAD tourny, 45/90, where MARK UNIACKE operated the 486/50 himself and it got 3/5 for a 2218 Grade. Incidentally a CHESS GENIUSexp1A was also there and got 3½/5 for, I believe, 2264.

Mark loaned me a HIARCSexp1A and, after 40 games on my 386/20, it was showing at 83 Elo higher than the original HIARCS 386.

Since then **Exp1B** has replaced 1A, with even more knowledge added, plus a re-compile of all the coding for a 38% speed-up! This, on a 486, scored 8½-1½ against Mephisto RISC in its latest test, and leads TASC R30 2-1 in another I hear.

On my 386/20 it lost narrowly to the upgraded RISC 2500-512 by 2½-3½, but leads Novag SCORPIO dramatically 4-0! We may well be looking at a 150+ (!) Elo improvement over the original HIARCS1. Here is a game which you will find rather convincing!

HIARCSExp1B 386-Novag SCORPIO. G/60

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Qe7 5.d4 exd4 6.0-0* dxc3 7.Nxc3 Nf6?* 8.e5 Ng4 9.Nd5 Qd8 10.Bg5 *(eval. +99)* Be7 11.Nxe7 Nxe7 12.Qd4 *(+138 -> h5)* f6 13.exf6 *(+334! Scorpio says it's =)* Nxf6 14.Bxf6 gxf6 15.Qxf6 Rxf8 16.Qh6 Rf5 17.Nd4 Rc5 18.Qxh7 d5 *(Scorpio is only -24, HIARCS says +402 showing superb awareness)* 19.Bb5+ c6 20.Bd3 Qd6 21.Qh8+ Kd7 22.Rae1! Ra5 23.Ne6 *(+1048! -> c5)* c5 24.Qd8+Kc6 *(Scorpio now -350)* 25.Qxa5 b6 26.Qb5+ Kb7 27.Nxc5+ Kb8 28.Na6+ *(and Scorpio goes over -700 and resigns. Quite brilliant!)*

There is a NEW COLUMN in the RATING LIST this Issue, so a note of the purpose of each HEADING might prove helpful.

BCF: British Chess Federation Ratings. This can also be calculated from an Elo figure by (Elo-600)/8, or from a USCF figure by (USCF-720)/8.

£'00: Cost in Britain. | 1 | = £100. |10 | = £1,000.

=> This new column has not quite been finished yet, as you can see! If anyone has any bright, helpful ideas re the possible use of further symbols, or if I've made a mistake on the price for any machine, please let me know for inclusion in NS/48.

=> a '+' after the price shows it can cost more! E.g |10+| is for Mephisto RISC in an Exclusive board; it is dearer in the Munchen board. Likewise an External card ChessMachine for your PC costs more than an Internal one, which is the one shown.

=> a '-' after the price probably shows that it is an out-of-date model or version. The price is its original cost - you may be able to buy it second-hand and cheaper now, depending on availability. If '-' is shown relating to an Upgradeable program (e.g Meph Portorose or Lyon)owners may be able to buy an upgrade.

Elo: The Rating figure used Worldwide. Both the BCF and Elo figures used in the NEWS SHEET Rating List combine the results v. Computers and v. Humans.

+ /-: The maximum likely future rating MOVEMENT, up or down, for that particular machine. This figure is determined by the number of games played and calculated on standard deviation principles.

Games: No. of games v Computers

Human/Games: No. of games and results v Humans in proper Tournaments

A guide to PC Gradings:

286-PC represent the program running on an 80286 at approx. 16MHz.

386-PC represent the program running on an 80386 at approx. 25MHz, with 4MB RAM.

486-PC represent the program running on an 80486 at approx. 40MHz, with 4MB RAM.

Users should get slightly more (or less!) in each case, if the speed of their PC is significantly different.

RATING LIST (c) Eric Hallsworth. PC PROGS

BCF	£'00	Computer	Elo	NS/47 +/-	Games	Pos	Human/Games
228	10	CMACHINE THE KING2/30-PC	2426	24	362	1	2435 / 6
226	10	CMACHINE GIDEON3.1/30-PC	2410	30	236	2	2339 / 37
224	1	CHESS GENIUS 486-PC	2395	17	678	3	2295 / 6
222	10	CMACHINE GIDEON3.0/30-PC	2380	35	167	4	2172 / 14
222	1	M CHESS PRO 486-PC	2376	18	619	5	
215	1	CHESS GENIUS 386-PC	2322	45	105	6	
213	3+	CMACHINE GIDEON2/15-PC	2308	14	1010	7	2275 / 21
209	1-	M CHESS 486-PC	2279	17	721	8	2255 / 63
209	3+	CMACHINE THE KING1/15-PC	2277	16	819	9	2232 / 17
209	1-	FRITZ 486-PC	2272	21	470	10	2246 / 16
202	1	PSION2 486-PC	2219	52	79	11	1870 / 1
201	1	HIARCS1 486-PC	2214	48	92	12	
201	1	ZARKOV 486-PC	2213	30	230	13	2131 / 16
199	1	M CHESS PRO 386-PC	2199	33	192	14	
199	1	M CHESS 386-PC	2197	13	1255	15	2155 / 153
197	1	SARGON5 486-PC	2196	58	64	16	
195	1	REX 486-PC	2176	30	226	17	2208 / 24
191	1	FRITZ1 486-PC	2166	26	299	18	2213 / 6
190	1	FRITZ2 386-PC	2135	35	168	19	
190	1	CHESSMASTER 3000 486-PC	2122	34	187	20	2086 / 6
188	1	M CHESS 286-PC	2122	19	598	21	
188	1	HIARCS1 386-PC	2107	45	106	22	
187	1	SARGON5 386-PC	2104	69	45	23	
187	1	ZARKOV 386-PC	2100	18	601	24	2050 / 8
186	1	C-CHAMPION 2175 486-PC	2100	44	109	25	
185	1	FRITZ2 286-PC	2098	82	32	26	
183	1	PSION2 386-PC	2088	31	219	27	
182	1	FRITZ1 386-PC	2082	26	300	28	
181	1	HIARCS1 286-PC	2067	59	62	29	2135 / 10
177	1	REX 386-PC	2057	19	563	30	
176	1	ZARKOV 286-PC	2050	33	194	31	
174	1	FRITZ1 286-PC	2021	34	182	32	
174	1	PSION2 286-PC	2010	41	126	33	
172	2	SARGON5 286-PC	1998	84	30	34	
170	1	CHESSMASTER 3000 386-PC	1996	34	185	35	
170	1	REX 286-PC	1982	40	133	36	
168	1	COMPLETE C-SYSTEM 386-PC	1965	70	44	37	
168	1	C-CHAMPION 2175 386-PC	1960	62	56	38	
164	1	PSION2-PC	1947	9	2173	39	
162	2	CHESSMASTER 3000 286-PC	1945	51	82	40	2033 / 25
160	1	COLOSSUS X 386-PC	1915	94	24	41	2015 / 16
160	1	CHESSMASTER 2100 486-PC	1901	44	24	42	
154	1	CHESSMASTER 2100 386-PC	1885	73	111	43	
		C-CHAMPION 2175 286-PC	1884	62	40	44	
149		CHESSMASTER 3000-PC	1833	79	56	45	
148		CYRUS 386-PC	1799		34	46	

RATING LIST (c) Eric Hallsworth. NS/47 2 Aug 1993

BCF	£'00	Computer	Elo	+/-	Games	Pos	Human	Games
220	6	KASP RISC 2500-512K	2366	65	50	1	2407	51
219	45-	MEPH LYON 68030	2352	24	372	2	2354	82
217	45-	MEPH PORTOROSE 68030	2338	21	460	2	2272	49
217	10+	MEPH RISC 1MB	2336	12	1475	3	2358	54
216	45	KASP VANCOUVER 68030	2335	19	544	4	2300	61
215	4	KASP RISC 2500-128K	2324	13	1208	5	2327	10
214	20	MEPH LYON-VANC 68020/20	2317	47	96	6	2139	32
207	10+	MEPH VANCOUVER 68020/12	2260	10	1860	7	2258	80
206	10-	MEPH LYON 68020/12	2248	8	2751	8	2230	21
205	50	FID ELITE 68040-V10	2246	53	75	9	2230	23
203	4	MEPH BERLIN	2230	16	781	10	2240	21
202	30	FID ELITE 68030-V9	2221	18	639	12	2253	188
202	10-	MEPH PORTOROSE 68020	2217	10	1809	13	2180	13
201	8+	MEPH VANCOUVER 68000	2213	16	833	14	2120	12
200	8-	MEPH LYON 68000	2203	12	1397	15	2090	33
199	10-	MEPH ALMERIA 68020	2192	14	1003	16	2188	215
195	8-	MEPH PORTOROSE 68000	2164	12	1486	17	2127	25
195	9-	FID MACH4/2325 68020-V7	2161	11	1599	18	2199	130
191	6	KASP REN BRUTE FORCE/10	2135	26	307	19	2255	24
190	15-	FID ELITE 2*68000-V5	2126	28	258	20	1888	2
188	10-	MEPH ROMA 68020	2111	14	1068	21	2052	64
187	7+	NOV SCORPIO/DIABLO	2110	14	678	22	2085	54
187	4+	FID MACH3/2265 68020-V2	2097	17	1517	23	2142	129
186	8-	MEPH DALLAS 68000	2097	17	1025	24	2104	31
182	10-	MEPH MACH3/2265 68020	2095	14	996	25	2080	197
182	4-	MEPH MM5/S	2062	6	5317	26	2117	229
181	4+	MEPH POLGAR/S	2053	12	1438	27	1902	11
181	5+	MEPH DALLAS 68000	2052	9	2380	28	2083	17
180	8-	NOV SUPER FORTE-EXP C/16	2048	11	1508	29	2000	50
180	3-	MEPH MILANO	2046	11	2699	30	2005	24
179	2	MEPH MONDIAL 68000XL	2043	15	887	31	2063	13
179	3	NOVAG RUBY/EMERALD	2036	15	857	32	2060	77
178	4	MEPH ROMA 68000	2032	66	49	33		
177	8-	MEPH ACADEMY/5	2029	9	2311	34	1975	54
176	10-	KASP GK2000/TURB ADV TR	2018	10	2093	35	2032	109
176	4	MEPH AMSTERDAM	2010	20	508	36		
175	3-	NOV SUPER FORTE-EXP B/6	2003	9	2373	37	2068	182
174	3-	MEPH MEGA4/5	2001	12	1375	38	2026	84
174	5-	FID MACH2C	1995	13	2644	39	2041	169
173	1	KASP GAL-REN D/10	1992	13	2498	40	2066	127
173	3-	FID MACH2B	1988	26	1216	41	1967	109
173	1	KASP TRAVEL CHAMPION	1987	34	302	42	1968	25
172	4-	FID TRAVELMASTER	1986	19	179	43	1983	63
173	1	MEPH MK4/S	1976	8	576	44	2016	97
171	2	MEPH MODENA	1975	20	498	46		
171	2+	MEPH SUPERMOND2/MCARL04	1974	29	253	47	2074	8
170	3-	NOV SUPER FORTE-EXP A/6	1966	13	1185	48	2040	176
168	5-	KASP GAL-REN C/8	1950	26	313	49	2046	98
168	2	MEPH MONTE CARLO	1950	28	262	50	2016	10
167	2	CXG SPHINX/4	1943	10	2140	51	2046	155
167	4	CONCH PLY-VICTORIA/5.5	1940	16	811	52	1956	10
167	2	KASP TURBOKING2	1939	15	915	53	1890	15
164	3-	FID MACH2A	1936	25	336	54	1918	35
164	5-	NOV EXPERT/6	1919	31	222	55	2036	22
163	3-	NOV SUPER FORTE-EXP A/5	1914	12	1440	56	1836	29
162	3-	FID CLUB B	1911	12	1459	57	1827	18
162	3-	NOV EXPERT/5	1900	26	316	58	2026	68
162	1+	NOVAG JADE/ZIRCON	1897	106	19	59		
161	3-	MEPH FORTE B	1897	19	1917	60	1975	208
161	2-	MEPH REBELL	1895	10	2141	61	1948	69
161	2+	FID PAR E-ELITE+DES2100	1894	29	2565	62	1927	220
160	4-	FID AVANT GARDE/5	1893	12	1721	63	1862	80
159	3-	KASP STRATOS-CORONA	1890	11	2138	64	1939	55
159	2-	MEPH SUPERMONDIAL1	1887	10	2206	65	1930	134
159	2-	NOV FORTE A	1879	12	1485	66	1990	6
159	3-	MEPH SUPERMONDIAL1	1877	29	242	67	1767	6
159	2	CONCH SIMULTANO	1876	9	2213	68	1830	36
158	4-	CONCH PLYMATE/5.5	1874	14	1103	69	1939	55
157	2-	KASP TURBOKING1	1874	14	976	70	1910	123
157	4-	CONCHESS/6	1866	24	364	71	1910	61
156	2-	FID EXCELLENCE/4	1861	14	107	72	2037	8
156	2-	NOV EXPERT/4	1860	20	1752	73		
155	3-	SCI TURBO KASP/4	1849	24	1022	74	1975	43
154	2-	CONCH PLYMATE/4	1849	14	524	75	1945	64
154	2	CXG SPHINX 40	1842	86	29	76	2027	6
153	2+	FID CLUB A	1838	34	372	77		
153	2-	FID ELITE C	1832	17	162	78	1869	11
152	2	FID ELEGANCE	1831	12	685	79	1872	40
152	4-	SCI TURBOSTAR 432	1829	16	791	80	1884	67
151	2-	MEPHISTO MM2	1823	12	1396	81	1776	8
150	4-	FID EXCELLENCE-DES2000	1819	11	1652	82	1867	52
150	2-	KASP GAL-REN B/4	1814	74	39	83	1904	8
149	2-	KASP PRISMA-BLITZ	1804	26	306	84	1796	59
148	3-	CONCHESS/4	1802	20	514	85	1850	28
146	2-	NOV SUPER CONST	1798	7	3715	86	1889	8
145	2	NOV SUPER NOVA	1787	22	411	87	1912	7
145	4-	MEPH BLITZ	1771	75	278	88		
144	2-	NOV SUPREMO	1762	27	375	89		
144	4-	NOV SUPREMO	1758	24	145	90	1824	10
143	2-	NOV SUPER VIP	1757	38	715	91	1769	24
142	2-	FID ELITE A	1748	17	1362	92	1758	131
142	2-	FID PRESTIGE	1743	12	215	93	1757	9
143	1	FID SENSORY 12	1748	31	240	94	1780	95
142	2	MEPH EUROPA-MARCO POLO	1740	30		95	1888	29