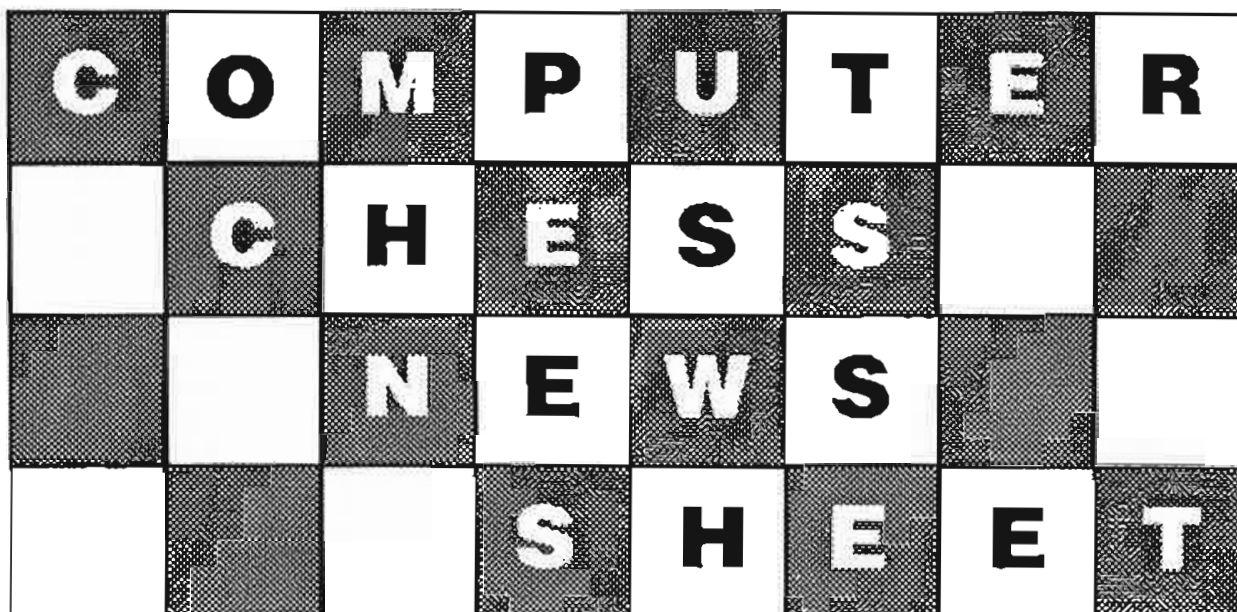


Computer Chess NEWS SHEET 48

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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, and Dec

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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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2 BLITZ and 40/2 Ratings Compared

As promised in NS/47, here is a CHART of COMPUTERS and PROGRAMS where a comparison is available under BOTH headings from the **SWEDISH PLY Magazine** tests. Our real thanks to them for their comprehensive testing and work which enables such information to be produced.

<i>SWEDISH PLY RATINGS:</i>	<i>Blitz</i>	<i>Normal</i>	<i>Games</i>	<i>Difference</i>
Chess GENIUS 486/50	2652	2288	136	364
CMachine KING2/30	2540	2322	50	218
Meph RISC	2475	2221	120	254
M Chess PRO 486/66	2474	2292	74	182
M Chess PRO 486/33	2399	2260	56	139
FRITZ2 486/33	2380	2152	56	228
M CHESS 486/33	2355	2196	155	159
Kasp RISC 2500-128	2353	2222	339	131
CMachine THE KING/16	2348	2206	270	142
Meph LYON 68000	2337	2105	232	232
Meph LYON 68020	2335	2152	960	183
CMachine GIDEON/16	2327	2214	294	113
M CHESS 386/33	2316	2127	116	189
Meph VANCOUVER 68020	2313	2162	82	151
FRITZ1 486/33	2267	2022	90	245
Meph PORTOROSE 68020	2259	2125	123	134
Fid MACH4 68020	2257	2081	442	176
ZARKOV 386/33	2241	2018	115	223
Nov SCORPIO-DIABLO	2239	2001	195	238
Meph DALLAS 68020	2217	2020	224	197
REX 386/33	2215	2029	65	186
FRITZ1 386/33	2212	2009	115	203
Meph PORTOROSE 68000	2207	2047	55	160
Meph ACADEMY	2189	1936	122	253
Meph DALLAS 68000	2161	1971	272	190
Meph ROMA 68020	2145	2029	132	116
Meph ROMA 68000	2138	1966	480	172
Meph POLGAR/10	2119	2041	123	78
Meph AMSTERDAM	2098	1924	626	174
Fid MACH3 68000	2096	1997	782	99
Nov SUPER FORTE-EXP B/6	2077	1905	53	172
Nov SUPER FORTE-EXP C/6	2076	1957	173	119
Meph MEGA4	2057	1917	390	140
Meph MM4/5	2047	1901	297	146
Meph POLGAR/5	2041	1972	162	69
Fid MACH2C	2040	1915	353	125
Nov FORTE B	2040	1813	257	227
CXG SPHINX GALAXY/4	2039	1878	89	161
Meph ALMERIA 68000	2022	2019	48	3
Fid CLUB 68000	2011	1854	277	157
Conchess PLYMATE/5.5	2003	1806	466	197
Nov FORTE A	2003	1805	371	198
Meph REBELL	1992	1823	250	169
Fid TRAVELMASTER	1987	1904	40	83
Conchess PLYMATE/4	1977	1775	349	202
Fid AVANT GARDE	1946	1832	485	114
Nov SUPER CONSTELLATION	1930	1729	991	201
Kasp STRATOS-CORONA	1929	1818	228	111
Meph SUPERMONDIAL1	1908	1812	59	96
Fid EXCELLENCE/3	1872	1753	218	119
ACTUAL AVERAGE DIFFERENCE (lower than expected!)				167.37

NEWS and RESULTS from around the World

3

From **GARY SEDMAN**.

Gary managed to pick up a second-hand **Mephisto MODENA** recently, and has played a 40/1½ match against his beloved **Novag SUPER FORTE C16**. The Novag won 4-1 = 5 for 6½-3½. Gary comments: "It [Modena] is a nice machine but not a match for the Novag in the end game".

Gary has also upgraded his 386/16 PC which, along with my own 386/20 has been one of the few sources of results recently for the PC programs on the 386 processor. Clearly the 486 is becoming the 'standard' for Computer Chess addicts and the time may not be too far off when only 486 results will appear in the NS Rating List to avoid clutter.

Now Gary has a 486/33 and comments: "On my old 386/16 the LYON [**Mephisto LYON 68020**] was far too good for **M Chess PRO**, but by moving up to the 486 this has now been reversed. For most of the match the LYON was constantly hanging on for draws and didn't look as if it would notch up a win. However in the very last game MCP over-pressed a speculative attack against the Najdorf and came unstuck, so the final score, though in favour of MCP, looked quite presentable for the Mephisto too at 3-1 = 6 for a 6-4 result".

Many of the games were quite long, but there was one quickie:

Mephisto LYON 68020 - M Chess PRO 486/33 40/90. Budapest Gambit.

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Bf4 Nc6 5.Nf3 Bb4 + 6.Nc3 Bxc3 + 7.bxc3 Qe7 8.Qd5 f6!?

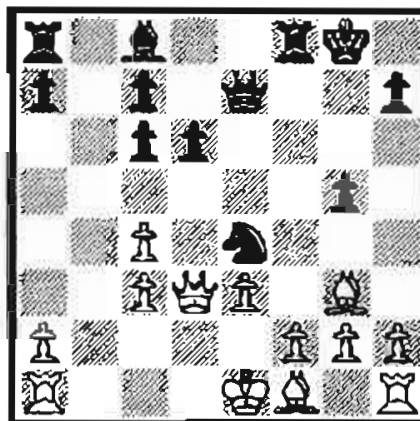
This always looks a strange choice to me - indeed MCO shows ?! - but it has become a standard line.

9.exf6 Nxf6 10.Qd3 d6 11.e3 Ne4

MCO and BCO have the line to 11.e3, but show

0-0 then 12.Be2 Ne4. Here BCO also has 12...g5 (Nunn, and classified 'uncertain!')

12.Nd4 g5! 13.Nxc6 bxc6 14.Bg3 0-0



MCP has co-ordinated its moves very well and already has a promising attack for the Pawn.

15.Be2 Bf5 16.Qd4 c5 17.Qd5 + Kh8 18.Bf3 g4 19.Be2 Rb8

19...Qg7 would also have put Black ahead.

20.Rc1

Perhaps this was the moment to complete the Queen's excursion by returning her to safety at d1. Then 20...Nxc3 21.Qc1 Qg7 with advantage to MCP according to Fritz2 analysis sent to me by Gary.

20...Rb2 21.Qc6?

Again Qd1 was better, as we quickly see.

21...Nxc3! 22.hxg3 Be4! 23.Qb5

Strangely this is the best way to delay a '999' eval. or mate conclusion - if that's what the player with White wants! Though 23.Qa6 looks the reasonable continuation, in fact Qf7! is deadly as the following shows: -

- If 24.f4 gxf ep 25.Bxf3 (25. gxf3 Rxe2 is m/4) Bxf3, and the LYON must start offering material with 26.Qc8 to delay mate (though Bh5 is m/5 here anyway!)

- If 24.f3 Black can play as above or go with Rxe2+ 25.Kd1 (or Kxe2 gxf3+ 26.Kd2 fxg2 winning easily) gxf3 26.Rf1 Rb2! wins easily.
- If 24.Rf1 Bxg2. Now best is 25.f4 Bxf1! 26.Kxf1, but Qh5 wins the day straight away.
- If 24.Kd1 Qxf2 is m/4.
- If 24.0-0 then Rxe2 wins with ease of course; indeed 25.f3 gxf is m/6.

23...Rxb5

White recognised the hopelessness of the situation and resigned and it's 0-1.

From BOB CLARKE.

Bob is an old friend from my days at Countrywide and recently came round for a spot of lunch with my wife and me. He writes to say 'thanks for lunch' and to tell me he has since purchased a **Mephisto RISC** and a **Kasparov RISC-128** - sadly both from someone else, so I shall have to ask my wife what ingredients she used in the food! Perhaps I overdo my determined stance of all-round friendliness and neutrality, and am failing to let folk know that this IS my livelihood and you can always at least ask me for a quote!?

Bob is playing them together in a match at 60/60, both on default settings. Some 'great chess' he says, with a current score of 5½-3½ for the Mephisto version. It was interesting to note the total score between these 2 computers has now reached 33-32 for the Mephisto! This compiled score is from results in Britain, Austria and Germany (but strangely no games played yet in Sweden between these two at the PLY Mag's 40/2 setting!).

From GERRY DYER.

Gerry must be an honest man, and we appreciate his sending the following cross-table from a 40/2 Touranment he played recently. It involves both himself and 3 Computers:-

	BERRO	TC	DYER	
MEPH BERLIN 203	X	1½	1½	2 = 5
MEPH ROMA 68000 178	½	X	1	2 = 3½
KASP TRAV CHAMP 173	½	1	X	1½ = 3
GERRY DYER 133	0	0	½	X = ½

The BCF figures shown for the Computers are

those which applied in NS/47.

From FRANK HOLT

A prolific tester, Frank has sent in another set of valuable results, this time using the **KING1** on the 15MHz RISC card ChessMachine.

THE KING1/15-PC	Rated	30 min
	Games	Games
v MEPH BERLIN	6½-5½	2-2
v MEPH RISC	3-9	1½-2½
v FRITZ2 486/66	5-7	3-1
v C/GENIUS 486/66 solid	2½-9½	0-4
v C/GENIUS 486/66 active	3-9	0-4
v C/GENIUS 486/66 risky	5½-6½	2-2

Frank sent me some of the games but they're all quite long (from 70 moves to 113 in one case!) so I haven't had chance to play through them fully for possible NS inclusion just yet. However the one Frank had most '!!!s' on was the following, and his occasional refs. to the Computers' evaluations are shown at appropriate moments:-

Chess GENIUS 486/66 (risky) - The KING1/15 40/2

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.Nf3 0-0 5.e4 d6 6.Be2 e5 7.Be3 Nc6 8.d5 Ne7 9.Nd2 Ne8 10.0-0* f5*

CG ply7/19 +9, King ply5/10 -65

11.f4 exf4 12.Rxf4 Bxc3 13.bxc3 Nf6 14.Qc2 g5 15.Rff1 f4 16.Bd4 c5 17.Bxf6 Rxf6 18.Nf3 g4 19.Ne1 Ng6 20.Nd3 Bd7 21.Rab1 b6 22.Qd1 h5 23.Qc1

CG is playing cautiously whilst King prepares to throw everything in to a massive attack

23...Qf8 24.Bd1 Qe7 25.Re1 Rff8 26.Bc2 f3

It begins! CG ply6/18 shows -66, King ply3/8 has +134

27.Qh6 Ne5

CG would have been better off on solid for the

position now reached. In fact on risky it had not expected Ne5, but Nh4, and on ply5/17 evaluates at -81.

28.Rf1 Nxc4 29.gxf3 gxf3 30.Rf2 Na3 31.Re1 Nxc2 32.Rxc2 Qg7 + 33.Qxg7 + Kxg7

CG ply9/21 -109

34.Kf2 Rae8 35.Re3 b5 36.Rc1 Bg4 37.Kg3 Rf7 38.Rf1 Kh6 39.h3 Bf5 40.Rfxf3 Rg7 + 41.Kf2 Bxe4 42.Rf6 + Rg6 43.Rf4 Rg2 + 44.Kf1 Bxd3 + 45.Rxd3 Rxa2 46.Rf6 + Kg5 47.Rxd6 b4 48.cxb4 cxb4 49.h4 + Kxh4 50.Rd4 + Kg5 51.Rxb4 Rf8 + 52.Ke1 h4 53.Rd7 h3 54.Rh7 Re8 + 55.Kf1 h2

CG ply7/19 -154, King ply5/7 + 263

56.Rbh4 Rf8 + 57.Ke1 Rb8 58.R4h5 + Kf4 59.Rh4 + Ke5 60.R4h5 + Kd4 61.Rh4 + Kc5 62.Rc7 + Kd6 63.Rc6 + Kxd5 64.Rc1 Rg8

CG ply8/20 -636, King ply4/6 + 609

65.Rh5 + Ke4 66.Rh4 + Kf3 67.Rc3 + Kg2 68.Re3 h1 = Q + 69.Rxh1 Kxh1 70.Rh3 + and CG resigned with 70...Kg1 71.Rd3 Re8+ to follow. As Frank says in his comment at the end, after playing through to mate for The KING at move 80... 'A very enjoyable game'. 0-1

The above result again showed how very strong **Chess GENIUS** is on a really fast PC (it's no slouch on a 'little' 386 either, but on a 486/66 it's around twice as fast as on a commercial Mephisto VANCOUVER 68030!). Graham WHITE, who contributes in this Issue with analysis of the KING AEGON v John NUNN game, had a lead for it over **RISC 2500-128** of 34-16 a couple of months ago, whilst **M CHESS PRO 486/66** was held at 4½-4½ v the KRIS. Games were played at various time controls, from 60/60 to a few at 40/2. I believe 40/60 is Graham's preference. However the last few games in the GENIUS-RISC 2500 match have been closer (7-6 for CG 486/66) so the overall score is now 41-22 - still impressive by any standards. In Sweden the same Match, all at 40/2, went to CG 486 by

12½-7½.

From BRIAN MCKIE

Brian has just completed a G/60 match between the **Fidelity TRAVELMASTER** and **Novog RUBY**, and is our first reader to be disappointed with the RUBY which has generally been very well received. However he has found that it sometimes has trouble with basic endings (he quotes a lot of dithering in a K+R v K!), and the match ended with a 5-5 score.

The Morsch program in the TRAVELMASTER and Kasp TRAVEL CHAMPION is pretty good as we know (around 175BCF/2000 Elo), so the RUBY at just a few BCF more is never likely to win easily!

IN SPAIN'S D4 + MAGAZINE

A PC SOFTWARE PROGRAMS result is reported, mostly a bunch of strange names, but some are known and make the 11-Round Event of interest. As far as I can tell from my limited understanding of Spanish (!) the first 5 Rounds were played at 40/2, and the last 6 at 60/90 to make sure the Tournament was completed in just 3 days at Utrecht University.

1	REBELL (225 BCF), Schroder, RISC 30MHz,	11 1
2	KING2 (225 BCF), de Koning, RISC 30MHz,	9
3	KALLISTO, Westrate, 486/50,	8½
4	QUEST (210 BCF), Morsch, 486/33,	8
5	PROCHESS, Hunen/Pronk, 486/50,	6½
	GOLDBAR92, Goldhoorn/Dorp, 486/33,	6½
7	DAPPET, Hartmann/Kouwenhoven, 486/50,	6
	NIGHTMARE (190e BCF), Buijs, 486/50,	6
	TOUCH, Uiterwijk, Sun630 MP-120/64MHz,	6
10	LCHESS, Loep/Neeff, 486/33,	5½
	DUCK, Breuker, Sun630 MP-120/64MHz,	5½
	SCHACH3.0, Kreitmas/Engelbach, 486/33,	5½
	HECTOR, Bults, 486/50,	5½
	CHESSMATE, Maaten, Acorn Archimedes,	5½
15	GENESIS (200e BCF), Riet Paap, 486/50,	5
	ZZZZZZ2.0, Wiesenekker, RS-6000,	5
17	SHORTCHESS, Kortekaas, 386/20,	4½
18	ARES, Leenders/van Gool, Sun 670/128MHz!,	4
	SHESS, van Bergen, Convex C-220,	4
20	RIO GRANDE, van Heel, 486/33,	2
21	JAPPE-K, Rodenburg, 386/40,	1½
22	MATOGROSSO, van Heel, 286/16,	0

BCF Ratings are shown for the programs we know in Britain - a couple of estimated Gradings

are shown being conversions from figures given in the Tournament Bulletin.

The **KALLISTO** history is beginning to look optimistic. It placed 7th with $2\frac{1}{2}/5$ in the 1993 ACM Tourney and the gap at Utrecht separating the top 4 from the rest suggests that there is a clear difference between the 3 commercial programs and Kallisto and the others.

The **REBELL** result of 100% is notable. Despite being the current World Champion, most experts view Schroder's Rebell as being second to de Koning's KING program (some, of course, would have Richard Lang 2nd. and Schroder 3rd!). Certainly the results at, for example, Aegon - plus the performances of the commercially available latest versions (Rebell/Gideon3.1 and King2) - indicate that de Koning has the lead, albeit slight.

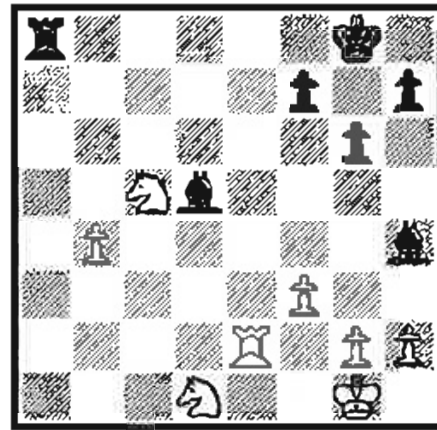
The score from Utrecht shows us just how hard it is to be sure who is no.1. The individual REBELL-KING encounter was won by REBELL in 95 moves; **KING** was also held to a draw by **QUEST** and one of the other programs (but not KALLISTO, which it beat in 38 moves).

A contributor to D4+, **Javier Ros PADILLA**, has just completed 3 ten games matches between **Chess GENIUS** on his 386/40 and **GIDEON2.1/16MHz**.

60/5	
CGENIUS 386/40	$\frac{1}{2} 1 1 \frac{1}{2} 1 1 0 1 1 1 = 8$
GIDEON2.1	$\frac{1}{2} 0 0 \frac{1}{2} 0 0 1 0 0 0 = 2$
60/30	
CGENIUS 386/40	$1 \frac{1}{2} 1 \frac{1}{2} \frac{1}{2} 1 1 \frac{1}{2} 1 1 = 8$
GIDEON2.1	$0 \frac{1}{2} 0 \frac{1}{2} \frac{1}{2} 0 0 \frac{1}{2} 0 0 = 2$
40/2	
CGENIUS 386/40	$0 \frac{1}{2} \frac{1}{2} \frac{1}{2} 0 \frac{1}{2} 1 1 1 \frac{1}{2} = 5\frac{1}{2}$
GIDEON2.1	$1 \frac{1}{2} \frac{1}{2} \frac{1}{2} 1 \frac{1}{2} 0 0 0 \frac{1}{2} = 4\frac{1}{2}$

In the last Match Chess GENIUS was, in view of the first 2 results, somewhat unexpectedly 4-2 down with 4 to play, but recovered to get a narrow victory.

The majority of the games were very long affairs, hard-fought tussles full of complicated moments. Here is one, from Game 5 of the 40/2 Match.



GIDEON2.1/16 - Chess GENIUS 386/40

35.Rd2

White is the distant, isolated b-Pawn up, and decides to vacate the open e-file for a harmless enough threat against Black's d5/Bishop. This also initiates some protection from the nasty pin which is threatened by Ra1!

35...Re8

The reply looks challenging, as Black not only gains the e-file, but threatens Re1 mate! GENIUS showed -33 and expected 36.Nd3 to protect the e1 square. In the event 35...Bc6 would have been better, as CG was in for a shock! Can you see it?

36.g3!!

Brilliantly averting the mate threat, and putting a second Black piece en prise! I understand that, at move 35, CG 386/40 needs 40 mins to reach ply9/21 and spot that this loses. Now it plays the reply (which is best) which it considered was winning when played at the Time Control in operation (60/30) - thus it 'saw' g3, but under-estimated it.

36...Bxf3 37.gxh4 Re1 + 38.Kf2 Rxd1 39.Rxd1 Bxd1

So Black has won back its Pawn, doubled White's K-side Pawns, and has Bishop for Knight... which all sounds very good except that he must lose the vital Bishop to stop the running b-Pawn.

40.b5! Bg4 41.Ke3 Kf8 42.b6 Bc8

43.Ke4! Ke7 44.b7 Bxb7 + 45.Nxb7

It was another 10 moves before the Pawn-mopping operation began, but CG resigned soon after at move 58.

Still, as Chess GENIUS did most of the winning, we should include it's quickest effort from the middle series, played at 60/30. In particular note the excellent combination started with 15.e5.

Chess GENIUS 386/40 - GIDEON2.1/16

**1.Nf3 c6 2.d4 d5 3.c4 e6 4.e3 Bd6
5.Nc3 Nf6 6.Bd3 dxc4 7.Bxc4 Nbd7
8.e4 e5 9.Bg5 exd4 10.Qxd4 Bc5
11.Qd2 h6 12.Bh4 Qe7 13.0-0-0 g5
14.Bg3 b5 15.e5 Nh5 16.e6!! fxe6
17.Bxe6!**

Reading + 139

**Nxg3 18.Rhe1! Kd8 19.hxg3 Re8
20.Bxd7 Qxd7 21.Qc2!**

Now showing +321

**Rxe1 22.Nxe1 Bd4 23.Qe4 Qc7
24.Rxd4 Qe6 25.Qh7+ Bd7 26.Nd3+
Rd8 27.Nc5 Qe8 28.N3e4 h5 29.Nxg5**
CG shows +863, and Black resigns.

Results of the **Kasparov RISC 2500-512K** upgrade have been very slow coming through - for one major reason... serious teething troubles with the first batch of upgrade chips produced! I.e they didn't work! Strangely the set sent to me at home for testing purposes genuinely worked in MY machine. 'Ah', you think, 'they made sure because it was me'. But no, the chips would ONLY work in my machine, and that had come straight out of the first standard stock shipment at the end of last year!

When good friend **KEVIN DOUBLEDAY** came round to my home so I could put a set of chips into his machine I had no idea at all that there was a problem. When the chips wouldn't work in his, I innocently swapped machines with him and let him have my upgraded one!... assuming of course that it was Kevin's machine that was 'weird' in NOT working. I thought I'd simply

swap Kevin's 'faulty' one for another KRIS in stock, and upgrade that - little did I know that it was my own that was weird, in that IT DID work! And I gave it to Kevin! Aaagh!

So for the past few weeks Kevin has been the only person I know of ANYWHERE with a working upgraded RISC 2500-512!! Gladly he didn't let me down and has sent in a good range of results, which follow:-

KASP RISC 2500-512K

v FID MACH3 9½-2½ (Range of Defensive, Solid, Active and Offensive. All 60/60)

v MEFH VANCOUVER 68020 10½-2½ (Solid, 60/60); 0-1 (Offensive, G/60), 1½-½ (Solid, 40/2) v NOVAG SCORPIO 6-0 (Solid, 60/60), ½-½ (Active, 60/60)

Kevin is fairly convinced that Solid produces the best results, though the only defeat against Mach3 was, in fact, on that very setting. His results produce almost the identical rating to mine... in fact just a few Elo points higher.

PC SCHACH NEWS

The 2/93 Issue arrived this morning, just as I was finishing off the results section.

Now covering mostly PC News, there is a report from a 1 round COMPUTER v HUMAN showing the following results:

Schroll (2360, IM) - **FRITZ2 486/72** (!?) 1-0 in 41 moves.

Chess GENIUS 486/50 - Posch (2246) 0-1 in just 32 moves.

REBELL PC 486/50 - Neulinger (2273) 1-0 in 54 moves.

Kobermeyer (2148) - **ChessMachine KING2/32** 0-1 in 32 moves.

M CHESS PRO 486/60 - Schmidl (2139) ½-½ in 63 moves (MCP had +322 at move 29)

Stoppel (2203) - **ChessMachine GIDEON/32** 0-1 in 38 moves.

So the Computers won by 3½-2½, to follow up their first ever victory in the Aegon Tournament (NS/47).

In the WIENERWALD (Vienna) 7 round Active

(Bb2 or Bc3 was okay - White MUST avoid the exchange of Bishops as Black's King is much more strongly placed)

32.... Be5!!

(Forcing another exchange from which there is no escape once again)

33.Bxe5 Kxe5 34.Kg3 Kf5 35.h4 f6 36.f4?

(This allows Black's King an easy entry point (e4) but takes White's natural response (Kf4) away from him)

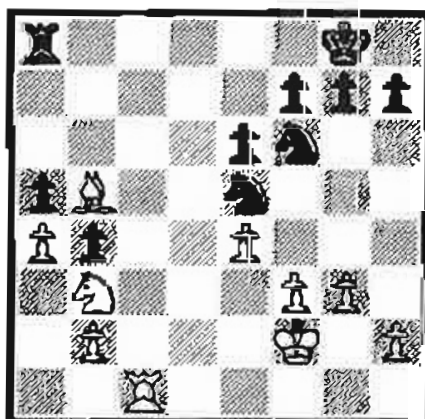
36.... Ke4 37.f5

(But resigns. 0-1)

A win and two draws in rounds 4-6 left GENIUS optimistic on 4/6 with LECHTYNSKY (2380) to play in the last round.

LECHTYNSKY (2380) - Chess GENIUS 486/50

1.Nf3 d5 2.d4 Nf6 3.c4 c6 4.Nc3 dxc4 5.e3 b5 6.a4 b4 7.Na2 e6 8.Bxc4 Bb7 9.O-O Be7 10.Bd2 a5 11.Nc1 c5 12.Nb3 Nbd7 13.Qe2 O-O 14.Rfd1 cxd4 15.Nfxd4 Qb8 16.f3 Rc8 17.Rac1 Bd6 18.g3 Ne5 19.Bb5 Qa7 20.Be1 Bd5 21.Bf2 Rxc1 22.Rxc1 Bc7 23.e4 Bxb3 24.Nxb3 Bb6 25.Kg2 Bxf2 26.Qxf2 Qxf2 + 27.Kxf2 h5



(We see as in the earlier game that the exchanges have helped develop White's King

perfectly for the endgame)

28.Ke3 Ned7 29.Rc7 Nf8 30.Bc6 Ra6 31.Bb5 Ra8 32.Rc5 g6 33.Bd3 N8d7 34.Rxa5 Rxa5 35.Nxa5 Ne5 36.Bb5 g5 37.Nc6 Nxc6 38.Bxc6. 1-0.

The final result of 4/7 v. opponents averaging 2286 gave a 2343 grading - perhaps 150 below expectancy for an Active Chess Tournament.

An all-COMPUTER Tournament result reported in PC SCHACH came out as follows (no time control given, but the Computers played each other 6 games each)

	CG	R25MP	VanZa	Fr2	
C/GENIUS 486/33	x	3½	3½	4½	4½ = 20½
KASP RISC 2500	2½	x	3½	3	5½ = 18
M CHESS PRO 486/25	2½	2½	x	4	5½ = 17½
MEPH VANC 020	1½	2½	2	x	3½ = 12
ZARKOV 2.6 488/25	1½	3	3	2½	x = 11
FRITZ2 486/25	1½	½	3	3½	2½ x = 11

LETTER from SANDRO NECCHI

Sandro is writing on behalf of M Chess PRO, and we start after a few personal greetings...

"As promised I send you herewith the article, as per my phone call.

1. P C PROGRAMS in Active Chess Tournament, Napoli (see NS/47).

What you wrote is correct, but the operators did not operate the computers correctly as they did not give extra-time to the chess clock at the chess-board, to compensate the time lost for input moves. Generally speaking 5 minutes should be added, and the operator should reduce the time to the program if the input is going to take a longer time. This was not done either.

Unfortunately in Italy people got interested in Computer Chess later than in countries like England, Germany etc... and do still have limited information about it. For almost 3 years I have been writing articles on this subject (in our Chess magazine "SCACCO"), but I have not written

anything about how to operate the computers in Tournaments and useful helps about that yet".

(Editor's interruption!): British readers will know that this very subject has been covered many times in the pages of NS. In British Tournaments we are never allowed to alter the MAIN Tournament clock, so must fit all the Computer moves in within the exact time allowed to the human opponent. Thus a Computer playing in a 40/2 Event will normally have it's Time Controls set to 40 in 1hr 45mins, or something close to that, to ensure there is no time loss. In an Active Chess Tournament things are even tougher - we can hardly knock the Computer down from 30mins to 15mins, so usually compromise at around 24mins and hope the game doesn't last too long!

Of course this discriminates AGAINST the Computer! However the loss of perhaps 2 or 3 BCF points in 40/2 or 60/2 Tournament is a lot better than losing 20 or 25% of games on time, which is what happened for example to HIARCS at Aegon and, it seems, M CHESS PRO at Napoli!

Back to Sandro....

"M Chess PRO suffered more from wrong time availability because it has a special time algorithm (suggested by me!) to allocate more time in the early phase when just out of book. I am told that M Chess PRO lost 2 "won" games on time: one was against MARIOTTI which you did refer to (he was Italy's 1993 Active Chess Champion!). I think this info. completes the Tournament picture.

2. M Chess PRO versions.

M Chess PRO came out in 3 different versions: 3.10 (used in the Madrid Championship), 3.11 and 3.12 (which was the final one. The upgrades to 3.12 were FREE. I know that previously one got used to seeing upgrades every 2 weeks, but with the upgrade to the Professional version, for which I authored the Opening Book, the upgrades will be one or two per year, and not more. This is for 3 reasons:

1. To make it possible for everybody to buy all the upgrades, without spending too much money.

2. To justify the upgrades with real improvements!

3. To make it possible for testers to get Elo figures! (I hope my PLY friends and you are happy with this).

As soon as the commercial version (3.12) was available we started with tests and improvements for making the program stronger. I cannot give details as they are secrets between me and my friend Marty (Hirsch) but we have similar ideas and clear targets we want to reach step by step. First of all we use a "commercial book" for the commercial releases and a "tournament book" for the tournaments of our experimental version, which we unofficially call "ALIEN".

Since the improvements we wanted to make were many, and of different types, we were not ready in February when "ALIEN1" M Chess PRO 3.20 did not score well in the ACM. ALIEN2 v3.22 did better in Aegon and so we expect a better result again from our ALIEN3 in Munich.

ALIEN is always using the most powerful opening book I can make, and it is continuously improved. It now includes more than 1,000,000 plies! The first real upgrade to the 3.12 will be released probably in the middle of October. What more does the upgrade give?...

1. A new, improved book - bigger and updated. A new option to let the program read the book in a way to extend the variety of moves, games and defences to be played in non-tournament option.

2. Three selectable playing styles - in addition to "normal" a less aggressive and more aggressive style have been added.

3. Stronger program, which has been refined and improved. Actually, according to our tests (games and others), we are expecting 80-100 points improvement at 40/2 and 100-150 at blitz and active. I know these figures seem unrealistic, but last year we were expecting about 100 points (over 1.71) and we have been correct. (91 Elo in NS/47, Eric).

4. Three installations instead of one, to limit problems on this matter!

Maybe something else will change, but only upward I think!"

Sandro

1.d4 Nc6!?! 2.? What do the COMPUTERS play?

11

From NS/47, **1.d4 Nc6!?**

[a] 2.e4 is Nimzovitsch.

[b] 2.c4 is Farago-Speelman, 1987.

[c] 2.Nf3 is Keene's recommendation.

[d] 2.d5?! is NOT recommended by Keene due, he says, to ...Ne5 3.f4 Ng6! 4.e4 e6

There is little else in the standard Opening Books (BCO, MCO for example... does anyone have more in another book?), so what do the Computers play?

BOOK	COMPUTER:...	book OFF: 5min BLITZ	30min ACTIVE	40/2hrs
--	FRITZ2 386	2.d5 +53 -> Ne5	2.d5 +58 -> Ne5	2.d5 +59 -> Ne5
---	HIARCS1B/386	defens 2.d5 +79 -> Ne5	2.d5 +64 -> Ne5	2.d5 +69 -> Ne5
		normal 2.d5 +86 -> Ne5	2.d5 +65 -> Ne5	2.d5 +70 -> Ne5
		aggress 2.d5 +91 -> Ne5	2.d5 +62 -> Ne5	2.d5 +78 -> Ne5
2.e4	M Chess PRO 386	2.d5 +62 -> Ne5	2.d5 +62 -> Ne5	2.e4 +49 -> e6
2.d5 +7	ZARKOV 386	cautious 2.d5 +50 -> Nb8	2.d5 +43 -> Nb8	2.d5 +60 -> Nb8
2.Nf3 +1		balanced 2.d5 +42 -> Ne5	2.d5 +57 -> Ne5	2.d5 +43 -> Nb8
2.c4 -5		aggressive 2.d5 +60 -> Ne5	2.d5 +60 -> Ne5	2.d5 +63 -> Ne5
2.e4 -11		<i>[Zarkov on cautious expects its opponent to play cautiously!]</i>		
2.Nf3	Meph RISC	<i>[Can't cancel book]</i>		
2.Nf3	Kasp RISC 2500	def 2.d5 +16 -> Ne5	2.d5 +40 -> Ne5	2.e4 +15 -> e5
		sol 2.d5 +22 -> Ne5	2.d5 +31 -> Ne5	2.e4 +22 -> e6
		<i>[Solid at 1hr has 2.e4 +41 -> e5]</i>		
		nor 2.d5 +31 -> Ne5	2.d5 +46 -> Ne5	2.d5 +25 -> Ne5
		act 2.d5 +36 -> Ne5	2.d5 +50 -> Ne5	2.d5 +33 -> Ne5
		off 2.d5 +74 -> Ne5	2.d5 +76 -> Ne5	2.d5 +77 -> Ne5
		<i>[Offensive at 1hr has 2.d5 +77 -> Ne5]</i>		
2.e4	Nov SCORPIO	2.Nf3 +21 -> d5	2.d5 +20 -> Ne5	2.d5 +20 -> Ne5
2.Nf3				
2.e4	Meph VANC 68020	--	--	2.e4 +30 -> e6
		<i>[Another ply and some time later: 2.d5 +21 -> Ne5]</i>		
2.Nf3	REX 386	2.d5 +44 -> Ne5	2.d5 +42 -> Ne5	2.d5 +41 -> Ne5

So, 2.d5 is the Computer's majority choice! Just M Chess PRO at 40/2, the RISC 2500 on 2 settings, SCORPIO at Blitz and the VANCOUVER chose differently. However, after ...Ne5, there was sharp disagreement about whether 3.e4 or 3.f4 should follow - in Ray Keene's analysis, these can transpose anyway. Other readers may like to add to the above list so please send me your details. Let's stick to 40/2 for some decent forward analysis and I will update the info in the next NS, show the range of selections after 1.d4 Nc6 2.d5?! Ne5 and then see what they choose after 3.f4 Ng6, and 4.e4 e6. Do the Programs agree that Black has Keene's 'excellent counterplay'?

Forthcoming PC progs [i] Mephisto GENIUS2

RICHARD LANG's upgrade of the already top PC program CHESS GENIUS (that's my view) is due out at the end of September or early October.

It will appear under the name MEPHISTO GENIUS2, and CG will be re-named CHESS GENIUS1 by me purely for distinguishing the two on the Rating List. Both are for 386 and 486 PCs only, and VGA graphics.

INSTALLATION

MG2 will have its own INSTALL procedure, so getting started is very straightforward and, as with CG1, there are 2 'installation tokens' in case your Hard Disk should ever have an accident with the first one!

GENIUS2 also now uses EXTENDED RAM and, as PC owners must be aware by now, this has to be correctly set-up for each system if you want to get the maximum possible. Fortunately it uses exactly the same method as FRITZ2, so once the AUTOEXEC.BAT and CONFIG.SYS files have been set-up properly (see NS/47) and the PC booted from these (MS-DOS6 owners can add it to their Boot Menu), MG2 is started from the GENIUS2 Directory with the command MG2 /X.

If you follow this procedure, you should get the size of your RAM less 1MB. Thus I have 4MB RAM and get 3MB with MG2. If you boot-up from a system giving MG2 access to conventional Memory only, you will probably get 384K. As a matter of interest in the 3 or 4 middle game positions I've checked, MG2 on my system runs about 15% faster with the 3MB working than with the 384K

PLAYING STRENGTH

Of course the program is also stronger with improvements and adjustments. An example of this was quickly seen in the position shown on page 11 col.2 of NS/47 where CG1 on my 386/20 needed 3m28 to find 2.Rc8. MG2 finds this a ply earlier, and times at 1m06! Of course users shouldn't expect the benefits to be that much every time!

NEW FEATURES

Some of the most hoped-for changes are in the FEATURES! The DATABASE for saving/loading games is much clearer, and the names of saved games appear on screen now when you're wanting to re-load one.

Overnight analysis (as with M Chess PRO, FRITZ2 and ZARKOV) has also arrived! - you can send the evals and 5 ply of analysis direct through the Printer, or to a File for editing and printing later.

Opening Book students will be particularly delighted as this has not only been revised but is also about 10% bigger. Whilst in Book, MG2 joins M Chess PRO in showing users all of its available moves for the current position. You can also make additions and adjustments via a User Book, and that can be printed-out for reference. I don't think I give too much away to the programs prospective future opponents by sharing MG2's own opening choices as they appear on the screen at the start of the game!

e2-e4	d2-d4!	c2-c4	Ng1-f3.	g2-g3-	f2-f4-
b2-b3-	b2-b4-	e2-e3-	Nb1-c3-	g2-g4-	d2-d3-
c2-c3-	a2-a3-	a2-a4-	h2-h4-		

The value to chess players of having this sort of information on Screen as the opening develops is very obvious. The likelihood of MG2 using a particular move is also distinguishable by various marks placed against each one. It was interesting to listen to the presenters of one of the early Kasparov-Short games discussing the fact that a position was 'already unusual' whilst MG2 boldly showed a couple of alternative moves from its Book on screen!

OSS! WEINER (closely connected to Richard Lang progs) is quoted as saying the Mephisto GENIUS2 is '80 Elo stronger' than CG1. I would have thought that might be optimistic, but the proof of the pudding either way will be in the eating. If it stays at the CG £89.95 price, which is the aim, then any PC program that tops it for strength/price in 1993/4 will have to be outrageously good! RING ME FOR DETAILS.

Forthcoming PC progs

[ii] HIARCS2

13

Readers of NS/47 know already of my enthusiasm for MARK UNIACKE's excellent progress with HIARCS. Well, we Britains must stick together, and our two leading programmers (Mark and Richard Lang) do seem to be doing rather better than our leading player at the present moment!

RATING PROGRESS

Some results of the HIARCS1B version were mentioned last time, and an initial evaluation of a 150+ Elo improvement emerged from these. There was also a 2218 grade achievement from 3/5 at a recent KING'S HEAD 40/2 Tournament.

Mark himself recently played a series of 3 8-Game Matches against his most immediate current competition, and those results were:-

HIARCS1B 386/40		
v. CHESS GENIUS1 386/40	4-4	
v. M CHESS 386/40	4½-3½	
v. M CHESS PRO 386/40	4½-3½	

The games were played at 10mins BLITZ, so wouldn't count for Rating purposes. In any case I never use results from the programmers or main distributors themselves, but readers can make their own decisions as to how much credibility to give to scores from anyone this closely involved!

However I would not have printed them if they didn't relate so nearly to my own findings. At the time of writing (14/9) HIARCS1B 386 stands at

2260 Elo from 76 games (HIARCS1 is on 2099). The CROSS-TABLE at the bottom of the page is from the UNIFORM PLATFORM TOURNAMENT, played at 40/2 and involving various PC programs. Some readers of a daily paper had it confused with the 'annual' Olympiad (which I don't think is taking place this year).

CONTINUING IMPROVEMENTS

Exhausting... sorry, exhaustive testing by Mark and myself had indicated 3 areas in the 1B program that were worth improving if possible. [1] Exchanges when there was a material advantage for either side, [2] Passed Pawn evaluations, and [3] The relationship between Normal and Solid as one or two complicated tactical positions were being done better on Solid. Improvements for these were added half-way through the UP TOURNAMENT, though it hardly mattered as HIARCS1B already held a clear lead!

Our latest testing shows that HIARCS1C is definitely a little stronger again as a result of these changes... and I've still not tested the finished 32-bit coding which will add a further speed boost for 386 and 486 owners!

So it's looking good, and Mark has managed to keep the pleasing human-like chess style through all of the adjusting and changing - only yesterday, on a 486/25, it saced a minor piece for 2 Pawns early on in a game against my RISC 2500 (G/60) and went on to win after a quite marvellous 80 move battle to go 4-1 ahead. It also leads Meph RISC by 3½-2½ after 6 exciting games.

UNIFORM PLATFORM TOURNAMENT, 1993

40/2. All on equal 486 hardware

		HIA	MCP	Sch	Mir	NOW	GNU	Paw	Psy	Nep	= TOTAL
1	HIARCS1B/C	^	1½	2	2	1½	2	2	2	2	= 15
2	M CHESS PRO	½	*	1	2	0	2	2	2	2	= 11½
3=	SCHACH	0	1	*	½	1½	2	2	1½	2	= 10½
	MIRAGE	0	0	1½	*	2	1	2	2	2	= 10½
5=	NOW	½	2	½	0	*	½	1	2	2	= 8½
	GNU CHESS	0	0	0	1	1½	*	2	2	2	= 8½
7	PAWNDER	0	0	0	0	1	0	*	2	2	= 5
8	PSYCHO	0	0	½	0	0	0	0	*	1	= 1½
9	NEPTUNE	0	0	0	0	0	0	0	1	*	= 1

GAME of the MONTH 2

by Graham White

White: ChessMachine KING Aegon
Black: Dr. John NUNN

This game appeared without notes in NS/47. It was played in the final Round at the big AEGON Tournament, with Dr Nunn on 5/5 and the KING on 4½/5.

The KING is v2.0, but using a special tournament Opening Book rather than the 'friendly' ones, which are put into commercial versions to keep everyone happy (by offering a full range of opening choices). Here is an attempt to dissect a tremendous game.

White **ChessMachine KING Aegon/32**
Black **Dr John NUNN** 2590 Elo
40/2.

- 1.d4 Nf6
- 2.c4 g6
- 3.Nc3 Bg7
- 4.e4 d6
- 5.f4!?

The Four Pawns attack: "A volatile weapon, it can often backfire, and should only be chosen by those who relish living dangerously" - BCO2. The meek of the earth prefer Nf3, f3, or Bg2.

- 5... c5
- 6.Nf3

Given '?!' by ECO: 6...cxd 7.Nxd4 Nc6 8.Be3 Ng4 is supposedly good for Black. More normal is 6.dxc or 6.d5.

- 6... cxd4
- 7.Nxd4 O-O
- 8.Be2 Na6!?

8...Nc6 is the main line.

After 8...Qb6 White can play 9.Be3! since Qxb2?? will lose the Queen after 10.Na4!

- i. 10...Qa3 11.Bc1!
- ii. 10...Qb4+ 11.Bd2!

- 9.Be3 Nc5
- 10.Bf3 Bh6
- 11.Nc2!?

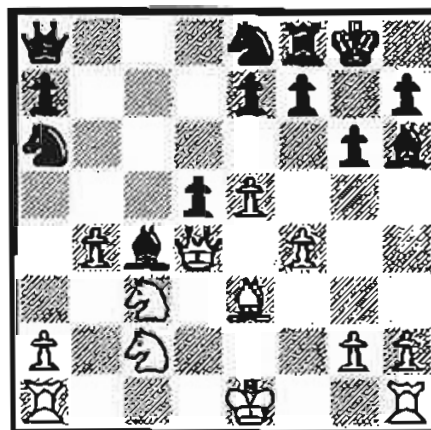
We had been following STAHLBERG (who played 11.Qd2 here) v. STEIN.

- 11... Be6?

A dubious sacrifice, which was hardly forced. But I must admit to not liking Black's position

anyway.

- 12.e5 Ne8
- 13.b4 Na6
- 14.Bxb7 Bxc4
- 15.Qd4 d5
- 16.Bxa8 Qxa8



- 17.O-O-O?

The KING's King (if you know what I mean!) looks in MORE danger over here! If White had quietly consolidated with g3, Kf2 and Kg2, Black just looks close to being dead lost.

- 17... Nec7
- 18.g3 Qc6
- 19.Qxa7?!

Dr. NUNN must have been counting on this - he has a lot of experience against the ChessMachine. White's materialism allows Black to open up lines of attack.

- 19... Nb5
- 20.Nxb5 Qxb5
- 21.Qxe7?!

21.a3! looks safer. Now Black's Bishop - the one that's been a spectator so far! - will join in to great effect.

- 21... Re8
- 22.Qd6 Qa4
- 23.Qb6 Qxa2
- 24.Kd2?

After this I believe that White may no longer winning.

But 24.Qa5! Qb3 25.Qa3! would have forced off Queens, and that would virtually be curtains for Black.

24... Bf8

25.Ra1

If 25.Bc5? Rb8! 26.Qa7 Bxc5 27.bxc5 Qa5 + 28.Kc1 Ba2! wins.

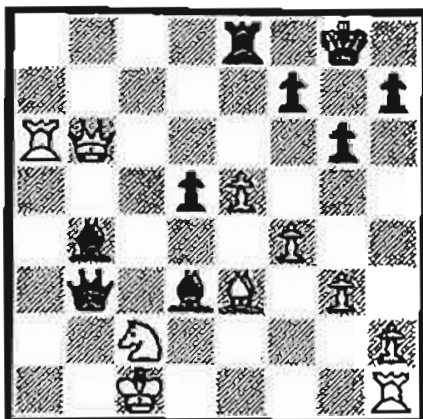
A better chance for White after 25.Bc5? Rb8! is 26.Ra1 Qb3 27.Qa5, but still Black wins by 27...Qd3+ 28.Kc1 Bb3.

25... Bxb4 +

Black's attack is suddenly beginning to look huge!

26.Kc1 Qb3

27.Rxa6 Bd3



28.Qc6?!

It would be safer to play 28.Nxb4 Rc8 + 29.Bc5 Qc3 + 30.Kd1 Bxa6 31.Nxa6 Qf3 32.Kd2 Qxh1, now with good chances for WHITE.

28... Bxc2!

29.Qxc2

Forced. If 29.Qxe8 + ?? Kg7 30.Ra1 Qc3 wins.

29... Qxe3 +

By now I believe that Black's initiative and the strong passed Pawn give him equal chances at the very least.

30.Kb2 d4

30...Bc3+ is interesting as, after 31.Ka2 Rb8 32.Ra3 Qe4! Black has forced a draw if he wants it. So clearly NUNN is playing for 6/6.

31.Rd1 Bc3 +

32.Ka2 Qf3!

33.Rb1 Rc8

33...Ra8 34.Rb6 Qh1 35.Ka3! transposes.

34.Rb2 Ra8

35.Rbb6 Qh1

36.Ka3 Rc8

37.Rb1 Qf3

38.Qd1 Qe4?

38...Bb4+! here looks right. 39.Ka2 Qd5+ 40.Rb3 Rc3 41.Ra4 Bc5 followed by the advance of the d-Pawn has Black ahead.

39.Ro7 Bd2

40.h3

If 40.Qxd2?? Qxb1 41.Qxd4 Qc1 + wins.

40... Qd3 +

41.Kb2 Rb8 +

42.Ka2 Qc4 +

43.Rb3 d3

44.Raa3 Rxb3?

44...Bc3! was right. If 45.Kb1 Rxb3+ 46.Rxb3 (46.Qxb3 Qe4!) Kg7 47.Kc1! (Black threatened Qa4!) h6, White is in an unpleasant bind, virtual zugzwang. Now the advantage swings!

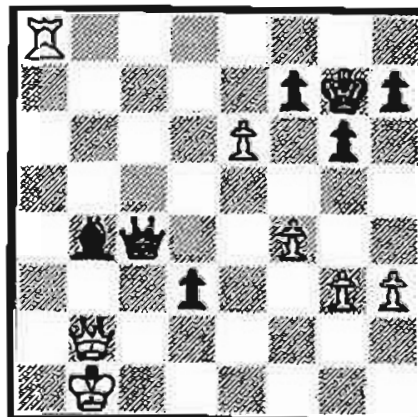
45.Qxb3 Qc2 +

46.Qb2 Qc4 +

47.Kb1 Bb4

48.Ra8 + Kg7

49.e6 +



49... Kh6?

Presumably Dr. NUNN calculated the continuation from 49...f6! which must be better? E.g 50.Ra7 Kh6 51.e7 d2 52.Rd7! (has to be found, or White loses!) Qf1 + 53.Ka2 Qa6 + 54.Kb1 (54.Kb3? Qe6 + 55.Kxb4 Qxd7 56.e8 = Q Qd6 +, then d1 = Q and White is in danger) Bd6! 55.Qxd2! Qb5 + 56.Kc2 Qxd7 57.Qxd6, and a probable draw!

50.exf7 d2

51.Rd8 Qf1 +

52.Ka2 Qa6 +

53.Kb3 Qe6 +

54.Ka4 Qa6 +

54...Qc6+ is much the same thing.

55.Kxb4 Qb6 +

56.Kc4 Qxd8

57.Qxd2 and draw agreed, 1/2-1/2. Of

course White still has some winning chances at the end, but they are slight against a G.M, and I'm sure protagonists and operators alike needed a chance to cool down after this encounter!

A LETTER from Frederic FRIEDEL re Kasparov v Fritz2!

The following letter from Frederic Friedel concerns my REPORT of the KASPAROV - FRITZ2 Match in NS/46.

"In your June-July News Sheet, on pages 10-11, you have a bit on "Computers versus GMs". I would like to comment on some of the statements contained in this article.

First of all there were independent reports by well-known journalists in many magazines and newspapers on the Kasparov encounter with Fritz2. It was, after all, quite an interesting story. I do not know why you characterise this deprecatingly as a "certain amount of noise made in some quarters..."

You also report the result incorrectly. There was certainly no "victory by Fritz2 over Garry Kasparov", in fact Fritz2 lost by +9 = 4-24. The real surprise was that it actually managed to win individual games against Kasparov. It was the first time ever under any circumstances that Garry had not beaten a computer outright. I wish to remind your readers that when he played 32 computers simultaneously in Hamburg some years ago the result was 32-0!

As I specifically stated in my own articles, Garry played Fritz2 in very informal circumstances. It was in his hotel suite in Cologne (not in my home), where I was trying to get him to prepare for his match against Hubner. He kept saying, "Okay, but first I will kill your stupid little program".

I also described how Garry was toying around with Fritz, trying out super-aggressive variations to see whether he could mate the machine in less than 30 moves, or he'd play "vegetarian chess", doing nothing until Fritz ran out of moves.

The occasional loss usually came about when the first strategy did not succeed. Typically Fritz would find a defence that left Garry with a piece less and no mate. I have given some examples below. All the games were saved, since I'm faster at pressing Ctrl-S than Garry is at

pressing Ctrl-N.

Garry's estimate of the blitz strength of the program was based on this experience over 37 games. What do you expect him to say about an opponent who scored 30% against him? It's a 2300 patzer? I've seen him slaughter Elo-2600 players more devastatingly than Fritz2.

Your implication that Kasparov is an advertiser for the ChessBase and Fritz team, which therefore may influence his views, is unfair. Kasparov has never had any contractual agreement with ChessBase. He provided great encouragement while the program was being developed and, in the early days when Matthias Wullenweber and I were struggling to make a commercial enterprise out of ChessBase, gave us all the PR we needed to become internationally known. This was always done without any financial remuneration.

You also say that "the likelihood of Fritz2 being 2650 at blitz is shown to be even more dubious by Sweden's PLY Magazine which quotes a victory by Chess Genius over Fritz2 by 72½-27½". While carefully dissecting every possible influence that might have been in play in the Fritz2 - Kasparov encounter, in this case you surprisingly fail to mention that the Genius - Fritz result was provided by Genius-author Richard Lang. Was that completely irrelevant?

Finally I certainly did not claim anywhere and to anyone that Fritz2 had "won matches against Super-GMs Shirov and Anand". This would be totally preposterous.

To put the record straight: Fritz2 has played a large number of games against Anand, Shirov, Short, Wolff, Lóbrón, Illescas, Speelman, Nunn, Bologan and other GMs. Except for a 12-game series against one of the above (not Anand or Shirov) it lost all the matches. It does however score 30- 50% against strong GMs, at least initially, tending to fare worse as the opponents begin to learn how to play against the program. Fritz2 by contrast, learns nothing from the encounters and continues in its usual reckless

style. In the case of Anand, who has played literally hundreds of games, its score has shrunk from 30% to almost zero, especially when Anand plays seriously. Still, Anand values the tactical skills of the program and uses Fritz2 extensively for his chess analysis.

Here are three games from the Kasparov - Fritz encounter. The first is an example of the "vegetarian" strategy mentioned above.

Garry Kasparov - Fritz2 486/33 [A01]

1.b3 e5
 2.Bb2 Nc6
 3.c4 Nf6
 4.e3 d5
 5.cxd5 Nxd5
 6.a3 Bd6
 7.Qc2 0-0
 8.Nf3 Qe7
 9.d3 f5
 10.Nbd2 a6
 11.b4 Rd8
 12.Be2 Ra7
 13.0-0 Ra8
 14.Rfe1 Rb8
 15.Bf1 Nb6
 16.Rad1 Be6
 17.h3 Rd7
 18.e4 Rbd8
 19.Nc4 Nxc4
 20.dxc4 Qf6
 21.c5 Be7
 22.Rxd7 Rxd7
 23.Bc4 Nd4
 24.Bxd4 exd4
 25.Ng5 Bd5
 26.exd5 Qxg5
 27.d6+ Kh8
 28.dxe7 Rxe7
 29.Rxe7 Qxe7
 30.Qxf5 Qd8
 31.Qd5 Qxd5
 32.Bxd5 c6
 33.Be6 d3
 34.Kf1 g6
 35.Bc8 a5
 36.bxa5 Kg7

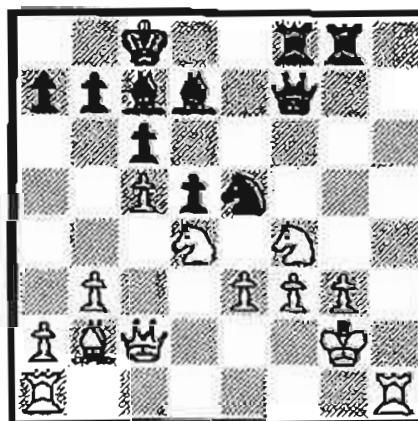
1-0. Poor Fritz!

The second is a Kasparov loss that resulted from

overextending the attack.

Fritz2 486/33 - Garry Kasparov [A84]

1.Nf3 d5
 2.d4 e6
 3.c4 c6
 4.e3 f5
 5.Bd3 Bd6
 6.c5 Bc7
 7.Nc3 Qf6
 8.h3 Nh6
 9.Bd2 Nd7
 10.0-0 g5
 11.b3 g4
 12.hxg4 Nxg4
 13.Qc2 Rg8
 14.Bc1 Nf8
 15.Bb2 Qg6
 16.g3 Qh6
 17.Ne2 Ng6
 18.Kg2 Qg7
 19.Rh1 e5
 20.dxe5 N6xe5
 21.Bxf5 Qf7
 22.Bxg4 Bxg4
 23.Nfd4 h5
 24.Nf4 0-0-0
 25.f3 Bd7
 26.Nxh5 Rdf8
 27.Nf4...



27...Nxf3!?

Garry was singing and making disparaging remarks about the program, and I must confess I didn't think Fritz had the ghost of a chance to survive this kind of attack by the World Champion.

28.Kxf3 Rxg3 +
 29.Kxg3 Bxf4 +

30.Kf2 Be5 +

The singing stopped and Garry spent a lot of seconds considering 30...Bxe3+.

But he could feel that after 31.Kxc3 Qf4+ 32.Kd3 Qg3+ 33.Kd2 Rf2+ 34.Ne2 Rxe2+ 35.Kxe2 Bg4+ (or 35...Qg2+ 36.Ke1 Qxc2 37.Rh8+ Be8 38.Rxe8+ Kd7 39.Re2) 36.Kf1! he was not going to be able to survive.

31.Ke1 Bg4**32.Qg2 Rg8****33.Nb5! Qe7****34.Nxa7+ Kb8****35.Bxe5+ Qxe5****36.Nxc6+ bxc6****37.Qh2 Qxh2**

But resigns and 1-0.

Most typical, however, were superb and relaxed victories by Garry Kasparov. Here's a fine example.

Garry Kasparov - Fritz2 486/33 [A00]**1.g3 Nf6****2.Bg2 d5****3.d3 e5****4.Nd2 Nc6****5.e4 Bg4****6.f3 Be6****7.c3 Be7****8.Nh3 d4****9.Nf2 dxc3****10.bxc3 Bc5****11.Nf1 Bxf2+****12.Kxf2 Qd7****13.Ne3 0-0-0****14.Bf1 h6****15.Be2 Kb8****16.Qa4 g6****17.Rd1 h5****18.Rb1 h4**

Fritz=F1 Moves=F2 Board=F3 Levels=F4 Database=F5 Options=F6

fritz 2

00:03:07
00:02:41

133 kB Game

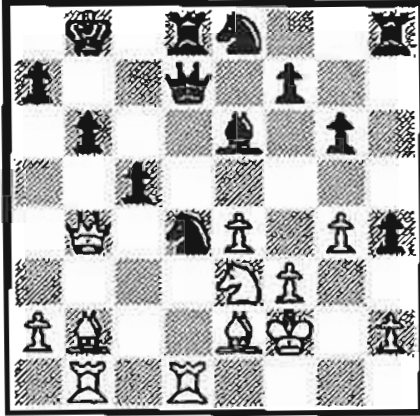
37. e3 ♞b1
38. ♞

A00-E99 2048

c2b1 d5d6 a8b8 d6d7 b1e1 g3h3 e1e6 f3g4 e6e3 (00:00:06)
Evaluation: 2.22 Search depth: 9/9 Move: 1/19 (c2b1)

"I was sure Kasparov was going to lose this one!"

19.g4 Ne8
 20.d4 exd4
 21.cxd4 Nxd4
 22.Qb4 b6
 23.Bb2 c5



24.Qxc5!!

"I'm not calculating", Garry said, "my hands are making the moves!"

24...bxc5
 25.Bxd4+ Kc8
 26.Bxh8 Nd6
 27.Be5 Qe7
 28.g5 Rd7
 29.Bf6 Qe8
 30.Nd5 h3
 31.a4 Qc8
 32.a5!? Bxd5
 33.Rxd5 Nxe4+!?
 34.fxe4 Rxd5
 33.exd5 Qf5+
 36.Bf3 Qc2+
 37.Kg3 Qxb1

I was sure he was going to lose this one, but Garry was completely at ease.

38.d6+ Kb8
 39.d7 Qe1+
 40.Kxh3 Qe6+
 41.Bg4 Qe3+

"With perpetual check and draw", I suggested.
 "Just wait and see", Garry replied.

42.Kg2 Qd2+
 43.Kf3 Qd3+
 44.Kf4 Qd2+
 45.Ke4 Qb4+
 46.Kd5 Qb7+
 47.Kd6 Qc7+
 48.Ke7 Kb7
 49.Ke8 Qc6
 50.Kxf7 Qg2

51.Be6 Qxh2
 52.d8=Q Qc7+
 53.Qxc7+ Kxc7
 54.Bc4 Kd6

1-0. Marvellous stuff!

Frederic Friedel.

Editor's note: The above letter and contents have been re-produced exactly and in their entirety, despite the nature of the contents (i.e the perpetration of a most outrageous plot, viz the generating of reasonable doubt in your NS editor's hitherto assumed infallibility in matters relating to Chess Computers!).

I have on more than one occasion within the pages of NS rued my lack of expertise in the German language when seeking to translate selected articles from both *Schach & Spiele* and *PC Schach/Modul Magazine*. Frederic's letter draws full attention to a series of resulting blunders!

In fact Frederic had told me of the Kasparov - Fritz2 event on the 'phone some months ago, and I had thought that he was sending me an English translation of the article to enable NS to provide proper coverage of the occasion.

In the event the full Kasparov - Fritz2 article appeared in the Feb-Mar 1993 Issue of *Schach & Spiele* and could have been covered in NS/45 (Apr-May) except for the fact that I was still hoping for a copy in English. When this hadn't come by mid-May, I decided to attempt a brief translation, half-promising 'games to come' you will remember, which I hoped to do when armed with an English version of the game notes.

You can now see Thomas Mally's wisdom in sending me an outline description of the PC SCHACH (ex MODUL) articles, as this helpfully reduces my error potential! Nevertheless, apologies are due to Frederic, Fritz2, Schach & Spiele (and Kasparov, though he has probably never even heard of me!). In the end the outcome is of benefit to NS readers who have this interesting article, plus 3 games with light background notes from Frederic, one of Fritz2's biggest fans.

Eric

Correspondence Chess 10

Meph VANCOUVER 68020 'Meph'

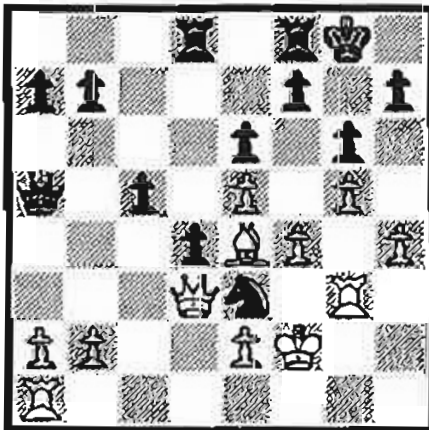
Philip GOSLING and **Meph** continue their thus far quite brilliant BCCS Correspondence performance. With 8/9 and 1 to play in their first Tournament, a second set of games is now well under way.

In NS/47 we reported that MEPH had achieved a 2435 BCCS grading - amazingly (to copy a famous Raymond Keene euphemism) this has now risen to an astonishing (!) 2517. Philip believes it may actually TOP the next BCCS list! Actually this IS a terrific performance!

Our first game is the one outstanding from MEPH's first Tourny, in which it is already guaranteed first place.

BCCS 2495 [2445] - Vancouver 020 [2275] Corr.6, 1992

22.Kf2 Rad8 [NS47. Eval +193 -> b3]



23.h5

[We had expected 23.b3 to stop MEPH playing c4! However what we got were the 'if' moves: 23.h5 and, if c4, 24.Qb1. So he gets the dangerous h-Pawn, but we get a nicely posted Knight]

23...c4 24.Qb1 Nd5

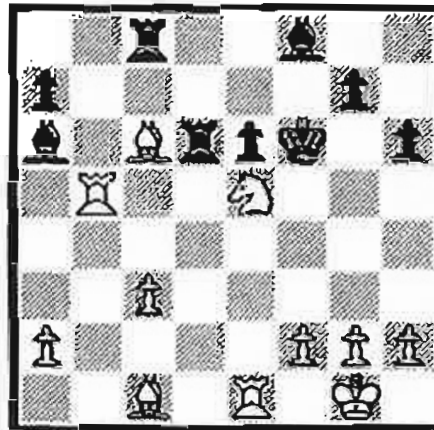
[NS48. Eval +193 -> Qc1. So MEPH was happy with the idea and seems to have various threats now: perhaps Qb6 and d3+ for one... or Nxf4 stopping Rh3. Is White's Qb1 defensive or offensive?

With 24...Nd5 White can hardly be hoping for the 25.Bxg6 sac. to work... 25.Bxg6 hxg6

26.hxg6, and MEPH will never play ...fxg6?? allowing 27.Qxg6+ Kh8 28.Rh3# mate!

Vancouver 020 [2275] - BCCS 2495 [2445] Corr.12.

21.Re1 [NS47. Eval +266 -> Rcx6]



21...Rcxc6

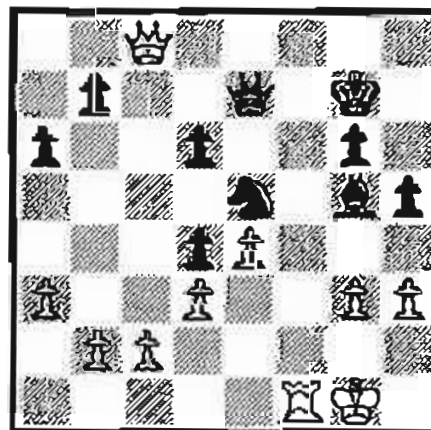
[Along with this expected move came the comment from our Iranian opponent: 'Your friend MEPH is putting me under pressure. He is a Pawn up in both our games - I have committed a few mistakes already']

22.Rb4

[NS48. Eval +284 -> g5. The evaluation goes up and up, and the end of this one seems near]

Vancouver 020 [2275] - BCCS 2324 [2320] Corr.13.

32.Kg1 [NS47. Eval +21 -> Qd7]



32...Bf6 33.Kg2 Nf7

[MEPH has been expecting Black to offer the

Q-exchange by Qd7 for a move or two, but this ends that speculation. The amiable Mauritian says his original plan had been to play Be5, pressurising g3, rather than the Knight moves]

34.Rf3 Ng5 35.Rf1

[NS48. Eval +21 -> Be5 36.a4. So will our opponent complete this stage of his plan just as MEPH expects it? Will MEPH need his Queen back on the K-side and, if so, how does he get it there? If Be5 36.a4?! the Eric-forecast is 0-1]

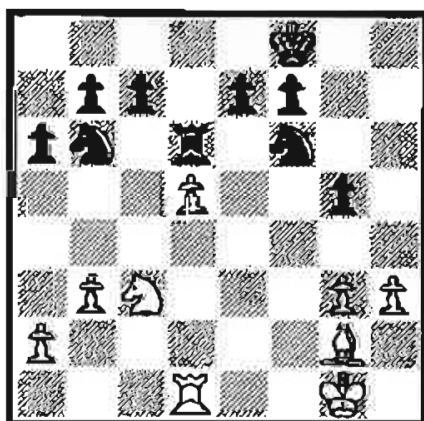
Game 14 had been progressing in fits and starts - nothing happened between NS/45 and 46, but there was a brief sign of life in NS/47.

However the Manila Olympiad player has now failed to renew his BCCS sub. so his games are void, and MEPH misses a hoped-for prime scalp.

BCCS 2454 (2355) - Vancouver 020 (2275) Corr.15, 1993

[All opening moves agreed at the request of Roy Thomas - a BCCS player and NEWS SHEET reader! Roy uses the Blackmar Diemer Gambit quite often in his games - in fact he's something of an expert at it, so our analytical comments will need to be cautious!]

30.h3 Rd6 [NS47. Eval +100 -> Kf2]



31.Kf2 a5 32.Bf3 Ke8 33.h4 gxh4 34.gxh4 Kf8 35.Ke3 c5

[MEPH's eval dips to +84 with this, -> h5. However...]

36.dxc6 Re6+ 37.Kf4 bxc6 38.a3 Nfd7 39.Ne2 Rf6+ 40.Kg3 Rg6+

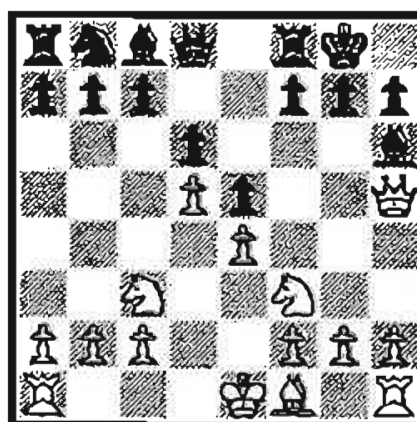
[NS48. Eval +100 -> Kh3. Despite the good '+' estimate it will be very difficult for MEPH to get

anywhere against a player of Roy THOMAS' calibre. If MEPH over-reaches through optimism, Roy is just the man to turn the tables!]

BCCS 2326 (2325) - Vancouver 020 (2275) Corr.16, 1993

1.d4 Nc6 2.e4 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]



12.Bc4 f5 13.Nd2 Bxd2+ 14.Kxd2 fxe4 15.Nxe4 Bf5

[Played showing +78 -> f3]

16.Ng3?! Bg6

[And MEPH now has +112 -> Qe2]

17.Qe2 Qh4 18.Ke1 Nd7

[With this MEPH has +136 -> Rd1. White plays his next, probably to release his Queen from its over-the-top duty guarding that Pawn whilst still at c2. However MEPH now advances his Knight very threateningly]

19.c3 Nf6 20.h3 Nh5

[NS48. Eval +193 -> Nxh5. Is the position that favourable to Black? Does he have an identifiable target? On reelection 21.Nxh5 Bxh5 22.g4 (the Queen must protect c4 and f2, so cannot move) Rf4! looks to give White a surfeit of headaches. 23.Rf1 is probably his best: remember not to be misled by the board appearance - he cannot castle as the King was moved at 14 and 18]

A new game starts next... against a Computer Scientist! He's joined the BCCS to hone up on his openings and says that most folk have

played the 4 Pawns against him in the following (a Modern Variation Alekhine). MEPH points out that it's only part of his passive Book as Black, and he's not about to do any computer boffin, other than his creator, a favour if he can help it.

Vancouver 020 (2275) - BCCS 2200 (2200) Corr.17, 1993

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.Nf3 Bg4 5.Be2 e6 6.0-0

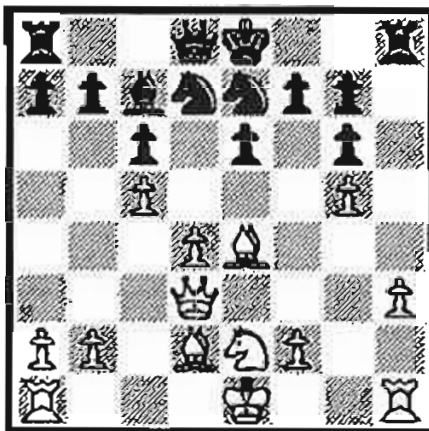
Here is another new game which was played between Dec1992 and has recently finished. We are therefore printing the game in full.

It was played between PHILIP's 'MEPH' and CLIVE CURTIS's 'KRIS'. Whilst MEPH has risen to the giddy heights of 2517, KRIS is, by comparison, languishing in 16th. place on the BCCS listing with 2320.

The Computers were allowed exactly 1 hour for every move, regardless of where they had reached in their search. The game was sent me by Clive, who also made notes of the KRIS evaluations at various points.

RISC 2500 (2340) - Vancouver 020 (2275) Corr.18, 1993

1.e4 d6 2.d4 Nf6 3.Nc3 c6 4.Nf3 Bg4 5.Be3 Nbd7 6.h3 Bh5 7.Bd3 e6 8.g4 Bg6 9.g5 Ng8 10.Nh4 d5 11.Nxg6 hxg6 12.Ne2 dxe4 13.Bxe4 Ne7 14.Qd3 Nd5 15.Bd2 Bd6 16.c4 Ne7 17.c5 Bc7



18.0-0?!

['Suicidal' says Clive, 'it should be 18.0-0-0']

Since sending the game Clive has posted me a follow-up letter. After reading my thoughts on

the Solid/Normal/Offensive playing styles of KRIS in NS/47, he tried this position out, with the following results:

[1] Offensive (style in use): 0-0 from 10-75mins.

[2] Normal: h4 selected from 10-60mins.

[3] Solid: h4 selected from 10-70mins

['h4 MUCH better than 0-0? 0-0-0 is best' Clive]

18...e5 19.Rac1 Nf8 20.f4

[RISC 2500 read +32 here]

20...exf4 21.Bxf4

[21.Nxf4!? would have changed the course of play by spoiling Black's next. Maybe 21...Qd7 22.Bg2 would have followed, and a close position]

21...Ne6! 22.Bd2 Qd7 23.Qf3 0-0-0

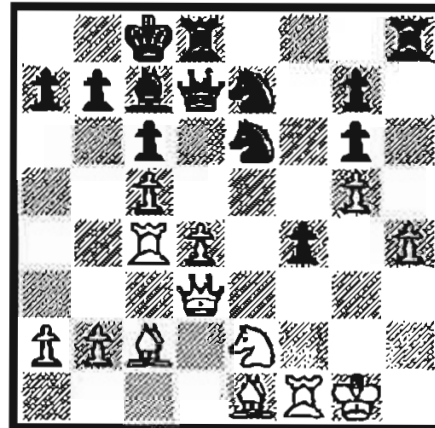
24.Rc4! f5 25.Bc2?

[25.gxf6 seemed necessary to stop Black getting a strong passed Pawn]

25...Rh4 26.Qd3

[RISC 2500 now shows -111... which is probably optimistic!]

26...f4 27.Be1 Rhh8 28.h4



28...Nxg5!

[The winning move]

29.hxg5 Qg4 + 30.Bg3

[Best; but it's -470 admits KRIS]

30...fxg3 31.Qe4

[And KRIS resigns, expecting Qh3] 0-1

Clive's latest letter reports on another position he has suffered in, on Normal this time, that Solid corrected after 25mins, and says he will be using Solid style for his Correspondence games from now on. We'll watch its Grading with interest.

Better than KASPAROV?

By Brendan O'Gorman

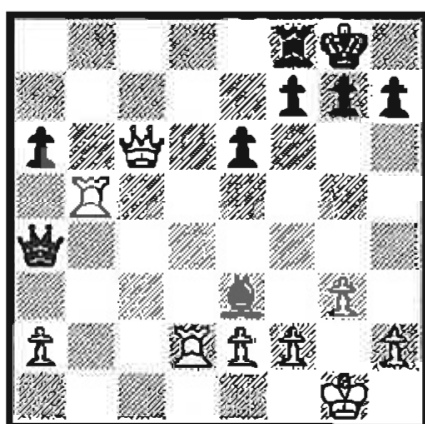
23

The following ARTICLE by BRENDAN O'GORMAN appeared in **DHSS CHESS**, Autumn 1993 (Vol.6 Issue 2), and is reproduced here with their permission.

DHSS CHESS is a bargain at its annual sub. of £3.00. Cheques payable to DHSS should be sent to Brendan O'Gorman, Room 611, The Adelphi, 1-11 John Adam St. London WC2N 6HT. Whilst a large part of the Magazines concentrate on the DHSS Chess Club events, they include a good number of helpful and interesting games by their players, and useful "club players'" opening surveys in most Issues, as well as various news items. The current one has a 24 page World Championship supplement and a 7 page survey of the Ruy Lopez Exchange variation.

Better than Kasparov?

The following position has given rise to some acrimonious comment in the world of chess computing. It came at the end of a game between **Kasparov** and **Ribli** in 1989. Kasparov as White is the exchange up, but both his Rooks are en pris.



He played **1.fxe3** and a draw was agreed in view of Black's reply ...Qxb5.

G.M **Vaganian** suggested that **1.Rd8!** might give winning chances, and **Botvinnik** followed this up in the ICCA Journal (Volume 16 no.2) with the news that his chess program had found the following line for White:

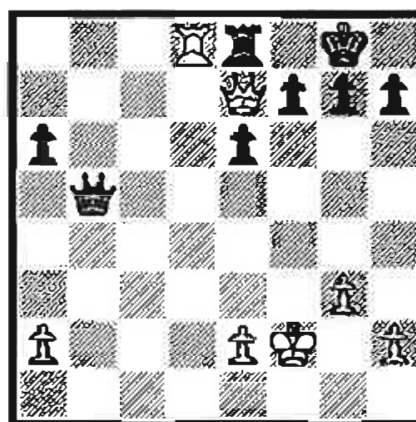
1.Rd8! Qxb5

1...Rxd8 2.Rd5! +/- (2...Rxd5 3.Qe8 mate; 2...exd5 3.Qxa4 +/-)

2.Qd6!

Threatening 3.Qxf8 mate

2...Bxf2 + 3.Kxf2 Re8 4.Qe7



Pretty, huh?

Well, no actually, because **4...Qb6 +** wins the White Rook and the game! An embarrassed Botvinnik confessed the flaw in a footnote to the article:

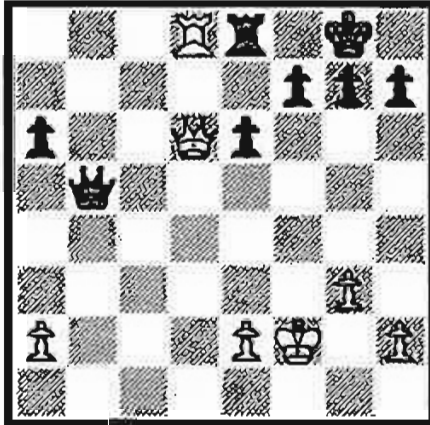
*"Recently an unfortunate shortcoming in the search tree of the program **C C SAPIENS** for the Kasparov-Ribli position ... was discovered ... The error will soon be corrected".*

Nice to see that even Botvinnik nods. While Mikhail went back to the drawing board, one of his rivals, **Hans Berliner**, former World Correspondence Champion, couldn't resist putting the boot in.

In a clear attempt to puff his own competing program **HiTech**, Berliner posted a message on the CompuServe electronic bulletin board.

His selective search program **B*HiTech** found the following line:

1.Rd8! Qxb5 2.Qd6! Bxf2 + 3.Kxf2 Re8

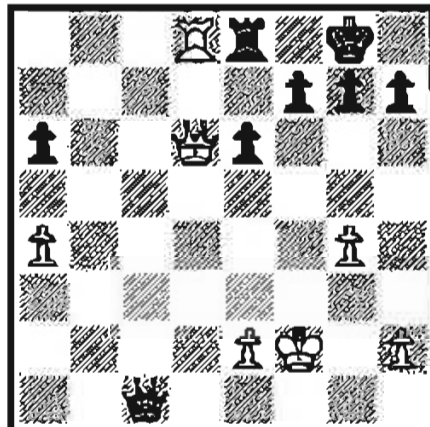
**4.a4!!**

Decoying the Black Queen to a square whence it cannot give check

4...Qf5 +

4...Qxa4 5.Qe7! +/-

**5.Kg2 Qe4 + 6.Kh3 Qf5 + 7.g4 Qf1 +
8.Kg3 Qe1 + 9.Kf3 Qf1 + 10.Qe3 Qc1 +
11.Kf2**



And now the only check that Black still has is...

11...Qf4 +

Which loses Queen for Rook. So Berliner concluded:

"So the position is a win for White, and Garry missed it. I believe 5.a4 (he means 4.a4, Eric) is a true act of genius. Why did the people who commented on the game, and Botvinnik's program, fail to find it? Don't ask me! It is commonplace for even the best humans to have chess myopia; however, it is rare that their programs inherit such myopia. [...] In any case, I feel honoured to be associated with a program

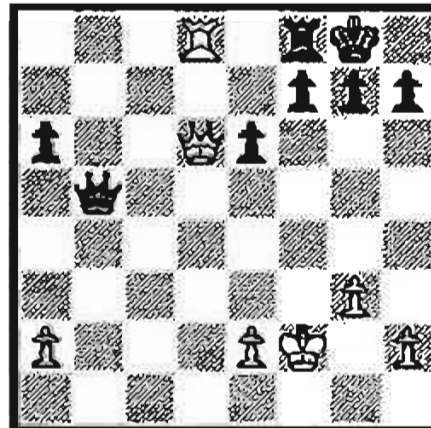
that outdid Kasparov, Vaganian, Botvinnik, and the sphinx-like Sapiens".

A program that outdid Kasparov, Vaganian and Botvinnik - what a coup! But is it true?

Alas, no - enter one of the programmers working on the IBM chess playing program **Deep Blue** (formerly, I think, called DEEP THOUGHT). They had worked on this position with Kasparov himself. It turned out that he, Ribli and Vaganian had analysed the position immediately after the game, and found the following more accurate analysis (it confirms Berliner's analysis, but finds a line which allows Black to hold out longer).

After:

1.Rd8 Qxb5 2.Qd6 Bxf2 + 3.Kxf2



"If now, instead of 3...Re8, which left the Rook at a vulnerable position..."

3...Qf5 +

"leads directly to a much longer line:"

4.Kg1

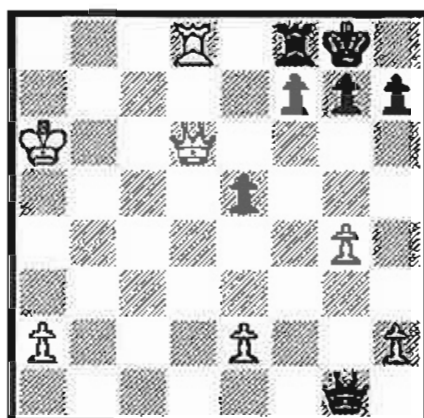
"You cannot play Kg2 straight away in this variation". (Can any READER show analysis to support this statement by the DEEP BLUE team? Eric)

**4...Qb1 + 5.Kg2 Qe4 + 6.Kh3 Qf5 +
7.g4 Qf1 + 8.Kg3 Qe1 + 9.Kf3 Qf1 +
10.Ke3 Qh3 + 11.Kd4!**

"If 11.Kd2, then Qh6, 12.K any, g6, and the Queen guards the Rook, with an unclear ending".

**11...e5 12.Kd5 Qg2 23.Kc5 Qg1 14.Kc6
Qh1 15.Kb6 Qb1 16.Ka7 Qg1 17.Ka6**

"And the checks stop".



Well, well, pretty high flown stuff!

But is it? I decided to try the position on my Kasparov **RISC 2500** computer, whose playing strength is rated equivalent to a BCF rating of 215. Lo and behold, it quickly found **1.Rd8!**

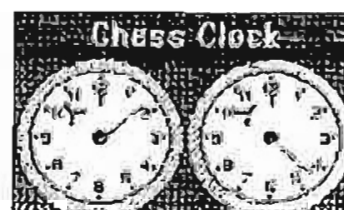
After **1...Qxb5** it didn't take long to come up with **2.Qd6! Bxf2 + 3.Kxf2 Qf5 +!** finding the best line which Berliner missed, though it thought the position was equal as yet.

(Incidentally, after 3...Re8, it even found 4.a4! albeit after several hours).

It wasn't until it had worked its way through **4.Kg1 Qb1 + 5.Kg2 Qe4 + 6.Kh3 Qf5 + 7.g4 Qf1 + 8.Kg3 Qe1 + 9.Kf3 Qf1 + 10.Ke3 Qh3 + 11.Kd4** that it spotted the coming mate.

Still, this wasn't bad for a £400 computer! Makes you wonder whether Botvinnik isn't wasting his time with SAPIENS. And Berliner's achievement with HiTech also looks a little less impressive too, doesn't it?

JUST BEFORE THE FLAG FELL!



The new name for our LATE NEWS COLUMN, in sympathy with players who - forgive the pun - fall 'short' of time (as this Editor does whenever NS is duo at the printers!)

Firstly a sincere thanks to ALEX ALLISON whose provision of a Scanner has enabled the dynamic production of both the clock picture and one of... oh no!... me! These both look quite good in their original form as they are posted off to the printers, but how well they come out in the Magazine you will find out at about the same time as I do... at which point it will be too late to remove them.

Of course if they come out well, then a future Rogues Gallery of Chess Computer programmers, distributors, purchasers and (especially) non-purchasers can be expected.

THE ANNUAL

This will come out with Issue 49 - Christmas has to be the right time for our Annual, just as it is for everyone else's.

Firstly this will enable me to do a summary of the year's events, advances and new products. I shall also do a series of 'Best Buy' Sections under a range of headings, probably... Portables,

Low and Medium Price, Wood Boards, Upgradeables, the Top Machines for Strength and PC programs.

There will be photos of the top products and Charts for ready reference on Processor Comparisons, an 80286/386/486 Rating Table, Ratings for the different Time Controls etc.

DELAYED PROGRAMS

The long-awaited UPGRADE for the **RISC 2500** is still 'on the horizon'. My report in NS/47 has proved to be over-optimistic as the first batch of UPGRADE CHIPS did not work in most machines, (also discussed elsewhere in the Magazine). So SAITEK have had to get back to the drawing board with TASC. I have left the RISC 2500-512 in the Rating List for NS/48 being fairly certain it WILL still happen, but I am monitoring the position closely just in case.

NEW ON THE RATING LIST

The **Kasparov SPARC** is now out in Sweden, and the rating of 2307 represents their results so far. The one I ordered from Saitek to go in my own RENAISSANCE board, however, has not turned up at all and, at this moment, there are still none in Britain as far as I know. The machine

will get its full review when I see one, but not before! In the meantime we will have to satisfy ourselves with the games and results sent in from purchasers abroad.

The **TASC R30** also makes its first appearance in the NS Ratings this time. Results have been a little slow coming through, and the current 2387 grading is influenced by 10% of its total games being at Aegon where it graded at 2118 only.

Its rating should be the same as that for the **ChessMachine KING2/30-PC** - indeed one source tells me that the program is actually a later version 2.1 - but it hasn't managed to catch the KING/2 yet! Though the program is apparently different, albeit slightly, the Swedish PLY testers are incorporating the R30 results in with those for KING2/30, so I have no specific R30 scores from them. Hopefully they will see 'the light' and provide separate results for each of these products which will then enable us all to establish accurately comparable figures for both products.

I haven't got an **R30** myself, and probably won't get one. If there's an NS Reader-owner who would like to do a critique of the board, quality, features etc. then I'd be more than happy to put his REVIEW into a future issue.

NEW PRODUCTS just around the corner!

Reference to progress with Richard Lang's GENIUS, and Mark Uniacke's HIARCS upgrades are the subject of Articles elsewhere in NS/48.

I can now update the commercial LAUNCH info. in fact both the **Mephisto GENIUS2-PC** prog. and **HIARCS2** will be available by the time you read this!

GENIUS2 will be £89.99; UPGRADES from Chess GENIUS1 are ½-price (i.e. £44.99) for which owners need to return their present DISC as proof of ownership. My estimate after just a few days of preview use is that it will give a 50 Elo lift!

HIARCS2 will be £69.99; UPGRADES are again ½-price. Owners must return present DISC as proof of ownership. Due to the fact that HIARCS1 can ONLY be de-installed fully to its ORIGINAL disc, this will be returned with the new disc to owners so that they can take HIARCS1 off their hard-disc at a later date should they wish to!

Still with PC PROGRAMS, the **Kasparov GAMBIT** for PC's should also be out any time.

All products mentioned in this MAGAZINE are available from **COMPETENCE**, P.O. Box 759, Wimborne, Dorset BH21 5YH. Or ring: 0258 840 285 for advice or to ORDER (Eric on line 1 - 5pm)

NEW! - Meph GENIUS2 for 386/496 PC's £89.99 (upgrade from C/Genius1 £44.99).

HIARCS2 for all PC's £69.99 (or upgrade from HIARCS1). For either add £3 for p/p

This contains the SOCRATES II program which won the ACM TOURNY (see NS/45), and will cost £44.99.

An UPGRADE for Mephisto VANCOUVER owners in November will also result from Richard Lang's latest work... and it will be REALLY WORTH HAVING, though the cost will be more than for the 'standard' annual chip upgrade. The reason is simple - probably to be called the **Vancouver/Genius** it will be a **68030** module running at **33MHz!**

Despite the power hardware, I understand it should work in all standard EXCLUSIVE and MUNCHEN boards, so will be available as an upgrade to the vast majority of MM4/5, POLGAR and RISC (!) owners as well as those with LANG-programs (but not with MODULAR boards).

Having noted the 68030/33 hardware set-up, readers' minds will have already clicked into £4,000 - £5,000 gear. But the genuine likelihood is that the UPGRADE will cost from £600-£750, depending what the owners p/x module is, and an all-new EXCLUSIVE VANCOUVER/GENIUS 68030 will be as low as £1200 for 2400 Elo!

JOB at CHESS & BRIDGE

MALCOLM PEIN told me a few days ago that there will be a vacancy at Chess&Bridge Ltd in London from November. The job will include a large responsibility for the Chess COMPUTER side of their business, so he asked if I would include mention here in NS, as that would have a chance of reaching a likely candidate already having some Chess Computer experience.

You can ring Malcolm on 071 388 2404.



NS/49 will, as well as including the ANNUAL, have some 'normal' coverage of latest News and Ratings... plus JUDIT POLGAR v. DEEP BLUE!... the games and result.

We have introduced a **NEW COLUMN** in the **RATING LIST** in recent Issues, so a note of the purpose of all of the **HEADINGS** might prove helpful for everybody.

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

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

= > 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 card, 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.

= > If anyone has any bright, helpful ideas re the possible use of further symbols in this new column, or if I've made a mistake on the price for any machine, please let me know for inclusion in future Issues of the NEWS SHEET.

Elo: The Rating figure which is popularly in use

Worldwide. The final BCF and Elo figures shown in the NEWS SHEET Rating List, and which determine the ranking order, combine each Computer's results v. Computers with its results 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 precise standard deviation principles.

Games: Total No. of games on which the Computer's Rating is based.

Human/Games: Total of all games played in Tournaments v Humans, and the Rating obtained.

A guide to PC Gradings:

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

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

486-PC represents 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.

= > A doubling in MHz Speed equals approx. 60 Elo.

= > A doubling in MB RAM equals approx. 10 Elo.

RATING LIST (c) Eric Hallworth. PC PRDGS	BCF	E'00	Computer	Elo	MS/48 +/-	27 Sept 1993 Games Pos	Human/Games
228	10	10	CHACHINE THE KING2/30-PC	2424	21	476	2435
226	10	10	CHACHINE GIDEON3.1/30-PC	2411	28	270	2324
223	1	1	CHESS GENIUS1 486-PC	2391	15	887	2295
222	10	10	CHACHINE GIDEON3.0/30-PC	2380	34	186	2172
220	1	1	M CHESS PRO 486-PC	2364	16	772	2275
214	1	1	CHESS GENIUS1 386-PC	2319	36	163	2255
213	3+	3+	CHACHINE GIDEON2/15-PC	2306	14	1024	2232
209	1-	1-	M CHESS 486-PC	2278	17	729	2246
208	3+	3+	CHACHINE THE KING1/15-PC	2270	15	891	1870
208	1	1	FRITZ2 486-PC	2264	20	521	2131
201	1-	1-	PSION2 486-PC	2215	52	79	2155
201	1	1	ZARKOV 486-PC	2211	28	260	2208
199	1	1	M CHESS PRO 386-PC	2198	32	200	2213
199	1-	1-	M CHESS 386-PC	2196	13	1269	2086
199	1	1	SARGONS 486-PC	2196	58	64	2050
198	1	1	HTARCS1 486-PC	2184	29	252	2135
196	1	1	REX 486-PC	2174	30	226	2201
195	1-	1-	FRITZ1 486-PC	2164	26	299	2015
191	1	1	FRITZ2 386-PC	2134	34	181	2153
190	1-	1-	M CHESS 286-PC	2122	19	590	2208
190	1	1	CHESSMASTER 3000 486-PC	2120	34	187	2213
187	1	1	SARGONS 386-PC	2103	69	45	2086
187	1	1	ZARKOV 386-PC	2100	18	601	2050
187	1	1	HTARCS1 386-PC	2099	45	106	2135
187	1	1	C-CHAMPION 2175 486-PC	2096	44	109	2001
186	1	1	FRITZ2 286-PC	2094	82	32	2015
185	1-	1-	PSION2 386-PC	2081	31	219	2153
183	1-	1-	FRITZ1 386-PC	2066	26	300	2208
181	1	1	REX 386-PC	2050	19	563	2135
179	1	1	HTARCS1 286-PC	2038	53	75	2135
177	1	1	ZARKOV 286-PC	2020	33	194	2135
176	1-	1-	FRITZ1 286-PC	2010	34	182	2135
174	1	1	PSION2 286-PC	1998	41	126	2135
174	1	1	SARGONS 286-PC	1995	84	30	2135
174	1	1	CHESSMASTER 3000 386-PC	1992	32	207	2135
170	1	1	REX 286-PC	1965	40	133	2135
169	1	1	COMPLETE C-SYSTEM 386-PC	1959	70	44	2001
168	1	1	C-CHAMPION 2175 386-PC	1946	62	56	2015
168	1	1	PSION2-PC	1944	9	2185	2001
164	1	1	CHESSMASTER 3000 286-PC	1916	51	82	2015
162	1	1	COLOSSUS X 386-PC	1901	94	24	2153
160	1	1	CHESSMASTER 2100 486-PC	1884	94	24	2153
160	1	1	CHESSMASTER 2100 386-PC	1883	44	111	2153
154	1	1	C-CHAMPION 2175 286-PC	1832	73	40	2153
149	1	1	CHESSMASTER 3000-PC	1798	62	56	2153
148	1	1	CYRUS 386-PC	1786	79	34	2153

BCF	E'00	Computer	Elo	+/-	Games	Pos	Human/Games
223	16	TASC R30	2387	59	61	1	2118 6
220	6	KASP RISC 2500-512K	2365	49	89	2	2407 51
218	45-	MEPH LYON 68030	2351	24	372	3	2272 49
217	10+	MEPH RISC 1MB	2308	11	1543	4	2354 82
217	45-	MEPH PORTOROSE 68030	2337	21	460	5	2358 54
216	45	MEPH VANCOUVER 68030	2335	19	560	7	2327 10
215	20	MEPH LYON/VANC 68020/20	2325	43	116	6	2300 61
215	4	KASP RISC 2500-128K	2321	12	1458	8	2278 6
213	8	KASP GAL/REN SPARC/20	2307	72	41	9	2139 32
207	10+	MEPH VANCOUVER 68020/12	2259	10	1935	10	2258 60
205	10-	MEPH LYON 68020/12	2247	8	2787	11	2230 21
205	50	FID ELITE 68040-V10	2245	53	75	12	2226 25
202	4	MEPH BERLIN	2223	15	848	13	2180 13
202	30	FID ELITE 68030-V9	2220	18	639	14	2120 12
201	10-	MEPH PORTOROSE 68020	2215	10	1829	15	2090 33
201	8+	MEPH VANCOUVER 68000	2211	15	870	16	2127 25
198	10-	MEPH LYON 68000	2202	12	1429	17	2188 215
195	8-	MEPH ALHERIA 68020	2191	14	1033	18	2199 130
195	9-	MEPH PORTOROSE 68000	2164	11	1506	19	2127 24
192	5+	FID MACH4/2325 68020-V7	2140	11	1621	20	1888 2
190	15	KASP GAL/REN BRUTE FORCE	2140	25	345	21	2052 64
188	10-	FID ELITE 286800-V5	2127	27	278	22	159 159
188	7+	MEPH ROMA 68020	2111	14	1068	23	159 159
187	9-	MEPH POLGAR/10	2109	17	678	24	159 159
186	4+	MEPH ALHERIA 68000	2096	14	1025	25	158 158
186	10-	NOV SCORPIO/DIABLO	2095	11	1537	26	157 157
182	4-	MEPH DALLAS 68020	2095	14	996	27	156 156
181	4+	FID MACH3/2265 68000-V2	2061	6	5356	28	156 156
181	2	MEPH RMS/5	2054	12	1461	29	156 156
181	5+	NOVAG RUBY/EMERALD	2052	45	105	30	155 155
181	8-	MEPH POLGAR/5	2051	9	2380	31	154 154
180	3-	MEPH DALLAS 68000	2046	11	1555	32	154 154
180	2	NOV SUPER FORTE-EXP C/6	2043	15	2721	33	153 153
179	3	MEPH MILANO	2043	8	899	34	153 153
178	8-	MEPH MONDIAL 68000XL	2036	15	857	35	152 152
177	4	MEPH ROMA 68000	2028	9	2338	36	152 152
176	2	MEPH ACADEMY/5	2018	10	2132	37	151 151
176	10-	KASP GK2000/TURB ADV TR	2014	19	541	38	150 150
175	3-	MEPH ANSTERDAM	2008	9	2373	39	150 150
175	2	NOV SUPER FORTE-EXP B/6	2002	12	1383	40	149 149
174	3-	MEPH MEGA4/5	2000	9	2538	41	148 148
174	5-	FID MACH2C	1995	9	2661	42	146 146
173	3-	KASP GAL/REN D/10	1992	13	1224	43	146 146
173	1	FID MACH2B	1988	26	302	44	145 145
173	1	KASP TRAVEL CHAMPION	1987	34	187	45	144 144
173	1	FID TRAVELMASTER	1986	19	582	46	144 144

BCF	E'00	Computer	Elo	+/-	Games	Pos	Human/Games
172	4-	MEPH M4/5	1976	8	2928	47	2016 97
171	2+	MEPH SUPERMOND2/MCARLO4	1975	29	253	48	2074 8
171	2	MEPH MODENA	1974	20	508	49	
168	3-	NOV SUPER FORTE-EXP A/6	1965	13	1239	50	2040 176
168	2	MEPH MONTE CARLO	1950	28	262	51	2046 10
168	5-	KASP GAL/REN C/8	1949	26	313	52	2016 98
167	2	CXG SPINX/4	1941	9	2165	53	1956 155
167	4	CONCH PLY-VICTORIA/5.5	1940	16	825	54	1890 15
167	2	KASP TURBOXING2	1938	15	915	55	
167	3-	FID MACH2A	1936	25	338	56	1918 35
164	5-	NOV EXPERT/6	1919	31	222	57	2036 22
163	3-	NOV SUPER FORTE-EXP A/5	1911	12	1493	58	1836 29
163	3-	FID CLUB B	1911	12	1459	59	1827 18
163	1+	NOVAG JADE/ZIRCON	1906	106	19	60	
162	4-	NOV EXPERT/5	1900	26	316	61	2026 68
162	3-	NOV FORTE B	1896	10	1917	62	1975 208
162	4-	MEPH REBEL	1896	9	2196	63	1948 69
161	5-	FID AVANT GARDE/5	1894	11	1738	64	1862 80
161	2+	FID PAR E/ELITE+DESC2100	1894	9	2565	65	1927 220
161	2	KASP STRATOS-CORONA	1890	10	2155	66	1910 48
160	3-	NOV FORTE A	1887	9	2206	67	1930 134
159	2-	MEPH SUPERMONDIAL1	1879	12	1485	68	1990 6
159	3-	FID CLUB A	1877	29	242	69	1767 6
159	4	CONCH PLYMATE/5.5	1877	9	2229	70	1939 55
159	2	KASP SIMULTANO	1875	13	1107	71	1830 36
159	4-	KASP GAL/REN A/6	1874	14	976	72	1873 123
158	2-	KASP TURBOXING1	1874	24	364	73	1910 61
158	4-	CONCHESS/6	1865	44	107	74	2037 8
157	2-	FID EXCELLENCE/4	1861	11	1752	75	
157	3-	NOV EXPERT/4	1860	14	1035	76	1975 43
156	3-	CONCH PLYMATE/4	1849	24	372	77	2027 6
156	2-	SCI TURBO KASP/4	1849	20	524	78	1945 64
154	5-	FID ELITE C	1838	34	182	79	1869 11
154	4-	FID ELEGANCE	1834	17	702	80	1872 40
153	2-	SCI TURBOSTAR 432	1831	12	1396	81	1884 67
153	4-	MEPHISTO MH2	1829	16	791	82	1776 8
152	2	FID EXCELLENCE/DESC2000	1823	11	1652	83	1867 52
152	4-	KASP GAL/REN A/4	1819	74	39	84	1904 8
151	2	KASP PRISMA/BLITZ	1809	26	318	85	1796 59
150	3-	CONCHESS/4	1804	20	514	86	1889 28
150	3-	NOV SUPER CONST	1802	7	3715	87	1850 284
149	2-	NOV SUPER NOVA	1798	22	411	88	
149	4-	MEPH BLITZ	1787	27	278	89	1912 7
146	2-	NOVAG SUPREMO	1770	75	38	90	
145	1-	NOVAG SUPER VIP	1762	24	375	91	1824 10
144	5-	FID ELITE A	1758	38	145	92	1769 24
144	7-	FID PRESTIGE	1757	17	715	93	1758 131
143	3-	FID SENSORV 12	1747	12	1362	94	1780 9