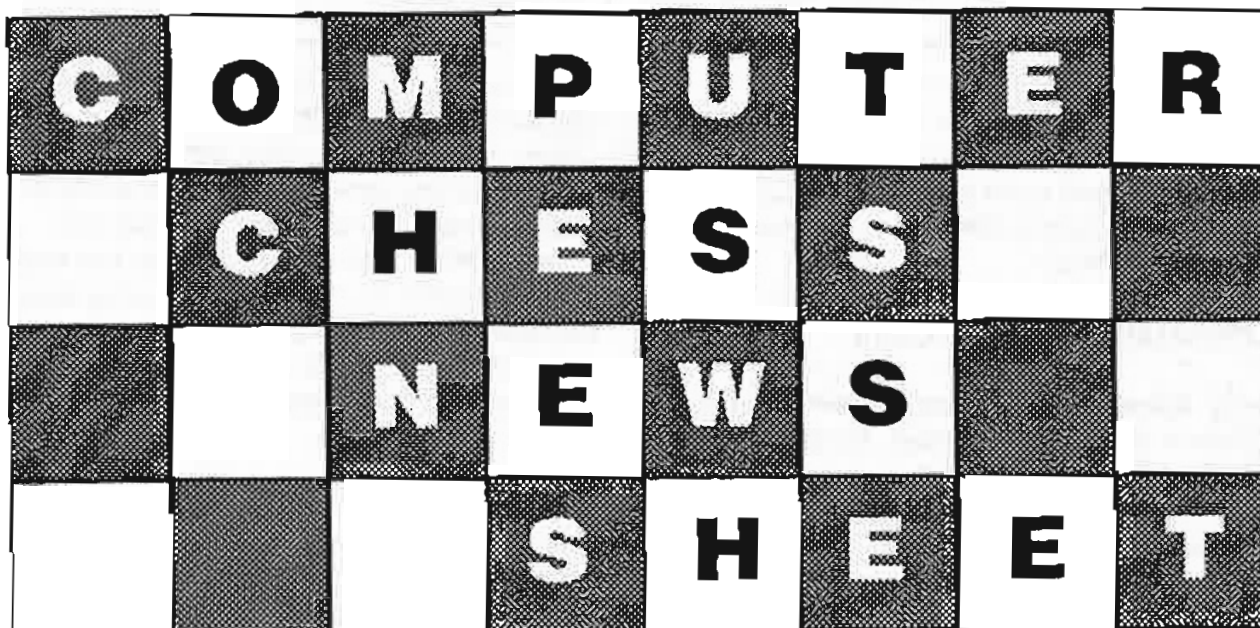


Computer Chess NEWS SHEET 50

Feb-Mar 1994 £3.50



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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.

CONTENTS

- 2 **NEWS and RESULTS:** COMPUTER CHESS REPORTS - NOVAG RATINGS and the CRA TESTS - PC's and PENTIUM Chips - Readers RESULTS - STRATEGY Tests - SHUFFLE Chess
- 9 Munich **WORLD CHAMPIONSHIP** - GAMES
- 19 **PC PROGRAMS** - UPDATE and NEW Program info
- 22 Graham WHITE and the **GENIUS2 PC 'Master Book'**!
- 25 **CORRESPONDENCE** Chess
- 26 **JUST BEFORE THE FLAG FELL** - Late News - The BIG Takeover!
- 27-28 **RATING LISTS**

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NEWS and RESULTS from around the World

With the NEWS Columns in NS/49 largely giving up their space to the 28 page ANNUAL REVIEW, there is plenty to catch up on this time! I will try and cover as much as I can in brief - in some case fuller reports with games will appear in NS/51.

COMPUTER CHESS REPORTS

Larry Kaufman's popular Review reached me late in 1993 and, as always, contains much of interest. He concedes that more has happened on the PC-program front than elsewhere, and the range of competing Software presents new purchasers with an almost mind-boggling choice.

NEW MEPHISTOS

He mentions 4 new MEPHISTO models at the top end of the range: an UPGRADE for the BERLIN, which he believes will be a 68020 version; an UPGRADE for Mephisto RISC 1MB; and a new 68030.

Thus far only the latter, the **GENIUS2 68030**, has appeared in Britain, and up to now in very small numbers. This is apparently due to the fact that there has been a compatibility problem with some boards where owners are upgrading from an earlier module.

Basically, however, the GENIUS2 68030 is available in or for either of Mephisto's 'upgradeable' boards, the Exclusive and Munchen. With ALL of the features of the VANCOUVER 68000/68020 programs, a slightly bigger and updated Opening Book, the GENIUS030 runs on a 33.33MHz processor with 768K RAM for Hash Tables.

As an UPGRADE the MODULE SET costs £999 [less some part-exchange allowance]. At the time of writing Mephisto are in the process of sending over the components we need to effect board changes where necessary. After that, hopefully, sales will boom. The GENIUS030 NEW is £1375 in an EXCLUSIVE board, and £1545 in the MUNCHEN.

These prices are little different than those which applied to the VANCOUVER as a 68020 at just 12MHz some 2-3 years ago, yet we have Richard Lang's very latest program in Hardware running about 4 times faster than the 'old' Vancouver020! it is likely to achieve just over 2400 Elo points so, with all of the usual features associated with Richard Lang's programs, this is the best wood-board value ever produced by Mephisto and challenged only by the TASC R30.

Whether there will be enough results in to include the GENIUS2 030 in the Rating List yet seems doubtful, as I only have 3 readers doing tests at the moment. However the Rating is forecastable as its speed will be around 60-65% of that of the PC GENIUS2 on a 486/66DX2. This means it should be within 40 or 45 Elo points of same, if not nearer... so my forecast is an NS Rating of around 2410-2415.

Current scores in are:

From Gerald MURPHY it leads 5-3 over Mephisto RISC 1MB

From Pete BLANDFORD it leads 4½-1½ over Meph RISC 1MB

From Chris BOOTH it leads 1½-½ over Kasparov RISC 2500-128K

The **BERLIN2** is rumoured to be 'at hand'... and I also hear the 68020 processor will be a fast one - probably 24MHz [or 25MHz says Larry in CCR]. This is likely to put it ahead of the RISC 2500-128K on the Ratings and, if the price stays close to £400 as I have been told, the Mephisto quality and the extra features [e.g analysis available whilst in monitor mode and 50 game storage], will make it my choice for 'best buy' in the top press sensory range.

At this stage I am not sure whether existing BERLIN owners will be able to upgrade, in view of the fact that it is an internal program AND processor change. Certainly the program chips are easy to swap, but I don't know about the processor.

The **RISC 1MB upgrade** apparently reached

Sweden in early December, but the PLY Magazine folk there tell me there were immediate problems and all units were returned to Germany from where no further news was forthcoming until last week! I hear a second supply has now reached my friends at PLY, so we may soon know what to expect. It was not originally thought that the Upgrade would give much above 25 Elo extra, but now I think we should 'wait and see'.

CCR also refers to the new wood Mephisto **MONTREAL**. At £399 in Britain it represents excellent value in my view for anyone who wants to play on a 'proper' wood board etc. and have the added ease of LEDs on every square. The program is the very latest 68000 version prior to the introduction of hash tables by Richard Lang, so it will be similar to the ROMA 68000.

NOVAG RATINGS

Larry here refers to the NOVAG **RUBY** and **EMERALD** and their C.R.A Grading Test in the States. The adverts over here show the achievement at 2203 USCF, with a conversion figure given as 188 BCF after correctly making a deduction to convert the higher USCF figures to Elo. The deduction I recommend is 100, and that is the figure which has been used, though some argue well that it should be 120.

However Larry's report quotes the result as being 22 less at 2181 USCF, and we also learn that it was an Action Rating, not 40/2, an important point which is not mentioned in British adverts! I deduct 80 Elo for Action Chess (and 160 Elo for Blitz), so 2181 - 80 (Action) - 100 (USCF->Elo) = 2001 Elo = 175 BCF! Mmm?! Why not turn to the back page NS RATING LIST right now, and see where it is on same?! QED.

Despite all that, let's admit fairly that both the £99 RUBY (especially) and £149 EMERALD are good value. Larry considers the slightly less-expensive h8-chip models, JADE and ZIRCON, to be significantly weaker - however the JADE is a plug-in portable rather than calculator style and some folk, like me, prefer that for travelling.

SAITEK PROGRESS

In the CCR discussion on Saitek's latest models

there is some uncertainty as to why the Spracklens' **SPARC** program isn't producing better results than it is. Note that a 20MHz SPARC is about the equivalent of a 30MHz RISC (e.g the TASC R30). Also there is a genuine 100,000+ position Opening Book, a 256K program which implies much extended chess knowledge, and 1MB RAM for fast hash tables, so the performance speed on tactical positions comes out less well than expected.

The CCR view is that the Spracklens' have stuck fairly close to their old brute force methods despite the apparent injection of some help from Franz Morsch, and the conservative selectivity fails to get it through the plys at the speed you'd expect. Overall it appears to be about the same strength as the RISC 2500-128K.

Larry remains impressed with the **RISC 2500**, but notes in CCR that production defects crept in during mid-1993 rather tempering his enthusiasm. On this subject I noted that the 512K upgrades, when they were finally sorted out (though shipment to us of supplies remains sadly slow), had a 100pF capacitor fitted to one of the 4 x 128K RAM chips. This seemed to be the solution to the 512K problem and I believe that a similar pF capacitor is now fitted to one of the 4 x 32K chips in the 128K version.

Finally on the dedicated boards and the Kasparov machines specifically, Larry refers to the excellent tactical abilities of the h8 system **TRAVEL CHAMPION** and slightly faster still **GK-2000** - 'tactically superb but positionally primitive' is Larry's view, but he still views them as well worthwhile and good value amongst the medium strength machines. Indeed I was rather taken to task by Andy Roland of Contemporary Games plc for not having the GK-2000 higher in my 'highly recommended' choices in Issue 49's ANNUAL REVIEW (it came second). Re-considering the NS Rating it has and the presence of the display (my own favourite feature improvement in the past 5 years), I conclude that first place might well have been deserved if I had the job to do again.

PC PROGRAM COVERAGE IN CCR

As I have done a brief report on the latest programs and upgrades elsewhere in NS I will not

'pinch' any of CCR's coverage of specific programs, though I will make obvious use of Larry's comments regarding his own SOCRATES program in that discussion re both Socrales and KASPAROV'S GAMBIT.

However the question of **PENTIUM processors** is beginning to arise more often in conversation. As I am not at all likely to be buying one in the near future (!) I am not immediately in position to make clear recommendations or comments myself. So I quote Larry's views from his knowledge of the subject:-

"As for the future we can expect another jump in strength when today's programs are run on the new Pentium based machines. We timed three of our chess programs on a new 60MHz Pentium machine and got an average speed-up over a 486dx/50 or 486dx2/66 (approx. equal at 75-80CMHz, Eric) of about 1.6 to 1, which should add 40 points to the ratings. The more expensive 66MHz Pentium machines should add another 10 points".

"Another jump can be anticipated when programs are written and/or compiled for the Pentium specifically", he concludes.

Whilst on this subject I HAVE been reading the Reviews of Pentiums in various PC Magazines. A notable comment was spotted in the January PERSONAL COMPUTER MAGAZINE Cover Story by Paul Bray, in which he says... "Frankly, we were disappointed". Later in the article he comments: "As for the name, Intel deliberately chose not to use a number (586 would have been more logical) so that it could retain copyright over the name. According to Viglen, although manufacturers can badge a machine as being fitted 'with Pentium CPU', they can't just slap a Pentium label on the front... so what we got were machines that looked little different from a high-end 486 PC, EITHER INSIDE OR OUT" [capitals added by me].

The remainder of CCR was taken up with their Rating List, some light coverage of SHUFFLE Chess, CHINESE Chess, a few games (including one or two from earlier Issues of NS and from the Uniform Platform Tournament won by HIARCS - see NS/48), some new Positions to Test and Rate

Computers, made up of 12 Positional Problems, 14 Combinational and 10 Endgames, and a critical discussion of the CRA (Computer Rating Agency) Tests.

I will look through the newest CCR positions, alongside one or two other 'new sets' which have come my way recently, and put whichever looks best into NS/51.

THE CRA TESTS

Regarding the CRA Tests, the Article in COMPUTER CHESS REPORTS by Phil Klett is concerned about the muddying of the waters caused by the offer of the Computer Rating Agency to give a 'certified' rating at either Action chess (game in 30) or Tournament chess (40/2).

The Manufacturer can suddenly have a choice, a possibility only recently introduced as all tests used to be at 40/2 to gain a 'certified' rating. Most now choose Action chess and then simply quote the earned rating as 'CRA certified' - which it is of course - but ignore reference to the game in 30 element. It seems this is even more rife in the USA than elsewhere!

The Computer-buying public is pretty well aware that he should always deduct some 80 Elo from Action chess ratings to obtain an equivalent Tournament Rating, and he will... providing he is told!

The original purpose of the CRA Tests, under USCF auspices, was to:

- [a] Negate the tremendous exaggerations promulgated by Manufacturers and dealers;
- [b] To supply the potential customer with accurate information which would assist him in making the right computer choice.

The USCF then barred the claiming of ANY ratings in its publications by ANY advertiser, unless the rating was CRA 'certified'. This sounds extremely fair, but the USCF (which SELLS Chess Computers!) assigned itself as the sole organisation responsible for the 'official' ratings, and charges a not inconsiderable sum for the Rating Test so that few machines have ever been tested.

A naturally inescapable human assumption is that a Computer WITHOUT a Rating MUST be inferior [otherwise the Manufacturer would surely have got it rated!], but the fact is that Chess Computer Manufacturers haven't always got as many \$\$\$ to throw around as some would like to think. The confusion caused by allowing two different standards for the tests and then allowing them to be advertised without distinction has actually added to the confusion rather than removed some of it.

Generously, when suggesting that the consumer's best interests are only served by getting the Ratings from a comprehensive and fairly based Rating List, where the Computers are tested under EQUAL conditions, CCR suggests people would do better by checking the 'Eric Hallsworth list'!

NS READERS' RESULTS

From **Jeremy DEANE**

CM4000 486/66 7½-2½ Meph VANCOUVER020

From **Jurgen FAAS** [all at 40/2]

HIARCS2.0 486/50 1½-2½ GIDEON3.1/30

HIARCS2.0 486/50 1½-2½ M CHESS PRO3.5 486/50

HIARCS2.0 486/50 2-2 NIMZO 486/50

M CHESS PRO3.1 486/50 1½-4½ Meph GENIUS2 486/50

Meph GENIUS2 486/50 11-9 The KING2.0/32-PC

Meph GENIUS2 486/50 6-0 SOCRATES3 486/50

M CHESS PRO3.5 486/50 2½-1½ CM4000 486/50

M CHESS PRO3.5 486/50 2-2 Meph GENIUS2 486/50

NIMZO 486/50 5½-22½ Meph GENIUS2 486/50

From **Roy THOMAS** [at 40/2]

Tasc R/30 6-0 Meph RISC 1MB

From **Bill NEWTON** [at 40/60]

Tasc R/30 5½-4½ GENIUS1 486/66

[In a series of Blitz and G/30 games, the GENIUS1 won 10½-9½]

Tasc R/30 3-7 M CHESS PRO3.1 486/66

[In a series of Blitz and G/30 games, the R/30 won by an astonishing 15½-4½]

From **Frank HOLT**

As usual Frank used various Time Controls and Playing Styles. Here are the results at time controls of at least 1 min per move [i.e. NS Ratings List acceptable], categorised under the R/30 playing styles.

Tasc R/30 offensive 6-4 Meph RISC 1MB

Tasc R/30 active 5-5 Meph RISC 1MB

Tasc R/30 normal 6½-3½ Meph RISC 1MB

Tasc R/30 solid 7-3 Meph RISC 1MB

Tasc R/30 defensive 6½-3½ Meph RISC 1MB

Frank has sent me a sample of the games, and I will try to include some next time as they are well worth playing through.

From **Gary SEDMAN**

CM4000 486/33 6-4 Meph LYON020

From **Colin NEWBY**

Meph BERLIN 3-7 Kasp RISC 2500-128 [G/60]

[In a series at 30 secs per move, RISC 2500 won 12½-7½]

From **Javier ROS PADILLA**

This is a result he sent me towards the end of last year from the October 1993 MARCHENA ACTIVE [G/30] OPEN in which he entered his Chess GENIUS1 on a 386/40.

Indeed the GENIUS1 won the Tournament with 6/7. Also on 6 was IM Alexander VEINGOLD [2465 Elo], but GENIUS1 was awarded the Title on Total of Opponents' Scores.

It's successes included victories over Augustin LUQUE GARCIA [2345] and Anton RODRIGUEZ AGUILERA [2300], plus draws with 2nd placed Alexander VEINGOLD and 3rd placed Kai BJERRING [2360].

At the start of the Final Round BJERRING led with 5½, followed by GENIUS1, A VEINGOLD, Juan RODRIGUEZ AGUILERA [2245] and Oscar CASTRO, all on 5. When BJERRING lost to VEINGOLD, GENIUS1 had its chance of 1st place... if it could beat another of those placed joint 2nd!

J R AGUILERA (2245) - GENIUS1 386 (2350) Marchena Open G/30, 1993

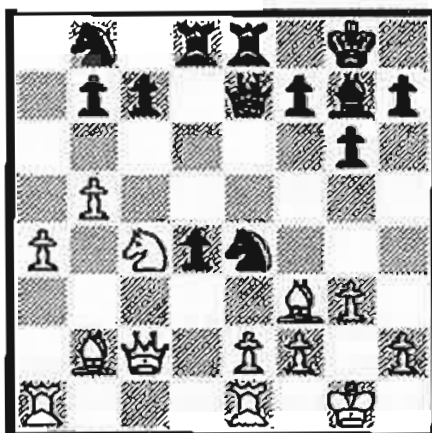
1.a3!?

[Forgive me, but I cannot help smiling at such suspicion!]

1... g6 2.Nf3

[Of course GENIUS1 is now out of Book, which is what White wanted]

1... Nf6 3.b3 Bg7 4.Bb2 0-0 5.d3 Nc6
6.Nbd2 d5 7.c4 Bg4 8.g3 Qd7 9.Bg2
Rad8 10.0-0 a6 11.Re1 d4 12.b4 e5
13.b5 axb5 14.cxb5 Nb8 15.a4 Rfe8
16.Nc4 Bxf3 17.Bxf3 e4 18.dxe4 Nxe4
19.Qc2 Qe7



20.Na5

[20.Ba3 first, then Qe6 21.Na5 is preferable]

20...b6 21.Nb3?

[21.Nb7! must be played surely, otherwise his 20.Na5 was pointless. After 21.Nb7 Rd7 22.a5 is okay I think]

21...Ng5 22.Bg2 d3 23.exd3

[Or 23.Qc1]

23...Qxe1 + 24.Rxe1 Rxe1 + 25.Bf1
Bxb2 26.Qxb2 Rxd3 27.Kg2 Rdd1
28.Nd2 Nd7 29.h4?!

[29.f4 seems better]

29...Ne6 30.Bc4 Ne5 31.Nf3?

[Miscalculating the material result of the exchanges. 31.Bf1 Ra1 32.Qc2 was expected, and retains some drawing chances]

31...Nxc4 32.Qf6?

[Typical 2-in-a-row panic... on which subject I have commented many times! 32.Qa2 Nd6 33.Nxe1 still retained some chances]

32...Ne3 + 33.fxe3

[33.Kh3 Rh1 + 34.Nh2 Rxh2 + 35.Kxh2 Ng4 + wins the Queen and the game]

33...Re2 + 34.Kh3 Rh1 + 35.Nh2

[35.Kg4 h5# matel!]

35...Rhxh2 + 36.Kg4 h5 + 0-1

SCHACH & SPIELE MAGAZINE - GERMANY

Due to an addressing error, which results in my Schach&Spiele now visiting parts of the USA before it reaches me, I am only just reading through the Aug-Sep and Oct-Nov Issues.

The quality continues to be first class, and covers a wide range of subjects from which, in the main, I can only fully comprehend the Games and Results included. Amongst the results are:-

Tasc R/30 6-4 Meph VANCOUVER 68020 [40/2]

Tasc R/30 7½-4½ Meph RISC 1MB [40/2]

Tasc R/30 8-2 Novag SCORPIO [40/2]

Tasc R/30 8-2 Fid MACH4 68020 [40/2]

Tasc R/30 8½-1½ Novag SUPER EXPERT C/6 [40/2]

Tasc R/30 8½-1½ Meph ROMA 68020 [40/2]

Tasc R/30 7½-2½ Mephisto MM5

FRITZ2 486/33 2-8 Meph VANCOUVER020

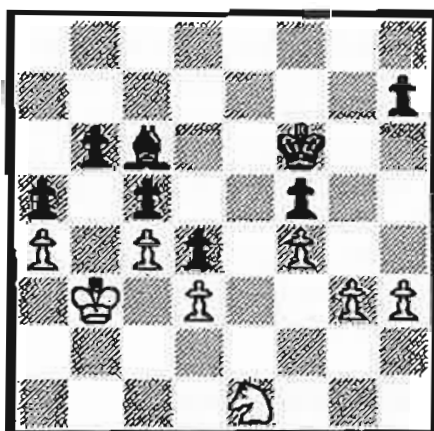
FRITZ2 386/25 1½-4½ Meph VANCOUVER020

FRITZ2 386/25 4½-1½ Meph POLGAR

There is a splendid-looking **STRATEGY TEST** comprising 24 positions and in which the Computer is set to 40/2 and actually tackles finding not only the IMMEDIATE move but the NEXT FEW moves of the continuation, scoring points for all it finds. Thus it may miss the first move but can still pick up points for finding later ones so that its overall quality [or otherwise!] of chess knowledge and strategical simulation can be assessed. Some positions are tested for 3 or 4 moves, others for 8 or 9... and some are pretty hard. The programs I've tested on a couple of the hardest-looking ones only scored points towards the end.

Finding room in a future NS for these positions will be a challenge, but I will try to do so as I have enjoyed those I've looked at so far - as a

taster here is one from a SMYSLOV-TAL game which I found quietly interesting.



Theme: Black, to play, needs to attack the h3/Pawn to force h4 and create an entry route for his King.

- 1... **Be8** [4 pts]
- 2.Ng2 **Bh5** [1 pt]
- 3.Kc2 **Be2** [2 pts]
- 4.Ne1 **Bf1** [2 pts]

The Test assumes all the programs will have got it by now, and offers no more points! But there's quite a bit more to be found yet, as I see it.
After:-

- 5.h4 **Be2** [The Bishop has done its first job - move the h3/Pawn to create a hole at g4]
- 6.Kd2 **Bg4!** [Watching over the e2 square to stop Black's King coming over to the King-side. But not 6...Bh5 blocking his own King's entry route]
- 7.Kc1 **Kg6!**
- 8.Kc2 **Kh5!**

I'm sure the Computers will all have it by now - Black can play next either Bf3 and then the return to Bc6 to win the now-neglected a4/Pawn; or Bh3 and Kg4, depending which way White chooses with his 9th. move to go with his King

PHOTOGRAPHS

Another benefit of Schach&Spiele which I can appreciate are the occasional photographs of new products. On the cover of the Oct-Nov Issue is a picture of the Mephisto GENIUS2 which played in the Munich World Championships - i.e NOT a commercial 68030, but one with a full-width front drawer containing a large display under which is

an 80486 Processor running, reputedly, at 66MHz. There is actually a slot at the very front of the drawer into which ones GENIUS2 floppy PC disk is inserted. My understanding is that around 15 of these have been made for commercial sale, thus legitimatising its presence as the Mephisto entry in the Munich Manufacturers' Section.

What did you say? Oh... the price?! Around £9,999 I think.

SHUFFLE CHESS

Schach&Spiele, like CCR, also has an article on this version of the game, which BOBBY FISCHER is strongly in favour of. Will it catch on better than the 'Fischer Clock', which I thought was both an ingenious and effective idea, and interesting to use in play?!

The purpose of Shuffle Chess is to get rid of memorised openings and deny the opening theorists their hard-earned advantages by 'shuffling' the pieces on each players' first rank to create a potentially vast range of new starting positions. I'm not sure, but I THINK the Kings stay on e1 and e8, I BELIEVE that Bishops are 'forced' onto opposite coloured squares, and I PRESUME castling is not allowed. Apart from whichever of those provisions, the pieces for White's back rank are 'shuffled' and placed, and then Black's pieces are set-up to be exactly opposite White's. Thus there are no 'lucky' advantages to be gained from the shuffling.

Bobby Fischer believes this will make it harder for Computers to beat him!

Others might consider the opposite more likely to prove true, expecting that humans will be somewhat disorientated by their unfamiliarity with the positions which arise, and find opportunities to play 'natural' moves rarer particularly in the early part of many games. Of course this is something which doesn't affect Computers at all as they will simply think they are 'out of Book' a bit early!

Readers might fancy trying the idea out on their own Computers, which are easily changed by applying the POSITIONS SET-UP procedure to

the start position and putting the pieces on their different squares where applicable.

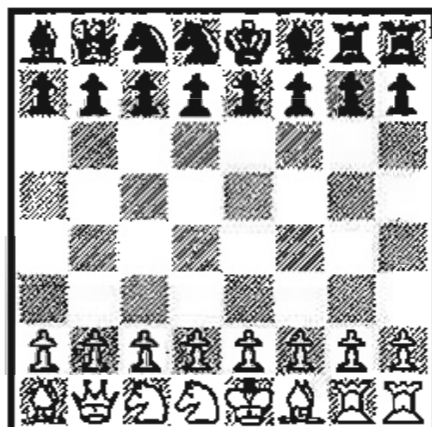
In the meantime Schach&Spiele have 2 games between FRITZ2 and JOHN SPEELMAN, with White's back rank reading: BQNNKBRR. Neither the Time Control nor Hardware Data for the PC used are given, that I can see.

Speelman played White in game 1 and won, mating the Computer in 33 moves.

Game 2 used exactly the same starting position but with Fritz2 as White. This ended with mate on move 37, with Speelman again the winner. The difference in their choice for opening development was immediate in both games - as both White and Black, Speelman's first move was with the b/Pawn to release the Queen and Bishop.

FRITZ2 however pursued immediate central control and, in game 1, NEVER gets to move his b7/Pawn at all... nor therefore his a8/Bishop. In game 2 he plays b3 only at move 11.

Have a look for yourself - to make sure you're set up correctly, here is the starting position:



JON SPEELMAN - FRITZ2.

Shuffle chess game 1.

1.b3 d5 2.c4 dxc4 3.bxc4 Nc6 4.d4 Nd8 5.e3 g6 6.h4 Bg7 7.h5 c6 8.Nc3 f5 9.g4 e6 10.Nd3 Nd6 11.h6 Bf8 12.Ne5 N6f7 13.Nxf7 Nxf7 14.g5 e5 15.dxe5 Nxe5 16.Be2 Bc5 17.Na4 Qd6 18.Nxc5 Qxc5 19.f4 Nxc4 20.Bd4 Qa5 + 21.Kf2 Nd6 22.Bf3 Qd2 + 23.Kg3 Qa5 24.Rd1 Nb5 25.Bf6 Qb6 26.Qb2 Nd4 27.Qxd4 Qxd4 28.Rxd4 a5 29.Rhd1 Rg7 30.hxg7 Rg8 31.Rd7 Rxg7 32.Rxg7 h5 33.Rd8 mate. 1-0.

FRITZ2 - JON SPEELMAN.

Shuffle chess game 2.

1.d4 b6 2.e3 c5 3.Bd3 e6 4.c3 g6 5.Nb3 d5 6.Bb5 + Bc6 7.Bxc6 + Nxc6 8.e4 c4 9.Nd2 N8e7 10.exd5 exd5 11.b3 Bh6 12.Ne3 b5 13.Qc2 f5 14.Bb2 Kf7 15.Ba3 Re8 16.Nf3 Ng8 17.Kd1 Nf6 18.Re1 Bxe3 19.Rxe3 Rxe3 20.Ng5 + Kg7 21.fxe3 Re8 22.Qd2 h6 23.Nf3 Ne4 24.Qe1 a5 25.bxc4 bxc4 26.Kc1 Qb5 27.Rf1 Rb8 28.Bb4 axb4 29.Qe2 bxc3 30.Qc2 Qb2 + 31.Qxb2 Rxb2 32.a3 Na5 33.g3 Nb3 + 34.Kd1 c2 + 35.Ke2 c1 = R + 36.Nd2 Rxd2 + 37.Kf3 Rxf1 mate. 0-1.

Readers' thoughts, and SHUFFLE chess games against their Computers would be of interest!

PLY MAGAZINE - SWEDEN, and PC SCHACH MAGAZINE - AUSTRIA

Both Magazines continue in regular production and provide excellent coverage in a generally similar format to my own, though with more contributors. Only lack of space deprives us of a few excerpts from their news, though the following Tournament Table from PC SCHACH is included as it is certainly of some significance:

TOURNAMENT run by M.MEILER. [60/1 hour]

	MR	F2	KR	MPR	POL	FD	NSF	
1 Meph RISC 1MB	*	4	6	8	9	8½	9	= 44½
2 FRITZ2 486/66	6	*	4	8½	8	8	8	= 42½
3 Kasp RISC 2500-128	4	6	*	7	8	7½	9½	= 42
4 Meph PORTOROSE 68000	2	1½	3	*	6½	5½	8½	= 27
5 Meph POLGAR	1	2	2	3½	*	6½	6½	= 21½
6 Fid DESIGNER 2265/MACH3	1½	2	2½	4½	3½	*	5	= 19
7 Novag SUPER FORTE C/5	1	2	½	1½	3½	5	*	= 13½

World Computer Champs Munich 1993 - GAMES!

9

This GAMES SELECTION, from the 1993 WORLD CHAMPIONSHIPS, is bigger than the usual NS games coverage. The reason is simple - there is some GREAT chess on the following pages, do play through these games! Munich had some high class programs running on the most powerful hardware ever, and produced much subtle, clever and occasionally mind-boggling stuff.

KEY

[X00] the ECO code

S 0-9 Round in the Software Section

M 0-9 Round in the Manufacturers Section

HIARCS - MIRAGE

[D36] S1

**1.d4 Nf6 2.c4 e6 3.Nc3 d5 4.Bg5 Be7
5.cxd5 exd5 6.e3 Nbd7 7.Bd3 0-0
8.Qc2 c6 9.Nf3 Re8 10.0-0 Nf8
11.Rab1 Bg4 12.Ne5 Bh5 13.b4 Bd6
14.f4 h6 15.Bh4 Be7 16.Bf5 N6d7
17.Bxe7 Qxe7 18.b5 Nxe5 19.fxe5
Reb8?**

[19...f6 20.Nd1! fxe5 21.bxc6 bxc6 22.Qxc6
Rad8 may also favour White very slightly]

20.e4 Ne6 21.Qd2 dxe4?

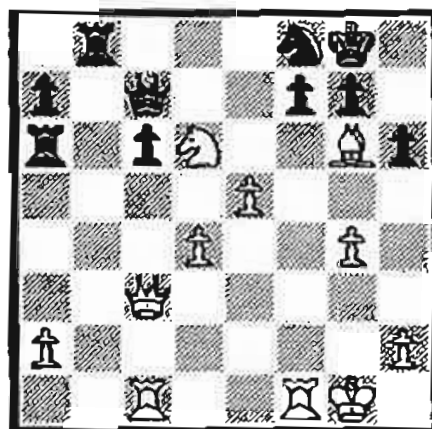
[Gives White the centre and excellent
attacking chances]

**22.Nxe4 Nf8 23.bxc6 bxc6 24.Rbc1
Rb6 25.Nd6 Qc7 26.Be4 Rab8 27.Qc3
Ra6 28.g4 Bg6**

[Maintaining protection of the threatened 17. If
28...Bxg4? 29.Qc4! and the combined threats of
Qxa6, and Rxf7 attacking the Queen and
threatening a destructive discovered check,
cannot be met]

29.Bxg6

[See Diagram at the top of next page. Black
resigned here, perhaps a touch generously?!
The HIARCS eval. was a healthy +328 ->
Nxc6, and the game might have continued:
29...Nxc6 30.Qc4 Qb6, and now not 31.Rxf7??
Nxe5! Therefore 31.Qxf7+ Kh7 32.Qf2 Rf8 and
the game is nearly but not quite over yet] 1-0



ULYSSES - QUEST

[D02] S1

1.d4 d5 2.Nf3 e6 3.g3 Nf6 4.Bg2 c6

[QUEST/Fritz2 - from the ChessBase
opening book specialists - exits here, well
before its opponent]

**5.c4 dxc4 6.Ne5 Bb4+ 7.Bd2 Qxd4
8.Bxb4**

[ULYSSES exits its Book here, apparently
leaving itself with material problems]

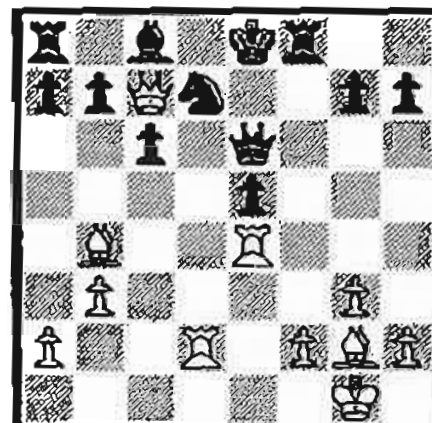
8...Qxe5 9.Na3 Ne4

[9...Qxb2? 10.Rb1 Qxa2 11.Qd6! winning]

**10.Nxc4 Qb5 11.Nd6+ Nxd6
12.Qxd6 Qg5 13.Rd1 Nd7 14.0-0 Qf6
15.Rfe1 e5 16.Qc7 Qe6 17.b3 Rf8?!**

[A most unexpected attempt by QUEST to
free his position. ULYSSES leaves the
opportunity to exchange hanging]

18.Rd2 f5 19.e4 fxe4 20.Rxe4



20...Qf5??

[I'm not with this one at all. My FRITZ2 has Rf6 (or Rf5?! earlier, encouraging 21.Bh3!) which seems 'obvious'. E.g 20...Rf6 21.f4! Qf7 22.Bh3. Okay, so White is clearly winning, but I'm sure it's better than in the game]

21.Rxd7 Bxd7 22.Rxe5 + Qxe5

23.Qxe5 + [1-0. A disappointing start for the optimistic QUEST/Fritz folk, though ULYSSES continued to score quite well throughout the week].

TASC R30 - RISC 2500

[B34] M2

[On day 2 the R30 scored a massive 3-0 = 1 success over the RISC 2500, which put it in the driving seat in the Manufacturers Section. Here is the quickest of the 3 wins]

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Nxc6 bxc6 7.e5 Ng8 8.Bc4 Bg7 9.Bf4 Qa5 10.0-0 Bxe5 11.Bxe5 Qxe5 12.Re1 Qf4 13.Re4 Qf6 14.Re3 d5 15.Bxd5

[The R30's last Book move!]

15...Bf5?!

[And this is the 2500's final Book reply! If 15...cxd5 16.Nxd5 Qd6 17.Qd4 creates some interesting possibilities, well beyond the depth of my BCO and MCO]

16.Re6 Bxe6 17.Bxc6 + Kf8 18.Bxa8

[All forced and leaving White with a commanding position]

18...Nh6 19.Bd5 Nf5 20.Ne4 Qxb2 21.Bxe6 fxe6 22.g4 Nd6 23.Nxd6 exd6 24.Qxd6 + Kf7 25.Qd7 + Kf6 26.Re1 Qxa2??

[A gross blunder in practice, though typical of a computer to play the move that loses slowest even though it leaves the opponent only needing to spot a move most novices could find. Humans would certainly play for complications or tricks, in the hope of confusing the opponent. E.g 26...Qb6 27.g5 + Kxg5 28.Qe7 + Kh6 29.Re4 is equally destructive, but at least the opponent has had to seek out a couple of winning moves instead of being handed it on a plate.]

27.Qd4 + [1-0. The operators quickly recognised that the RISC had thrown any chances away with its 26th. move]

GIDEON PRO - NIMZO

[B84] S3

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.f4 e6 7.Be2 Be7 8.0-0 0-0 9.Be3 Qc7 10.Kh1 b5 11.Bf3 Bb7 12.e5 dxe5 13.fxe5 Nfd7 14.Bxb7 Qxb7 15.Qh5 b4 16.Nce2 g6

[Only now does NIMZO go out of Book - GP had finished at move 10, so here we have another example of the careful preparation that goes into these Championships]

17.Qf3 Qxf3 18.Nxf3 Nc6 19.Bf4 Rfd8 20.Ned4 Nxd4 21.Nxd4 Rac8 22.Rad1 Nb6 23.b3 Bc5 24.Nf3 Rxd1 25.Rxd1 Nd5 26.Bh6 Be3!

[Forcing the win of the c2/Pawn]

27.Bxe3 Nxe3 28.Rd3 Nxc2 29.Kg1 Na3 30.Rd4 a5 31.Rd7 Nb5 32.Ng5 Rc7 33.Rxc7 Nxc7

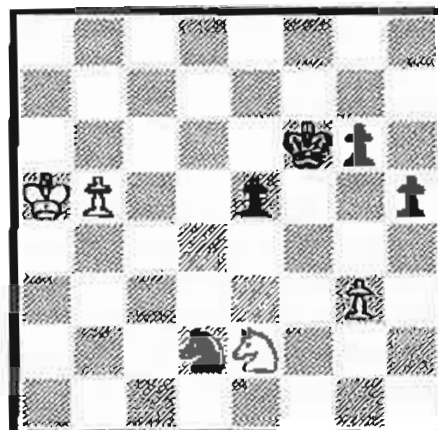
[The exchange of Rooks seems to settle it in Black's favour. However White fights back over the next few moves with good King centralisation minimising the advantage]

34.Ne4 Nd5 35.Kf2 Kf8 36.Nd6 Nc3 37.Ke3 h6 38.Kd4 Nxa2 39.Nc4 Ke7 40.Nxa5 Kd7 41.Nb7 Nc3 42.Kc5 Nd5 43.g3 h5 44.Nd6 Ke7 45.Nb5 f6 46.exf6 + Kxf6 47.Nd4 Ne3 48.Kxb4 Nf1 49.Ko5?!

[Making room for the advance of the Pawn, but the King is very badly placed on the edge of the wrong side of the board, as we will shortly see]

49...e5 50.Ne2 Nxe2 51.b4 Nf1 52.b5 Nd2!

[Diagram after 52...Nd2!]



53.Kb6?

[53.b6 Nc4 + 54.Kb5 Nxb6 55.Kxb6 Kf5 56.Kc5 g5 would be an interesting finish!]

53...Ke6 54.Kc7 Nc4 55.Kc6 Na5 + 56.Kb6 Nb3 57.Kb7 Kd6 58.Nc3 Nc5 + 59.Ka7 Ne6 60.b6 Nd8 61.b7 Nxb7 62.Kxb7 Kc5

[The difference between this and the alternative continuation via b6 at the Diagram is that White's King is well out of it here, and Black must win]

63.Ne2 Kd5 64.Ng1 e4 65.Kb6 e3 66.Kb5 Kd4 67.Kc6 Kd3 68.Nf3 e2 0-1

The following Round 3 game was played between two of the programs still on maximum points. HIARCS, running on a Sun Sparc, has a small advantage over the Pentium-gang, but is well out-speeded by the tournament favourite on its 150MHz DEC Alpha. Thus the bearing of the play show that it too is a contender for a top placing.

HIARCS - THE KING

[D21] S3

1.d4 d5 2.c4 dxc4 3.Nf3 c5 4.e3

[Both programs go out of their Books already - as HIARCS uses a much smaller Book, it wins a small 'moral' victory]

4...b5 5.a4 cxd4 6.Qxd4 Qxd4 7.Nxd4 b4 8.Bxc4 Bb7 9.Nb5 Na6 10.O-O Nf6 11.Rd1 e6 12.b3 Be7 13.Nd6 + Bxd6 14.Rxd6 Nc5 15.Bb2 0-0 16.Nd2 Rfd8 17.Rxd8 + Rxd8 18.Bd4 a5 19.Rd1 Nfe4 20.Nxe4 Bxe4

[It's all very even, but HIARCS now proceeds to outplay the DEC-Alpha 150MHz powered program, and it is well worth seeing how this happens]

21.Rc1 Nd7

[21...Nb7 may have been better, to maintain the Rook's pressure on the d-file.]

22.f3 Bg6 23.Bb5 e5?!

[Did THE KING miss the back-rank mate factor, seen at the end of the exchanges which follow? HIARCS had expected: 23...f6 24.Rc7 here, when e5 becomes more playable]

24.Bxd7 exd4 25.exd4 h6 26.Bb5 Rxd4 27.Rc8 + Kh7 28.Bc4 Bf5 29.Rc5 Be6 30.Bxe6 fxe6 31.Rxa5 Rd3 32.Rb5 Rxb3 33.Kf2 Rb2 + 34.Kg3 g5 35.Rb6 Kg7 36.Rxe6 Ra2 37.Ra6 h5 38.h4 gxh4 + 39.Kxh4 Rxc2 40.Rb6 Rb2 41.Kxh5 Kf7 42.Kg5

[Though HIARCS is reading +212, the ending cannot be won with correct play by The KING. We'll see just a few more moves... the draw was agreed at 56]

42...b3 43.f4 Rb1 44.a5 b2 45.Kf5 Ke7 46.a6 Kf7 47.a7 Ra1 48.Rb7 + Kf8 49.Rxb2 Rxa7 50.Rb8 + Kg7 51.Kg5 Ra5 + 52.f5 Ra7 [And there is nothing for HIARCS to try] 1/2-1/2

BOBBY2 had made a good start with 2/3, so the shortness of the next game was a surprise.

BOBBY2 - HIARCS

[B22] S4

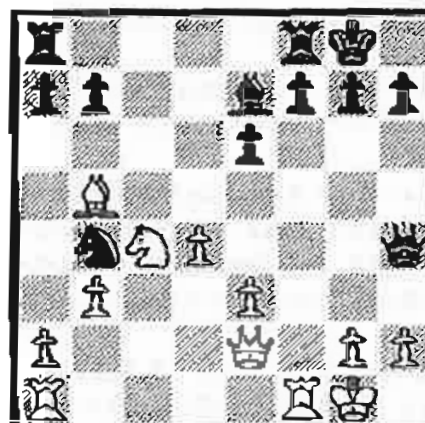
1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 e6 5.Nf3 Nf6 6.Na3

[Both Books end here]

6...Bd7 7.Nb5 Na6 8.b3 Be7 9.Bc4 Qe4 +

[In preparing HIARCS for its Version2 commercial release, some effort has gone into curbing the occasional over-enthusiasm of its Queen! As readers can see, this has not affected the program's positive outlook too much!]

10.Be3 Nd5 11.O-O Nxe3 12.Qe2 cxd4 13.cxd4 0-0 14.fxe3 Bxb5 15.Bxb5 Nb4 16.Nd2 Qh4 17.Nc4



[This endangers his Bishop by reducing its scope, as we shall see]

**17...Nd5 18.Rac1 Bg5 19.Rf3 a6
20.Bd7 Rad8 21.Ba4 b5 22.Rh3**

[In his attempts to delay the Bishop capture White only succeeds in digging a bigger hole for himself by encouraging a deadly attack on e3]

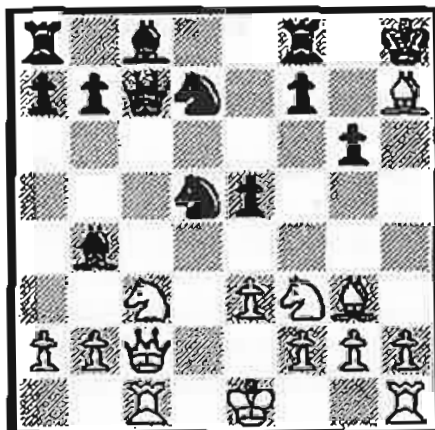
**22...Qe4 23.Rg3 h6 24.Rg4 Bxe3 +
25.Nxe3 Qxe3 +** [A great win against the program which finished 10th with 5/9] 0-1

QUEST has made a miserable start with 1/3, but starts its comeback in Round 4.

QUEST - CENTAUR

[D37] S4

**1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.Nc3 Be7
5.Bf4 0-0 6.e3 Nbd7 7.Bg3 Bb4 8.cxd5
Nxd5 9.Qc2 c5 10.Bd3 cxd4 11.Bxh7 +
Kh8 12.Nxd4 e5 13.Nf3 Qc7 14.Rc1 g6**



[Has QUEST/Fritz2 fallen into this simple trap? No - in fact despite the loss of the Bishop it considers that the damage done to Black's King protection is more than adequate compensation]

15.Bxg6 fxg6 16.Qxg6 Rf6?!

[16...Bxc3 + 17.bxc3 N5f6 is slightly better]

**17.Qh5 + Kg7 18.Nxe5 Bxc3 + 19.bxc3
Nc5 20.Qg5 + Kh7 21.Ng4 Nd3 +
22.Kd2 Qd8 23.Qxd5 Bxg4 24.Qxd3 +**

[And QUEST emerges 4 Pawns up!]

**24...Bf5 25.Qd4 Ra6 26.Ra1 Qg8
27.Qh4 + Kg6 28.e4?! Qd8 +**

[28...Rxa2 + 29.Ke3 Bd7 30.Rxa2 Qxa2 was

worth trying, though 31.Rd1! Be6 32.Be5 threatening Qf6 +! turns out excellently for White]

29.Kc1 Be6 30.f4 Qxh4 [CENTAUR's operators resigned after seeing their program make this exchange which obviously simplifies White's task altogether] 1-0

The almost unknown NIMZO has made a remarkable 3½/4 start, and shares the lead with GENIUS2 and HIARCS. So it's time we had a look at it in action.

HIARCS - NIMZO

[E32] S5

**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 0-0
5.a3 Bxc3 + 6.Qxc3 b6 7.Bg5 Bb7 8.f3
h6 9.Bh4 d5 10.e3 Nbd7 11.Bd3 Rc8**

[Opening Books are now ended]

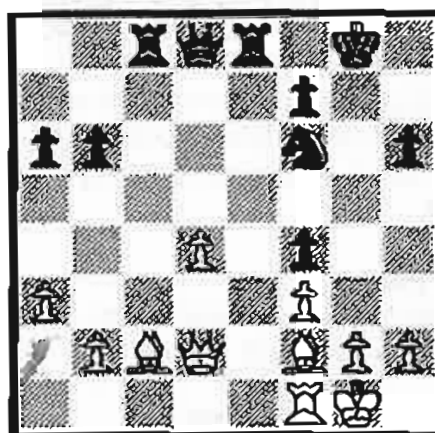
**12.Ne2 c5 13.cxd5 exd5 14.0-0 Re8
15.Bb5 g5 16.Bf2**

[This looks a most unpromising square for the Bishop to arrive on, but may in fact be the best in the circumstances]

**16...a6 17.Bd3 cxd4 18.Qxd4 Nc5
19.Rac1 Bc6 20.Bc2 Bb5 21.Rce1 Ne6
22.Qd2 d4?!**

[22...Qe7 looks better; or indeed Qc7 as expected by HIARCS]

**23.exd4 Nf4 24.Nxf4 Bxf1 25.Rxf1
gxf4**



[Here it all depends on how you evaluate the material imbalance. The Computer programs - including NIMZO and HIARCS here - consider White is as good as a Pawn up... but it soon

proves otherwise]

26.Bd3 Nd5 27.Bxa6 Rc7 28.Rc1?!

[The idea that you should exchange pieces when you have a numerical Pawn superiority doesn't necessarily hold good when the pieces also are materially imbalanced. 28.Bb5 Re6 29.Qd3 would do better, I think]

28...Rxc1 + 29.Qxc1 Ne3! 30.Qc6?!

[30.Qc3! ?]

30...Re6

[30...Re7! threatening Rc7 looks even stronger]

31.Qc3

[HIARCS, which has evaluated a healthy plus around +60 to +145 since move 23, now goes to a small negative]

31...Nd1 32.Qc8?!

[This could have been played 2 moves ago and without energising Black's pieces. Here perhaps 32.Qd2 Nxf2 33.Kxf2 Qh4 + 34.Kg1 holds near equality]

32...Qxc8 33.Bxc8 Re2 34.Bh4 Rxb2 35.Bf6 Ra2 36.Be5 Rxa3 37.Bxf4 Kg7 38.Bb7 Ra4 39.Bc6 Rc4 40.Bd5 Rb4 41.Be4 f6 42.d5 Rc4 43.Kf1 Nc3 44.Be3

[HIARCS was probably relying on the passed d/Pawn when playing this with a -95 evaluation. However Black's King can cope with the d/Pawn and the immediate Knight for Bishop exchange effectively ends White's hopes]

44...Nxe4 45.fxe4 b5 46.d6 Kf7 47.Ke2

[47.Bxh6? b4 48.Ke2 b3 and we see the King is too late]

47...Rxe4 48.Kf3?!

[I have not been able to work out why Kd3 wasn't better here - perhaps it is, but it is not like HIARCS to misplace its King at this point of the game without good reason, so I won't insist!]

48...Rh4 49.Kg3 Rc4 50.Bxh6 Ke6 51.Bg7 b4 52.d7 Rd4 53.Bh6 [HIARCS read -567 playing this, so Mark Uniacke generously resigned... I know a few folk who

would have played on now the Bishop can get back to c1, but it surely was lost unless NIMZO threw a fit] 0-1

Most of the games we cover involve the Tournament Leaders or the Commercially available programs, for obvious reasons. But here is the shortest game of the week, played between 2 mid-table performers.

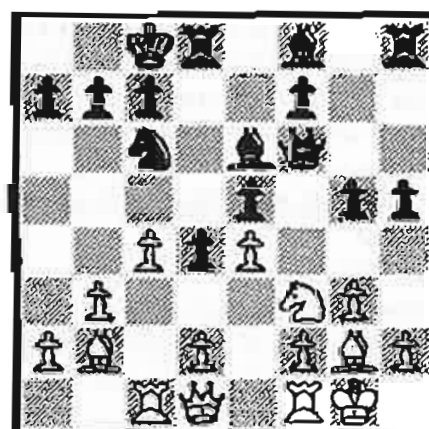
NIGHTMARE - SOS

[A01] S6

1.b3

[Immediately puts the apparently well-named S.O.S out of Book! However, S.O.S ended with 4/9, so it wasn't the weakest entry by a long way. The leaders almost never meet the real tail-enders, so we miss some of that fun!]

1...e5 2.Bb2 d6 3.g3 Nc6 4.Nc3 Nf6 5.Bg2 d5 6.e4 d4 7.Nd5 Be6 8.Nxf6 + Qxf6 9.Nf3 0-0-0 10.0-0 g5 11.c4 h5 12.Rc1



[Black has plenty of chances in this sharp position, in which complications abound]

12...d3?!

[12...Nb4 13.Ne1 Bc5 looks better, though 14.a3 Nc6 15.b4 Bf8 16.b5 Ne7 17.d3 holds close to equality for White]

13.c5 h4 14.b4 h3 15.Bh1 Bxa2?

[The prophylactic 15...a6 is sound enough, and Black probably retains some advantage due to the poor scope of the h1/Bishop.

If White still wants to play his b5 (the move that settles the game) then a4 must now come first. E.g after 15...a6 16.a4 Bg4 (g4? 17.b5! is

definitely good for White, Black needs to pin the Knight) 17.b5 Nd4 18.Bxd4 Rxd4 19.c6! It's nothing if not cheerfully complicated!!

16.b5! Nd4 17.Nxd4 exd4 18.Qa4! Be6 19.Qxa7 Qe5??

[19...c6 isn't going to help Black that much, of course, after 20.Qa8 + Kd7 21.Qxb7 + Ke8 22.Qxc6 + Rd7 23.b6 but it's better than...]

20.c6 mate in 5! 1-0

M CHESS PRO[X] has been rather quiet so far! It has 3½/5 from wins against 'unknowns' but a loss to GANDALF - also unknown until this win in Round 1... then it beat QUEST in R/3!). Here it is against THE KING which, having added 3 draws to its early wins, is in need of some 1-0 results.

THE KING - M CHESS PROX

[A52] S6

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.e4 Nxe5 5.f4 Ng6 6.Be3 Bb4 + 7.Nc3 Bxc3 + 8.bxc3 b6 9.Nf3 0-0 10.f5 Nh4?

[The Knight will be in danger of an eventual g3 here, and 10...Ne7 was needed, even though Black is losing with regard to development]

11.Nd2! Qf6 12.Bd4 Qg5 13.g3 Nxf5 14.exf5 Bb7

[Of course Black must not resign yet! Though materially ahead White's uncastled King on the open e-file, plus Black's unpleasant grip on the b7/h1 diagonal ensure there are still chances]

15.Nf3 Qxf5 16.Be2 c5 17.Be3 Re8 18.Kf2 Qf6 19.Rc1 h6

[An important prophylactic move]

20.Re1 Re6 21.g4 d6 22.g5 hxg5 23.Bxg5 Qg6 24.Qd2 Nc6 25.Nh4 Qh7 26.Bf3 Rae8 27.Rxe6 Rxe6 28.Bd5 Re8 29.Rg1!



[We now see that THE KING has a piece for 2 pawns AND some initiative - well played]

29...Kh8 30.Nf3 Na5?! 31.Bf6!

[Now who expected that!? 31.Bxf7 seemed 'obvious']

31...gxf6 32.Qf4!

[Threatening 33.Qxf6 + Qg7 34.Qxg7 mate]

32...Qg7

[32...f5 33.Qxd6! Qg7 34.Rxg7 Kxg7 35.Bxb7 Nxb7 36.Qd7! wins easily;

32...Rg8 33.Qxf6 + Rg7 34.Bxf7! Bxf3 35.Qd8 + wins]

33.Qh4 + Kg8 34.Rxg7 + Kxg7

35.Qg3 + Kh8 36.Bxf7 Rf8 37.Bg6 1-0

GENIUS2 - GIDEON PRO

[A50] S6

1.c4 b6 2.d4 Bb7 3.d5 e6 4.o3 Nf6 5.Nc3 c6 6.dxe6 dxe6 7.Qxd8 + Kxd8

[What do NS readers think of this Opening? I must confess I greatly dislike Black's side of it and, despite the fact it seems to fare quite reasonably in practice, I cringe whenever I see Kxd8, especially if I'm playing it!]

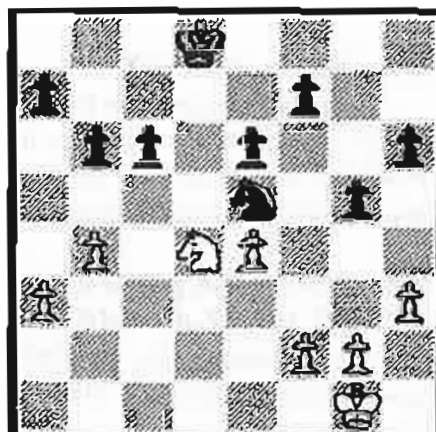
8.Bf4 Nbd7 9.Nf3 Nh5 10.Bg5 + ?! Kc7 11.e4 h6 12.Be3 g5 13.Be2 Bc5 14.Bd4 Bxd4 15.Nxd4 Nf4 16.0-0?! Bb6! 17.Rfd1?!

[17.b3 Nc5 18.Ra2 is a bit primitive, but saves the Pawn]

17...Nxe2 + 18.Ncxe2 Bxc4 19.Rac1 Bxe2 20.Nxe2 Rbd8 21.b4 Ne5 22.h3 Rxd1 + 23.Rxd1 Rd8 24.Rxd8 Kxd8

[GIDEON has quite rightly exchanged major pieces; the endgame is certainly much more winnable without the Rooks]

25.Nd4



**25...Kd7! 26.f3 c5 27.bxc5 bxc5
28.Nb5 Kc6! 29.Nxa7 + Kb6! 30.Nc8 +
Kb5 31.Kf2 c4**

[GIDEON has played the last few moves exceptionally well]

**32.Ke2 Ka4 33.Nd6 c3 34.Nb7 Kxa3
35.Nc5 Kb2 36.Na4 + Kb3 37.Nc5 +
Kc2 38.Na4 Nd7!**

[Cleverly restricting the White Knight's chances for the next time GIDEON plays Kb3!]

**39.g3 Kb3 40.Nxc3 Kxc3 41.Ke3 Ne5
42.f4 Nc4 + 43.Kf3 gxf4 44.Kxf4 e5 +
0-1**

At this stage in the Software Section another 'unknown' called KALLISTO leads with 5/6. Queuing up on 4½ is a group of Commercial programs:- GIDEON, NIMZO, THE KING and HIARCS. As KALLISTO, now playing amongst the big boys, is about to lose 2 in a row to HIARCS and QUEST, let's stay with the ones WE can buy!

GIDEON PRO - THE KING

[D02] S7

1.Nf3 Nc6 2.d4 d5

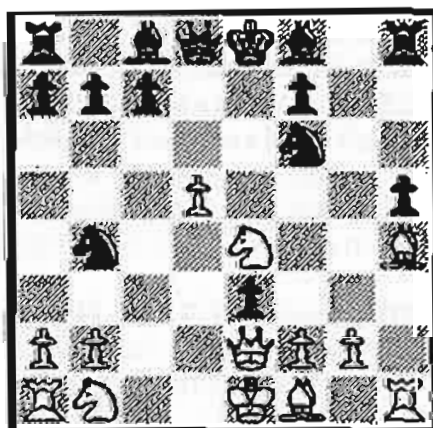
[Both Books end.... HERE! I suppose they've been a bit too clever for themselves]

**3.Bf4 Nf6 4.e3 Nh5 5.Bg5 h6 6.Bh4 g5
7.Nfd2 Nf6 8.Bg3 h5 9.h4 gxh4
10.Bxh4 e5 11.c4 exd4 12.cxd5 dxe3
13.Qe2?!**

[13.dxc6 exd2+ 14.Nxd2 bxc6 15.Qe2+ Be6 16.Qf3! and the simultaneous attack on c6 and f6 wins back the Pawn with a small plus in my view]

13...Nb4 14.Ne4?

[Missing the result of THE KING's dramatic-looking reply]



**14...Nxe4!! 15.Bxd8 exf2 + 16.Kd1
Bg4!**

[A lovely little combination]

**17.Qxg4 hxg4 18.Rxh8 Rxd8 19.Nc3
Nxd5 20.Nxe4 Nc3 + 21.Kc2 Nxe4
22.Rh4 Rd2 + 23.Kb3 f5 24.Rh7 Be7
25.Rb1 c6 26.Rh8 + Kd7 27.Rb8 Kc7
28.Ra8 a6 29.Rh8 b5 30.Rh7**

[White is almost helping his opponent at times! - it's as if THE KING's convincing play a few moves earlier has got his nuts and bolts rattled]

**30...Kd6 31.a4 g3 32.Rh6 + Bf6 33.Ka3
Ke6 34.axb5 axb5 35.b4 Nc3 36.Rc1
Rd1! 37.Kb2 Re1 38.Kc2 Kf7 39.Rh7 +
0-1**

It is time we returned to the neglected Manufacturers Section. The R30 has 8½/12; GENIUS2 6½/10 with 2 to play against the RISC 2500 to catch up. Their private battle, R30 v GENIUS2, stands at 2-2, but day 8 sees a breakthrough....

MEPH GENIUS2 - TASC R30

[D27] M8

**1.d4 d5 2.Nf3 Nf6 3.c4 dxc4 4.e3 e6
5.Bxc4 a6 6.0-0 c5 7.a4 Nc6 8.Qe2
cxd4 9.Rd1 Be7 10.exd4 0-0 11.Nc3
Nd5 12.Be3**

[Opening Books both end here]

**12...Qd6 13.Bg5 f6 14.Bh4 Nf4 15.Qe4
Qb4 16.b3 Qxc3 17.Qxf4 g5?!**

[It looks inviting, but doesn't work]

**18.Qg4 h5 19.Qxh5 gxh4 20.Qg6 +
Kh8 21.Nxh4 f5**

[21...Qa5 may have been worth trying, to create a route back to the king-side for his most important piece]

**22.Qh6 + Kg8 23.Bxe6 + Bxe6
24.Qxe6 + Rf7 25.Nxf5 Kf8 26.Qh6 +
Ke8 27.Ng7 + Kd8 28.d5!**

[A timely reminder of the presence of its other forces!]

28...Kc7

[Best in fact: 28...Qxg7?? 29.dxc6+ Kc7 30.Rd7+!;

28...Ne5 29.Qb6+ Kc8 30.Rac1! winning easily]

29.dxc6 Bc5 30.Ne6+ Kb6 31.Nxc5 Qxc5 32.Rf1 Ka7 33.cxb7 Raf8 34.Qe3! Qxe3 35.fxe3 Rxf1+ 36.Rxf1 Re8 1-0

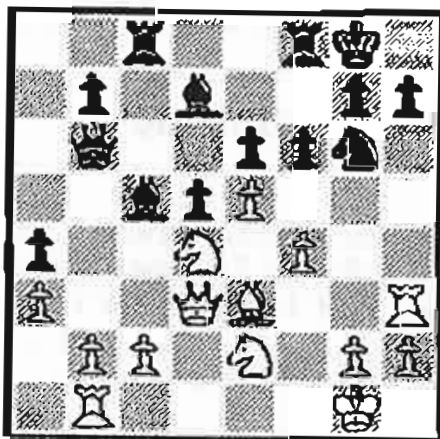
We're back to the Software Section, and the final day. GENIUS2 can't win this anymore, but gets its quickest win now against 4½/8 ECUME.

ECUME - GENIUS2

[B02] S9

1.e4 Nf6 2.Nc3 c5 3.e5 Ng8 4.Bc4 Nc6 5.Nf3 e6 6.d3 d5 7.Bb5 Bd7 8.Bxc6 Bxc6 9.d4 cxd4 10.Nxd4 Ne7 11.0-0 Ng6 12.f4 Bc5 13.Be3 0-0 14.Qd3 Qb6 15.Rab1 a5 16.Rf3 Rac8 17.Rh3?! [A bit optimistic]

17...Bd7 18.Nce2 a4 19.a3 f6



20.Rh5?!

[A strange move at a moment which is critical because Black's pieces are beautifully poised to strike. Some alternatives are:-

20.exf6? e5! (20...gxf6?! 21.Rg3!) 21.f5 (21.fxg7?! Rfe8!; or 21.fxe5 Bxh3 22.fxg7 Rf7 23.gxh3 Nxg5 24.Qc3 Rxc7+ is around +90, though 24...Nc4 might give more); 21...exd4 22.fxg6 Bxh3 23.gxh7+ Kh8 24.fxg7+ Kxg7 25.Bxd4+ (25.Bf2? Bf5!; 25.gxh3 dxe3! threatening Qb6-f6-f2) 25...Bxd4+ is +100.

20.c3. Quiet, sound and best, in my view, perhaps continuing 20...fxe 21.fxe Rf7 22.Qc2 and Black has slightly the better chances]

20...Bb5! 21.Nxb5 Bxe3+ 22.Kh1 fxe5

23.fxe5 Rf2 24.Re1 Rcf8 25.Ned4 Bxd4 26.Nxd4 Rxc2! 27.Rb1

[27.Kxg2?? Nf4+! winning easily]

27...Rff2 28.Qc3 Rg4 29.Rd1 Qa6! 30.h3 Rf1+ 31.Kh2

[31.Rxf1?? Qxf1+ m/2]

31...Rxd1 0-1

Here is the last round game which QUEST 5½/8 needed to win to perhaps share, and HIARCS 6½/8 needed to draw to win the Software Title.

HIARCS - QUEST

[D46] S9

1.d4 c6 2.c4 d5 3.Nc3 Nf6 4.e3 e6 5.Nf3 Nbd7 6.Bd3 Bd6 7.e4 dxe4 8.Nxe4 Nxe4 9.Bxe4 0-0 10.0-0 c5

[The Books both end here]

11.Bc2 cxd4 12.Qxd4

[HIARCS sometimes over-positive approach with its Queen results in this. But the alternative is not so palatable: 12.Nxd4 Qc7! 13.Nf3 Ne5]

12...Bc5

[HIARCS, actually showing +84 at this stage, expected Qb6?! here]

13.Qc3 Qb6 14.Bd2 Rd8 15.Rad1 h6 16.a3

[Stopping the Q-side attack by a5 and Bb4 which HIARCS has been expecting. Its eval. reached +135 here, but starts dropping and reaches its lowest point of +7 at move 30]

16...Qc7 17.Rfe1

[17.b4 here, rather than one move later, might have been better]

17...b6 18.b4 Be7 19.Be4 Bf6 20.Qc1 Bb7 21.Bf4 Qc8 22.Qc2 Bxe4 23.Qxe4 a5 24.Qc2 axb4 25.axb4 Ra3 26.Re3 Rxe3 27.fxe3 Be7 28.Bd6?!

[Initiating exchanges which don't appear to suit HIARCS in view of the eval. drop to +7 which occurs. Better might have been 28.Qb3]

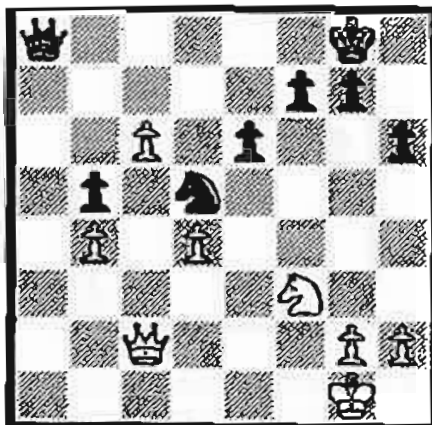
28...Bxd6 29.Rxd6 Nf6 30.Rd4 Rxd4?!

[Giving White an excellent body of central Pawns. HIARCS had expected 30...Qc7]

31.exd4 b5?! 32.c5 Qa8?!

[HIARCS had expected 31...Qa6, and this also is of uncertain value. Nd5 now rather than on move 33 seems better]

33.c6 Nd5



[QUEST/Fritz shows around +45 here, whilst HIARCS has +80 playing its next. What do readers think?]

34.Qc5! g6?

[34...Nc7 as expected by White, was surely better?! The HIARCS eval. jumps to +181 now, and is constantly between +240 and 300 from move 36 to the end.

Note here that the idea 34...Qa1+ 35.Kf2 Qb2+ 36.Kg3 Qxb4?? is smashed by 37.Qxb4 Nxb4 38.c7! when the Pawn cannot be stopped]

35.Qxb5 Kg7 36.Qc5 Qa1 +?!

[Checks which encourage the opponent to centralise it's King are often seen from Computers, even now. The Queen is needed to watch over White's advanced Pawns, and a QUEST advance of its own K-side Pawns, by say f6, was better]

37.Kf2 Nf6 38.Qc2 Qa8 39.b5 Nd5 40.Qc5 Qa2 +?! 41.Kg3 Qa5 42.h3 h5 43.Kf2 f6 44.Qd6 h4 45.Qd7+ Kh6 46.Qe8 g5 47.Qxe6 Qxb5 48.Ng1 Kg6 49.Qe8+ Kg7 50.Ne2 Qa5 51.Qe6 Nc7 52.Qc8 f5 53.Qd8 Kg6 54.Qg8+ Kf6 55.Qh8+ Kg6 56.Qe5 Qb6 57.Qd6+ Kf7 58.Qd7+ Kf6 59.Kg1 Nb5 60.Qd5

[And QUEST overstepped the time control, though it was going to lose anyway] 1-0

In the Manufacturers Section, the TASC machine

started the final day ½ a point down with 2 games to play, so needed to win one (and draw the other, of course!).

TASC R30 - MEPH GENIUS2

[C02] M9

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 cxd4 7.cxd4 Bd7 8.O-O

[The Milner Barry Gambit, which suits the R30's positive approach to chess]

8...Nxd4 9.Nxd4 Qxd4 10.Nc3 a6 11.Qe2

[The move given in BCO. MCO has Re1, credits to Barcza]

11...Bb4

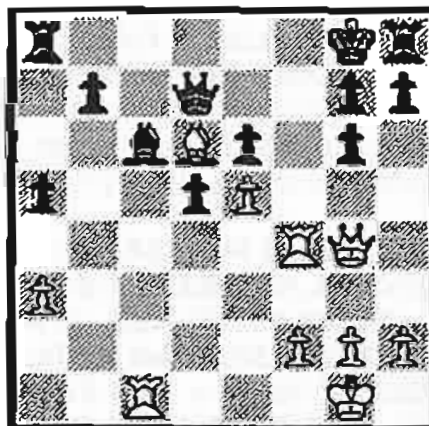
[11...Ne7 BCO]

12.a3 Bxc3 13.bxc3 Qxc3 14.Bd2 Qc7 15.Rfc1 Bc6 16.Bb4 Ne7 17.Bd6 Qd8 18.Qh5 Ng6?!

[The resulting opened f-file is bound to favour White in the immediate future, due to Black's inability to castle. 18...h6 would result in a different continuation altogether]

19.Bxg6 fxc6 20.Qg4 Qd7 21.Rc3 a5 22.Rac1 Kf7 23.Rf3 +! Kg8 24.Rf4

[A strangely effective move after which the GENIUS2's extra Pawn never looks to be sufficient to produce a win. Keeping the Black King pinned on g8 and the Rook trapped at h8 is White's key, with the threat of Rc1-c3-f3]



24...Rd8

[24...Rc8 25.Rc3 h5 may just have been better. If here 26.Qxg6, then Rh6 looks to keep Black just ahead]

25.Rc3 Qc8 26.a4 Re8 27.Qg5 d4

[27...Qd8 28.Rcf3 h5 (28...h6?? 29.Qxg6 with Rf7 to follow, I think giving mate in 5 or 6) 29.Qxg6 Rh6 30.Qd3 and White's pressure gives him/it good chances]

28.Rxd4 Qd7 29.Qg4 Qd8 30.Rdc4 Qb6 31.Qe2 Qb1 + 32.Rc1 Qb3 [The computer evaluations were close to zero by here, but the rules disallowed early draw agreements and the game went to move 68 before the official 1/2-1/2]

So, with GENIUS2 on 10/15, and the R30 on 9½, this was the latter's last chance, with Black!

MEPH GENIUS2 - TASC R30

[D02] M9

1.Nf3 Nc6 2.d4 d5 3.Bf4 e6

[Both programs exit their Books very early right here, adding to the tension. Indeed MCO has nothing on this after move 2, though BCO produces 4.e3 Bd6 5.Bg3 c5 from Osmanovic-Lputian, 1983]

4.e3 Bd6 5.Bxd6 Qxd6 6.Nbd2 Nf6 7.c4 0-0 8.Rc1 Re8 9.Be2 a5 10.a3 e5?!

[A typically provocative R30 advance, produced by the Computer itself as if knowing it HAS to win one of these last 2 games. 10...Ne7 11.c5 Qd8 maintains material equality, but the R30 is left with little immediate scope]

11.cxd5 Nxd5 12.Nc4 Qe7 13.Ncxe5 Nxe5 14.Nxe5 f6 15.Nf3 Bf5 16.0-0 Qd7 17.Bd3 a4 18.Bxf5 Qxf5 19.Rc4Qd7 20.Qc2 Ra6 21.Rc1 Rd8

[Hereabouts a Q-side breakout with b5 was worth considering. In a few more moves GENIUS2 will have a complete grip on the game]

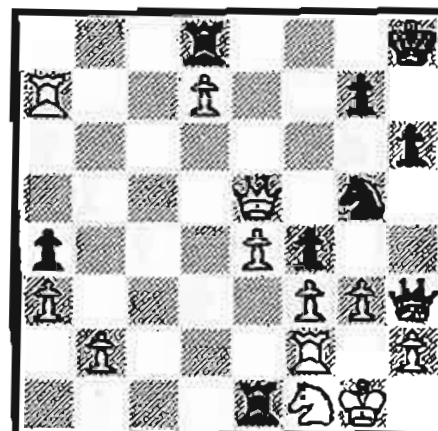
22.Kh1 Rb6 23.e4 Nf4 24.Rxc7 Qg4 25.Rg1 Rb3 26.Nd2 Rd3 27.d5 b5 28.f3 Qg6 29.g3 Nh3 30.Rf1 Re3 31.Qc6 Qe8 32.Qb7 Qf8 33.Qxb5 f5 34.Ra7 Rb8 35.Qc4 f4 36.d6 + Kh8 37.d7 Rd8 38.Kg2 Ng5 39.Rf2 Qd6 40.Qb5

[White was repeatedly shy about taking the a-Pawn. If 40.Qxa4 fxg3 41.Ra8 (41.Nc4?? looks deadly, but 41...Qh6!!) 41...Qf8 42.Rxd8 Qxd8 43.hxg3 and the exchanges look to have secured

an easy win for White]

40...Qh6 41.Qe5 Qh3 + 42.Kg1 Re1 + 43.Nf1 h6

[Digaram]



44.Qa5?!

[44.Qe8 + Kh7 45.Qxd8 looks immediately killing... and probably is. But let's take it a little further: 45...fxg3! 46.Qg8 + Kg6 47.Ra6 + Kh5 48.Qc4! (otherwise WHITE loses!... work it out for yourself, it's good stuff!) 48...gxh2 + 49.Kxh2 Rxf1 + 50.Qxf1 Qxf3 + 51.Ka1 Qxe4 + 52.Qe2 +!

Phew.... so White does win it, but there were a couple of moments whilst I analysed it that I thought the win was bust! It's hardly as straightforward as it seemed at 44.Qe8 +]

44...fxg3 45.Qxd8 + Kh7 46.Qg8 + Kxg8 47.d8Q + Kh7 48.Rxg7 + Kxg7 49.Qc7 + Kg6 50.hxg3 Rd1 51.Qb8 Kf7

[The evaluations, once around +400 for White, are now down to +250 or so]

52.Qf4 + Kg8 53.g4 Ne6 54.Qb8 + Kf7 55.Qh2 Ng5 56.Qc7 + Kg8 57.Qb8 + Kf7 58.Qf4 + Kg8 59.b4?

[59.e5 looks to be a better way of keeping winning chances on the board. The move played gives Black a dangerous chance of his own that will force White to take the draw]

59...axb3 60.Qb8 + Kg7 61.Qc7 + Kg6 62.Qc6 +

[Both Computer evaluations drop to 0.00 as White is forced to take the draw, which was agreed at move 68 again in fact]

62...Kg7 63.Qb7 + Kh8 64.Qc8 + Kg7 65.Qc3 + Kg6 66.Qc6 + Kg7 67.Qc3 + Kg6 68.Qc6 + [1/2-1/2. Should have been 1-0!]

PC PROGRAMS Updates and Notes

19

A brief ADDENDUM to the report in NS/49's ANNUAL REVIEW, to keep readers up-to-date.

The various Programs are ordered by their Elo Ratings, at at 26 Jan. 1994, based on results on 80486 processors at 50/66MHz ['e' signifies the figure is a latest estimate, and based on only a small number of games].

[2498e] Mephisto GENIUS2 +, £119.99 for 3/4/586. By Richard Lang this is the GENIUS2 with Graham WHITE's new 163,000 position Opening Book. Adds more interest to an already great program. The very thought of starting one's own User Book from scratch - i.e. positions=0... uugh - is grim to many of us. But once you have Graham's Book installed, all its lines and variations are displayed at appropriate moments, and you can add to it or alter it in any way you like if you feel sufficiently competent. Those already with GENIUS2 can buy the Book for £29.99.

[2454] Mephisto GENIUS2, £89.99 for 3/4/586. By Richard Lang, an upgrade of his Chess GENIUS1 [2392] with new programming and extra Hash Table speed. Has pretty well all the features I can think of, including provision of analysis whilst in Monitor mode and overnight game analysis and print-out, but the diagram print is just ---bqk-nr format.

[2426] M CHESS PRO3.5, £99.99 for 27/3/4/586. The latest from Marty Hirsch of the USA, whose M CHESS PRO3.1 rates at [2368]. I felt v3.1 was slightly over-rated, especially at Blitz and Action Chess, but am impressed with the Upgrade which claims a 240,000 position Book, and has endgame improvements and some clever changes to the middle game which make the program a challenge to play against. Still has no diagram print, nor an automatic provision of analysis when it is in Monitor mode. But it will analyse a game overnight and print out the results. Also it shows most [but not all!] of its Opening Book on screen.

[2406] Mephisto GIDEON PRO, £99.99 for 3/4/586. By Ed Schroder, who is well-known

for Mephisto RISC, the GIDEON RISC Card PC programs, and Mephisto's Polgar, Milano and Super Milano/Nigel Short on 6502 processors. This, his first effort for PC's, is clearly strong, looks good on the screen, and has most features except analysis in Monitor mode, overnight game analysis, and diagram print.

[2371] HIARCS2/2.1, £69.99 for 2/3/4/586. By Mark Uniacke, version 2.1 is the current World Software Champion and 10-15 Elo better than v2. As I have had a small personal input into this British program, I am of course slightly biased when I keep referring to the steady improvement during the past 12 months! HIARCS2 has most of the important features and plays a very attractive game - some [and not just me!] believe THE most human-like. There is no overnight game analysis but it does show screen analysis in Monitor mode and has a Time Control which imitates the Fischer clock which is great fun.

HIARCS2.1 also works with the Opening Database **BOOKUP8.1** [£99.95], a program which enables you to build up your own Opening Book and give personal ratings at the end of each line [using traditional symbols for =, +/-, +/- etc]. BOOKUP then calculates these backwards to show the user which are the more reliable or advantageous lines at the moments where they diverge - a possibility which can avert potential disasters through persistent misuse of an opening. HIARCS2.1's value is that the BOOKUP file can be transferred to HIARCS which then rates the positions in each line at any selected Time Control, and transfers it's actual evaluations back to BOOKUP, maximising the benefits.

The HIARCS2.1/BOOKUP combination will also do full overnight game analysis + print-out!

[2341] CHESSMASTER 4000, £39.99 for 3/4/586. A Windows only version for PC's from Johan de Koning, the KING and R30 programmer. It offers massive display features with quality colour and 3-D boards, clickinglocks etc. and tries to combine these with good chess, though the fact that it is running under Windows both slows it

and apparently removes the memory you'd like for hash tables. I would still recommend the serious chess player stay with one of my top 4. Whilst there is no analysis in Monitor mode, the overnight game analysis can provide either evaluations or a move-by-move comment! These are usually fairly simple, but may be of value to beginners even if not to NS Editors trying to keep a critical readership interested! An MS-DOS version later in 1994 will give improved speed and strength.

[2273] FRITZ2, £79.99 for 2/3/4/586. By Franz Morsch. This relates to ChessBase and can work from within ChessBase, thus providing the highest quality of user friendliness and DataBase facility, with game printout plus analytical comment, diagrams, Fritz2 evaluations from overnight analysis etc. Fritz2 POWERBOOKS [from £19.99] extend the Opening Book, but I am still looking forward to a hoped-for Fritz3 with more chess and endgame knowledge. The tactical strength of Fritz2 is terrific, but Larry Kaufman's comment about primitive positional and endgame play relates to all the Morsch programs currently available.

[2242] SOCRATES3, £79.99 for 3/4/586. Designed by Don Dailey and Larry Kaufman and apparently the very latest version of the SOCRATES2 program which won the ACM Tournament in mid-1993. IM Larry Kaufman (USA) has been involved in the programming, and admitted that he didn't think it was as strong as Chess Genius1, but thought it should be about equal with M Chess Pro. However early results have not come up to this expectation. Annoyingly the original disc has to be placed into the A: drive EVERY time you want to boot up. I know that copy protection is needed in some form or another, but this is ridiculous... your 120MB Hard Disc can store the accounts, letters, articles, publishing programs, mailing lists, games... In fact everything you need for home, pleasure and business. But if you want to play Socrates3, you'll need to take this one floppy original everywhere you go! On screen analysis is available in Monitor mode, and overnight game analysis with printout. However this needs you first to Save Game and that didn't always work correctly for me, sometimes leaving the a8/Rook off its square altogether when you re-Load the game, perhaps a

hangover from the program's earlier days as REX when it had a similar problem.

[2209e] NIMZO, 3/4/586. By Chrilly Donniger of Austria and now released in the language of its home country, then coming out later this year in English. The program has special facilities for blind users - if anyone can offer help towards the work required to translate all of this aspect for British blind players, please contact me.

[2199e] ZARKOV3, £79.99 for 2/3/4/586. By John Stanback the rating is currently showing 33 Elo below Zarkov2 [2232]. This can't be right even if we allow for optimism in the forecast 50 Elo improvement. It is faster tactically and 'feels' better and I am sure the early results do it an injustice. The Zarkov programs have always been well-featured - Monitor mode analysis, overnight game analysis and printout, diagram printing, user book facilities etc. though the screen display is disappointing, certainly in black/white. Strangely Zarkov3 no longer has the automatic analysis in Monitor mode, and you have to keep pressing buttons, which is a backwards step.

PLEASE NOTE: on this business of Analysis In Monitor mode - it IS always possible to go to INFINITE Level and keep pressing [GO] and [TAKE BACK] buttons where necessary, to get the same thing. But how much easier it is when it appears automatically throughout the game!

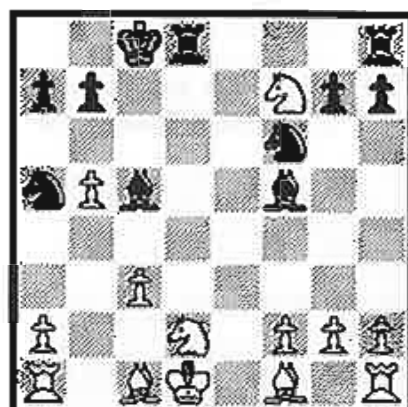
[2161] KASPAROV GAMBIT, £39.99 for 3/4/586. Supposedly developed from the SOCRATES2 program, KG is actually a CUT-DOWN version as far as the chess is concerned. This was to make room for admittedly excellent graphics, and digitised speech so a picture of Gary Kasparov can appear to tell you how well you're playing every time you find a good move [which is not so hard to do the way this version of the program plays some of the time!]. It also ignores the time controls you set. News in is that Kasparov GAMBIT running on a Pentium 80586/60 has scored 0/6 in the Harvard Cup for a <2187 grading. Not a good buy in this owners view!

[2135e] CHESS FRIEND. By Gyula Horvath, the program is known from Chess Tournament

**8.b4 Bf5 9.Nbd2 0-0-0 10.b5 Na5
11.Nxe5?**

= In view of what follows this must be marked a mistake, however natural it looks. Therefore 11.Ba3 was the better move even though Ne4 would be an advantageous response, as in the actual game a move later.

11..Bxc5! 12.Nxf7



= Diagram. It's another fascinating position for comparing how different machines evaluate the sides' respective chances. Perhaps they have all favoured White up to here, but are any now beginning to see the value of development? For example GENIUS2/486 would not play the R30's Nxf7, but prefers 12.f3 at 1 min showing -57!

**12...Ne4 13.Ke1 Nxf2 14.Be2 Nxf1
15.Nxf8 Rxf8**

= The exchanges are over and Black has won a piece.

**16.g4 Bg6 17.a4 Nf2 18.Ba3?! Re8!
19.Bxc5 Nd3+ 20.Kf1 Nxc5 21.Ra3
Rf8+ 22.Kg1 Rd8 23.Nf3 Nxb3 24.c4
Nd4**

= The GM's don't need to think about this - multiple piece exchanges obviously favour him, and there was little the R30 could have done to avoid them.

**25.Nxd4 Rxd4 26.a5 Bd3! 27.Bxd3
Rxd3 28.Rxd3 Nxd3 29.h3 Kc7 30.Kg2
Kd6 31.Kf3 Ne5+ 32.Ke4 Nxc4 33.Kd4
Nxa5 0-1**

A crushing round for the COMPUTERS which suffer a 5½-½ loss and some rather easy defeats in short games.

Round 6.

BATTLECHESS 4000 0-1 A IVANOV. 73 move Pirc Defence.

SOCRATES EXP ½-½ B GULKO. 81 move Modern... have you noticed that Gulko wore himself out fruitlessly with this in 2 long, drawn games with Black!?

M ROHDE 1-0 M CHESS PRO. 55 move Tarrasch.

Kasp GAMBIT (2250) - P WOLFF (2585)
Harvard [6], 1993. Benko Gambit.

**1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6
5.bxa6 g6 6.e4 Nxe4 7.Qa4 Nf6 8.a7
Na6 9.Nf3 Bg7 10.Bxa6?**

= Presumably undervaluing the benefits of the invited pin. Simply 10.Nc3 is about equal.

**10...Rxa7 11.Nc3 0-0 12.Qc4 Bxa6
13.Qxc5 Qb8 14.a4 Rc8 15.Qa3?**

= Nicely tucked-away in bed. Night night! 15.Qe3 was better.

**15...Rb7 16.a5 Rb3 17.Qa2 Ng4
18.h3?!**

= Actually sending Black's Knight to where it wanted to go in order to force an exchange - but it's already hard to see any decent move for White even though three of his major pieces haven't moved yet!

18...Ne5 19.Nxe5 Bxe5 20.f4

= Probably best, as it encourages Bxc3 rather than Rxc3. 20.d6?! was a wild try: 20...Rcxc3 21.bxc3 (21.dxe7 Rxc1 + 22.Rxc1 Qb4 +!) 21...Bxc3 + 22.Bd2 Bxa1 wins with ease.

**20...Bxc3 + 21.bxc3 Rbxc3 22.Bd2 Rc2
23.Qb1 Rxd2 24.Qxb8 Re2 +**

= 1-0. 25.Kd1 Rxb8 26.Re1 Rxb2 27.Rxe7 Rb5 is winning easily for Black.

J BENJAMIN (2620) - SPARC (2300)
Harvard [6], 1993. Slave Defence.

**1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.e3 e6
5.Nf3 Nbd7 6.Bd3 Bd6 7.e4 dxe4
8.Nxe4 Nxe4 9.Bxe4 0-0 10.0-0 c5?
11.Bc2 Qb6?! 12.Qd3 g6 13.Be3**

= Diagram next page.

Genius2 - The MASTER Book by Graham White

During the past few months I have been compiling a bigger and stronger OPENING BOOKFILE for the PC Program, Mephisto GENIUS2. At last the file was completed on January 4th.

3.5 TIMES BIGGER!

The result of this work is an Opening Book which is 3.5 times the size of the original book, and which is now available for purchase. Although the file contains 3.5 times as many positions, I believe the effective repertoire of lines it will play in its Tournament Book is probably increased by a factor of 8 to 10, as it will play a much larger percentage of the theory within the Book. This is something I am sure any user will notice very quickly in comparing the Books. However, if Random Mode is selected, it plays even more lines and then it does have a really vast repertoire.

All of the theory which was input from various sources was also checked by the program itself, and I have consequently been able to add many lines that GENIUS2 itself recommended and which (touch wood!), satisfied me as being perfectly viable alternatives.

PLAYING STRENGTH INCREASED

Thus the program will now play lines that you will not see anywhere else! It even found many clear improvements to existing theory, so beware if you are playing against it and trusting in someone else's recommendation! I was pleased to see that it played 2 of these (i.e. its own) lines in the test games against M CHESS PRO, and thus emerged with a won position on both occasions. One of these improvements is on move 22 in a Ruy Lopez!

An earlier test of the Opening Book when it was smaller (about two-thirds the finished size) resulted in GENIUS2+ scoring 67% against HIARCS2 MASTER, and 70% against M CHESS PRO, this over a total of 112 games at 30 secs per move. Now that the Book is 50% larger again, and the mistakes found during and since the first testing all sorted out, it should be stronger still. Indeed the finished Book contains

some lines from the P.C.A INTERZONAL in December.

[NOTE from ERIC: The GENIUS2 will be shown as GENIUS2+ in the RATING LIST for results using Graham's new Book. Users sending in results should be careful to refer to the Opening Book status so that we can assess the full value of Graham's work for the current Book and future development!]. Now back to GRAHAM...

In the past I have always felt that Richard Lang's programs seemed to get their good results more despite the Opening Books than due to them. I believe that playing against the 'MASTER' Book should give you every impression that you are up against a great opening expert. Many complicated lines, such as in the Sicilian Najdorf Poisoned Pawn or Dragon are analysed 20 to 30 moves deep!

Here are a couple of improvements found by GENIUS2 from the latest INFORMATOR:-

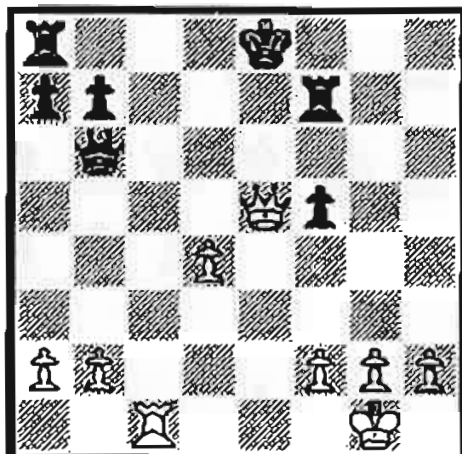
[Game code: gw1]

1.	e4	e6
2.	d4	d5
3.	Nd2	Nf6
4.	e5	Nfd7
5.	Bd3	c5
6.	c3	Nc6
7.	Ne2	cx d4
8.	cx d4	f6
9.	ex f6	Nxf6
10.	O-O	Bd6
11.	Nf3	Qc7
12.	Bg5	O-O
13.	Ng3	Bd7
14.	Rc1	Qb6
15.	Bxf6	Rxf6
16.	Bxh7	---

This is supposed to lead to a draw... 'with best play'

16.	---	Kxh7
17.	Ng5	Kg8
18.	Qh5	Be8
19.	Qh7	Kf8

- | | | |
|-----|------|------|
| 20. | Qh8 | Ke7 |
| 21. | Qxg7 | Bf7 |
| 22. | Nxf7 | Rxf7 |
| 23. | Nf5 | exf5 |
| 24. | Rfe1 | Be5 |
| 25. | Rxe5 | Nxe5 |
| 26. | Qxe5 | Kd7 |
| 27. | Qxd5 | Ke8 |
| 28. | Qe5 | --- |



This now reaches the promised draw according to *INFORMATOR*; but *GENIUS2* found:-

28. --- Re7!

And now, if:

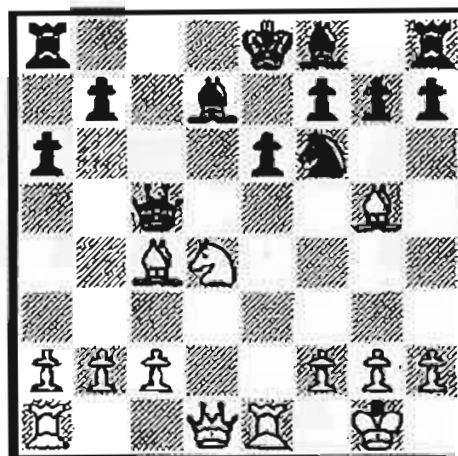
- | | | |
|-----|------|------|
| 29. | Qh8 | Kd7 |
| 30. | Qxa8 | Re8! |

Ooops, this wins easily! So 28...Re7 consolidated Black's extra Rook and wins, as White's best would be 29.Qxf5 Qxd4 30.Qb5, still leaving Black comfortably ahead.

Here is another, also a FRENCH DEFENCE.

{Game code: gw2}

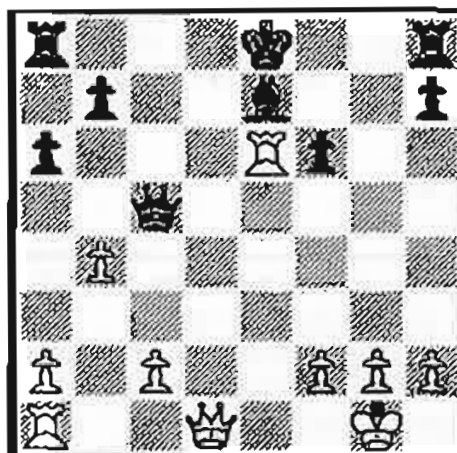
- | | | |
|-----|-------|------|
| 1. | e4 | e6 |
| 2. | d4 | d5 |
| 3. | Nd2 | c5 |
| 4. | exd5 | Qxd5 |
| 5. | Ngf3 | cxd4 |
| 6. | Bc4 | Qd6 |
| 7. | O-O | Nf6 |
| 8. | Nb3 | Nc6 |
| 9. | Nbxd4 | Nxd4 |
| 10. | Nxd4 | a6 |
| 11. | Re1 | Bd7 |
| 12. | Bg5 | Qc5 |



13. Bxe6 ---

We are told that this gives White a winning attack

- | | | |
|-----|------|------|
| 13. | --- | fxe6 |
| 14. | Bxf6 | gxf6 |
| 15. | Nxe6 | Bxe6 |
| 16. | Rxe6 | Be7 |
| 17. | b4 | --- |



INFORMATOR gives b4! as winning, showing 17...Qxb4 (if 17...Qf5?? 18.Qe2 wins, which is correct!) 18.Qh5 Kf8 19.Rae1 Re8 20.g3

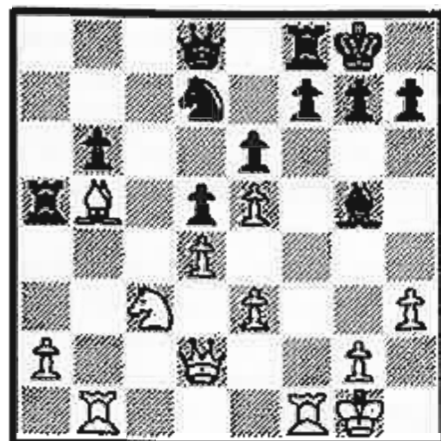
However, as *GENIUS2* quickly shows, 17...Qxb4 should be marked ?? due to 18.Rb1!! followed by Rb7, when White really does win! Instead *GENIUS2* plays:-

17...Qc3! which puts the Queen on an excellent square, preventing Qe2?? and guarding the f/Pawn. After 18.Qh5+ Kf8 19.Rae1 Bb4, White must take only the draw by 20.Re8+ Rxe8 21.Rxe8+ Kg7 22.Qg4+ etc.

Finally, purchasers of this MASTER Opening Book-File will be able to obtain future upgrades.

Corr 17 Vancouver 020-BCCS 2200

After **20.Bb5**. NS50 Eval +30 -> Ra3.



**20.... Nb8 21.Qd3 f6 22.exf6 Rxf6
23.e4 Ra3 24.e5 Rf4 25.Ba4 Re4
26.Bb3 Re3 27.Qc2**

= At this point MEPH has +87 -> Ra8, and it was surely time to take the Rook home and re-organise.

27...Nc6? 28.Nb5

= NS51 Eval +212 -> Nb4. One false move and it seems the game is lost for Black... at least MEPH thinks so! We agree. With the Rook and Knight both en prise he must play 28...Nb4 attacking White's Queen.

= This saves the immediate situation, but MEPH analyses a winning sequence:- 29.Qf2 Ra8 30.Qf7+ Kh8 31.Nc7 h6 32.Nxa8 Qxa8 33.Qxe6 Nd3 34.Bxd5.

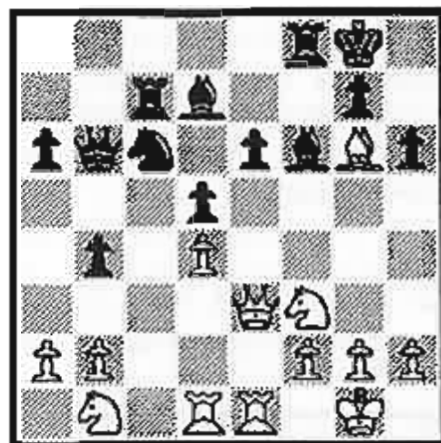
= Our opponent is a Computer Scientist and, when sending 27...Nc6 (so not yet aware perhaps of MEPH's powerful response) he was already writing, a touch reluctantly perhaps, "There is no doubt that computers are able to 'evaluate' positions and, from such evaluations, deduce a strategy (of sorts). I would probably concede that computers have a style (again, of sorts)".

= We think he'll have to concede something else, namely THE GAME, even if it means he's out 'of sorts'!

Corr 18 Vancouver 020-BCCS 2294

After **20...b4**

= We left it with MEPH to play, in sight of possibly its first defeat. Our opponent, known to be a strong over-the-board player, has played an effective French Defence.



21.b3

= Eval with this was -21 -> a5. We think MEPH is optimistic here, and his position rather worse than the -21 figure.

**21...Rfc8 22.Qf4 Ne7 23.Bd3 Nf5
24.Bxf5 exf5 25.Ne5 Qd6 26.Nd3**

= MEPH did expect the exchange which now follows, but the -27 before it dropped to -60 afterwards. By move 32 it was showing -103.

**26...Qxf4 27.Nxf4 Bc6 28.g3 g5
29.Ng2 Kf7 30.Ne3 Kg6 31.Re2 Bb7
32.Kf1 a5 33.Kg1 h5 34.Ree1 Re7
35.Re2 Re4 36.Red2 h4 37.Kg2 Rh8
38.Nc2 h3+ 39.Kg1 g4 40.a3**

= NS51 Eval -136 -> Bg5. MEPH has 'fiddled' somewhat unconvincingly at times, whilst our opponent has posted his moves rather rapidly, reflecting no doubt his confidence! Phil has a confession - "I'd agreed to supply the evaluation at each move 'out of interest'. I won't be doing that again in a hurry".

Corr 19 Vancouver 020-BCCS 2200

**1.Nf3 e6 2.g3 f5 3.Bg2 Nf6 4.d4 Be7
5.c4**

= We repeat the moves given in NS50, as the game had only just started. They show a rather interesting way of getting into the Dutch from what started out as a Reti Opening.

5.... O-O 6.O-O d6 7.Nc3 Qe8 8.Bf4!

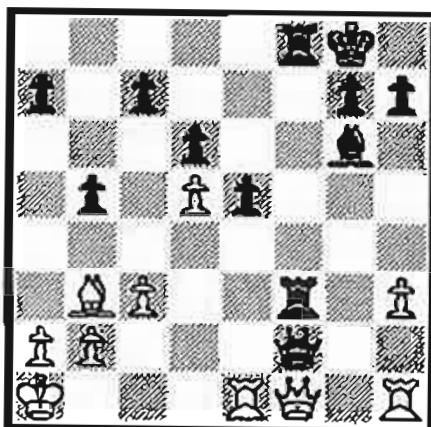
= Now MEPH has 8.Qc2 a5 9.Bb2 in its Book here, but Phil noted that it's analysis showed 8.Bf4 +66 -> Nh5.

= 'If MEPH fancies that, it's okay with me!' so he sent the non-Book move on its way.

BCCS 2326 - Vancouver 020. Corr16.

(Diagram after
31...Qxf2.
NS49 Eval
+263 ->
Qxb5)

**32.Qxb5
Rxf3
33.Rhf1 Bd3
34.Rxf2
Bxb5**

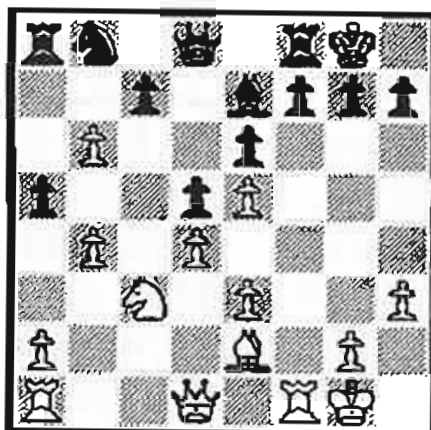


(NS50 Eval +272 and White resigns with the comment: 'I do not see your Computer making any mistakes in the endgame. The Rook move [33.Rhf1] was my last desperate effort to save the game, hoping for you to move the Queen rather than attack mine with the Bishop'. 0-1)

Vancouver 020 - BCCS 2200. Corr17

(Diagram after
16.cxb6. NS49
Eval +42 ->
cxb6, planning
bxa5)

**16.... cxb6
17.bxa5
Rxa5
18.Rb1 Bg5
19.Qd2 Nd7
20.Bb5**



(NS50 Eval +30 -> Ra3. A finely balanced game)

Here are the first moves from two of the latest games to get started:-

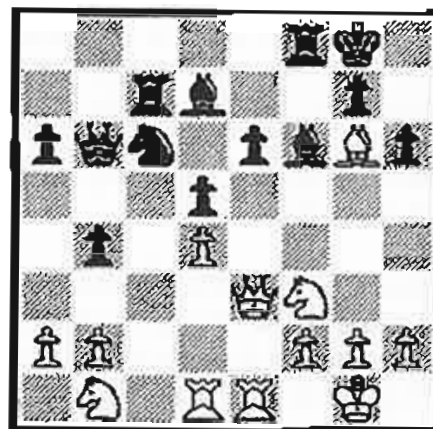
Vancouver 020 - BCCS 2294. Corr18.

**1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3
Bd7 6.Be2 Nge7 7.O-O Rc8 8.Bg5 cxd4
9.cxd4 h6 10.Bxe7**

(This doesn't look right in giving Black 2 line, activated Bishops. Our opponent is known to be a strong 'over the board' [OTB] League player)

**10.... Bxe7 11.Nc3 O-O 12.Rc1 a6
13.Qb3 b5 14.Nb1 f6 15.exf6 Bxf6
16.Qe3 Qb6 17.Rcd1 Ne7 18.Bd3 Rc7
19.Rfe1 Nc6 20.Bg6 b4**

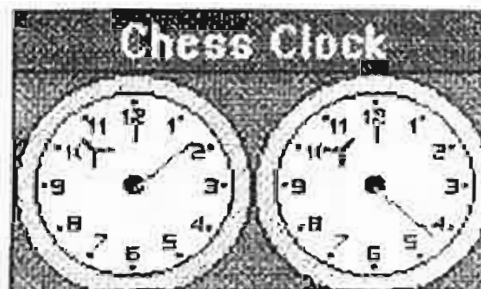
(Diagram after
20...b4. NS50
and our
opponent has
MEPH in all
sorts of trouble
- the first
potential
defeat? We
leave it with
MEPH to play
for a change)

**Vancouver 020 - BCCS 2200. Corr19.**

**1.Nf3 e6 2.g3 f5 3.Bg2 Nf6 4.d4 Be7
5.c4**

(NS50. An interesting way of getting into the Dutch Defence, this looks as if it could be another interesting game. MEPH, you may remember, faced the Dutch in its County Match for the BCCS against Surrey - a tough affair which ended in a draw)

MEPH is also due to start a game against a 2494 rated BCCS member in a few days time, so we look forward to that one!

**JUST BEFORE THE FLAG FELL!**

Some astonishing LATE NEWS overshadows all the rest... **SAITEK** [the **Kasparov** brand-name machines] has purchased **HEGENER & GLASER** [the **Mephisto** computers]! Of course rumours were rife about 15 months ago, but it seemed that the likelihood had gone by.

I have the Saitek press release on the subject

and this gives the encouraging impression that the link resulting from the acquisition should benefit both companies in the long term, without affecting the range of machines available to folk like NS readers either in the immediate present or the future.

There is also a reference to: '...comprehensive service to the trade and increased range of fast selling products'. The underlinings are mine and emphasise an intention in the deal which eyes the general public rather than the chess player. Let's hope that competition between the programmers of these previous rivals is not diminished and efforts to make progress at the top end continues.

How it will affect either areas where current Mephisto and Kasparov models clash at their price points.. or the distribution and marketing arrangements and potential in Britain, remains to be seen. Hopefully some things will have clarified by NS51 and we will be able to assess the effects more specifically.

OTHER LATE NEWS

Mephisto NIGEL SHORT/SUPER MILANO gets 192 BCF scoring 4/5 at Bury St. Edmunds [40/2].

Mephisto RISC UPGRADE to arrive first week in February.

Chess BULLETIN BOARD for those with MODEMS - ring PETER DOVE on 0844 347461 for details.

HARVARD CUP: G/25. **SOCRATES 586/60** 3/6; **Tasc R30 2 1/2**; **M CHESS PRO 586/60** 1 1/2; **BATTLECHESS 4000 586/60** 1, **Kasp SPARC 1/2**; **Kasparov GAMBIT 586/60** 0. **KINGS HEAD:** G/30. **Tasc R/30 4 1/2/6**; **Meph GENIUS 68030** 3 1/2. Games in NS51.

ALL PRODUCTS mentioned in the NEWS SHEET are available from **COMPETENCE**, P.O Box 759, Wimborne, Dorset BH21 5YH. Write for details, or ring 0258 840 285 for **ADVICE** or to **ORDER** [Eric on line 1 - 5p.m].

RATING LIST: (c) Eric Hallsworth. PC PROGS NS50 1 Feb 1994									
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RATING LIST (c) Eric Hallsworth. N550 1 Feb 1994									
BCF	£ 00	Computer	Elo	+/-	Games	Pos	Human/Games		
229	13+	MEPH GENIUS2 68030	2434	87	28	1	2360	23	173
224	16	TASC R30	2396	23	388	2	2423	9	172
220	6	KASP RISC 2500-512K	2362	37	151	3	2407	51	171
218	45-	MEPH LYON 68030	2349	24	372	4	2473	51	170
217	45	MEPH VANCORVER 68030	2337	18	625	5	2358	54	168
216	45-	MEPH PORTOROSE 68030	2335	20	498	6	2354	82	168
216	10+	MEPH RISC 1M8	2334	11	1782	7	2272	49	167
215	20	MEPH LYON/VANC 68020/20	2322	37	156	8	2327	10	167
213	4	KASP RISC 2500-128K	2311	10	1826	9	2300	61	167
213	8	KASPAROV SPARC/20	2308	24	355	10	2216	12	166
207	10+	MEPH VANCORVER 68020/12	2257	10	2035	11	2139	32	166
205	10-	MEPH LYON 68020/12	2245	8	2880	12	2258	80	164
205	50	FID ELITE 68040-V10	2244	53	75	13	2230	21	163
202	30	FID ELITE 68030-V9	2219	18	649	14	2180	13	162
202	4	MEPH BERLIN	2218	15	929	15	2226	25	161
201	10-	MEPH PORTOROSE 68020	2214	10	1829	16	2253	188	161
200	8+	MEPH VANCORVER 68000	2204	14	969	17	2138	23	161
200	8-	MEPH LYON 68000	2200	12	1459	18	2090	33	161
198	10-	MEPH ALMERIA 68020	2190	14	1003	19	2188	215	161
196	3	MEPH NIGEL SHOOT	2173	67	47	20	2136	5	160
195	8-	MEPH PORTOROSE 68000	2162	11	1606	21	2127	25	159
194	9-	FID MACH4/2325 68020-V7	2157	11	1649	22	2199	130	159
192	5+	KASPAROV BRUTE FORCE	2137	18	612	23	2255	24	159
190	15	FID ELITE 2+68000-V5	2124	27	278	24	1888	2	159
188	10-	MEPH ROMA 68020	2109	14	1078	25	2052	64	159
186	7+	MEPH POLGAR/10	2108	17	678	26	2085	54	159
186	8-	MEPH ALMERIA 68000	2094	14	1025	27	2104	31	159
186	10-	MEPH DALLAS 68020	2094	14	996	28	2080	197	158
186	4+	NOV SCORPIO/0148L0	2092	11	1691	29	2142	129	157
182	4+	FID MACH3/2265 68000-V2	2060	6	5539	30	2117	229	157
181	4+	MEPH MMS/5	2053	11	1527	31	1902	11	156
181	5+	MEPH POLGAR/5	2050	9	2532	32	2083	17	155
180	8-	MEPH DALLAS 68000	2047	11	1555	33	2000	50	155
180	3-	NOV SUPER FORTE-EXP C/6	2043	8	2846	34	2005	24	154
180	2	MEPH MILANO	2043	15	946	35	2063	13	153
178	3	MEPH MONDIAL 68000X1	2034	15	857	36	2060	77	153
177	4	MEPH ACADEMY/5	2027	9	2362	37	1978	56	152
176	2	KASP 6K2000/TORB ADV IR	2013	18	667	39	2032	109	150
175	10-	MEPH AMSTERDAM	2007	9	2373	40	2068	182	