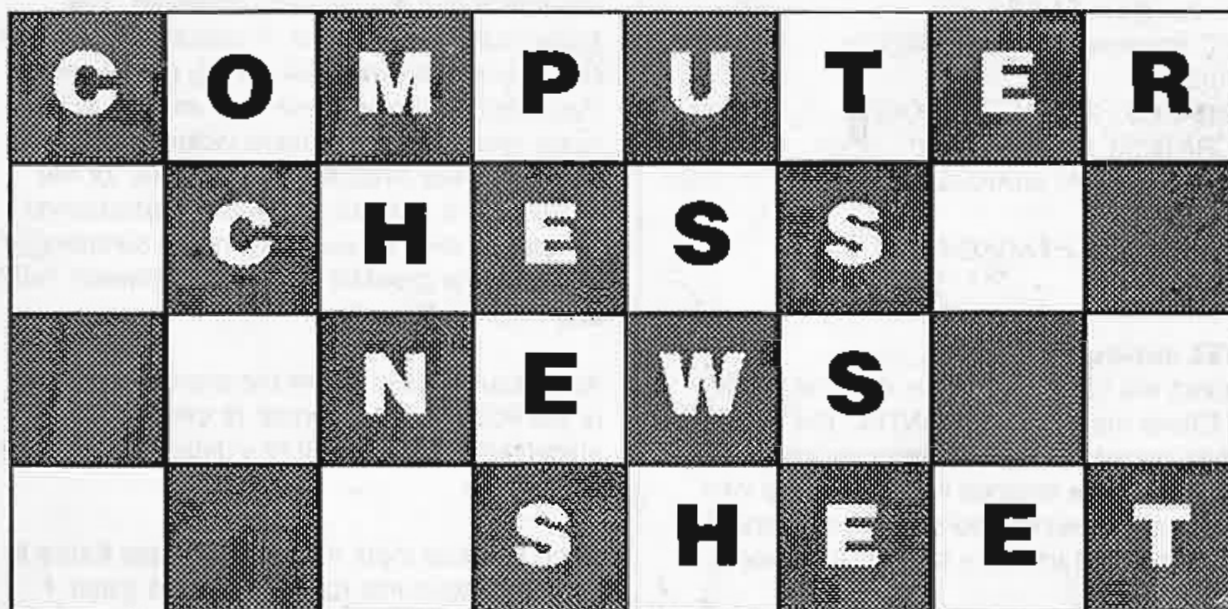


Computer Chess NEWS SHEET 51

Apr-May 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

A REMINDER INSERT will be included when you are sent the **LAST ISSUE** covered by your current sub. You will need to send your **RENEWAL**, payable to **Eric Hallsworth**, in order to receive the next Issue.

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

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From **Jurgen FAAS:**

All PC Programs were on 486/50's.

At 40/2:

SOCRATES3 3½-2½ ZARKOV2.6

SOCRATES3 1-5 HIARCS2.0

GENIUS2 2½-1½ HIARCS2.0

At 60/60:

SOCRATES3 2-2 ZARKOV2.6

INTEL supports CHESS!

Readers will have seen in the national press and Chess magazines that INTEL, the world's leading manufacturer of semiconductors whose products are the engines which drive the vast majority of the world's personal computers, have committed to future support of chess in a big way.

As their promotional material is keen to point out, there IS a strong link between COMPUTERS and CHESS. And, due to the incredible depth of the game, this presents significant challenges to computers in general and now, we are encouraged to see, INTEL in particular.

The actual extent of the 'chess problem' was put into perspective by Arthur Koestler:

"The average length of a game between evenly matched opponents of average strength is 40-45 complete moves, but it may be a modest 25. Thus in order to decide on the perfect opening move a computer would have to calculate at least 25 moves ahead. Calculating 25 moves ahead would mean that the machine would have to generate a total number of moves in the order of 10 to the power of 75 (which means 1 and 75 zeros!). Even if the computer could operate at the rate of a million moves every second, it would take 10 to the power of 69 seconds to complete the calculation. Ever since our planetary system came into being some 4½ billion years ago (give or take 4¼ billion, Eric), no more than 10 to the power of 18 seconds have elapsed".

INTEL continue: "The ultimate aim of computer programmers is to beat the world champion, a

feat which has not yet been achieved. The sophistication and speed of calculation of chess computers improves dramatically each year. Programmers now believe they are two to three years away from this elusive victory. INTEL is one of the key innovators responsible for the development of faster and more sophisticated computers and, as such, is already contributing to one of the greatest challenges between man and machine".

As a result INTEL is now the exclusive sponsor of the PCA's 1994 calendar of events, culminating in KASPAROV's defence of his title in 1995.

Such financial input for the immediate future is extremely welcome for our favourite game. I also note with interest that INTEL and the PCA are going to develop a new rating system for PCA players. Of course this has been forced upon the PCA by the dubious decision to remove Kasparov and Short from the FIDE Elo grading list, but the thought of another column in the NS to show Elo, BCF and PCA is NOT welcomed by me!

From Colin NEWBY:

Colin has just completed a fascinating 'Handicap' Tournament - of no value to our RATING LIST, but extremely interesting in my view!

His two strongest machines (RISC 2500 and BERLIN) were set at 5 secs per move, and his others (POLGAR/5, TRAVEL CHAMPION and SUPER CONSTELLATION) at 30 secs per move. They would play each other 5 times, so each would play 20 games.

Which would you expect to win? Will the RISC 2500 or BERLIN be able to overcome their 6x time handicap? Or will the POLGAR or TC come through?

Remember my Article in the ANNUAL REVIEW part of NS/49 in which I produced a TABLE estimating RATINGS for different TIME CONTROLS? Here is a new TABLE of the

projected 'NEWBY TOURNAMENT RATINGS' based on that and drawn from each COMPUTER's 40/2 figures in the NS/50 Rating List:

| Machine | NS/50 | 30secs | 5secs |
|-----------------|-------|--------|-------|
| RISC 2500 | 2311 | - | 2063 |
| BERLIN | 2218 | - | 1953 |
| POLGAR/5 | 2050 | 1897 | - |
| TRAVEL CHAMPION | 1981 | 1812 | - |
| SUPER CONST | 1801 | 1609 | - |

So, according to my calculations, it OUGHT still to be the RISC 2500 and BERLIN just ahead of POLGAR, with TC 4th. By calculating the average opposition each will meet, we can even forecast the scores for each machine!

| | | |
|-----------------|--------------|-------|
| RISC 2500 | 2063 vs 1818 | = 16 |
| BERLIN | 1953 vs 1845 | = 12½ |
| POLGAR/5 | 1897 vs 1859 | = 11 |
| TRAVEL CHAMPION | 1812 vs 1881 | = 8½ |
| SUPER CONST | 1609 vs 1931 | = 2 |

Is that what you'd expect? Will the Hallsworth calculations from years of study hold up?

Here's what happened!

| | R2 | BR | TC | PL | SC | |
|-------------|----|----|----|----|----|-------|
| RISC 2500 | - | 3 | 3½ | 4 | 4 | = 14½ |
| BERLIN | 2 | - | 3½ | 3 | 4 | = 12½ |
| TCHAMPION | 1½ | 1½ | - | 2½ | 5 | = 10½ |
| POLGAR/5 | 1 | 2 | 2½ | - | 4½ | = 10 |
| SUPER CONST | 1 | 1 | 0 | ½ | - | = 2½ |

I think a pat on the back is allowed to encourage myself... and all-round very interesting to see the theories tested in practice. Thanks, Colin.

From Richard LANG:

In addition to the very useful **Genius2 Opening Book** by Graham White [160,000+ positions, £32.99 incl. p/p and as reviewed in NS/50] Richard tells me that 5 more Books [PowerBooks] have been prepared, this time by Weiner Vertriebs GmbH in Germany.

Cost is £25.00 + £3 p/p each, or £105 incl. p/p

for all 5. As with the Graham White Book, once you have these you can Edit and Alter them to your hearts content. I prefer Graham's effort personally because its all-inclusive and comprehensive coverage on the one disc means, once loaded and in play, there is no need to swap User Books. However readers who want an even more microscopic study of a particular Opening could well prefer one of the PowerBooks in such a case.

Disk A. All openings except 1.e4 and 1.d4. Also 1.d4 without d5, and 1.d4 Nf6 2.c4 without e6 or g6.

= 470,000 positions in 23,000 lines claimed, e.g. Dutch, Benoni, Old Indian, Budapest Gambit, Modern Defence with c4, English, Reti System, Bird, Nimzovich-Larsen Attack.

Disk B. 1.e4 without e5 or e6.

= 570,000 positions in 31,400 lines claimed, e.g. Sicilian, Caro Kann, Pirc, Modern Defense without c4, Alekhine, Scandinavian.

Disk C. 1.e4 e5, and 1.e4 e6.

= 300,000 positions in 14,700 lines claimed, e.g. Ruy Lopez, Guiooco Piano, Two Knights, Four Knights, Scotch, Petroff, Philidor, Kings Gambit, Vienna, French.

Disk D. 1 d4 d5, and 1.d4 Nf6 2.c4 g6 with d5.

= 263,000 positions in 14,600 lines claimed, e.g. Queens Gambit, Gruenfeld Indian.

Disk E. 1.d4 Nf6 2.c4 e6, and 2...g6 with d6.

= 344,000 positions in 16,500 lines claimed, e.g. Kings Indian, Nimzo Indian, Queens Indian, Bogo Indian, Catalan.

These are available to order now, via myself or Terry at the Competence offices.

From Frank HOLT:

I listed Frank's Tasc R30 v. Meph RISC 1MB results last time, totalling 31-19 for the R30 in rateable games. I also promised a game or two from the Match, so here goes.

Meph RISC-Tasc R30 [offensive].

40/2 Sicilian Labourdonnais. Brief comments by Frank.

**1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e5
5.Nb5 a6 6.Nd6 + Bxd6 7.Qxd6 Qf6
8.Qa3 Nge7 9.Nc3 Rb8 10.Be3 b5
11.Nd5 Nxd5 12.exd5 b4 13.Qb3**
= First out of Book, eval. +33 -> Nce7.

13...Ne7

= R30 also out of Book, eval. +14 -> c4.

**14.c4 Qg6 15.f3 0-0 16.g3 d6 17.a3 e4
18.axb4 exf3 19.Ba7 Rb7 20.Be3 Re8**
= RISC at 20.Be3 had -12 -> Qe4. R30 now has
+142 -> Kf2. A substantial difference of opinion!

21.Qa4 Bd7

= I can see now why RISC made the Rook move
from b8... Qa4 can now take the Pawn on a6.

22.b5 Nf5

= White has moved itself too late and shows
-309. For the R30 it's "tally ho!" Once it has the
whiff of blood it's off showing +679 -> 0-0-0.

23.0-0-0 Nxe3 24.Bd3 Qh6 25.Qxa6

= Meph RISC took 12 mins over this move, and
now shows -555. The R30 has +753.

25...Rbb8 26.Kb1 Nxd1 27.Rxd1 f2 28.Qa5 Qf6

= RISC had shown -583 -> Ra8. But with Qf6 the
R30 is convinced and has +1119 -> g4.

29.Qd2 Bf5 30.Bc2

= RISC resigned here, but I played a couple more
moves. Not that I don't trust the R30 to finish the
job (far from it!), but I like to see how clinical
these machines can often be!

30...Bxc2 + 31.Kxc2 f1 = Q 32.Rxf1 Qxf1 33.Qc3 Re2 +

= There it is - mate in 9 announced! It concluded
34.Kb3 Ra8 35.Kb4 Qa1 36.Qxg7 + Kxg7 37.c5
Rc2 38.cxd6 Qxb2 + and mate. 0-1

Tasc R30 [offensive]-Meph RISC. G/60

**1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.c3 dxc3
5.Nxc3 Nc6 6.Bc4 Qc7 7.0-0 Nf6 8.Qe2
Ng4 9.g3 d6 10.h3 Nge5 11.Bf4 Nxc4**

= Both out of Book, and both think THEY are
winning! R30 has +101, the RISC +125.

**12.Qxc4 e5 13.Nd5 Qd8 14.Bg5 f6
15.Bd2 Bxh3 16.Rfe1 Rc8 17.Rac1 Qd7
18.Qd3 Be7 19.b4 f5 20.b5 fxe4
21.Qxe4 Nd8 22.Rxc8 Qxc8 23.Nxe5
dxe5 24.Qxe5 Ne6 25.Qh5 + Kf8**
= The R30 has +401, Meph RISC now -253.

26.Qxh3 Bc5 27.Rxe6

= I quite liked 27.Qf5 + which had many
advantages.

27...Kg8 28.Qg4 Kf7 29.Bc3

= And the R30 announces mate in 11!

29...Rf8 30.Re7 + Bxe7 31.Qxg7 + Ke6

= The RISC is still oblivious to the mate
announcement, but has the decency to show -999
and resigns! The final moves were:

**32.Qe5 + Kf7 33.Qxe7 + Kg6 34.Qg7 +
Kh5 35.Qxh7 + Kg4 36.Qe4 + Kh5
37.Ne7 Qg4 38.Qh7 + Kg5 39.Qg6 + .
1-0**

Although the two dramatic games above were
both on Offensive, if we include the G/30 results
(which don't go into the Rating List of course) the
R30 got its best results on Solid and Normal with
7½-4½ scores. On Offensive it ended 7-5, whilst
Defensive and Active were both 6½-5½. Thus the
total score for all games was 35-25 as Mephisto
RISC actually outscored the R30 in their G/30
games!

.....

The Tasc R30 reputation got another boost from
2 games played against Harald CASAGRANDE, a
3-norms I.M candidate currently grading at 2395
Elo. The 2 game Challenge Match was played at
50/2hrs. Game 1 was a Queen's Pawn opening
and drawn in 49 moves. But in the second,
Casagrande as Black took his life into his hands
by responding to 1.e4 with d5?!... not necessarily
the best response against a strong and rather
aggressive computer opponent!

Here is the full game:-

Tasc R30-H CASAGRANDE

**1.e4 d5 2.exd5 Nf6 3.d4 Nxd5 4.c4
Nb6 5.Nf3 g6 6.Be2 Bg7 7.0-0 0-0**

8.Nc3

=The R30's last move in Book, probably -> Nc6.

8...Bg4 9.c5! N6d7 10.Qb3

=R30 has a +98 evaluation with this.

10...Qc8 11.Be3 Nc6 12.Rod1 e5 13.dxe5 Bxf3 14.Bxf3 Ndx5 15.Bd5 Nd8 16.Ne4 Kh8

=Wanting to be able to drive the strongly placed Knight away with f5. This Knight not only looks menacing but also hinders Black's freeing move c6 because of Nd6!

17.f4!

=However R30 contentedly shows +184.

17...Ng4 18.Bd4 c6

=If 18...f5 the same 19.Bxg7+ Kxg7 20.Qc3+ is winning.

=Best may be 18...Bxd4+ 19.Rxd4 c6 20.Nd6 Qc7 though 21.Bf3 leaves White with an advantage.

19.Bxg7+ Kxg7 20.Qc3+ f6 21.Bb3 Nh6

=Some of Casagrande's pieces are beginning to look a bit like bystanders at this point!

22.Rd6 Qf5 23.Nxf6

=The R30, whose execution can hardly be faulted, reads +345.

23...Rxf6 24.Bc2 Qe6 25.Re1!!

=An astonishingly superior move. Of course taking the Queen immediately with 25.Rxe6 certainly wins, but I can't imagine many humans (never mind computer programs) actually seeking out something better. Indeed many programs evaluate for close to a minute that the reply 25...Qf7 has actually got Black back into the game!

25...Qf7

=If 25...Qxe1 26.Qxe1 Nf7 27.Rxf6 wins very easily.

26.Bb3! Qf8 27.Re8! and 1-0.

=If 27...Qxe8?? 28.Qf6 mate.

=If 27...Qxd6 28.cxd6 followed by either 29.g4 or 29.Qe3! is a big win.

=Casagrande commented favourably afterwards about the R30's excellent moves 9.c5 and

25.Re1.

.....

LATE RESULTS - more details in NS/52!

[1] ASTURIAS OPEN

The Event took place from 4-8 December 1993 and the Time Control was an unusual one being Game in 45 mins. There were 597 players including, I believe, no less than 69 G.M's taking part!

GENIUS2 586/60 scored 8/13 which included 3½/8 against rated players for a 2461 grading. It had wins against Rivas (2530) and Colin McNab (2490), plus draws with Makarichev (2540) and Sofie Polgar (2430).

The **KING2-PC/32MHz** produced an almost sensational result getting 9½/13 and a share of 11th place, including 6/9 against rated players for a 2645 figure! It beat Valery Salov (2685), Galliamova (2435), Makarichev (2540) and Strikovic (2465), and drew with Britishers Stuart Conquest (2485) and Peter Wells (2455) as well as Sveshnikov (2570) and Gomez (2450).

Some games and positions in NS/52 if at all possible.

[2] WELSER Computer Championship.

The always eagerly anticipated Annual COMMERCIAL CHAMPIONSHIP was a 12 player ALL-PLAY-ALL again this year. In some past years there have been 25 to 30 entrants in a 9 or 10 round Swiss, but in 1993 the Austrians changed to a smaller 'select' entry and an All-Play-All Basis which makes it virtually a World Commercial Championship as every entrant is a purchased model or program!

Anyone who thought the HIARCS2.1 result in the official World Championship in Munich was any sort of fluke, or was mainly due to its 10-15% speed advantage over some of the opposition due to the use of a Sun Sparc processor, would not have expected the final WELSER order!

Owners with the 2.1 rather than the 2.0 version

are aware that it really has become a leading contender, and Welser confirmed it.

I don't have the details of the PC PROCESSORS in use at present - sorry - apart from the two British entrants. I have been told there were a couple of Pentium 586/60 machines in use, but I haven't had that officially confirmed and don't know which programs might have used them, if any.

WELSER, 1994

| | |
|---------------------|-------|
| 1 GENIUS2 486/66 | 8½/11 |
| 2 HIARCS2.1 486/33 | 7½ |
| 3 Tasc R30 | 7 |
| 4 M Chess PRO3.5 | 6½ |
| 5 Meph GENIUS 68030 | 6 |
| 6 ChessMASTER 4000 | 5½ |
| Meph GIDEON PRO | 5½ |
| 8 SOCRATES3 | 5 |
| 9 Kasparov SPARC | 4½ |
| FRITZ2 | 4½ |
| 11 NIMZO | 3 |
| 12 Nilobaruf (?) | 2½ |

The FAX went 'wobbly' at the bottom... Nilobaruf may well not be the right name, but I haven't a clue what it should be and it doesn't look remotely like anything I've ever heard of, commercial product or not!

CROSS-TABLE and GAMES in the next Issue.

[3] The **NICE OPEN** attracted over 200 players and was principally sponsored by Mephisto whose GENIUS2 scored 5/7 for a share of 10th. place. No more details known at present.

READERS LETTER

G.F.Baker

Crawley, Sussex

Dear Eric,

I feel I must air my views on **Shuffle Chess** (News Sheet No.50). Surely the need here is to find an answer to the age-old question?!: "Does

opening memorised knowledge confer any advantage?"

We have with modern Chess Computers the means to answer this in a practical way. Unfortunately to make trials easy two Computers would be needed as, when opening book is cancelled, both sides are affected.

But on autoplay we have two perfectly matched opponents!

Is it not surprising that some 'bright spark' has not tried this? Perhaps discussion and debate is more interesting and intriguing than an answer!

In chess as in everything else Granny's old proverb applies: "The proof of the pudding is in the eating".

So as not to prolong my letter (I am sure you get many) I give a few rather surprising results from my own Computer when stripped of opening book.

NOVAG SUPER FORTE C/6. Set at 30/1 hr.

Kings Gambit. I input **1.e4 e5 2.f4 exf.** Over to NSF which played **3.Qg4** after 3m00.

Ruy Lopez.. I input **1.e4 e5 2.Nf3 Nc6 3.Bb5.** Over to NSF and it played **3...a6** at 2m09. Let's see what it does for White now... oops, very strange: **4.Be2** after 5m48.

Vienna Game. I input **1.e4 e5 2.Nc3 Nf6 3.f4.** In reply NSF played **3...exf4** after 1m36. Of course it has the correct 3...d5 in its book.

Could I take the liberty of suggesting NS readers might perhaps participate in a little original research to establish a figure for the question:

"What if any is the advantage of the 1st. move?"

If each subscriber played 10 or 20 games on auto play you could break down the results for black and white.

You may even be prevailed upon to publish the shortest game win - though if a Computer plays itself, it doesn't really win does it?

ENDGAME STUDIES

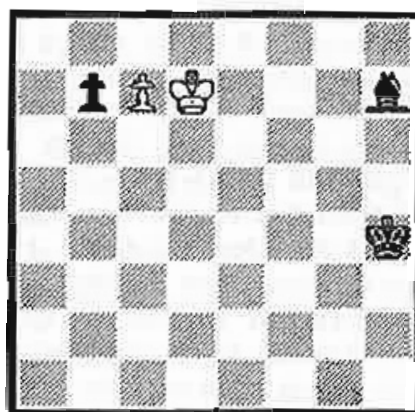
By Graham White

7

[1]

I recently saw this Study in a Magazine, and it has a surprising solution.

White to play, has to DRAW from this position.



The surprise move which gets the draw is **1.Kc8!**

Some timings, using my 486/66:-

GENIUS1: 3m07.

GENIUS2 with 3MB hash: 1m40.

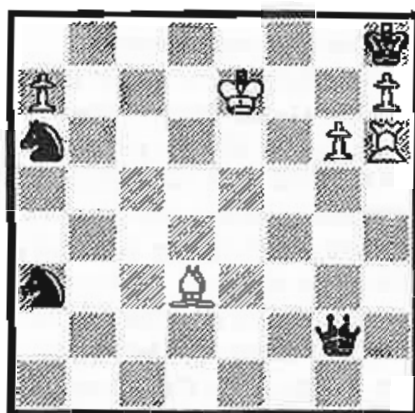
HIARCS2: 3m28 for the right move, and 4m33 to show a draw evaluation.

ChessMASTER 4000: 0m34!

[2]

The next one is more complicated and needs to be calculated at least 9 moves ahead.

White to play and WIN.



The solution is **1.a8 = Q Qxa8 2.g7 Kxg7**
The next move seems hard for some programs to find, so readers will probably need to input

the first 2 moves so that their programs can find: **3.h8 = Q Qxh8 4.Rg6 Kh7 5.Kf7!** and White indeed wins.

Some timings (after playing 2...Kxg7):-

GENIUS1: 0m47.

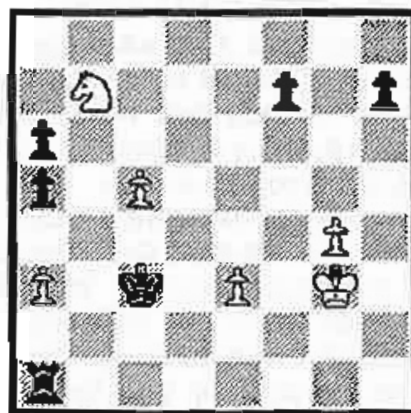
GENIUS2: 0m41.

HIARCS2: 0m59. (v2.1 has the right analysis in 0m06! but needs longer for a big + eval. Eric)
ChessMASTER 4000: 0m50.

[3]

Finally here is another Study I saw recently.

White to play and WIN?



A summary of the Composer's Analysis goes:

1.c6 Rg1 + 2.Kh4 (2.Kf4? Rf1+ leads to a draw) **2...Rh1 3.Kg5 h6 + 4.Kf4 Rf1 + 5.Ke5 Rc1 6.Nc5 Kc4 7.c7 Kb5 8.c8 = Q Rxc5 + 9.Qxc5 + Kxc5 10.Kf6 Kd5 11.Kxf7 Ke4 12.Kg6.**

This is a very interesting endgame, which rewards study. However the author has missed more than one possibility for BLACK... which actually wins! To give you a clue - I believe the starting position is already lost for White!

PRIZE: One year's **FREE SUB.** to NEWS SHEET for the best analysis of this ending!

(Graham to Eric: I haven't given the solution as I thought you'd like to try it yourself. If you send the Entries to me, I'll judge them for you and give the full solution). **ENTRIES TO REACH ERIC by 30th. APRIL 1994 please.**

NEW MODELS: Mephisto NIGEL SHORT and BERLIN PRO

Mephisto's **NIGEL SHORT** has been a prominent best-seller in Britain since just before Christmas - and rightly so. Whilst regarding the very full package of features it is exactly the same as its predecessor (the MILANO) it is proving itself to be a very clear improvement in playing strength and results.

We have reported before on its 2 = placing in the Bury St Edmunds Open with 4/5 and a 192 BCF grade. Here, however, are 2 games against programs which placed highly in the Munich World Championships.

NIMZO 486/25 (2210) - NIGEL SHORT (2170) Eric's 60/60, 1994

1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Nf3 dxc4 5.a4 Bg4 6.Ne5 Bh5 7.g3 e6 8.Bg2 Bb4 9.0-0 0-0 10.Nxc4 a5 11.Bg5 h6 12.Bxf6 Qxf6 13.Qd3 Rd8 14.e3 Nd7 15.Be4 Nc5 16.Bh7 + ?! [Allowing Black the 2 Bishops in this position is not a particularly good idea!] **16...Kh8 17.Qc2 g6 18.dxc5 Kxh7 19.Ne4 Qe7 20.h3** [20.Ne5 Rd5! 21.Nd3 probably best] **20...f5! 21.f4?! [21.Ned2 Be2 22.Rfc1 looks better] 21...fxe4 22.g4 Bxg4 23.hxg4 Qh4 24.Qg2** [The best defence] **24...Bxc5 25.Rfe1 Rd3 26.Kf1 Rad8 27.Rab1 b5! 28.axb5 cxb5 29.b4?** [Nothing is very palatable here, but this is not the best way to resist. 29.Ne5 Rd2 30.Nxg6! would at least make Black think a little, though he should find 30...Qxe1 + 31.Rxe1 Rxg2 32.Kxg2 Kxg6 winning] **29...Bxb4 30.Rxb4 axb4 31.Nd6** [Reading -1013 and trying to delay mate. 31.Ra1 Rd1 + is m/3 for example] **31...R8xd6 32.Qf2 0-1**

I have only played 2 games with NS against the (to me) disappointing NIMZO, which came 3 = at Munich! NS won both. A particularly good result was a close 4½-5½ loss to the actual World Software Champion. Here is an NS win:-

NIGEL SHORT (2180) - HIARCS2.1

486/25 (2360) Eric's G/60, 1994

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Nc6 6.Bg5 e6 7.Qd2 Be7

8.0-0-0 0-0 9.f4 h6 10.Bh4 e5 11.Nf5 Bxf5 12.exf5 Nd4 [HIARCS is now out of Book, and this ends White's theory lines 12...exf4 was expected by NS] **13.Bd3 Qd7 14.Bxf6 Bxf6 15.Nd5 Qd8 16.Be4 Rc8 17.Nxf6 + Qxf6** [Hiarcs, which had been showing around -50 came back to 0 after this unexpected exchange] **18.c3 b5 19.g4 b4** [Whose attack has precedence? Hiarcs goes to +98 with this, and shows +214 at move 24 before dropping to 0 again at 29] **20.g5 hxg5 21.fxg5 Qd8 22.Kb1! bxc3 23.bxc3 Nb5 24.Rc1 Na3 +** [24...Qa5! looked strong] **25.Ka1 Nc4 26.Qg2! d5 27.Bd3** [Here NS showed -36 -> Re8] **27...Qa5?! 28.f6 g6?** [28...e4! with an = eval was expected by NS. The Hiarcs choice is bound to lead to trouble along the h-file against a knowledgeable opponent] **29.Qh3! Nd6 30.Qh6 Ne8 31.Bxg6 fxg6 32.Qxg6 + Kh8 33.f7 Qb6 34.Qh5 + Kg7 35.fxe8Q Rxe8 36.Rb1 Qc6 37.Rb3 a5 38.h4 Rf2** [38...a4 was probably needed to interfere with White's planned next move] **39.Rhb1! Re7 40.c4** [Here Hiarcs thought for just over 4 mins before playing:] **40...Qxc4** [With a -1084 eval. and resigning. Why? = i. 40...Qxc4 41.Qh6 + Kf7 (41...Kg8 42.Rb8 + m/5) 42.Qh7 + Ke6 43.Rb6 + Kd7 44.Rb7 + Qc7 (no choice) 45.Rxc7 + Kxc7 46.Qxe7 + m/6 = ii. 40...dxc4 41.Rb8 Qe6 42.Qh8 + Kg6 (42...Kf7 43.Rf8 + m/2) 43.R8b6 wins the Queen immediately and the game follows close behind. However this line looks to 'hang on' longer for Black than the one chosen. = iii. 40...a4 41.Rb8 Now this is similar to the 40...dxc line, but here I noticed that Black has another way of disturbing White's march to the mate with: 41...Rxa2 + 42.Kxa2 Qxc4 + Here is some quickish analysis that leads only to a draw... perhaps an NS reader can find a way for White to retain the win!? 43.Ka1 Qc3 + 44.R1b2 Qc1 + 45.Ka2 Qc4 + 46.Kb1 Qf1 + 47.Kc2 Rc7 +! 48.Kd2 Qf2 + 49.Qe2 Qd4 + and here it looks like a draw!? But the actual game was 1-0 of course!]

The **NIGEL SHORT** costs **£269**.

The second new model we consider in this Issue is more than just new... it won't be available until later in April! However I have been fortunate enough to have the use of one for a few weeks and can definitely encourage you to start saving up!

Incidentally there is no mystery over the existence of a **Mephisto BERLIN PRO** at the Red House in Wilburton and a short delay before the official release. As reported in NS50 SAITEK (the manufacturers of KASPAROV machines) have acquired HEGENER & GLASER (who make the MEPHISTO products). This results inevitably in certain reorganisation: Distribution, Marketing and the integration of the Manufacturing to Saitek's premises in Bao, Hong Kong. The delays will be short-lived and BERLIN PRO's will appear very shortly, as will new stocks of the GENIUS2 68030.

As in the MILANO->NIGEL SHORT step forward, that from BERLIN->BERLIN PRO does not affect the features. Actually that is not a let-down, but a RELIEF! The analytical facilities within the BERLIN are the same as in Richard Lang's VANCOUVER and GENIUS2 upgradeable Mephisto programs, and therefore second to NONE!

Thus 50-game storage, monitor mode analysis, choice of opening book style, superb 32 character graphic display which is user-programmable so you can see what YOU WANT to see, unlimited time controls, chess 'poor move' tutor, autoplay etc. are all there. Plus the Laptop style with lid with stand-up and flat disc pieces. Perfect!

The BIG change - and I mean BIG! - is in the PROGRAM and POWER! The program is the World Champion GENIUS2 itself, and the power improvement comparison looks like this:

| | BERLIN | BERLIN PRO |
|-------------|--------|------------|
| Processor | 68000 | 68020 |
| Speed | 12MHz | 24.5MHz |
| Program ROM | 128K | 256K |
| Hash | 512K | 1024K |

Readers won't need a mathematician to tell them this means that the BERLIN PRO is not only MUCH faster than the 'basic' BERLIN, but is



Berlin and Berlin Pro

TWICE as fast even as a VANCOUVER 68020 (and it has an updated and definitely improved program!).

A Match with M CHESS PRO3.5 486/25 went:

BERLIN PRO 1 1/2 1/2 1 1/2 1 = 4 1/2

M CHESS PRO 0 1/2 1/2 0 1/2 0 = 1 1/2

Here is one of the games:

MCP3.5 486/25 (2400) - BERLIN PRO (2400) Eric's G/60, 1994

1.g3 d5 2.Bg2 c6 [Great fun - the programs have put each other (or themselves?!) out of Book!] **3.d4 Nf6 4.Nf3 Bf5 5.Nh4 Bg4 6.h3 Bh5 7.g4 Bg6 8.Nxg6 hxg6 9.c3 e6 10.Bg5 Nbd7 11.Nd2 e5** [MCP was not impressed by this advance, and its eval. jumped from +11 to +84. Perhaps the steadier 11...Be7, concentrating on development, was better?!] **12.dxe5 Nxe5 13.f4 Ned7 14.Qb3 Nc5 15.Qc2 Ne6 16.0-0-0 Bd6 17.e4!?** [How do we evaluate this one? MCP goes up to +147, but BP also shows a small plus, despite the possibly exposed position of its King. DIAG1] **17...Nxf4 18.Bf3! Qc7 19.exd5 N4xd5** [The question is simply whether White has sufficient compensation for this Pawn?] **20.Bxf6 Nxf6 21.Rhe1 + Kf8** [21...Be7 was expected, to preserve Castling rights and make sure the h8/Rook doesn't get blocked from the game] **22.Bg2 Rd8 23.Nf3 Bf4 + 24.Kb1 Rxd1 + 25.Qxd1 Bg3**

26.Re2 Nd5 27.Re4 [27.Qd4 looks better]
27...Qb6 [27...f5 tempted BP, but this is strong in every way] **28.Ka1 a5 29.Qe2 Qd8**
30.Qf1 Kg8! [Getting the King to greater safety, and preparing to release the Rook. If Black proves he has the time to do it this way, he will have the better game] **31.Qe2 Kh7**
32.Rd4 [The threat of 33.c4 looks real, but BP doesn't need to defend with the expected b5...] **32...Re8! 33.Qf1 Qf6 34.a3 Ne3**
35.Qe2 Nxg2 36.Qxg2 Bd6 37.g5 Qe6
38.Rd1 Bc5 39.Qg3 Qf5 40.Nd4 Qd5
41.Rd2 Re4 42.Nf3 Qf5 43.Rd8 Be7
44.Ra8 Qf4 45.Qg2 Re3 46.Nd4?! [BP's excellent steady increase of the pressure is finally wearing the MCP resistance down. Perhaps 46.Re8!? was better] **46...Rg3! 47.Qh2** [47.Ne2 looks tricky and therefore tempting, but MCP has probably played the best move as 47...Rxb2 48.Nxf4 Rxb2 followed by 49...Rg3 wins easily enough] **47...Bxg5 48.Rf8?** [But this is a bit too hopeful!] **48...Qf1 + 49.Ka2 Qc4 + 50.Ka1 Rd3 51.Qh1 Bf6! 52.Qe1 c5! 53.Ne2** [Black's finely timed attack on the long diagonal has resulted in an evaluation change from +200 to +600 over the last two moves] **53...Re3 54.Qc1** [54.Qf1 Bxc3! 55.bxc3 Rxe2!] **54...Rxe2 0-1**

HIARCS2.1 486/25 and Meph GIDEON PRO 486/25 both put up closer struggles:-

BERLIN PRO 0 1 1 1 1/2 0 0 1 1 0 = **5 1/2**
HIARCS2.1 1 0 0 0 1/2 1 1 0 0 1 = **4 1/2**

BERLIN PRO 0 1/2 1 0 1 1 = **3 1/2**
GIDEON PRO 1 1/2 0 1 0 0 = **2 1/2**

No doubt the KEY Match would always be against RISC 2500, either 128K or the 512K upgrade. I have the latter, so it's £549 v. £549!

BERLIN PRO 0 1 1 1 0 1/2 1 1 1 1/2 = **7**
RISC 2500-512 1 0 0 0 1 1/2 0 0 0 1/2 = **3**

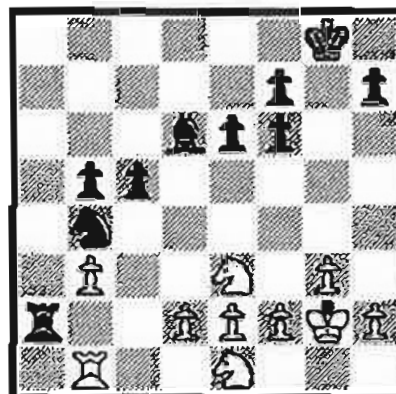
An unexpectedly big win for BP, though I felt that the new GENIUS2/BPRO program had the better of my KRIS from some of the openings it played, perhaps representing work done to counteract its most direct opponent. But no sour grapes - BERLIN PRO looks 'somewhat stronger!' and is, on the basis of the above results, going to get onto the NS RATING LIST at a little over 2400 Elo. The price is **£549**, as already shown.

Here is one of the games (they were all played at G/60).

BERLIN PRO-RISC 2500-512K. Eric's G/60
1.Nf3 d5 2.c4 dxc4 3.Na3 a6 4.Nxc4 b5 5.Ne3 Bb7 6.a4 e6 7.b3 Nf6 8.Bb2 Bd6 9.axb5 axb5 10.Rxa8 Bxa8 11.Nd4 c6 12.Qa1 Bb7 13.Nf3 c5 14.g3 O-O 15.Bxf6 Qxf6 16.Qxf6 gxf6 17.Bg2 Nc6 18.O-O Ra8 19.Rb1 Nb4 20.Ne1 Bxg2 21.Kxg2 Ra2

[Diagram.

Black has every chance in this position - Rook on 7th rank and the distant Pawn majority]



22.Nf3 f5
23.Nd1 Nd5
24.Rb2
Rxb2

25.Nxb2 e5 26.Nh4

[Suddenly the dreaded 'Lang Knights' take over!]

26.... Ne7 27.Nd1 Bc7 28.Nc3 b4
29.Na4 Bd6 30.Nb6 f6 31.Nc4 Bc7
32.Ne3 Kf7 33.Nc4 Ke6 34.d3 Nc6
35.Nf3 Nd4 36.Nxd4 +

[A clever exchange - Black either loses his majority or saddles himself with a backward c/Pawn and an unpleasant setup on the Kingside]

36.... cxd4 37.Nd2 Bd6 38.Nf3 Bf8
39.Ne1 Kd5 40.Nc2 e4 41.f4! Bc5
42.Kf1 h6 43.Kg2!

[The start of the winning march by the King - excellent strategy concept again by BP]

43.... Bd6 44.Kh3 Be7 45.Kh4 Bc5
46.Kh5 exd3 47.exd3 Bf8 48.Kg6 Be7
49.Kxh6 Bc5 50.Kg6 Ke6 51.h4 Ke7
52.h5 Kf8 53.Kxf6 Kg8 54.Kxf5 Kg7
55.g4 Kf7 56.h6 Kg8 57.Kg6 Kh8 58.h7 Bb6 59.Nxb4. 1-0

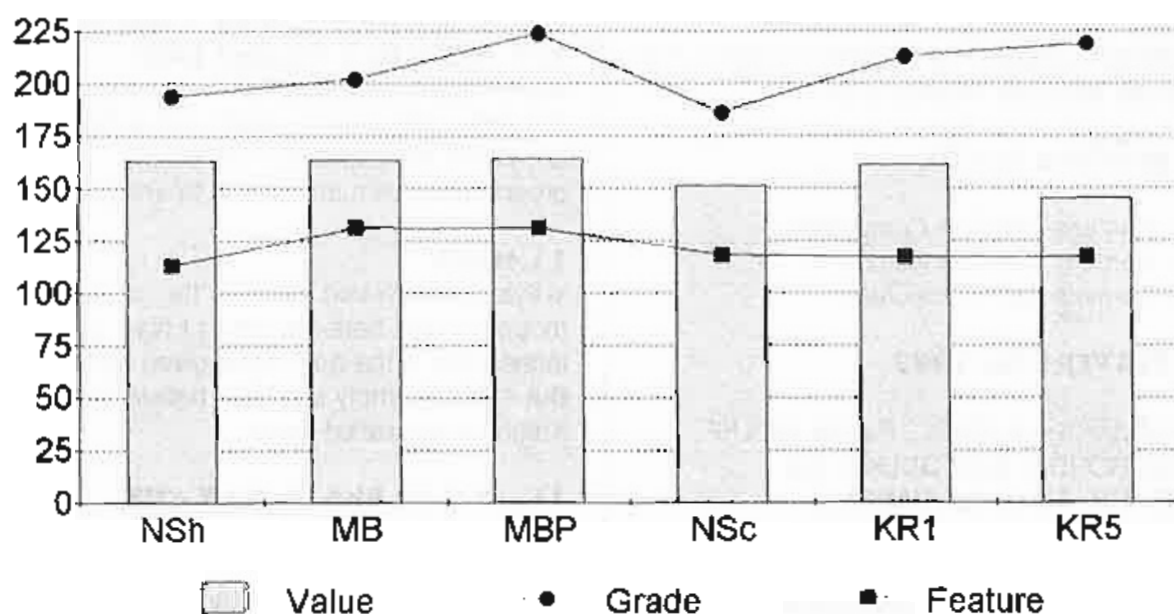
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A result just received from Alastair SCOTT reminds me of the excellent valued machine, **Kasparov GK-2000** at **£119** and now on 2006 Elo! Some games from this next time!

PRESS SENSORY Computers - the TOP Models

PRESS SENSORY - Top

11



| | | Value | Grade | Features | Price |
|------------------|-----|-------|-------|----------|-------|
| Meph Nigel Short | NSh | 163 | 194 | 113 | 269 |
| Meph Berlin | MB | 163 | 202 | 131 | 399 |
| Meph Berlin Pro | MBP | 164 | 224 | 131 | 549 |
| Novag Scorpio | NSc | 151 | 186 | 118 | 299 |
| Kasp RISC-128 | KR1 | 161 | 213 | 117 | 399 |
| Kasp RISC-512 | KR5 | 145 | 219 | 117 | 549 |

I hope readers will find the CHART idea helpful - please let me know as I could reproduce the same type of format in future to cover Portables, Low and Medium strength Press Sensory Models, Auto Sensory machines and maybe some other combinations!?

This Chart suggests that, absolutely objectively, whilst the upgrade of the RISC 2500 isn't really 100% worthwhile (its 'true value' drops), the Mephisto BERLIN PRO is worth the extra! If **top** strength is the no.1 criterion then the **Berlin Pro** has to be the choice as the new program plus its 68020 24MHz processor results in a big grading jump.

At the £399 level there is really little to choose between the RISC 2500-128 and Berlin. The RISC definitely gives higher strength, but I consider both Berlin versions have better features: 50 game save, analysis in monitor mode and LED's on every square being the main ones, though the Kasparov machine has an advantage in offering 5 playing styles.

The reduced price of Novag's SCORPIO from £369 brings it into competitive contention **below £300**, though the NIGEL SHORT still scores higher. The Scorpio can store 10 games, and NS has a smaller Opening Book, which are the main reason for Scorpio's feature value lead, but 'Nigel' has many special qualities in naming openings, its willingness to display all opening book choices etc. and specific Elo rated Training levels. A feature-listing with combined formula to make these evaluations both specific and objective must be created to take the idea further in a totally fair way!

THE 4TH. HARVARD CUP - "**Man vs Machine**", played on 6 November 1993 at The Computer Museum, Boston, USA.

The previous results:

1989. Humans 14½-1½ Computers
1991. Humans 12-4 Computers
1992. Humans 18-7 Computers

The PLAYERS for 1993:

The HUMANS - all GM's... Patrick WOLFF, Michael ROHDE, Boris GULKO, Ilya GUREVICH, Alexander IVANOV.

The COMPUTERS - Kasparov GAMBIT 586/60, BATTLECHESS 4000 586/60, SOCRATES EXP 586/60, M CHESS PRO v3.42 586/60, Kasparov SPARC, TASC R/30.

As readers can see, all of the PC Programs were running on PENTIUM 586/60MHz machines, provided by INTEL, who were the Event's chief sponsors.

RULES: 6 rounds, 6 games per round, each HUMAN to play each COMPUTER. Time Control Game in 25 with 10 minute intermission between rounds.

PRIZES: Top human \$1,000, 2nd human \$500.

NOTES to Games by Eric Hallsworth, except WOLFF-M CHESS PRO and WOLFF-SOCRATES EXP by GM Patrick Wolff.

Round 1.

A IVANOV 1-0 Kasparov GAMBIT. 68 move Ruy Lopez.

I GUREVICH 1-0 BATTLECHESS 4000. 51 move Philidor.

SOCRATES EXP 0-1 J BENJAMIN. 51 move Sicilian 2.c3

P WOLFF (2585) - M CHESS PRO (2450) Harvard [1], 1993 Sicilian Defense. Notes by GM Patrick Wolff.

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4

Nf6 5.Nc3 a6 6.Bc4 e6 7.Bb3 b5 8.0-0 Be7 9.Qf3 Qc7 10.Qg3 b4?!

= I felt a brief paroxysm of nervousness when this move was played - had I lost a Pawn? But no: in fact the computer was simply programmed with an inferior Opening Book.

11.Nce2!

= Ilya Gurevich told me after the game that he thought it was better to play 11.Na4, and indeed this is the only move given by theory. But if Black simply castles, I believe that the Knight is misplaced there.

11...0-0 12.Bh6 Ne8 13.c3!?

= There are many promising moves here, but this is the simplest, and possibly event the best - especially at a fast time control. Perhaps also 13.a3!? deserved consideration.

13...bxc3 14.Nxc3



14...Nd7!?

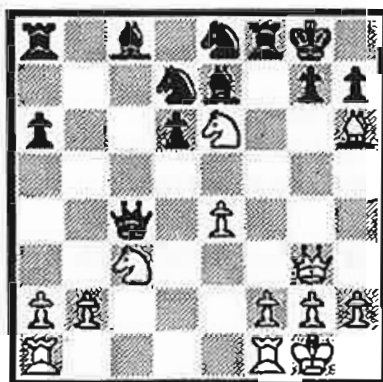
= I am sure that the Computer simply misevaluated my next move, but Black is already much worse, so this move is not such a bad choice. White has a huge lead in development, and the opening of the c-file is tremendously to my advantage. The Computer would like to play 15...Nc5 to hit the e-Pawn and block the c-file, but there is a problem...

15.Bxe6!

= Of course. Against a human I would play such a move instantly, because I am so sure that it must be very strong. Against the Computer, I must admit that I hesitated just a second, because after all, don't these things calculate everything within several moves? But a good move is a good move!

15...fxe6 16.Nxe6 Qc4!

= This move was absolutely forced, and I had expected it. But now a curious thing happened. Perhaps I suffered from first round jitters, or perhaps I tried hard to force a win from a position that did not contain it. Or maybe I just goofed. Computers don't do that, do they? Take a look at this position. What looks like the best move to you?



17.Bxg7??

= There are three other choices - first the less good:

= a) 17.Nd5? Rf7! holds.

= b) 17.Nxf8?! Bxf8 is good for White. But there is one better.

= c) 17.Nxg7! Bh4 (forced) 18.Qxh4 Nxg7 and now 19.Qe7, or 19.Bxg7 followed by 20.Qg3+ or 20.Qe7+ reaches a position where White has four Pawns for the piece. Black is not yet dead, since his pieces are very active, but still White is much better. I actually saw this during the game, but I thought I saw better...

17...Qxe6!

= And now I realised that after 18.Bf6+ Kf7, the move I had calculated next, 19.Qg7 mate, was not mate at all since the Knight covered g7! Yes, I suffered from what we humans call 'a hallucination'. That's when we calculate something, but some element of our calculation was done erroneously. That doesn't happen much to Computers, but it happens a lot to us people. When I realised my mistake, I cursed (another thing we humans do a lot), took a deep breath, and made the best of it by playing:

18.Bxf8+ Kxf8 19.f4

= But White is lost now, and I was finished off in 24 more moves.

19...Rb8 20.b3 Nef6 21.Rae1 Qg4!

22.Qxg4 Nxg4 23.h3 Ngf6 24.e5 Ne8

25.Nd5 Bh4 26.Re3 dxe5 27.fxe5 +

Kg7 28.Re4 Bg5 29.Rg4 Kh6 30.Rf5?!

= 30.Rd4 looks better, Eric.

30...Ndf6

= 30...Nb6!? 31.e6! Nxd5 32.Rgxg5 (32.Rxd5 Bf6 33.Re4 Bb7!; 32.Rfxg5 Bxe6) 32...Ndf6! also looks good for MCP in all variations, Eric.

31.Rgxg5?

= 31.Rb4 Nxd5 (31...Rxb4? 32.exf6 Nxf6 33.Rxf6+ Bxf6 34.Nxb4 is not as clear, though Black should still beat the GM) 32.Rxb8 Bxf5 33.Rxe8 and Black ought still to win, Eric.

31...Bxf5 32.Rxf5 Nxd5 33.g4 Ng7

34.Rf7 Ne6 35.Kg2 Rc8 36.Kg3 Ng5

37.Ra7 Rc3+ 38.Kf2 Nxb3+ 39.Ke1

Re3+ 40.Kd2 Nhf4 41.Rxa6+ Kg5

42.Ra7 Re2+

= Announcing m/4.

43.Kc1 Nd3+ 0-1

Kasparov SPARC (2300) - B GULKO

(2635) Harvard [1], 1993. English Opening.

1.c4 e5 2.Nf3 e4 3.Nd4 Nc6 4.Nxc6

dx6 5.Nc3 Nf6 6.g3 Bc5 7.Qb3 0-0

8.Bg2 Re8 9.0-0 h5 10.Na4!? Bd4 11.e3

Be5 12.Nc5 h4! 13.Nxb7 Qe7 14.d4

= If 14.Na5, running away with the ill-gotten gains, then h3 15.Bh1 Qc5 16.Qa4 Rb8! shows it to be a weaker alternative.

14...exd3 15.Na5 hxg3 16.Nxc6

= 16.hxg3!? looks right, as Black still cannot save the c6-Pawn.

16...gxf2 +

17.Kh1?!

= 17.Rxf2!?

Bxh2+ 18.Kxh2

Ng4+! 19.Kg1

Qh4 20.Rf3

Qe1+ 21.Rf2

d2! with at least

a draw.



17...Qd6 18.c5 (Diagram)

= I imagine SPARC was beginning to appreciate the difficulties it was in by now!

18...Qxc5 19.Nxe5 Qxe5 20.Rxf2 Bf5 21.Bxa8 Rxa8 22.a4??

= A choice that makes the NS rating of 2300 for the SPARC look distinctly dubious. 22.Qc4 Ne4 23.Rg2 is best, though taking it a bit further shows White's problems are quite serious. 23...Rd8! (23...Bh3 24.Qxd3 Bxg2 + 25.Kxg2 Qg5 + is much less convincing) 24.Bd2 Nxd2 25.Rxd2 (or 25.Qh4 Qd5!) Qxe3.

22...Ng4

= Easily highlighting SPARC's strange neglect of the central and kingside problems. Even better for GULKO might have been 22...Qe4 + 23.Kg1 (23.Rg2 Bh3 m/4) 23...Be6 24.Qd1 Bd5! 25.Qf3 Qxf3 26.Rxf3 Bxf3 winning easily. The game finished:

23.Rf4 Be4 + 24.Kg1 Qh5 25.Qxf7 + Qxf7 26.Rxf7 Kxf7 27.Bd2 Ke6 28.Rc1 Rh8 29.Rc4 Kd5 30.Rd4 + Ke5 31.Ba5 c5 32.Bc7 + Kf5 33.Rd7 Nf6 34.Rd6 Ne8 35.Rd8 Nxc7 36.Rxh8 d2 37.Rf8 + Ke5 38.Rf1 Bc2 39.a5 d1Q 0-1

TASC R/30 (2400) - M ROHDE (2575)

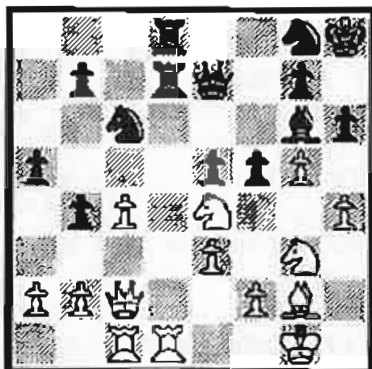
Harvard [1], 1993. Bogo-Indian Defence.

1.d4 Nf6 2.c4 e6 3.Nf3 Bb4 + 4.Bd2 c5 5.Bxb4 cxb4 6.g3 0-0 7.Nbd2 Nc6 8.Bg2 d6 9.0-0 e5 10.Qc2 Bg4 11.e3 a5 12.dxe5 dxe5 13.Rfd1 Qe7 14.Ne4 Rad8 15.h3 Bf5 16.Nfd2 Kh8 17.g4 Bg6 18.Rac1 Rd7 19.g5 Ng8

= 19...Nxe4 20.Nxe4 Rxd1 + 21.Rxd1 Bxe4 22.Qxe4 Qxg5 simplifies rather drawishly (also White now has 23.Rd7!), but the GM would avoid being forced onto the defensive so much.

20.Nf1 Rfd8 21.Nfg3 h6 22.h4 f5

= Diagram. We need a diagram - it's got pretty complicated with so many exchanges now possible



and about to take place.

23.Rxd7 Rxd7 24.h5 fxe4 25.hxg6 Qxg5 26.Bxe4 Nf6 27.Bf5 Rd8 28.Kf1 Nh5 29.Nxh5 Qxh5 30.Be4 Ne7?! 31.Bxb7

= Showing an interesting evaluation of the Pawns by the R/30. Though this means the c4/Pawn is now of the 'passed' variety, some might have preferred to hold on to the g6/Pawn, which appears to restrict but also hides Black's King!

31...Nxg6 32.c5 Nh4??

= 32...Ne7 just HAS to be better, as the c-Pawn cannot be allowed a free run.

33.c6! Qg4 34.c7 Qh3 + 35.Ke1 Rc8 36.Rd1! 1-0

Round 2

BATTLECHESS 4000 0-1 J BENJAMIN. 54 move Sicilian 2.Nc3.

M CHESS PRO 0-1 A IVANOV. 52 move Modern Defence 1.e4 g6.

P WOLFF 1-0 Kasparov SPARC. 52 move Sicilian 2.Nf3.

B GULKO 1-0 TASC R/30. 52 move Queens Pawn 1.d4 c6 2.Nf3 Nf6.

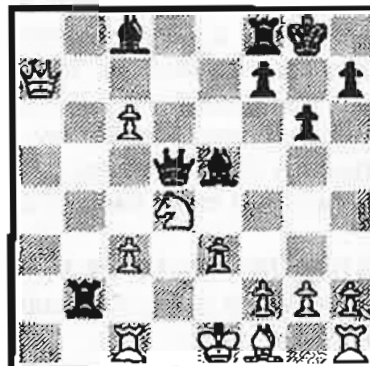
Kasparov GAMBIT (2250) - I GUREVICH (2575) Harvard [2], 1993. Grunfeld Defence.

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Bf4 Bg7 5.e3 c5 6.dxc5 Qa5 7.Rc1 Ne4 8.cxd5 Nxc3 9.Qd2 Qxa2 10.bxc3 Qa5 11.Nf3 Nd7 12.c6 bxc6 13.dxc6 Nc5 14.Qb2

= 14.c7! first, threatening Qd8! was best. If 14...Bb7?! 15.Qb2 followed by Qb4! Therefore 14...0-0 when 15.Bc4 possibly maintains a small advantage.

14...Na4 15.Qa3 0-0 16.Nd4 e5 17.Nb3 Qd5 18.Bxe5 Bxe5 19.Qxa4 Rb8 20.Nd4 Rb2 21.Qxa7

= Diagram. No doubt the



Computer's evaluation was delirious: two Pawns up and a passed Pawn on c6! Why doesn't the GM just resign!?

21...Bh3 22.Qa3 Rfb8 23.c4 Qe4 24.f3 Qh4 + 25.g3 Qh6 26.Nb5

= Breaking the connection between the Rooks seems a good idea, but Black is far from finished. In fact it may be that 26.Ne2 concentrating on defence around his King would have been better in the long term.

26...Bxf1 27.c7 Re8!

= Best, and showing that GUREVICH has winning expectations. 27...Rc8 to block Queening would have been more cautious.

28.Rxf1

= 28.c8Q Rxc8 29.Rxf1 Qxh2 is similarly winning for Black.

28...Qxh2

= 28...Bxc7 29.Qxb2 Qxe3+ is also fine.

29.Qd3 Bxc7 30.Kd1

= 30.Nxc7 Qxg3+ 31.Kd1 Qxc7! is no better for White.

30...Rd8 31.Nd4 Qg2 32.Ra1 Be5 33.Kc1 Bxd4 34.exd4 Re8!

= A corker which perhaps needs sorting out a little to realise how big the problem is, and why White now resigned. Incidentally 34...Rdb8 was also very strong.

= After 34...Re8 35.Rb1 is necessary to stop Black's threat of Rb3. E.g 35.d5 Rb3 36.Qxb3 Qxf1+ 37.Qd1 Qxc4+ 38.Qc2 Re1+! is m/6.

= So, from 35.Rb1 Rd2 36.Rg1 (or 36.Qxd2 Qxf1+ 37.Qd1 Qxc4+ 38.Qc2 Re1+ etc) Re1+ 37.Rxe1 Rxd3 winning easily. 0-1

M ROHDE (2575) - SOCRATES EXP (2400) Harvard [2], 1993. Queens Indian Defence.

1.Nf3 Nf6 2.c4 b6 3.Nc3 Bb7 4.d4 d5 5.cxd5 Nxd5 6.Qc2 e6 7.e4 Nxc3 8.bxc3 Nd7 9.Bd3 Be7 10.0-0 0-0 11.Bf4 c5 12.d5 exd5 13.exd5 Bxd5 14.Bxh7+ Kh8 15.Bf5?!

= I think this Opening system, from 2...b6, favours White. However here 15.Be4 seemed

more logical to avoid the doubling of Pawns which now occurs. Presumably the GM thought this worthwhile to get rid of the now activated fianchetto Bishop?!

15...Bxf3 16.gxf3 Bg5 17.Bd6 Be7 18.Bg3 Nf6 19.Rfe1 Rg8 20.Rad1 Qf8 21.Qe2 Re8 22.Bc2?!

= Following Black's three moves re-positioning his major pieces on the King-side I think 22.Qa6 attacking the base of the Pawn chain might have worked quite well.

22...Bd6 23.Qf1 Rxe1 24.Qxe1 Bxg3 25.hxg3

= Why not 25...fxg3, correcting the doubled Pawns?

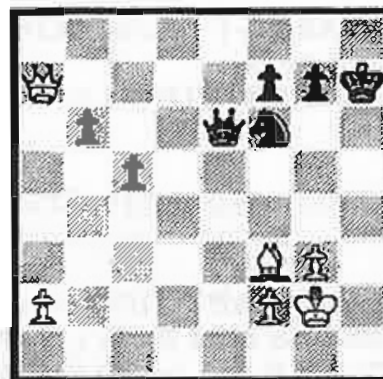
25...Qa8 26.Qe7?! Qxf3 27.Re1?

= Not a particularly logical follow-up to 26.Qe7, but apparently looking for more than is there. Simply Qxa7 or Qxe7 maintaining material equality for a probable draw was best. Or maybe 27.Rd8 g6 (or Qh5 28.Bb3) 28.Rd3.

27...Qxc3 28.Bb1 Ra8 29.Rd1 Re8 30.Rd8 Qc1 + 31.Kg2 Rxd8 32.Qxd8 + Ng8 33.Be4 Qh6 34.Bd5! Qh5 35.Qd7 Nf6 36.Qc8 +

= 36.Bxf7 Nxd7 37.Bxh5 could have produced a fascinating finish, though c-Pawn would be very dangerous and favour the Computer!

36...Kh7 37.Bf3 Qe5 38.Qb7 Qe6 39.Qxa7



= White has fought back with super endgame technique to apparently recover some drawing chances. Or has he? The c-Pawn HAS to be stopped now!

39...c4 40.a4?

= Surely Qc7 or Qa4 had to be played here!?

40...c3 41.Qc7 Qb3 42.Qc8??

= 42.a5?! bxa5 43.Qxa5 c2 44.Qg5 may look better, but 44...g6! leaves White without a good move! However 42.Qf4 Qb1 43.Be2 was a possibility.

42...c2 43.Qh3 +

= It was too late even for 43.Be2, aiming for d3, now. 43...Qd5 + followed by Qd2! would still win easily for Black.

43...Kg6 44.Qc8 Qb2 45.Be2

= Of course White should resign now.

45...c1Q 46.Bd3 + Kg5 47.Qf5 + Kh6

48.Qh3 + Nh5 49.Qf5 Qf6

= 0-1. There is no saving mate for White. If 50.Qh7 + Kg5 51.f4 + Nxf4 + 52.gxf4 + Qcxf4 ends it all.

The COMPUTERS, sad to say, are now 9-3 down! Any hopes that the PENTIUM chips would produce a reversal of previous results are already long gone, it seems.

Round 3.

M ROHDE 0-1 BATTLECHESS 4000. 40 move English, lost on time.

SOCRATES EXP 1-0 A IVANOV. 65 move Modern Defence 1.e4 g6.

J BENJAMIN 1-0 M CHESS PRO. 57 move Tarrasch.

Kasparov SPARC 0-1 I GUREVICH. 50 move Grünfeld Defence.

TASC R/30 ½-½ P WOLFF. 65 move Sicilian 2.c3.

B GULKO (2635) - KGAMBIT (2250)

Harvard [3], 1993. Queen's Pawn Opening.

1.d4 Nf6 2.Bf4 Nc6?! 3.Nf3 e6 4.c4 Bb4 + 5.Nbd2 d6 6.a3 Bxd2 + 7.Qxd2 0-0 8.e3 Qe8?! 9.Be2 e5 10.Bg3 e4?! 11.Ng1 Bf5 12.Bh4 Qe7 13.Bd1 a6 14.Ne2 h6 15.Nc3 g5 16.Bg3

= The Computer seems to have a space advantage but, in truth, its position is visibly a mess!

16...Rad8 17.h4 g4 18.h5!

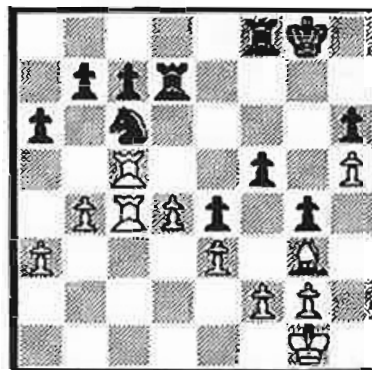
= Watch this Pawn!

18...d5 19.cxd5 Nxd5 20.Nxd5 Rxd5 21.Bb3 Rd7 22.Rc1 Be6 23.Bxe6 Qxe6 24.Rc5 f5 25.0-0

= The Computer suddenly sees a ray of hope now the h-Pawn is unprotected!

25...Qf7 26.Qc2 Rfd8 27.Rc1 Re8

28.Qc4 Qxc4 29.R1xc4 Rf8 30.b4!



= A simple but, I thought, striking move which emphasises all that is good in White's position.

30...Rff7 31.a4! Ne7 32.Bxc7 Nd5

33.Be5 Nb6 34.Rc1 Nxa4 35.Rc8 + Rf8

36.Rxf8 + Kxf8 37.Rc8 + Ke7 38.Rh8!

= Remember that h-Pawn!?

38...Nb2 39.Rxh6 Nd3?

= Not best. 39...Rd5 40.Rh7 + Ke6 41.h6 Nd3 was a better move order, with 42.Rxb7 Nxe5 43.dxe5 Kxe5 to follow, and still thin drawing chances.

40.Rh7 + Ke6 41.Rxd7

= The Computer's evaluation finally drops dramatically as the exchange of Rooks occurs, and the operators resigned, 1-0.

It is now COMPUTERS 5½-12½ HUMANS.

Round 4.

J BENJAMIN 1-0 Kasparov GAMBIT. 63 move Queen's Gambit Declined, lost on time.

BATTLESCH 4000 0-1 P WOLFF. 52 move Sicilian 2.Nf3.

I GUREVICH ½-½ SOCRATES EXP. 100 move Petroff Defence.

M CHESS PRO ½-½ B GULKO, 98 move

Modern Defence.

Kasparov SPARC ½-½ M ROHDE, 52 move
Nimzo Indian Defence.

A IVANOV 1-0 TASC R/30, 64 move Sicilian
2.Nf3.

A couple of the Computers appeared to be attempting to wear their Human opponents down in this round - a good strategy! But the score worsens to COMPUTERS 7-17 HUMANS.

Round 5.

B GULKO ½-½ BATTLECHESS 4000, 85 move
Queens Pawn Opening.

M CHESS PRO 0-1 I GUREVICH, 54 move
Sicilian 2.Nf3.

Kasp GAMBIT (2250) - M ROHDE (2575)
Harvard [5], 1993. Nimzo Indian Defence.

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Nf3 b6
5.Bg5 h6 6.Bd2? Bb7 7.e3 0-0 8.Bd3 d6
9.0-0 Nbd7 10.a3 Bxc3 11.Bxc3 Ne4
12.Be1 f5 13.Nd2 Ndf6 14.f3 Ng5
15.Bg3 Qe7 16.b4 Rad8 17.Qa4 a6
18.Kh1 Rb8

=Preparing the bait

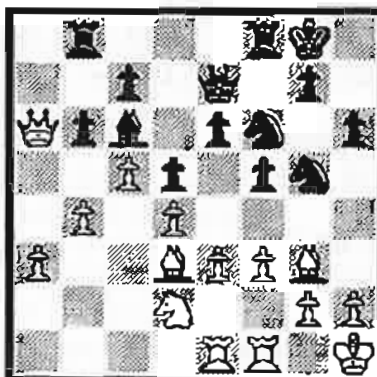
19.Rae1 Ba8!

=It is becoming almost common-place to see the GM sac' either to draw the Computer's major pieces out of position, or create a development imbalance. It emphasises again and again that however massive tactical speed might be, it will rarely get the chance to make up for a rotten position! Chess knowledge remains the foundational requirement. A shame really, as KG had obtained a quite reasonable game.

20.Qxa6 Bc6

21.c5?! d5!

=Diagram. The Computer expected dxc, but now the Queen is out of the game and the Pawn which it has gained is meaningless.



22.Bc2 Qd7 23.cxb6

=Most programs believe White is still ahead up to here.

23...Bb5! 24.bxc7?

=24.Qa7 Bxf1 25.Rxf1 (or 25.Nxf1 Rxb6 26.Bd3) Rxb6 26.h4 Nf7 27.Bd3 is better.

24...Bxa6 25.cxb8Q Rxb8 26.Bxb8 Bxf1 27.h4?!

=27.Rxf1 Qc8 28.Bxf5 exf5 29.Bf4 probably turns out best, though KG would still be losing, of course.

27...Nf7 28.Rxf1 Qc8 29.Bxf5 exf5 30.Bf4 Qc3 31.Nb1 Qb2 32.Bg3 Nh5 33.Kh2

=To have any chance the Computer needs to avoid exchanges. Therefore 33.Bf2 was better.

33...Nxg3 34.Kxg3 Nd6 35.Re1 Nc4 36.Kh3 Qf2!

=37.Rd1 Nxe3 38.Rd2 Qg1 is m/5, 0-1

The following game, with GM analysis, presents perhaps the most interesting single game-coverage ever in NS. Some might wish I had littered it with diagrams to make it easy to hop about, but I have deliberately kept them to a minimum to encourage readers to play over the whole game on a board. IT IS WELL WORTH IT!

P WOLFF (2585) - SOCRATES EXP (2400)

Harvard [5], 1993. Three Knights Game. Notes by GM Patrick Wolff.

1.e4 e5 2.Nf3 Nf6 3.Nc3 Bb4 4.Nxe5
0-0 5.Be2 Re8 6.Nd3 Bxc3 7.dxc3 Nxe4
8.c4 d6 9.0-0 Nc6 10.Nf4 Ne5 11.f3
Nc5 12.Re1 Bf5 13.Be3

=I was hoping just to be able to tuck my Bishop into f2 and slowly try to use it. Of course even if I manage to accomplish that, the position is objectively about even, but you've gotta try to do something in chess. Well, the moment I made this move I realised that Black had a very sharp response. I sat there, calculating the consequences of the possible reply, hoping it wouldn't find it, sure that it would!

13...Ng6!

=White now has a small problem determining

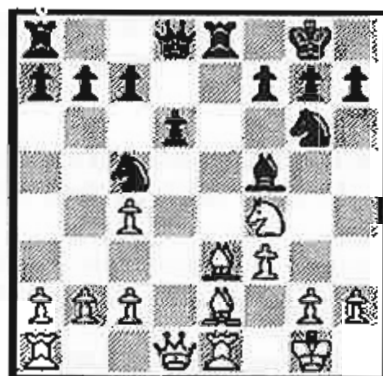
what to do about the Queen's Bishop. The simple 14.Qd2 loses a Pawn to 14...Bxc2! How else to continue? Here's a sample of possible moves:

= a) 14.Nxg6 Rxe3! 15.Nf4 Qd7 =/+.

= b) 14.Bxc5 Nxf4 + 15.Bf2 Qg5! and Black has a strong initiative.

= c) 14.Bc1 Nxf4 15.Bxf4 Qf6! again with an initiative.

= d) 14.Bf1?? Rxe3, or 14.Nd5?? c6, or 14.Kf2?? Rxe3.



= So I did something that is both a strength and a weakness of us humans. I chose to think for a long time. Too long, perhaps, because I saw what I was going to do several minutes before, but I had to work up the courage to play:

14.Qd2! Bxc2!

= The alternative is to play 14...Nxf4 15.Bxf4 +/-, but what Computer in the world would refrain from taking this Pawn??

15.Nh5! Bf5?

= After this move White definitely has a strong attack, so one should investigate 15...Ba4! to prove if Black is better.

16.g4!

= At this point I had only ten minutes to finish the game and, even worse, I had to make a series of very difficult decisions very quickly. This one, at least, I made correctly.

= The alternative is 16.Bh6:-

= a) 16...gxh6? 17.Qxh6 Ne6 (forced) 18.Bd3! (threatening 19.Rxe6!) 18...Qg5 (forced) 19.Qxg5 Nxg5 20.Bxf5 +/-.

= b) 16...Ne6! and now:

= = b1) 17.g4? gxh6! 18.Qxh6 (18.gxf5 Ngf4!! is clearly better for Black with the idea that 19.fxe6 Qg5 +! actually wins (! yes) because both 20...Qg2 and 20...Nh3 are threatened, and

19.Nxf4 Qg5+ followed by 20...Qxf4 is just terrible for White) 18...Bxg4! 19.fxg4 Kh8! followed by 20...Qg5, and Black is clearly better.

= = b2) 17.Qc3! and now:

= = = b21) 17...f6? 18.g4 +/-

= = = b22) 17...Ne5 18.f4! Bg6 (18...gxh6 19.fxe5 is clearly better for White, with the idea that after 19...dxe5 20.Qxe5 Qd4 + 21.Qxd4 Nxd4 22.Nf6 + Kf8 23.Nxe8 Rxe8 24.Bf3) 19.fxe5 Bxh5 20.Bxh5 gxh6 21.Rad1 gives White great compensation for the mangy Pawn he has sacrificed.

= = = b23) 17...gxh6! looks crazy, but it also looks like the best move. Again we must subdivide:

= = = = b231) 18.g4? Ne5 19.gxf5 (19.f4 is thrashed by either 19...Bxg4 or 19...Nxf4)

19...Qg5+ and Black is clearly better.

= = = = b232) 18.Nf6+ and again:

= = = = = b2321) 18...Kh8! 19.Nxe8 +

(19.Nh5 + Ne5 20.f4 Ng7!) 19...Ne5 and I have analysed three moves:

= = = = = b23211) 20.Bd3? Bxd3 21.Rxe5 dxe5 22.Qxe5 + Kg8 23.Nf6 + Kf8 +/-.

= = = = = b23212) 20.f4?! Nxf4 21.Bg4 Bxg4

22.Rxe5 dxe5 23.Qxe5 + f6 24.Nxf6 Qd4 +!

25.Qxd4 Ne2 + 26.Kf2 (26.Kh1 Nxd4 27.Nxg4

Re8! and Black is better due to his active pieces)

26...Nxd4 27.Nxg4 Rf8 + 28.Kg1 Rf4 and again

Black is better, although maybe White can hold this one.

= = = = = b23213) 20.g3! Qxe8 21.f4 Nc5

22.fxe5 Qxe5 unclear.

= = = = = b2322) 18...Kf8 19.Nxh7 + Kg8

20.Nf6 + Kf8 and here:

= = = = = b23221) 21.Nh7 + Kg8 22.Nf6 + is a draw, and probably best.

= = = = = b23222) 21.g4? Ne5! 22.Nxe8 Bg6 23.Nxc7 Qxc7 is better for Black because of his active pieces and White's bad Pawns.

= = = = = b23223) 21.Nxe8?! Ne5 22.Qc1! (the best try, found by FRITZ2, the ChessBase program) 22...Kxe8 23.Qxh6 Qd7 24.Rad1 (24.g4 Bd3!) 24...Qh8 25.Qe3 =/+.

16...Bd7

= 16...Bc8!?

17.b4 Ne6

= 17...Qe7!?

18.f4 Nef8 19.f5?

= This was a definite mistake. White has to try to

exploit the weakness of g7, and there are several ways to do this. With only a few minutes left on my clock, I chose the first one that came to mind. It certainly looks reasonable to push the f-Pawn closer to the King, but it also gives Black's pieces more squares, and it was a mistake.

= Better were:

= a) 19.Bd4 f6 and:

= = a1) 20.Bf3!? c6 21.Qc3!? gives White pretty good compensation, based upon the variation 21...Nh4 22.Be4! Bxg4 23.Bxf6!

= = a2) 20.g5 fxe5 21.Nxg7! (21.Bxg7? Nxf4! 22.Bf6 Rxe2! -/+ was found by M CHESS PRO) and now MCP thinks best play is a draw after 21...gxf4! 22.Nxe8 Qg5+.

= b) 19.Qc3!? f6 20.g5 may be even stronger:

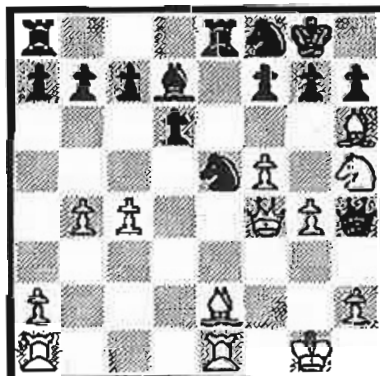
= = b1) 20...Ne7 21.gxf6 (or 21.Nxg7 Kxg7 22.gxf6+ Kg8 23.fxe7 +/-) 21...Nf5 22.Bf2 +/-.

= = b2) 20...Qe7 21.Bf3 fxe5 22.Bxb7 is a mess, but it looks quite promising for White.

19...Ne5 20.Bh6! Qh4!

= 'Blow for blow!' as Bobby wrote many years ago. Black has no other good move here, as 20...gxh6 21.Qxh6 is quick checkmate, and 20...g6 21.Bg5 is brutal.

21.Qf4



= Forced. Taking on g7 backfires when Black plays 21...Nxg4. E.g 21.Nxg7 Nxg4! 22.Qf4 Re4!, or 21.Bxg7 Nxg4! 22.Qf4 Re4!

21...Bc6 22.Bxg7

= It turns out that White has nothing better.

= The next day I thought that 22.Rf1 would have given White a very strong attack, but when a friend of mine and I gave this position to M CHESS PROFESSIONAL, it found a killing rebuttal: 22...Ned7! 23.Bf3 (23.Rf2 Re4!) 23...Bxf3 24.Rxf3 Nf6! and White's attack is broken.

= Since I see no other reasonable way for White to continue, it would seem that Black's

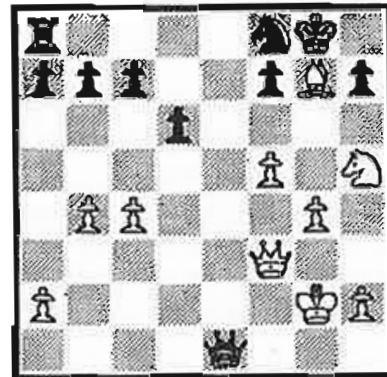
counterattack gives 'him' a winning advantage, a result of my erroneous 19th. move!

22...Nf3 +! 23.Bxf3 Rxe1 + 24.Rxe1 Qxe1 + 25.Kg2 Bxf3 +!?

= = By this time there were forty or fifty people peering to get a look at the game, and almost every human thought that 25...Qe2+ was best. Well, it is certainly the move I would have played, just to trade Queens; and it should win, but the text move also should win.

26.Qxf3

= Diagram



26...Qxb4??

= This is the real lemon! If a human can make blunders and crack under serious strain, then Computers for their part can make this type of mistake - playing a move that fails for reasons outside its horizon, when any human who can play chess would just know that you can't take that Pawn!

= A human has a much better appreciation for the long-term consequences of a decision, while a Computer can only compile higher and higher numbers. Curiously the Computer suffers from the same problem that economists often run into. How can you build a model for evaluating a utility that is consistent and works well in the majority of cases, and yet also takes into consideration that each dollar (or Pawn) gained does not represent the same amount of utility? That is, the first \$25,000 (say) a person makes in a year is worth more than the second \$25,000. The same is true in chess - the first Pawn is worth more than the fifth. But to build a good evaluation function that takes that into account is hard...

= Anyway, back to the game. Black's exposed King is much more important than taking yet another Pawn. Had the Computer played 26...Rø8! I would have been quite lost. The threats of 27...Qe2+ and 27...Re2+ followed by

28...Re3 are unstoppable, and at the very least I would have been forced to trade Queens when I am simply left with a lost endgame. Now, however, Black's King is left open with all his pieces scattered, allowing White to regroup the attack with killing effect.

27.Bc3!

= When the Computer played 26...Qxb4?? I literally jumped back and exclaimed, 'What the ****'. But this outburst distracted me for only a moment - seconds later my hand left out to bring the Bishop back to attack the Queen.

27...Qxc4

= Consistently greedy to the end.

28.Nf6+ Kh8 29.Qe3

= Played so as to bring the Queen to g5 to help deliver checkmate. It's funny how Black, although up so much material, is unable to bring any pieces into the defence.

29...Qxa2+

= So it takes another Pawn!

30.Kh3 Qb1 31.Nd5+ f6

= 31...Kg8?? 32.Ne7 mate.

32.Nxf6 Qf1+

= Always give a check - it pushes the eventual checkmate one move closer to the horizon!

33.Kh4 Qc4 34.Nxh7+ Qxc3

= 34...Qxh7 35.Qe7+ is quick checkmate, and 34...Kg8 35.Qg5+ Kf7 36.Qg7+ Ke8 37.Nf6+ Kd8 38.Qxf8 is checkmate.

35.Qxc3+ Kxh7 36.Qxc7+ Kg8 37.f6 Ne6 38.Qe7 Kh8 39.Qxe6 Rf8 40.g5 a5

= Undoubtedly the Computer recognised and showed in its display that WOLFF now had a forced mate, but the operators allowed him the pleasure of demonstrating it. Eric

41.g6 Rg8 42.Qf7 Rxc6 43.Qxc6 a4 44.Qg7 mate 1-0

A IVANOV (2535) - SPARC (2300) Harvard [5], 1993. Caro Kann Defence.

1.e4 c6 2.d4 d5 3.e5 Bf5 4.h4 h5 5.c4

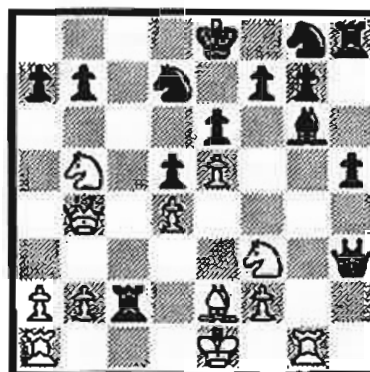
e6 6.Nc3 Nd7 7.cxd5 cxd5 8.Bg5 Be7 9.Qd2 Bxg5 10.hxg5 Rc8

= I would prefer 10...Ne7 to prepare 0-0.

11.Be2 Bg6 12.Nb5 Rc2 13.Qb4 Qxg5 14.Nf3

= Another typical sac' to increase the eventual power of the attack. Black could now have tried 14...Rc1+, but 15.Bd1! (much better than 15.Rxc1 Qxc1) Qxg2 16.Rxc1! Qxh1+ 17.Kd2 followed by Nd6 will make Black pay a big price for being uncastled.

14...Qxg2 15.Rg1 Qh3



= A position in keeping with the usual state of affairs!

16.Nd6+ Kd8 17.Nxb7+ Kc7

= 17...Kc8 18.Nd6+ Kd8 looks a lot better to me, unless White has something better than Nd6+ (e.g Bd1, Ng5 or Rg3) at move 18 that I've underestimated the benefits of?!

18.Qd6+ Kc8 19.Ba6! Rc7 20.Nc5+ Kd8 21.Ng5?!

= Actually 21.Nxd7! was immediately terminal! If 21...Rxd7 22.Qf8+ is m/5. A sac' to divert the Queen just loses material and minimally delays the mate.

21...Qf5 22.Ngxe6+ fxe6 23.Nxe6+ Qxe6 24.Qxe6 Ne7 25.Rxc6 Rc6 26.Qxc6 Nxc6 27.Rxc6 1-0

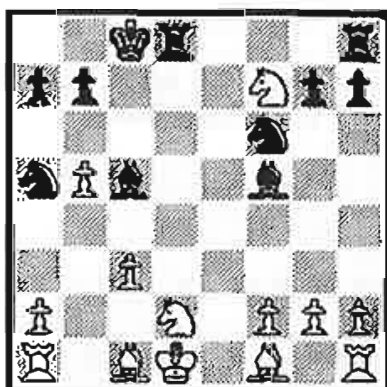
TASC R/30 (2400) - J BENJAMIN (2620) Harvard [5], 1993. Sicilian Defence.

1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nf6 5.Nf3 Nc6 6.dxc5 Qxd1+ 7.Kxd1 e5

**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 Nxh1
15.Nxh8 Rxh8**

= 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 Nab3 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...Rxc3 21.bxc3 (21.dxe7 Rxc1+ 22.Rxc1 Qb4+!) 21...Bxc3+ 22.Bd2 Bxa1 wins with ease.

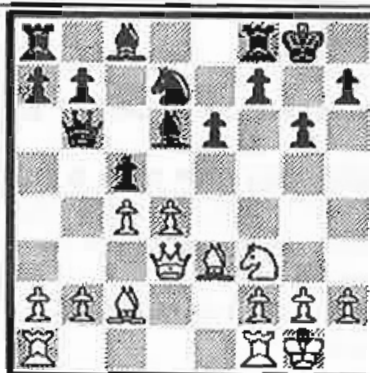
**20...Bxc3+ 21.bxc3 Rbxc3 22.Bd2 Rc2
23.Qb1 Rxd2 24.Qxb8 Re2+**

= 1-0. 25.Kd1 Rxb8 26.Re1 Rxc2 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.

**13...Be7**

= There are certain conditions under which even the Computers won't take every Pawn that's offered! 13...Qxb2?? 14.Rfb1! wins the Queen, of course.

14.Rad1

= Crafty! - the GM makes the poisoned Pawn look a little more appetising.

14... Qxb2??

= You can almost hear the Computer saying, 'Aah, that's better! I'm sure I can take it now!' Surprising really: playing over this game with GENIUS2 on my 486/25, it took just 2 secs to register -218 and turn to something else.

15.Rb1 Qxa2 16.Ra1!

= Do you get the feeling that these GM's have generally sussed out exactly how to beat some of their Computer opponents? It's the only obvious explanation for White's 14th move.

16...Qxa1 17.Rxa1 Rd8 18.dxc5 Nxc5 19.Qc3 Bd7 20.Ne5

= Simply looking to win in the easiest way possible by exchanging down, which the SPARC allows without a fight.

20...f5 21.Bxc5 Bxc5 22.Nxd7 Rxd7 23.Qe5 Bd4

= The SPARC does well to avoid 23...Bxf2+?? 24.Kxf2 Rd2+, when 25.Ke1 Rxc2 runs into 26.Rd1! If 26...Rxc4 27.Qxe6+ wins the Rook. If 26...Rxc7? 27.Rd7 is m/4.

24.Qxe6+ Rf7 25.Rd1 Rd8 26.c5! Rdd7 27.Rxd4! Rde7

= 27...Rxd4? 28.Bb3! Kg7 (28...Rdd7?? 29.Qxd7!) 29.Qxf7+.

28.Bb3 Rxe6 29.Bxe6 1-0

Some of this has been just a little discouraging, especially for the many optimists who have believed that a Computer will beat Gary KASPAROV in a Match before the end of 1990, 1991, 1992, 1993, 1994, 1995 etc. (Not me, as you know!). However there have been a few brighter moments, and we end with one!

1 GUREVICH (2575) - TASC R30 (2400)

Harvard [6], 1993. Ruy Lopez.

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b5 7.Bb3 O-O 8.d4 Nxd4 9.Nxd4

= 9.Bxf7+ works out well here after Rxf7 10.Nxe5.

9...exd4 10.e5 Ne8 11.c3

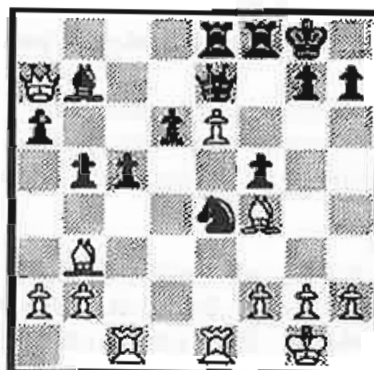
= Once more a form of 'GM Gambit' for better development, though this will also be known theory to GUREVICH I'm sure.

11...dxc3 12.Nxc3 Bb7 13.Nd5 d6 14.e6 f5!

= 14...fxe6? 15.Nxe7+ Qxe7 16.Rxe6! winning the Queen.

15.Bf4 Nf6 16.Nxe7+ Qxe7 17.Rc1 Rae8 18.Qd4 Ne4

= This time the Computer has weathered the early storm, completed its development... and kept its Pawn! Well done, the R/30!

19.Qa7!? c5!**20.Rxe4**

= Probably the best practical chance, to seek for some advantage from the e6-Pawn. One or two of the Computer programs also choose this, whilst some prefer the pedestrian 20.f3.

20...fxe4 21.Bxd6 Qxd6 22.e7 + c4!

= A brilliant surprise?! 22...Rf7 23.Bxf7 + Kxf7 24.Qxb7 Rxe7 is such a simple choice, leaving Black a useful Pawn ahead, and the R30 has done extremely well to search a bit further and find this excellent move.

23.exf8Q+ Rxf8 24.Rd1

= 24.Bxc4 + ? bxc4 25.Qxb7 would have briefly obtained material equality, but 25...Qd2! 26.Rf1 e3! would leave the R/30 with an overwhelming and winning initiative.

24...Qf6! 25.Bc2 Qxb2 26.Bb1



26...c3 27.Qc5 Qe2 28.Rf1 Qd2 29.Qe5? c2 30.Qe6 + Kh8 31.Bxc2 Qxc2 32.Qe7 Qc8!

= An excellent choice by the R/30 - it encourages us that GUREVICH is not going to be allowed to

find a trappy win from somewhere. The game now meanders for a few moves whilst the R30 searches for something positive to do to press for the win.

33.h3 Bd5 34.a3 Qf5 35.Qa7 Bc4 36.Rd1 Bd3 37.Rc1 Qf6 38.Qe3 a5! 39.Rc7 b4 40.axb4 axb4 41.Rb7 Qc3 42.Qb6 Qa1 +?! 43.Kh2 Qe5 + 44.Kg1 Qc3 45.Kh2?!

= Am I overlooking something around here? It LOOKS as if Black has just wasted a tempo yet, if so, why doesn't White now take the Pawn? 45.Qxb4 Qc1 + 46.Kh2 Qf4 + 47.Kh1 Qxf2 48.Qe7 seems to leave White better placed than in the game.

= Perhaps, instead of the automatic 47...Qxf2, Black could play 47...Rc8!? 48.Qe1 h6 49.g3! Qf3 + 50.Kh2 Rc2! That does look healthy, so I suppose the GM was right!!

45...h6 46.h4

= 46.Qxb4 here would get a ?? as Qxb4 47.Rxb4 Rxf2 obviously wins for Black through the e4-Pawn. Actually he would have something even better in 46...Qe5 + 47.Kg1 Ra8 followed by Ra1 +.

46...Qe5 + 47.Kg1 Rc8! 48.g3 Qa1 + 49.Kh2 Rc1 50.Kh3 Rh1 + 51.Kg4 Qe5

= Threatening 52...h5 mate, and 52...Be2 53.f3 Bxf3 mate. White cannot defend against both. 0-1

HARVARD CUP FINAL TABLE, SCORES and GRADINGS

| | Benjn 2620 | Ivanov 2535 | Gulko 2635 | Wolff 2585 | Gurv 2575 | Rohde 2575 (FIDE figs) | | |
|---------------------------------|---------------|----------------|---------------|---------------|--------------|---------------------------|---------|-------|
| SOCRATES EXP 586/60 (2400) | 0 | 1 | 1/2 | 0 | 1/2 | 1 | = 3 | 2588 |
| TASC R/30 (2400) | 0 | 0 | 0 | 1/2 | 1 | 1 | = 2 1/2 | 2521 |
| M' CHESS PROv3.42 586/60 (2450) | 0 | 0 | 1/2 | 1 | 0 | 0 | = 1 1/2 | 2387 |
| BATTLECHESS 4000 586/60 (?) | 0 | 0 | 1/2 | 0 | 0 | 1 | = 1 1/2 | 2387 |
| Kasparov SPARC (2300) | 0 | 0 | 0 | 0 | 0 | 1/2 | = 1/2 | 2255 |
| Kasparov GAMBIT 586/60 (2250) | 0 | 0 | 0 | 0 | 0 | 0 | = 0 | <2187 |
| | 6 | 5 | 4 1/2 | 4 1/2 | 4 1/2 | 2 1/2 | | |

Total Score: **COMPUTERS 9-27 HUMANS.**

Note: Bracketed Gradings after the COMPUTERS are NS figures (estimated from 486 ratings in the case of the PC programs which were on Pentium 586/60 processors in the Harvard Cup).

Correspondence Chess 13

MEPH[isto] VANCOUVER 68020

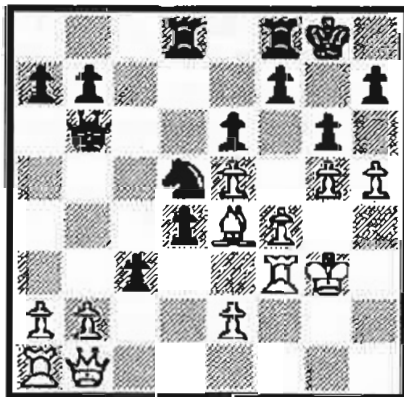
'MEPH', partnered by **Philip GOSLING**, continue their very successful BCCS partnership and performance.

MEPH won its first Tournament with 8/9 (+1 unfinished... Corr 06 below) and, after completing two more games (see NS/50) has a BCCS Grading of 2604. It is now actually TOP of the current BCCS Grading List with a record of +16=3-0. Amazing!

Phil has bought MEPH the usual miniature Cup to celebrate the occasion, but may have needed to do this while he could - a couple of the current games could result in a small grading drop sometime in the future! See what YOU think!

Corr 06 BCCS 2495-Vancouver 020

After **26...c3**. NS50 Eval +196 -> hxg6. This final game from Tourn.1 continues with BCCS 2495, a strong opponent from Iran, resisting strenuously to try and save a ½-point.



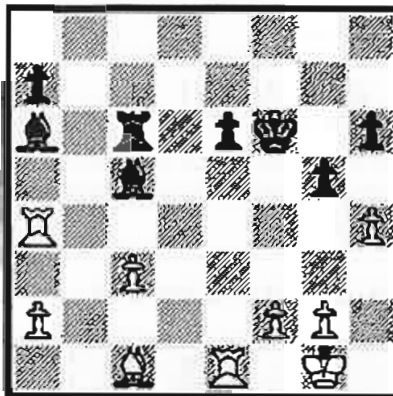
27.b3 Rd7

= NS51 Eval +206 -> hxg6. MEPH is still expecting hxg6 but, as it could clear the h-file to provide a speedy Channel Tunnel route (if there is such a thing!) for White's major pieces to attack the Black King, we can understand why our opponent keeps refusing to do it!

Corr 12 Vancouver 020-BCCS 2495

A return Match in Tourn.2 against the above opponent.

After **25.h4**. NS50 Eval +275 -> Bd3.



25...Bc4?! 26.Rxc4

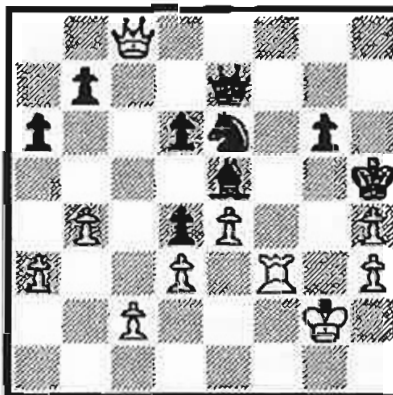
= NS51 Eval +321 and MEPH has sent the 'if' moves 26...Bxf2+ 27.Kxd2 Rxc4 28.Be3. What else can White do?

= Phil is looking forward to some endgame play against this strong opponent, but I have a feeling we'll get his resignation next move.

Corr 13 Vancouver 020-BCCS 2324

MEPH is playing an ex-Olympiad representative here, and Phil and I have been slightly less enthusiastic about 'our' chances than MEPH.

After **40.Kg2**. NS50 Eval +21 -> Kxh4.

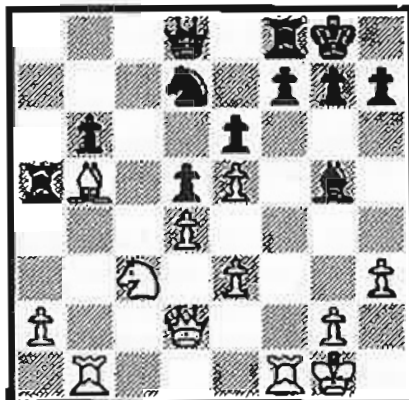


40...Kxh4 41.Kf2 Kh5 42.Kf1 Kh6 43.a4 Nf4 44.Qg4

= NS51 Eval -36 -> Qg5. We've been wondering how MEPH would get his Queen back into the game - now that he's managed it, we may well get a Queen swap which will surely favour Black?!

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.

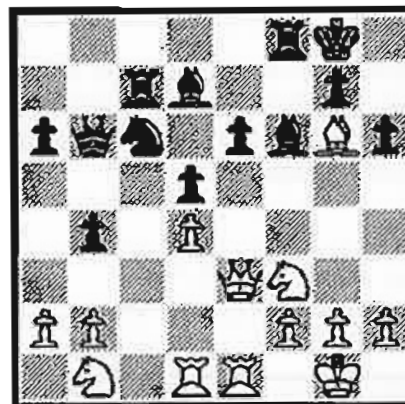
= Our opponent is a Computer Scientist and, when sending 27...Nc6 (so not yet aware perhaps of MEPH's powerful response) he was already writing, a touch reluctantly perhaps, "There is no doubt that computers are able to 'evaluate' positions and, from such evaluations, deduce a strategy (of sorts). I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

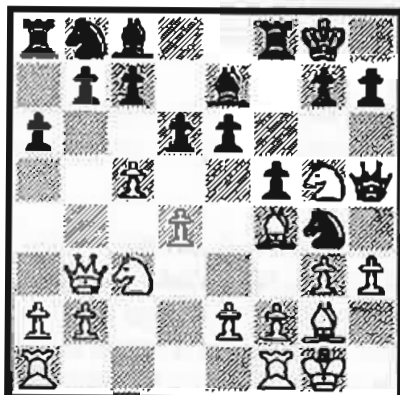
8...a6 9.Qc2 Nbd7 10.c5 Qh5 11.Qb3 Nb8 12.Ng5 Ng4?

= MEPH, showing a +106 eval. had expected d5 here. However the move played changes his view of the position considerably, despite the almost innocuous-looking reply:

13.h3!

= NS51 Eval +212 -> Bxg5. Wow.

= To help consider the reasons for the jump, we'll have a diagram!



= MEPH's line of analysis forming the basis for this evaluation leap is the hair-raising 13...Bxg5 14.hxg4 fxg4 15.Bxg5 Qxg5 16.Bxb7 Bxb7 17.Qxb7 Nd7 18.cxd6.

= Well, it looks good to us!

Corr 20 BCCS 2494-Vancouver 020

1.d4 Nc6 2.e4 e5

= Not many moves for readers to get particularly excited about, but Phil has this 'thing' about meeting 1.d4 with Nc6?!

= 'They're all different', he says, 'and this time we're setting the Computer to play on Solid for a change'.

= As a matter of interest the opponent works for SHELL in Nigeria, and writes to say that often his mail comes and goes by courier. Phil feels he can picture the situation, and imagines this courageous chap, bravely sprinting through crocodile infested swamps, with MEPH's latest move clutched firmly in hand. If so, perhaps MEPH should have been set to Risky!?

Looking back over past NS Issues, Game 16 also opened 1.d4 Nc6 2.e4 e5, and MEPH was set on Risky for that, winning in 34 moves against a BCCS 2326 grade.

Readers may recall our study of the Computers' opinion of the Opening **1.d4 Nc6** in NS/48.

By switching off their Opening Books it was found that most of those tested prefer to continue with 2.d5. One chose 2.Nf3, and there were just a small number of votes for 2.e4 (at 40/2 by Mephisto VANCOUVER itself, plus M CHESS PRO3.1 and RISC 2500 on def. and so!).

= Corr06 (yes, that long-running battle started with the Nimzovitsch) varied early with 1.d4 Nc6 2.Nf3 (Keene's recommendation) d5.

= However Corr16 and now 20 both continued (1.d4 Nc6) **2.e4 e5**.

= Corr16 produced 3.d5 Nb8.

= What do we expect after 1.d4 Nc6 2.e4 e5?

Here are the alternatives suggested by some of the Computers themselves, set at 40/2:-

FRITZ2.

= Plays 3.d5 +30 -> Nce7.

GENIUS2.

= Normal Book only allows for 2.d5.

= Graham WHITE Book has two choices: 3.dxe -> Nxe5, and 3.d5 -> Nb8 or Nce7.

= G2 itself plays 3.d5 +45 -> Nb8.

BERLIN PRO is exactly the same of course.

Kasparov RISC 2500.

= Book has 3.Nf3 -> exd.

= Plays 3.d5 +36 -> Nce7.

M CHESS PRO3.5.

= Book has 3.dxe Nxe5.

= Plays 3.dxe +83 -> Nxe5.

ZARKOV3.

= Book has 3.Nf3 -> exd4.

= Plays 3.d5 +53 -> Nce7.

HIARCS2.1.

= Book has 3.Nf3 -> exd.

= Plays 3.d5 +73 -> Nb8.

Mephisto GIDEON PRO.

= No Book responses to 2...e5.

= Plays 3.d5 +38 -> Nce7.

Mephisto NIGEL SHORT

= Plays 3.d5 +28 -> Nce7

A brief guide to the purpose of each of the HEADINGS might prove helpful for everybody.

BCF: British Chess Federation Ratings. These can also be calculated from Elo figures by $(\text{Elo}-500)/8$, or from USCF figures by $(\text{USCF}-720)/8$.

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

= a '+' after the price shows it can cost more! E.g. [10 +] for Mephisto RISC is in an Exclusive board; it is dearer in the Munchen. Similarly an External card ChessMachine for PC's costs more than an Internal one.

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

Elo: The Rating figure which is popularly in use Worldwide. The BCF and Elo figures shown in the NEWS SHEET Rating List determine the ranking order, and combine each Computer's results v. Computers with its results v. Humans.

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

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

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

A guide to PC Gradings:

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

386-PC represents the program running on an 80386 at approx. 33MHz, with 4MB RAM.

486-PC represents the program running on an 80486 at approx. 50MHz, with 4MB RAM.

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

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

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

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 1-5 p.m). 28 day HOME TRIAL

| RATING LIST (c) Eric Hallsworth. PC | | | | | | |
|-------------------------------------|-----|--------------------------|-------|-----|------------|-------------|
| BCF | Elo | Computer | PROGS | MSI | April 1994 | Human/Games |
| £'00 | | | | +/- | Games Pos | |
| 231 | 1 | MEPH GENIUS2 486-PC | 2452 | 21 | 457 | 2265 5 |
| 229 | 10 | MACHINE THE KING2/30-PC | 2436 | 17 | 698 | 2435 6 |
| 229 | 10 | MACHINE GIDEON3.1/30-PC | 2432 | 23 | 400 | 3 |
| 226 | 1 | M CHESS PRO3.5 486-PC | 2413 | 24 | 368 | 4 |
| 224 | 1 | CHES GENIUS1 486-PC | 2395 | 13 | 1223 | 5 |
| 222 | 1 | MEPH GIDEON PRO 486-PC | 2382 | 23 | 385 | 6 |
| 222 | 1 | CHESMASTER 4000 486-PC | 2382 | 35 | 167 | 7 |
| 221 | 1 | M CHESS PRO3.1 486-PC | 2369 | 13 | 1250 | 8 |
| 220 | 10 | MACHINE GIDEON3.0/30-PC | 2366 | 25 | 323 | 9 |
| 217 | 1 | CHES GENIUS1 386-PC | 2342 | 29 | 244 | 10 |
| 217 | 1 | HIARCS2 486-PC | 2341 | 24 | 375 | 11 |
| 212 | 3+ | MACHINE GIDEON2/15-PC | 2301 | 13 | 1105 | 12 |
| 209 | 1 | M CHESS 486-PC | 2276 | 17 | 735 | 13 |
| 209 | 1 | FRITZ2 486-PC | 2273 | 18 | 646 | 14 |
| 208 | 3+ | MACHINE THE KING1/15-PC | 2267 | 14 | 1011 | 15 |
| 206 | 1 | HIARCS2 386-PC | 2250 | 53 | 76 | 16 |
| 204 | 1 | SOCRATES3 486-PC | 2239 | 33 | 192 | 17 |
| 204 | 1 | ZARKOV2 486-PC | 2232 | 21 | 460 | 18 |
| 201 | 1 | PSION2 486-PC | 2209 | 51 | 81 | 19 |
| 200 | 1 | NINZO 486-PC | 2205 | 60 | 60 | 20 |
| 200 | 1 | M CHESS PRO3.1 386-PC | 2200 | 32 | 206 | 21 |
| 199 | 1 | M CHESS 386-PC | 2195 | 12 | 1280 | 22 |
| 199 | 1 | SARGON5 486-PC | 2195 | 58 | 64 | 23 |
| 197 | 1 | HIARCS1 486-PC | 2178 | 27 | 276 | 24 |
| 197 | 1 | REX 486-PC | 2176 | 30 | 226 | 25 |
| 195 | 1 | FRITZ1 486-PC | 2164 | 26 | 299 | 26 |
| 194 | 1 | KASPAROV GAMBIT 486-PC | 2159 | 84 | 30 | 27 |
| 194 | 1 | ZARKOV3 486-PC | 2158 | 70 | 44 | 28 |
| 192 | 1 | FRITZ2 386-PC | 2141 | 30 | 232 | 29 |
| 192 | 1 | CHESMASTER 3000 486-PC | 2124 | 33 | 197 | 30 |
| 190 | 1 | M CHESS 286-PC | 2120 | 19 | 598 | 31 |
| 190 | 1 | SARGON5 386-PC | 2103 | 69 | 45 | 32 |
| 187 | 1 | ZARKOV2 386-PC | 2093 | 17 | 671 | 33 |
| 186 | 1 | HIARCS1 386-PC | 2087 | 45 | 106 | 34 |
| 185 | 1 | C-CHAMPION 2175 486-PC | 2087 | 42 | 119 | 35 |
| 184 | 1 | PSION2 386-PC | 2079 | 31 | 219 | 36 |
| 183 | 1 | COMPLETE C-SYSTEM 486-PC | 2077 | 36 | 163 | 37 |
| 183 | 1 | FRITZ2 286-PC | 2066 | 82 | 32 | 38 |
| 183 | 1 | FRITZ1 386-PC | 2064 | 26 | 300 | 39 |
| 181 | 1 | REX 386-PC | 2051 | 19 | 570 | 40 |
| 178 | 1 | HIARCS1 286-PC | 2031 | 53 | 75 | 41 |
| 177 | 1 | ZARKOV2 286-PC | 2018 | 33 | 194 | 42 |
| 175 | 1 | FRITZ1 286-PC | 2007 | 34 | 182 | 43 |
| 174 | 1 | CHESMASTER 3000 386-PC | 1996 | 30 | 229 | 44 |
| 174 | 1 | SARGON5 286-PC | 1996 | 84 | 30 | 45 |
| 174 | 1 | PSION2 286-PC | 1994 | 41 | 126 | 46 |
| 171 | 1 | COMPLETE C-SYSTEM 386-PC | 1972 | 70 | 44 | 47 |

| RATING LIST (c) Eric Hallsworth. NSSI April 1994 | | | | | | | | | |
|--------------------------------------------------|------|-------------------------|------|-----|-------|-----|-------------|-----|-----|
| BCF | E100 | Computer | E10 | +/- | Games | Pos | Human/Games | 172 | 171 |
| 229 | 13+ | MEPH GENIUS2 68030 | 2397 | 63 | 54 | 1 | 2360 | 23 | 171 |
| 224 | 16 | TASC R30 | 2396 | 22 | 438 | 2 | 2423 | 9 | 170 |
| 219 | 6 | KASP RISC 2500-512K | 2359 | 36 | 166 | 3 | 2407 | 51 | 169 |
| 218 | 45- | MEPH LYON 68030 | 2350 | 24 | 372 | 4 | 2354 | 82 | 168 |
| 217 | 45- | MEPH PORTOROSE 68030 | 2340 | 20 | 520 | 5 | 2358 | 54 | 167 |
| 217 | 45 | MEPH VANCOUVER 68030 | 2338 | 18 | 625 | 6 | 2272 | 49 | 167 |
| 216 | 10+ | MEPH RISC 1M8 | 2334 | 10 | 1816 | 7 | 2272 | 49 | 167 |
| 215 | 20 | MEPH LYON/VANC 68020/20 | 2332 | 37 | 156 | 8 | 2327 | 10 | 167 |
| 214 | 8 | KASPAROV SPARC/20 | 2316 | 22 | 446 | 9 | 2216 | 12 | 166 |
| 213 | 4 | KASP RISC 2500-128K | 2310 | 10 | 1836 | 10 | 2300 | 61 | 164 |
| 207 | 10+ | MEPH VANCOUVER 68020/12 | 2258 | 10 | 2106 | 11 | 2139 | 32 | 164 |
| 205 | 10- | MEPH LYON 68020/12 | 2245 | 8 | 2896 | 12 | 2258 | 80 | 163 |
| 205 | 50 | FID ELITE 68040-V10 | 2244 | 53 | 75 | 13 | 2230 | 21 | 162 |
| 202 | 30 | FID ELITE 68030-V9 | 2219 | 18 | 666 | 14 | 2180 | 13 | 162 |
| 202 | 4 | MEPH BERLIN 68000 | 2218 | 14 | 975 | 15 | 2226 | 25 | 162 |
| 201 | 10- | MEPH PORTOROSE 68020 | 2215 | 10 | 1829 | 16 | 2253 | 188 | 161 |
| 200 | 8+ | MEPH VANCOUVER 68000 | 2203 | 14 | 998 | 17 | 2138 | 23 | 161 |
| 198 | 8- | MEPH LYON 68000 | 2200 | 12 | 1465 | 18 | 2090 | 33 | 161 |
| 198 | 10- | MEPH ALMERIA 68020 | 2190 | 14 | 1003 | 19 | 2188 | 215 | 160 |
| 195 | 8- | MEPH PORTOROSE 68000 | 2163 | 11 | 1623 | 20 | 2127 | 25 | 159 |
| 194 | 9- | FID MACHA/2335 68020-V7 | 2158 | 11 | 1649 | 21 | 2199 | 130 | 159 |
| 194 | 3 | MEPH NIGEL SHORT | 2153 | 65 | 51 | 22 | 2136 | 5 | 159 |
| 190 | 5+ | KASPAROV BRUTE FORCE | 2127 | 16 | 749 | 23 | 2255 | 24 | 159 |
| 188 | 7+ | FID ELITE 2x68000-V5 | 2126 | 27 | 278 | 24 | 1888 | 2 | 159 |
| 188 | 10- | MEPH POLGAR/10 | 2111 | 17 | 698 | 25 | 2085 | 54 | 158 |
| 186 | 8- | MEPH ALMERIA 68000 | 2110 | 14 | 1078 | 26 | 2052 | 64 | 157 |
| 186 | 10- | MEPH DALLAS 68020 | 2095 | 14 | 1025 | 27 | 2104 | 31 | 157 |
| 186 | 4+ | NOV SCORPIO/DIABLO | 2093 | 11 | 1743 | 28 | 2142 | 129 | 157 |
| 182 | 4- | FID MACHA/2265 68000-V2 | 2061 | 6 | 3597 | 30 | 2117 | 229 | 156 |
| 182 | 4+ | MEPH MMS/5 | 2056 | 11 | 1555 | 31 | 1902 | 11 | 156 |
| 181 | 5+ | MEPH POLGAR/5 | 2050 | 9 | 2574 | 32 | 2083 | 17 | 155 |
| 181 | 8- | MEPH DALLAS 68000 | 2048 | 11 | 1555 | 33 | 2000 | 50 | 154 |
| 180 | 2 | MEPH MILANO | 2043 | 14 | 977 | 34 | 2063 | 13 | 153 |
| 180 | 3- | NOV SUPER FORTE-EXP C/6 | 2043 | 8 | 2856 | 35 | 2005 | 24 | 153 |
| 179 | 3 | MEPH MONDIAL 68000XL | 2035 | 15 | 851 | 36 | 2060 | 77 | 152 |
| 178 | 8- | MEPH ROMA 68000 | 2028 | 9 | 2367 | 37 | 1978 | 56 | 152 |
| 177 | 4 | MEPH ACADEMY/5 | 2018 | 9 | 2225 | 38 | 2032 | 109 | 151 |
| 176 | 10- | MEPH AMSTERDAM | 2008 | 9 | 2373 | 39 | 2068 | 182 | 150 |
| 175 | 2 | KASP SK2000/UURB ADV TR | 2006 | 16 | 751 | 40 | | | 149 |