

Computer Chess NEWS SHEET 49

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As a true BELIEVER, it is a joy
for me to wish you ALL... a
very happy CHRISTmas!



COMPUTER CHESS NEWS SHEET

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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, is to survey the **CHESS COMPUTER** scene, with special emphasis on reliable assessments of the **PLAYING STRENGTHS** of the machines and programs available.

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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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PLUS separate 28-page **ANNUAL REVIEW** and **BUYERS GUIDE** for 1994

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Deep BLUE v. Judit POLGAR

This 2 game Match was played on 20 August 1993 in an IBM Design Lab in Manhattan. Spectators were there on an invitation basis and Danny Edelman (I.M. elect) provided commentary with some input from Robert Byrne (G.M.) and others.

Judit was reported to have had some slight 'Computer-preparation' for the Match having reportedly squashed FRITZ2 in Blitz games 'without any difficulty'. She had also spent a week with Boris GULKO who has had some success against Deep THOUGHT.

The **Deep BLUE** program was essentially the same as that which lost 2½-1½ recently to Bent LARSEN, with 'a few additional software mods and fixes'.

DEEP BLUE (2550) - J POLGAR (2650)
IBM (Active Chess Match), 1993

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 Qc7 6.Be2 a6 7.O-O Bb4 8.Nxc6 bxc6 9.Qd4 Bd6 10.Qxg7 Bxh2+ 11.Kh1 Be5 12.Bf4 Bxg7 13.Bxc7

[One might feel that DB was playing into Judit's hands, exchanging almost to an endgame already]

13...d5 14.Rad1 Ne7 15.Na4 Ra7 16.Bb6 Ra8 17.c3 Ng6 18.Bc7 Ra7 19.Bb8 Rb7 20.Bg3 O-O

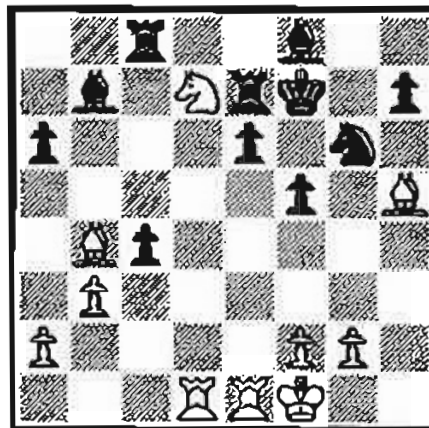
[20...Ra7 trying to hang on to the a/Pawn leads to 21.Nb6 Ne7 22.Bd6 and Black's position is becoming distinctly uncomfortable]

21.exd5 cxd5 22.Rfe1

[22.Bxa6 was available of course, but would be followed by 22...Ra7 23.Bb5 Ba6 24.Bxa6 Rxa6 25.b3 Rc8 26.Rd3 Rac6 If Black can win the c3/Pawn, his on d5 will become very dangerous. So DB chooses a more sophisticated continuation!]

22...f5 23.Bd6 Rd8 24.Ba3 Rc7 25.Bb4 Rc6 26.Ba5 Rf8 27.Bb6 Rf7 28.Kg1 Bf8 29.b3 Bb7 30.Bh5 Re7 31.Kf1 Kf7

32.c4 Rc8 33.Ba5 dxc4 34.Nb6 Rb8 35.Nd7 Rc8 36.Bb4



[There is little fluency about DB's play - just spot tactics, sometimes slightly weird, which seem to simply shuffle Black's pieces around to little effect. But will Judit misplace something during the merry-go-round?]

36...cxb3

[36...c3 37.Nxf8 Rxf8 38.Bxc3 (38.Bxe7?! Kxe7 39.Rc1 Rc8 with the threat of Nf4 is an interesting idea) 38...Rfe8 looks a good alternative.

DB now wins the exchange for a Pawn]

37.Nxf8 Rxf8 38.axb3 Rb8 39.Bxe7 Kxe7 40.Rd4 a5 41.Ra4 Bc6 42.Rxa5 Rxb3 43.Ra7+ Kf6

[43...Rb7 44.Rxb7+ Bxb7 45.g3 Kd6 looks to hold out better drawing chances]

44.Rxh7 Nf4 45.g3 Bb5+ 46.Kg1 Nh3+ 47.Kg2 Ng5 48.Rh6+ Ke7 49.Re5 Bc6+ 50.Kf1 Rb1+ 51.Re1 Rb2 52.Be2 Ne4 53.Rd1 Bd5 54.Rc1 Nd2+ 55.Ke1 Ne4 56.Ra1 Nc3 57.Bd3 Na2 58.Kf1 Nb4?

[58...Rd2 was better. Judit has entangled DB's pieces, cleverly keeping the h6/Rook quiet for a dozen moves. The Knight at a2 heavily restricted any Rook co-operation and individual scope, forcing White to find a solution to this problem. But now they are free!]

59.Bxf5!

[59.Ra7+ Kd6 60.Bxf5 is the same idea]

59...Nc6 60.Rd1 Bc4+ 61.Bd3 Bb3
62.Rb1! Rxb1+ 63.Bxb1 Bd5 64.Rh7+
Kf6 65.Rh4 Ne5 66.Ke2 Bf3+ 67.Ke3
Bc6 68.f4 Nf7 69.g4 e5 70.g5+ Kg7
71.Rh7+ Kg8 72.g6 exf4+ 73.Kxf4
and Judit resigned 1-0

Looking outwardly calm, **Judit** claimed to be quite nervous and rued the fact that she 'couldn't confuse it... it is hopeless once you are down'. However she was keen to avenge the loss immediately, but the spectators wanted a break.

J POLGAR (2650) - DEEP BLUE (2550)

IBM (Active Chess Match), 1993

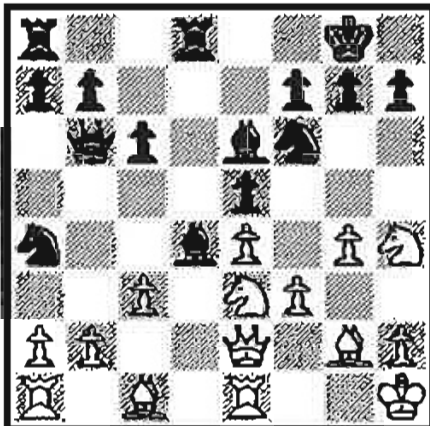
1.Nf3

[Judit is normally a 1.e4 player, but GULKO had bested DT with Nf3]

1...Nf6 2.g3 d5 3.d3 Nbd7 4.Nbd2 e5
5.Bg2 c6 6.O-O Bd6 7.Nh4 O-O 8.e4 Nc5
9.Re1 Bg4 10.f3 Be6 11.Nf1 Qb6
12.Kh1 dxe4 13.dxe4 Rfd8 14.Qe2
Na4 15.g4 Bc5

[Threatening 16...Bf2]

16.Ne3 Bd4 17.c3?!



17...Nxc3

[She can't have expected Bxe3? so must have thought the compensation for the material deficit which results to be adequate]

18.bxc3 Bxc3

[And one of the Rooks must fall... though both players choose to maintain various tension spots for a few moves, and the exchange is delayed]

19.Nc2 Qa5 20.Bg5 h6 21.Be3 b6

22.Nf5 Qa4 23.g5 hxg5 24.Bxg5 Bxe1
[At last!]

25.Rxe1 Bxf5 26.exf5 Rd6 27.Ne3

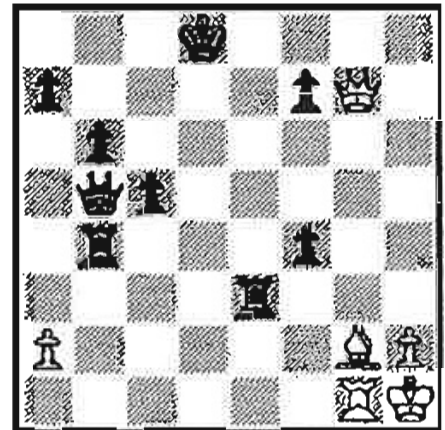
[27.Qxh5! Rd5 28.Qg3! (Better than protecting the Knight by Qb2, as this threatens 29.Bxf6!)]
28...Nh5 29.Qf2 (29.Qg4 Qxc2 30.Qxh5 Rd1
31.Rf1 Rxf1+ 32.Bxf1 Qxf5 is -/+) 29...Rxf5
30.Be3 Rd8 looks =/+]

27...Re8 28.Rg1 Nh7 29.Bf1 Nxc5 30.Rxg5 Qf4 31.Rg4 Qh6 32.Rg1 Kf8 33.Qe1 Rd4 34.Bg2 Qf4 35.Ng4?!

[35.Qe2 looks better]

35...Qxf5 36.Qh4 Qg6 37.Qh8+ Ke7
38.Qh4+ Kd6 39.Qf2 c5 40.Ne3 Kc7!
41.f4 exf4 42.Nd5+ Kd8 43.Nc3 Qd3
44.Qb2 Re3 45.Nb5 Rb4 46.Qxg7
Qxb5

[Diagram. A piece count-up suggests that White has 'had it'... and 'it's hopeless once you're down' as Judit herself said earlier. But there is help on its way from DB which proves otherwise, due to time shortage]



47.Qf6+ Kc7 48.Qxf7+ Qd7 49.Qf8 Ra4? 50.Qa8!

[A position requiring a moments' care - some of the commercial Computers are fairly quick to spot the good drawing chances after 50...Rxa2?? See how long yours takes - and does it find a true winning line - or just allow another way to draw? DT needed 10secs and hadn't got it to spare]

50...Rxa2?? 51.Qb7+ Kd8 52.Qb8+
Ke7 53.Qxf4 Qd4 54.Qc7+ Kf6
55.Rf1+ Kg5 56.Qf7! Ra1 57.Qf5+
Kh6 58.Qf8+ Kh5 59.Qf5+ Kh4

60.Qh7+ Kg5 61.Qf5+ 1/2-1/2. 'I need some practice - then I will kill it' said Judit afterwards. Let's hope there's a re-Match to find out!

WORLD COMPUTER CHAMPS

Munich 1993

There was every reason for excitement before the 12th. WORLD COMPUTER CHAMPIONSHIPS at the beginning of November. Not only had they been carefully organised by an experienced group of German chess computer professionals, headed by Frederic Friedel and the SCHACH&SPIELE team, but the organisation and entry list promised the most open and worthwhile competition for quite a few years.

There were **2 SECTIONS**:-

1. A MANUFACTURERS Group - a 16 Round Event (yes!) between MEPHISTO GENIUS2, TASC R30, KASPAROV RISC 2500 and KASPAROV SPARC.

GENIUS2 was to run on undisclosed hardware - NOT a 68030. It was probably an 80486/80MHz inside the Mephisto board, but some reckon it was a Pentium 586 chip! The TASC R30 was an R40, being a 40MHz RISC chip. The RISC 2500 was to run at double-speed, i.e. around 28MHz, but I am told it was a standard 14MHz in some rounds. The SPARC was presumably to be their 50MHz version (the commercial is 20), but as it was withdrawn at the last moment, we'll never know. The remaining entrants were re-scheduled to play 8 games v. each other.

2. A SOFTWARE Group, which contained almost all the worthwhile programs currently available commercially, or soon to be so.

COMMERCIAL programs: THE KING (running on some 150MHz DEC Alpha equipment), HIARCS and KASPAROV SPARC (running on fast SPARC systems); MEPHISTO GENIUS2, QUEST (FRITZ), M CHESS PRO X (all running on 586/60 Pentium chips I believe); GIDEON (PC hardware not known to me at present). SOON-TO-BE-COMMERCIAL: NIMZO (Chrilly Donninger's program which has had some very good amateur results, and running here on a 486/80 with super cache).

OTHER WELL-KNOWN entrants, that have achieved 50% scores in major Tournaments from time-to-time were: PANDIX, KALLISTO,

BOBBY2, ULYSSES, and NOW.

There was to be a **PLAY-OFF** at the end, over 2 rounds, between the **WINNER** of each Group, to determine the ABSOLUTE CHAMPION.

We'll look at it briefly in this Issue, showing the major round-by-round results - with a full cross-table and games coverage in NS/50.

ROUND 1

MANUFACTURER'S GROUP

TASC R30 1-1 RISC 2500 (*wins with Black!*)

SOFTWARE GROUP

HIARCS 1-0 MIRAGE (*29 moves*)

ULYSSES 1-0 QUEST (*just 23 moves?!*)

KASP SPARC 1-0 BB

VIKTOR2 0-1 NIMZO

GENIUS2 1-0 NIGHTMARE

GANDALF 1-0 M CHESS PROX (*! 43 moves*)

MEPH GIDEON 1-0 CHESS BRAIN

NOW 0-1 THE KING

So early shocks for QUEST (FRITZ) and M CHESS PROX, but most much as you'd expect.

ROUND 2

MANUFACTURERS GROUP

TASC R30 3½-½ RISC 2500 (*good for TASC!*)

SOFTWARE GROUP

NIMZO 1-0 KASP SPARC (*a long 64 mover, but Nimzo goes to 2/2*)

THE KING 1-0 PANDIX (*37 moves*)

M CHESS PROX 1-0 DIOGENES (*29 moves*)

ECUME ½-½ MEPH GIDEON

KALLISTO 0-1 GENIUS2 (*32 moves*)

QUEST 1-0 MIRAGE (*32 moves*)

GREIF 0-1 HIARCS

2/2: NIMZO, GENIUS2, HIARCS, THE KING, and BOBBY2 having played two tail-enders.

ROUND 3

MANUFACTURERS GROUP

TASC R30 2-0 RISC 2500

The first 8 game Match has ended with a resounding 6½-1½ win for TASC. Of course both programs are by Johan de Koning, but the TASC machine contains a later version and was running faster at 40MHz whether the 2500 was on 14 or 28MHz. Even so a theoretical 15 BCF gap gives a 5-3 score, so TASC folk will be pleased with this.

SOFTWARE GROUP

GENIUS2 1-0 BOBBY2 (36 moves)

NOW 0-1 M CHESS PROX (77 moves)

MEPH GIDEON 0-1 NIMZO (68 moves, and NIMZO has wins over SPARC and GIDEON. No doubt everyone was sitting up and taking notice!)

GANDALF 1-0 QUEST (an unhappy start for the Franz Morsch program, now with 1/3)

HIARCS ½-½ THE KING (a pleasing 56 move draw for HIARCS against the program with the most powerful hardware - and a big reputation)

SPARC ½-½ BREAKTHROUGH (I cannot resist questioning whether the Spracklens have yet made a 'breakthrough' with their Saitek program, noting this 1½/3 start on very good hardware)

LEADERS/3:

3 NIMZO, GENIUS2

2½ ECUME, THE KING, HIARCS

2 EXPERIMENTAL, GANDALF, BOBBY2, M CHESS PROX, KALLISTO

ECUME draw with GIDEON in round 2 you'll remember and has 2 wins against mid-table opponents, so another to watch out for perhaps?

ROUND 4

MANUFACTURERS GROUP

MEPH GENIUS 0-1 TASC R30

MEPH GENIUS ½-½ RISC 2500 (not the best of starts for the GENIUS2 program)

TOTALS:

TASC R30 7½/9

RISC 2500 2/9

MEPH GENIUS ½/2

SOFTWARE GROUP

ULYSSES 0-1 GIDEON

BOBBY2 0-1 HIARCS (only 25 moves between table-toppers!)

NIMZO ½-½ GENIUS2 (41 moves - another excellent result for the 486/80 NIMZO)

KALLISTO 1-0 GANDALF

QUEST 1-0 CENTAUR

GREIF 0-1 SPARC

THE KING ½-½ ECUME (another fine result for ECUME programmers Weill and Baudot!)

M CHESS PROX 1-0 EXPERIMENTAL

LEADERS/4:

3½ NIMZO, GENIUS2, HIARCS

3 THE KING, ECUME, M CHESS PROX, KALLISTO

2½ BREAKTHROUGH, SPARC, PANDIX, GIDEON

ROUND 5

MANUFACTURERS GROUP

TASC R30 0-1 MEPH GENIUS (61 moves)

MEPH GENIUS 1-0 RISC 2500 (46 moves)

TOTALS:

TASC R30 7½/10

MEPH GENIUS 2½/4

RISC 2500 2/10

SOFTWARE GROUP

GENIUS2 ½-½ THE KING (a major clash this, 64 moves. GENIUS had a +100 midgame advantage, but KING held on)

PANDIX ½-½ QUEST

ECUME ½-½ M CHESS PROX (ECUME continues to get good results as MCP's hopes of 1st. place remain rather in the balance)

SPARC 0-1 KALLISTO

HIARCS 0-1 NIMZO (wow! 53 moves. HIARCS mis-evaluates an exchange sac. that looks inviting but doesn't work out)

GIDEON 1-0 BREAKTHROUGH

LEADERS/5:

4½ NIMZO

4 KALLISTO, GENIUS2

3½ ECUME, M CHESS PROX, THE KING, GIDEON, HIARCS

3 BOBBY2, PANDIX

The LEADER BOARD takes on real meaning as potential winners keep meeting each other and every game becomes critical.

ROUND 6

MANUFACTURERS GROUP

MEPH GENIUS 1½-½ RISC 2500

MEPH GENIUS 1-1 TASC R30 (wins with Black!)

TOTALS:

TASC R30 8½/12
 MEPH GENIUS 5/8
 RISC 2500 2½/12

SOFTWARE GROUP

BOBBY2 1-0 PANDIX
 NIGHTMARE 1-0 SOS (*not critical to the top places, but the shortest game of the Champs at just 20 moves. SOS indeed!*)
 MIRAGE ½-½ SPARC
 QUEST 1-0 NOW (*QUEST/Fritz is fighting its way back onto the Leader Board*)
 THE KING 1-0 M CHESS PROX (*37 moves, probably ending MCP's hopes, but The KING restates its challenge after a run of 3 draws*)
 GENIUS2 0-1 GIDEON (*44 moves, GIDEON has been a little quiet, but this severely damages Richard Lang's hopes in the Software Group*)
 NIMZO 0-1 KALLISTO (*50 moves - and a shock as NIMZO seemed set fair following good results against many of the expected top contenders!*)
 ECUME 0-1 HIARCS (*60 moves. An important recovery win for HIARCS over a dangerous opponent, making up some for its 5th. round loss*)

LEADERS/6:

5 KALLISTO
 4½ GIDEON, NIMZO, THE KING, HIARCS
 4 BOBBY2, GENIUS2
 3½ GREIF, ECUME, M CHESS PROX, QUEST

The NIMZO defeat opens it up at the top again, and it's looking as exciting as anyone (except the Programmers, perhaps!) could have hoped.

ROUND 7**MANUFACTURERS GROUP**

MEPH GENIUS 1½-½ RISC 2500 (*2 long games*)

TOTALS:

TASC R30 8½/12
 MEPH GENIUS 6½/10
 RISC 2500 3/14

It's clear that this, too, is going to be a close call for someone, with TASC just favourite!

SOFTWARE GROUP

GIDEON 0-1 THE KING (*39 moves - a key result for both entrants, pushing GIDEON backwards*)
 SPARC ½-½ CENTAUR
 PANDIX 1-0 ECUME (*ends ECUME hopes*)

GREIF 0-1 QUEST (*the QUEST revival continues*)
 NIMZO ½-½ BOBBY2 (*a second NIMZO setback*)
 KALLISTO 0-1 HIARCS (*52 moves. Top place seems a dangerous place to be, and KALLISTO gets knocked-off very quickly*)
 M CHESS PROX 0-1 GENIUS2 (*80 moves. Marty Hirsch is definitely out of it, but Richard Lang's chances are still alive while leaders keep falling*)

LEADERS/7:

5½ THE KING, HIARCS
 5 KALLISTO, NIMZO, GENIUS2
 4½ BOBBY2, QUEST, GIDEON
 4 MIRAGE, PANDIX

The commercial programmers probably breathed a sigh of relief in round 7, with ECUME and KALLISTO both losing. My friend Mark Uniacke has pulled his way back with HIARCS, but will have to play two of GENIUS2, GIDEON and QUEST in his final games. It's still wide open!

ROUND 8**MANUFACTURERS GROUP**

MEPH GENIUS 1½-½ TASC R30 (*a 36 move win for GENIUS and the balance swings his way*)

TOTALS:

TASC R30 9/14
 MEPH GENIUS 8/12
 RISC 2500 3/14

It will all depend on the last round, when GENIUS plays 2 games against each of its opponents! TASC may need to win at least one of them.

SOFTWARE GROUP

HIARCS 1-0 GENIUS2 (*What a critical result! A Bishop sac by HIARCS on move 20 wins it, though GENIUS plays on to move 43*)
 M CHESS PROX 1-0 GREIF
 QUEST 1-0 KALLISTO (*2 losses in a row for the usurper, and QUEST/Fritz has come back well!*)
 BOBBY2 ½-½ GIDEON (*B2's had a good week!*)
 NOW 0-1 SPARC
 PANDIX 1-0 MIRAGE
 THE KING ½-½ NIMZO (*a good ½ for NIMZO which costs the Alpha 150MHz KING its share of top place*)

LEADERS/8

6½ HIARCS
 6 THE KING
 5½ QUEST, NIMZO

5 BOBBY2, KALLISTO, PANDIX, GIDEON,
GENIUS2

4½ SPARC, ECUME, M CHESS PROX

THE KING drew with HIARCS in an early round,
so must hope for the re-vitalised QUEST to get a
'result' now. Programmer de Koning could be
2nd. in both Groups and miss the PLAY-OFF!

ROUND 9

MANUFACTURERS GROUP

MEPH GENIUS 1½-½ RISC 2500

MEPH GENIUS 1-1 TASC R30 (2 draws)

TOTALS:

1	MEPH GENIUS	10½/16
2	TASC R30	10
3	RISC 2500	3½

SOFTWARE GROUP

KALLISTO ½-½ GIDEON

BOBBY2 0-1 THE KING (*a quick 31-mover, and
THE KING has done it's best. If QUEST beats
HIARCS then THE KING's 7/9 wins!*)

SPARC 0-1 M CHESS PROX (*hardware failure*)

ECUME 0-1 GENIUS2

HIARCS 1-0 QUEST (*60 moves. Excitingly
QUEST seemed to be fighting back from a poor
position only to see HIARCS assert its authority*)

NIMZO ½-½ PANDIX

FINAL LEADERS/9:

7½ HIARCS

7 THE KING

6½

6 GENIUS2, NIMZO

5½ GIDEON, PANDIX, QUEST,

KALLISTO, M CHESS PROX

5 BOBBY2, MIRAGE, ULYSSES

4½ ECUME, NOW, SPARC, GREIF,
NIGHTMARE

So to the **PLAY-OFF** between the two
CHAMPIONS: Richard LANG's MEPHISTO
GENIUS2, and Mark UNIACKE's HIARCS... an
all-British programmers FINAL!

MEPH GENIUS	½	1	= 1½
HIARCS	½	0	= ½

And the **ABSOLUTE CHAMPION TITLE** goes to
Richard LANG with his GENIUS2 program. The

NEWS SHEET sends its congratulations and
admits to great pleasure and pride not only in this
ALL-BRITISH victory, but in having had some
personal involvement with both programming
teams over the years. But Richard and Mark have
done the HARD work, and VERY WELL DONE
indeed!

From round 8 of the SOFTWARE GROUP

HIARCS Sparc - GENIUS2 586/60

1.d4 b6 2.e4 Bb7 3.Bd3 e6 4.Nf3 Nf6 5.e5 Ne4
6.0-0 Be7 7.Re1 f5 8.exf6 Nxf6 9.Nc3 0-0 10.Ng5
h6 11.Nh3 Nc6 12.Be3 Nb4 13.Bg6 Nfd5 14.Bd2
Nxc3 15.bxc3 Nc6 16.Qh5 Ba3 17.Ng5 Qf6
18.Ne4 Qd8 19.Rab1 Ne7 20.Bxh6!! gxh6
21.Qxh6 Nxg6 22.Qxg6+ Kh8 23.Qh6+ Kg8
24.Re3 Kf7 25.Rf3+ Ke8 26.Qg6+ Ke7
27.Qg7+ Ke8 28.Rxf8+ Bxf8 29.Nf6+ Qxf6
30.Qxf6 Bd5 31.a4 Bd6 32.f3 a5 33.Qg6+ Ke7
34.Qg7+ Ke8 35.Rb5 Bf8 36.Qg6+ Ke7 37.Rxd5
exd5 38.h4 c6 39.h5 Re8 40.h6 Bxh6 41.Qxh6
Kd8 42.Kf2 Kc7 43.f4 b5 (1-0)

The HIARCS evaluation playing 20.Bxh6 was
+190 (expecting Bxe4 as a matter of interest); by
23.Qh6+ it was showing +736.

The second PLAY-OFF game, with the score
standing at ½-½.

Mephisto GENIUS2 - HIARCS Sparc

1.Nf3 d5 2.d4 Bg4 3.Bg5 f6 4.Bf4 g5 5.Bg3 c6
6.e3 Qb6 7.b3 Bf5 8.Be2 Na6 9.0-0 h5 10.h3 h4
11.Bh2 e6 12.c4 Rd8 13.a3 dxc4 14.b4 Rd7?!
15.Nc3 g4?! 16.hxg4 Bxg4 17.Nd2 Bxe2 18.Qxe2
h3 19.Nxc4 Qd8 20.Qg4 hxg2 21.Qg6+ Rf7
22.Rfc1 Ke7 23.Bd6+ Ke8 24.Bg3 Qd7 25.Kxg2
Rh6 26.Qe4 Rfh7 27.Rh1 Rg7 28.Qf3?! Rhg6
29.Rh4 Nc7 30.Rah1 Nb5 31.Nxb5 cxb5 32.Nd2
Qc6? 33.Qxc6+ bxc6 34.Kf1 a5 35.bxa5 Ra7
36.Nb3 R6g7 37.Ke2 Bxa3 38.Ra1 Bf8 39.a6 Kd7
40.Bb8 Ra8 41.a7 Bd6 42.Rh8 Bb4 43.Ra6 Rg1
44.Bg3! e5 45.dxe5 fxe5 46.Bxe5 Re1+? 47.Kf3
Rg1 48.Nd4 Rg6 49.Nxb5 Bc5 50.Rh7+ Ne7
51.Nd4 Bxd4 52.Bxd4 Kd6 53.Ra5 Kd7 54.Bc5
(1-0) giving GENIUS2 the title of ABSOLUTE
World Computer Champion for 1993!

These and more games WITH NOTES in NS/50.

Correspondence Chess 11

Meph VANCOUVER 68020 ['Meph']

Philip GOSLING and 'Meph' continue their, thus far, quite brilliant BCCS Correspondence performance. With 8/9 and 1st place with still 1 to finish in their initial Tournament (earning a 2517 BCCS Grading!) a second set of games is now well under way.

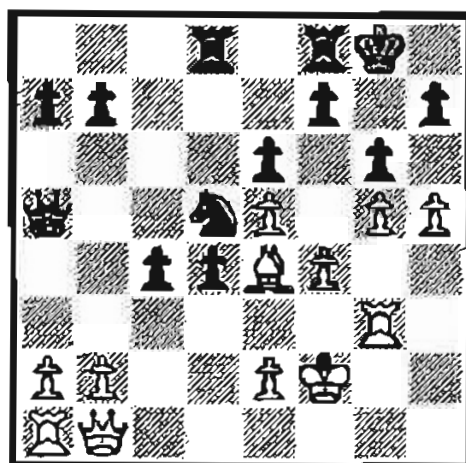
Here is the continuing game from Tournament1.

BCCS 2495 (2445) - Vancouver 020 (2275) [D07] Corr.6, 1992

Readers please note that we are sticking with the NS grading for MEPH from when the Tournament started, rather than the 2517 figure given by the BCCS calculations.

24...Nd5

[NS48. Eval +193 -> Qc1]



MEPH 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 fxg6?? 27.Qxg6+ Kh8 28.Rh3 mate! MEPH would NEVER play 26...fxg6]

25.Rf3 Qb6 26.Kg3 c3

[NS49. Eval +196 -> hxg6. MEPH has not managed to forecast any of his opponent's last 6 moves! Has he got this right, or will it be 27.bxc3 Nxc3 28.Qc2. Perhaps we are being lined-up for mass suicides on the King-side? If BCCS2495 has found a drawing method, he will

have done very well for himself in this one]

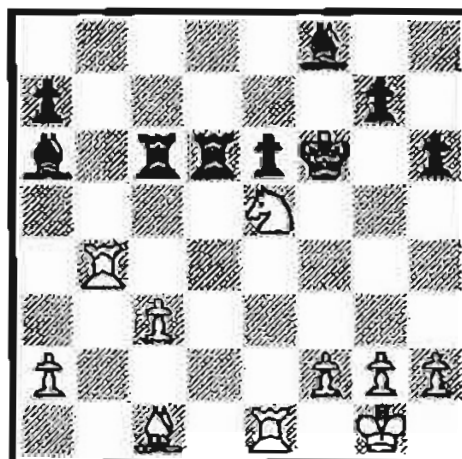
Vancouver 020 (2275) - BCCS 2495 (2445) [D41] Corr.12 (#2 v BCCS 2495), 1993

21...Rxc6

[Along with this expected move you may recall we received this admission 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]



22...g5 23.Nxc6 Rxc6 24.Ra4 Bc5 25.h4

[NS49. Eval +275 -> Bd3, against which MEPH plans 26.hxg5. When one or two more files open up, life will get very difficult for Black]

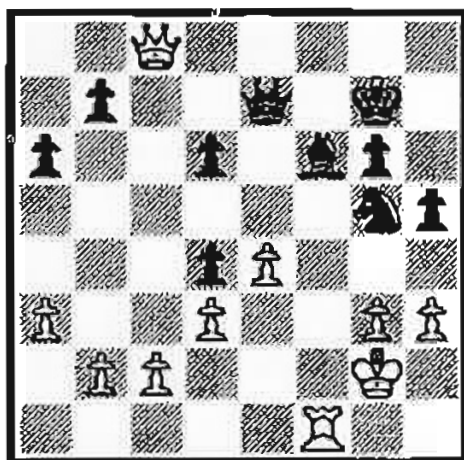
Vancouver 020 (2275) - BCCS 2324 (2320) [B23] Corr.13, 1993

35.Rf1

[NS48. Eval +21 -> Be5, and 36.a4 from MEPH who had been expecting Black to offer the Q-exchange a move or two ago. The amiable Mauritian says his original plan had been to play Be5, pressurising g3, rather than the many Knight moves which have been his response to MEPH's play.

So will our opponent complete the Be5 part of

his plan at the moment 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 *Ericforecast* is 0-1]



35...Ne6 36.b4 h4 37.gxh4 Be5

[So Be5 arrives - and at a moment when MEPH certainly didn't expect it! Why didn't our opponent simply recover the Pawn with Bxh4? Is he hoping to play Kg7-h6-h5 etc and win both h/Pawns?]

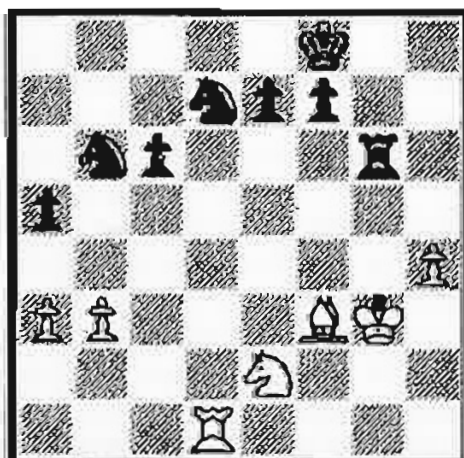
38.Kh1

[NS49. Eval +39 -> Kh6. Phil, however, expects 38...Bg3; we shall see]

BCCS 2454 (2355) - Vancouver 020 (2275) [D00] Corr.15, 1993

This game began: 1.d4 Nf6 2.Nc3 d5 3.e4 dxex4 4.f3 exf3 5.Nxf3; agreed moves at the request of Roy Thomas - a BCCS player and NEWS SHEET reader! Roy uses the Blackmar Diemer Gambit quite often in his games, and wanted to see how MEPH would cope! It's been very interesting!

40...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!]

41.Kh3 Re6 42.Rd3 Ne5 43.Rd8 + Kg7 44.Be4 Ng4 45.Bf3 Nh6 46.Rd3 c5!

[Philip has awarded this move its exclamation mark. 'A key move in the great positional battle, that gives MEPH the lead']

47.Ng3 Re1 48.Rc3 Rb1 49.Rxc5 Rxa3 50.Rg5 + Kf8 51.Rb5 Nd7 52.h5?!

[52.Bc6 looks better, leading to 52...Nf6 53.h5 which MEPH considers keeps Black's advantage to a minimum. The Computer's evaluation and grip on the game now improve steadily]

52...Kg7 53.Kh4 Rb2 54.Ne4 f6 55.Rb7 Ne5 56.Kg3 Nf5 + 57.Kf4 Nd4 58.Bd1 Nec6!

[Excellent Knight play by MEPH, making the B+N look quite inferior on this occasion]

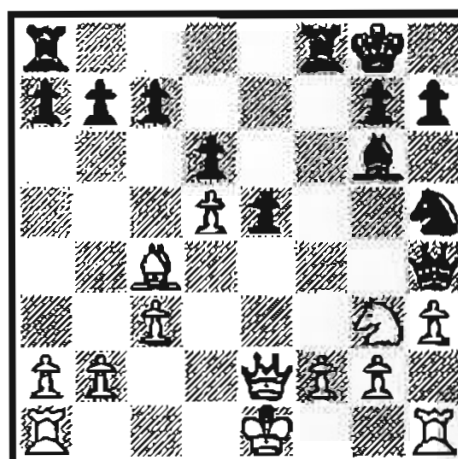
59.Nc3 Rh2

[NS49. Eval +154 -> Nd5]

BCCS 2326 (2325) - Vancouver 020 (2275) [B00] Corr.16, 1993

20...Nh5

[NS48. Eval +193 -> Nhx5]



[Is the position that favourable to Black?' I wrote in the last Issue. 'Does he have an identifiable target?']

Fortunately I noted that, if 21.Nxh5, Bxh5 22.g4 Rf4! gives White plenty of headaches]

21.Nxh5 Bxh5 22.Qf1

[Preferred by our opponent and MEPH to my suggestion of g4. I had brilliantly stated that 'the Queen **MUST** protect c4 and f2, so **CANNOT** move!']

22...Rf7 23.g3 Qe4 + 24.Kd2 b5

[Phil hopes that NS readers can see how well MEPH has planned this attack 'in some depth', and how beautifully it works out]

25.Bb3

[25.Bxb5 Bg6! (25...Rb8 26.Bd3 Rxb2 + !)]

25...Rf3 26.Rh2 Raf8 27.Re1 Qg6! 28.Kc1 Qg5 + 29.Kb1 Bg6 + 30.Ka1 Qxg3 31.Rh1

[31.fxg3 Rxf1 32.Rh1 was the play expected by MEPH, and may have salvaged more for White]

31...Qxf2

[NS49. Eval +263 -> Qxb5. If so then Rxh3, and how will White stop the passed-Pawn on e5?!]

JUST BEFORE THE FLAG FELL!

The name for our 'LATE NEWS' column! Appropriate this time as one of the newest models on the market is the **Mephisto NIGEL SHORT**.

This is an UPGRADE of the Mephisto MILANO and includes all of that machines' excellent features and graphic display - the price of **£269** is the SAME as Milano cost before the reduction to its current £199 price... but the NIGEL SHORT looks to have an extra **10 BCF** from my first series of test games, so I rate it worth the extra.

I now have the **Kasparov SPARC** module up and running in my **RENAISSANCE** board. This whole set-up new will cost **£799**, which is obviously rather less than the TASC R/30 and Mephisto GENIUS 68030, with which it is intended to compete.

Sweden is showing a rating for the SPARC which is within a few Elo of the RISC 2500. My own early games indicate it may be about 5 BCF/40 Elo lower. Running on no less than a 20MHz SPARC chip (= to a RISC at 30MHz!) I'd have expected it to be above rather than below the

Vancouver 020 (2275) - BCCS 2200 (2200) [B05] Corr.17, 1993

Our newest game against a Computer Scientist (wanting to 'hone up on his Openings') had just started in NS48, with the following opening moves:-

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

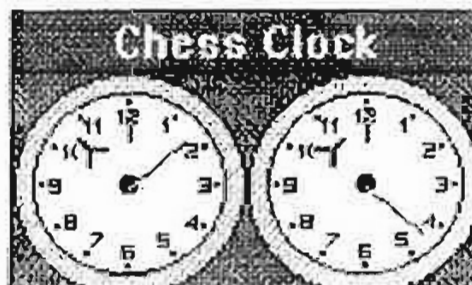
The latest moves are...

6...Be7 7.c4 Nb6 8.h3 Bh5 9.Nc3 0-0 10.Be3 d5 11.c5 Bxf3 12.Bxf3 Nc4 13.Be2

[MEPH departs from book by its own choice! It has b4 and Bf4 still in book. However its independent (i.e 'independent of Richard Lang!) choice evaluates Be2 better (+27 -> Nxe3), so Phil uses it!]

13...Nxe3 14.fxe3 b6 15.b4 a5 16.cxb6

[NS49. Eval +42-> cxb6, planning 17.bxa5]



RISC 2500: perhaps more results will change the position? I should also report that there is a fan running inside the SPARC module - it doesn't bother me, but not everyone will appreciate the constant humm!

The **TASC R/30**, out for a couple of months now, has latest results now pushing it up towards the KING2/30-PC, with which it should be equal.

The **Mephisto GENIUS 68030** will not be available until mid or late-December, according to my latest information.

Some readers may have read that, much to the aggravation of British Distributors seeking to make the most of the KASPAROV-SHORT match and the run-up to Christmas, a serious fire in

a computer chip and equipment Warehouse in Hong Kong has thrown part of the Computer market into a minor panic.

Both Chip prices and availability are affected, but it's completely out of our hands of course. Frustrated customers, waiting for machines like the GENIUS 030, will share a little of what we feel. Most of us are folk who have sought to make a livelihood out of a chief hobby/interest, and are affected by the delays on both counts!

Still with **Mephisto**: the **CHESS SCHOOL** is now only available with its quality Carry Case, so sells at **£129**. But the **MANHATTAN** provides the same playing program in a sleeker board, without the Training book features and Carry Case, for **£89**.

The **MONTREAL** is a lovely wood board, 15"x15", with a version of the ROMA 68000 program in it. The price is **£399** and strength probably **182 BCF**. Non-upgradeable, but with sliding draw to give option on whether Keyboard and Display are visible, this looks to be the best strength/price combination in wood at present.

A rush of **PC PROGRAMS** has just come out. I use the word 'rush' deliberately as it seems in at least one case that the urge to get product onto the shelves during the KASPAROV-SHORT match has overcome any need to make sure the programs work properly!

Kasparov GAMBIT takes up nearly 12MB of Hard Disk space so that a bitmap picture of Gary himself can appear on screen telling you (if you have digitised video and speech) what a good move you just played, with remarkable (if you have colour) 3D screens. But the Chess program from its SOCRATES2 source has been sacrificed.

Mono screens produce Gary and the 3D, but you need the 2D to play chess properly. If you want GAMBIT to play at 'its best', then it will think in opponents time etc., but NO game info, analysis or evaluations are available. If any or all of the latter are to be visible (which most want, of course) then the program is slowed somewhat... and doesn't think in opponents time!

Whilst on the question of time, KG generally ignores the time controls you have set anyway. The very first game I played was with GAMBIT on my 486/25 (it's a 386/486 program only) against HIARCS2 on my old 286/12. Time setting was

40/40, but at 40 mins on its own clock the GAMBIT had only played 32 moves. Despite the benefit of the 486 and playing slower than allowed, it was already evaluating at -200 (I had set it up to show analysis etc. for its first game, not realising the effect on KG). For the next 8 moves it played at 2 secs a move and then, on move 41 showing 40m16 on its clock, we reverted to ultra slow again! I don't know what move it would have reached by the next time control as HIARCS2 on the 286 had mated it by move 56 anyway. NOT recommended by me, I think this will be found on the Computer Shop shelves only, as I can't imagine any Chess Computer retailer with pride selling it to anyone!

WHY is it that the CHESS programmers can give us good chess, all the features we need, and working programs, while the self-styled specialists in the fields of graphics, sound and features can muck even that up? Are they used to getting away with bugged and poor quality programs?

SOCRATES3 is supposed to be a SOCRATES2 upgrade with the emphasis on the chess side. It's better than Kasprov GAMBIT, and has a board display I can see with clocks, evaluations and analysis running nicely alongside. And it thinks in my time. But its playing standard is still below my expectation and the endgame is suspect.

Features are minimal, and it failed (like REX often used to) when I asked it to save a game. When doing overnight analysis it wanted to analyse the Book moves, so wasted a couple of hours getting through the opening. Laptop owners will be frustrated to find that the copy protection method necessitates the owner ALWAYS having the original SOCRATES disk to hand at boot-up... your 80MB hard disk can carry everything around you'll ever need except SOCRATES3!

ChessMASTER 4000 is the best of these three newcomers. You get plenty of working and interesting features, board designs and more for your 12MB and £49.95. The chess features are also good with the JOHAN DE KONING program.

The 'CHESSMASTER' personality won't show analysis etc (simulating Tournament conditions), so play your games against the 'EXPERT' as the difference is not great - anyway you can modify the Expert's rating up from 98% to 100% and re-name him 'ERIC' to get absolutely top play! More next time. HAPPY CHRISTMAS!

RATING LIST (c) Eric Hallsworth. NS/49 29 Nov 1993									
BCF	E'00	Computer	Elo	+/-	Games	Pos	Human/Games		
224	16	TASC R30	2398	33	195	1	2398	17	
220	6	KASP RISC 2500-512K	2367	44	109	2	2423	9	
218	45-	MEPH LYON 68030	2351	24	372	3	2407	51	
217	10+	MEPH RISC 1M	2339	21	1611	4	2272	49	
217	45-	MEPH PORTOROSE 68030	2337	21	460	5	2354	82	
216	45	MEPH VANCOUVER 68030	2332	19	589	6	2358	54	
215	20	MEPH LYON/VANC 68020/20	2324	37	156	7	2327	10	
214	4	KASP RISC 2500-128K	2316	11	1618	8	2300	61	
212	8	KASP GAL/REN SPARC/20	2302	31	1225	9	2278	6	
207	10+	MEPH VANCOUVER 68020/12	2259	8	1970	10	2139	32	
205	10-	MEPH LYON 68020/12	2247	8	2847	11	2258	80	
205	50	FID ELITE 68040-V10	2245	53	75	12	2230	21	
202	4	MEPH BERLIN	2221	15	882	13	2226	25	
202	30	FID ELITE 68030-V9	2220	18	439	14	2180	13	
201	10-	MEPH PORTOROSE 68020	2215	10	1829	15	2253	188	
201	8+	MEPH VANCOUVER 68000	2211	15	906	16	2120	12	
198	10-	MEPH LYON 68000	2202	12	1452	17	2090	33	
195	8-	MEPH ALMERIA 68020	2191	14	1003	18	2188	215	
194	9-	MEPH PORTOROSE 68000	2164	11	1546	19	2127	25	
194	9-	FID MACH4/2325 68020-V7	2159	11	1621	20	2199	130	
194	3	MEPH NIGEL SHORT	2157	96	23	21	2255	24	
191	5+	KASP GAL/REN BRUTE FORCE	2129	20	514	22	2158	11	
191	10	FID PREMIER VANCOUVER	2129	106	19	23	2158	11	
190	15	FID ELITE 246800-V5	2127	27	278	24	1888	2	
186	10-	MEPH ROMA 68020	2110	14	1068	25	2052	64	
186	7+	MEPH POLGAR/10	2109	17	678	26	2085	54	
187	8-	MEPH ALMERIA 68000	2096	14	1025	27	2104	31	
186	10-	MEPH DALLAS 68020	2095	14	996	28	2080	197	
186	4+	NOV SCORPIO/DIABLO	2091	11	1644	29	2142	129	
182	4-	FID MACH3/2265 68000-V2	2061	6	5439	30	2117	229	
181	4+	MEPH NMS/5	2053	11	1516	31	1902	11	
181	5+	MEPH POLGAR/5	2051	9	2430	32	2083	17	
181	8-	MEPH DALLAS 68000	2048	11	1555	33	2000	50	
180	3-	NOV SUPER FORTE-EXP C/6	2046	8	2766	34	2005	24	
180	2	MEPH MILANO	2044	15	941	35	2063	13	
179	3	MEPH MONDIAL 68000XL	2036	15	857	36	2060	77	
178	8-	MEPH ROMA 68000	2029	9	2362	37	1978	56	
177	4	MEPH ACADEMY/5	2017	10	2154	38	2032	109	
176	2	KASP GK2000/TURB ADV TR	2014	18	625	39	2021	48	
176	2	NOVAG RUBY/EMERALD	2013	40	132	40	2068	182	
175	3-	NOV SUPER FORTE-EXP B/6	2002	12	1383	42	2026	84	
175	2	MEPH MEGA4/5	2000	9	2531	43	2041	169	
174	3-	FID MACH2C	1994	9	2661	44	2066	127	
173	5-	KASP GAL/REN D/10	1991	13	1224	45	1967	109	
173	3-	FID MACH2B	1988	26	302	46	1968	25	
173	1	FID TRAVELMASTER	1985	19	582	47	1983	63	

RATING LIST (c) Eric Hallsworth. NS/49 29 Nov 1993									
BCF	E'00	Computer	Elo	+/-	Games	Pos	Human/Games		
173	1	KASP TRAVEL CHAMPION	1984	34	187	48	1864	2	
172	4-	MEPH N4/5	1976	8	2928	49	2016	97	
171	2	MEPH MODENA	1975	19	564	50	2074	8	
171	2+	MEPH SUPERMOND2/MCARLO4	1973	29	253	51	2040	176	
170	3-	NOV SUPER FORTE-EXP A/6	1964	12	1325	52	2046	10	
168	2	MEPH MONTE CARLO	1950	28	262	53	2016	98	
168	5-	KASP GAL/REN C/8	1949	26	313	54	1956	155	
167	2	CKG SPHINK/4	1941	9	2170	55	1890	15	
167	4	CONCH PLY-VICTORIA/5.5	1939	16	825	56			
167	2	KASP TURBOKING2	1938	15	915	57			
167	3-	FID MACH2A	1936	25	338	58	1918	35	
164	5-	NOV EXPERT/6	1919	31	222	59	2036	22	
163	3-	NOV SUPER FORTE-EXP A/5	1911	12	1493	60	1836	29	

RATING LIST (c) Eric Hallsworth. PC PROGS NS/49 29 Nov 1993									
BCF	E'00	Computer	Elo	+/-	Games	Pos	Human/Games		
223	1	MEPH GENIUS2 486-PC	2465	31	217	1	2265	5	
229	10	CMACHINE THE KING2/30-PC	2435	20	506	2	2435	6	
226	10	CMACHINE GIDEON3.1/30-PC	2413	25	324	3			
223	1-	CHES GENIUS1 486-PC	2391	13	1110	4	2324	44	
223	1	HIARCS2 486-PC	2384	41	125	5			
221	10	CMACHINE GIDEON3.0/30-PC	2375	28	272	6	2295	6	
221	1	CHESMASTER 4000 486-PC	2374	78	35	7			
220	1-	M CHES PRO 486-PC	2367	14	1055	8	2172	14	
213	3+	CMACHINE GIDEON2/15-PC	2346	29	244	9			
209	1-	M CHES 486-PC	2304	14	1061	10	2275	21	
208	1	FRITZ2 486-PC	2278	17	735	11	2255	63	
208	3+	CMACHINE THE KING1/15-PC	2270	19	562	12	2257	22	
207	1	HIARCS2 386-PC	2270	15	951	13	2232	17	
204	1-	ZARKOV2 486-PC	2259	53	76	14			
201	1-	PSION2 486-PC	2234	22	440	15	2131	16	
200	1	M CHES PRO 386-PC	2210	51	81	16	1870	1	
199	1-	M CHES 386-PC	2202	32	206	17			
199	1	SARGON5 486-PC	2196	13	1275	18	2155	153	
199	1	SOCRATES3 486-PC	2195	58	64	19			
198	1-	HIARCS1 486-PC	2192	83	31	20	2305	6	
195	1-	REX 486-PC	2184	28	259	21			
195	1-	FRITZ1 486-PC	2176	30	226	22	2208	24	
195	1	KASPAROV GAMBIT 486-PC	2166	26	299	23	2213	6	
192	1	FRITZ2 386-PC	2162	94	24	24			
190	1-	CHESMASTER 3000 486-PC	2141	32	206	25			
190	1-	M CHES 286-PC	2125	33	197	26	2086	6	
187	1	SARGON5 386-PC	2121	19	598	27			
187	1	ZARKOV2 386-PC	2103	69	45	28			
186	1-	HIARCS1 386-PC	2097	18	620	29			
185	1	C-CHAMPION 2175 486-PC	2095	45	106	30			
185	1	FRITZ2 286-PC	2086	42	119	31			
185	1		2085	82	32	32			