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
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cover - otherwise we start it from and send a copy of the CURRENT issue.

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

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The Red House, 46 High Street, Wilburton, Cambs CB6 3RA
Tel: 0258 840 285 (Mon-Fri. 1-5 p.m.)
From Jurgen FAAS:
All PC Programs were on 486/50's.
At 40/2:
SOCRATES3 3½-2½ ZARKOV2.6
SOCRATES3 1-5 HIRACS2.0
GENIUS2 2½-1½ HIRACS2.0
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 4½ 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
News and Results

Projected 'NEWBY TOURNAMENT RATINGS'
Based on that and drawn from each
 COMPUTER'S 40/2 figures in the NS/50 Rating List:

<table>
<thead>
<tr>
<th>Machine</th>
<th>NS/50</th>
<th>30secs</th>
<th>5secs</th>
</tr>
</thead>
<tbody>
<tr>
<td>RISC 2500</td>
<td>2311</td>
<td>2063</td>
<td>-</td>
</tr>
<tr>
<td>BERLIN</td>
<td>2218</td>
<td>1953</td>
<td>-</td>
</tr>
<tr>
<td>POLGAR/5</td>
<td>2050</td>
<td>1897</td>
<td>-</td>
</tr>
<tr>
<td>TRAVEL CHAMPION</td>
<td>1981</td>
<td>1812</td>
<td>-</td>
</tr>
<tr>
<td>SUPER CONST</td>
<td>1801</td>
<td>1609</td>
<td>-</td>
</tr>
</tbody>
</table>

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!

<table>
<thead>
<tr>
<th>Machine</th>
<th>Score1</th>
<th>Score2</th>
</tr>
</thead>
<tbody>
<tr>
<td>RISC 2500</td>
<td>2063 vs 1818 = 16</td>
<td></td>
</tr>
<tr>
<td>BERLIN</td>
<td>1953 vs 1845 = 12½</td>
<td></td>
</tr>
<tr>
<td>POLGAR/5</td>
<td>1897 vs 1859 = 11</td>
<td></td>
</tr>
<tr>
<td>TRAVEL CHAMPION</td>
<td>1812 vs 1881 = 8½</td>
<td></td>
</tr>
<tr>
<td>SUPER CONST</td>
<td>1609 vs 1931 = 2</td>
<td></td>
</tr>
</tbody>
</table>

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

Here's what happened!

<table>
<thead>
<tr>
<th>R2</th>
<th>BR</th>
<th>TC</th>
<th>PL</th>
<th>SC</th>
</tr>
</thead>
<tbody>
<tr>
<td>RISC 2500</td>
<td>3</td>
<td>3½</td>
<td>4</td>
<td>4 = 14½</td>
</tr>
<tr>
<td>BERLIN</td>
<td>2</td>
<td>3½</td>
<td>3</td>
<td>4 = 12½</td>
</tr>
<tr>
<td>TC CHAMPION</td>
<td>1½</td>
<td>½</td>
<td>2½</td>
<td>5 = 10½</td>
</tr>
<tr>
<td>POLGAR/5</td>
<td>1</td>
<td>2½</td>
<td>-</td>
<td>4½ = 10</td>
</tr>
<tr>
<td>SUPER CONST</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>½ = 2½</td>
</tr>
</tbody>
</table>

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, Giuoco 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.
283,000 positions in 14,600 lines claimed, e.g.
Queens Gambit, Grunfeld 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.
News and Results

8.Qa3 Ne7 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
= RISC at 20.Be3 had -12 -> Qe4. R30 now has
+142 -> Kf2. A substantial difference of opinion!

21.Qe4 Bd7
= I can see now why RISC made the Rook move
from b5... 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 billoid it's off showing +679 -> 0-0-0.

23.0-0-0 Nxe3 24.Bd3 Qh6 25.Qxa6
= Mephisto 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.Kd4 Qa1 36.Qxg7+ Kxg7 37.c5
Rc2 38.cxd6 Qxb2 + and mate. 0-1

TASC R30 [offensive]-Mephisto RISC.
G/60

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.c3 dxc3
5.Nxc3 Nc6 6.Bc4 Qe7 7.0-0 Nf6 8.Qe2
Ng4 9.g3 d6 10.h3 Ng5 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 Re8 17.Rxc1 Qd7
18.Qd3 Be7 19.b4 f5 20.b5 fx4
21.Qxe4 Nd8 22.Rxc8 Qxc8 23.Nxe5
dxe5 24.Qxe5 Ne6 25.Qh5 + Kf8
= The R30 has +401, Mephisto 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 +
Kf5 35.Qxf7 + Kg5 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
Eio. 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,
Casagranse 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.Be2Bg7 7.0-0 0-0
News and Results

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.Rad1 e5
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.

Nh6
= Some of Casagranda'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.Rx6
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.
= Casagranda 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 (2585),
Gaifmanova (2435), Makarichev (2540) and
Strikovic (2465), and drew with Britshers 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.


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.

<table>
<thead>
<tr>
<th>WESLER, 1994</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 GENIUS2 486/66 8½/11</td>
</tr>
<tr>
<td>2 HIARCS2.1 486/33 7½</td>
</tr>
<tr>
<td>3 Tasc R30 7</td>
</tr>
<tr>
<td>4 M Chess PRO3.5 6½</td>
</tr>
<tr>
<td>5 Meph GENIUS 68030 6</td>
</tr>
<tr>
<td>6 ChessMASTER 4000 5½</td>
</tr>
<tr>
<td>7 Meph GIDEON PRO 5½</td>
</tr>
<tr>
<td>8 SOCRATES 5</td>
</tr>
<tr>
<td>9 Kasparov SPARC 4½</td>
</tr>
<tr>
<td>FRITZ2 4½</td>
</tr>
<tr>
<td>11 NIMZO 3</td>
</tr>
<tr>
<td>12 Nilobaruf (?) 2½</td>
</tr>
</tbody>
</table>

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 C16. Set at 30/1hr.**

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...e6 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 autoplay 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

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!

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 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: 0m51.
HIARCS2: 0m59. (v2.1 has the right analysis in 0m05! but needs longer for a big + eval. Eric)
ChessMASTER 4000: 0m50.

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.Kh1? Rf1 + leads to a draw) 2...Rh1 3.Kg5 h6 + 4.Kf4 Re1 + 5.Ke5 Rc1 6.Nc5 Ke4 7.c7 Kb5

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.


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:

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? Hiarc 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 -> Re6] 27...Qa5? 28.f6 g6? [28...e4! with an eval was expected by NS. The Hiarc 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 Hiarc 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.Rb8 + m/2) 43.Rbb6 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.Rb1 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.
New Models

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 Willburton 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, aut腴play 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:

<table>
<thead>
<tr>
<th>Processor</th>
<th>BERLIN</th>
<th>BERLIN PRO</th>
</tr>
</thead>
<tbody>
<tr>
<td>Speed</td>
<td>68000</td>
<td>68020</td>
</tr>
<tr>
<td>Program ROM</td>
<td>128K</td>
<td>256K</td>
</tr>
<tr>
<td>Hash</td>
<td>512K</td>
<td>1024K</td>
</tr>
</tbody>
</table>

Readers wont need a mathematician to tell them this means that the BERLIN PRO is not only MUCH faster than the 'basic' BERLIN, but is TWICE as fast even as a VANCOUVER 68020 (and it has an updated and definitely improved program!)

A Match with M CHESS PRO 3.5 486/25 went:
BERLIN PRO 1 1/2 1/2 1 = 4 1/2
M CHESS PRO 0 1/2 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.Bxf4 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.Rd2 Nd5 27.Re4 [27.Qd4 looks better]
27...Qb6 [27...f5 tempted BP, but this is strong in every way] 28 Ka1 c5 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 Nxe2 36.Qxg2 Bx6 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...Rxg2 48.Nx4 Rxg5 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...Rx e2 0-1

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

BERLIN PRO 0 1 1 1 ½ 0 1 1 1 0 = 5½
HIARCS2.1 1 0 0 0 ½ 1 1 1 0 1 = 4½

BERLIN PRO 0 ½ 1 0 1 1 = 3½
GIDEON PRO 1 ½ 0 1 0 0 = 2 ½

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 vs. £549!

BERLIN PRO 0 1 1 0 1 0 1 1 1 0 = 7
RISC 2500-512 1 0 0 0 1 ½ 0 0 0 ½ = 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 RAT'ING 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 G160).

BERLIN PRO-RISC 2500-512K. Eric's G/60
b5 5.Nc3 Bb7 6.a4 e6 7.b3 Na6 8.Bb2
Bd6 9.a5 axb5 axb5 10.Rxa8 Bxa8
11.Nd4 e6 12.Qa1 Bb7 13.Nf5 c5 14.g3
Q-o Q 15.Bxf6 Qxf6 16.Qxf6 gxf6
17.Bg2 Nc6 18.Q-o Qa8 19.Rb1 Nb4
[Diagram.]
Black has every chance in this position - Rook on 7th rank and the distant Pawn majority]

22.Nf3 f5 23.Nd1 Ne5 24.Rb2
Rxb2
[Suddenly the dreaded 'Lang Knights' take over!]

26... Ne7 27.Nd1 Bc7 28.Nc3 b4
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.....

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!
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 Scorpion 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, Nov 1993

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

The previous results:
1992. Humans 18-7 Computers

The PLAYERS for 1993:
The HUMANS - all GM's... Patrick WOLFF, Michael ROHDE, Boris GULKO, Ilya GUREVICH, Alexander IVANOV.

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)

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.Nxd8?! Bxf8 is good for White. But there is one better.
  c) 17.Nxg7! Bh4 (forced) 18.Qxh4 Nhxg7 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 Nhxg4 23.h3 Ng6 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...Nd6f
- 30...Nb6!? 31.e6! Nxd5 32.Rgxg5 (32.Rxd5 Bf6 33.Re4 Bd7) 32.Rxg5 Bxe6 32...Nd6f also looks good for MCP in all variations, Eric.

31.Rxg5?

31...Bxf5 32.Rxf5 Nxd5 33.g4 Ng7
34.Rf7 Ne6 35.Kg2 Re8 36.Kg3 Ng5
42.Ra7 Re2 +
=Announcing my/4.

43.Kc1 Nd3 + 0-1


= 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.Rxh2?
Bxh2 + 18.Kxh2 Ng4 + 19.Kg1 Qh4 20.Rf3
Qe1 + 21.Rh2 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.Bxe8 Rx8a 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.Qxd8 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 m4) 23...Be6 24.Qd1 Bc5 25.Qf3 Qxf3 26.Rxf3 Bxf3 winning easily. The game finished:


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

= 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 Rd8 21.Nfg3 h6 22.h4 f5
= Diagram. We need a diagram - it's got pretty complicated with so many exchanges now possible.


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...Nxe6 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 Rxc8 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.


= 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...Nc4
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 Queen 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 + 1 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

25...Qa8 26.Qe7?! Qxf3 27.Re1?
= Not a particularly logical follow-up to 26.Qe7, but apparently looking for more 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
36.Qc8 +
= 36.Bxf7 Nxf7 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.Qb8?
=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 + Qxf4 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 IVANOVA
65 move Modern Defence 1.e4 g6.
J BENJAMIN 1-0 M CHESS PRO.
57 move Tartakower.
Kasparov SPARC 0-1 GUREVICH
50 move Grunfeld Defence.
TASC R/30 1/2-1/2 P WOLFF.
65 move Sicilian 2.c3.

B GULKO (2635) - KGAMBIT (2250)

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 Bh5 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...Rd8 17.h4 g4 18.h5!
= Watch this Pawn!

18...d5 19.cxd5 Nxd5 20.Nxd5 Rxd5
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.Bxe5 Nb6 34.Rc1 Nxa4 35.Rc8 + Rf8
36.Rxf8 + Kxf8 37.Rc8 + Ke7 38.Rh8!
= Remember that h-Pawn?!

38...Nb2 39.Rxh6 Nc4?
= 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 51/2-121/2 HUMANS.

Round 4.

J BENJAMIN 1-0 Kasparov GAMBIT
63 move Queen’s Gambit Declined, lost on time.
BATTLECHESS 4000 0-1 P WOLFF.
52 move Sicilian 2.Nf3.
I GUREVICH 1/2-1/2 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
attempts 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)

9.0-0 Nbd7 10.c3 Bxc3 11.Bxc3 Ne4
15.Bg3 Qe7 16.b4 Rad8 17.Qa4 a6
18.Kh1 Rb8
= Preparing the bolt

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?
Rxb6 26.h4 Ne1 27.Bd3 is better.

24...Bxa6 25.cxb8Q Rxb8 26.Bxb8
Bxf1 27.h4?!
= 27.Rxf1 Qa8 28.Bxf5 exf5 29.Bf4 probably turns
out best, though KG would still be losing, of
course.

27...Nf7 28.Qxf1 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...Nxc3 34.Kxc3 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)
GM Patrick Wolff.

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:
   = b) 14.Bxc5 Nx4 + 15.Bf2 Qg5+ and Black has
      a strong initiative.
   = c) 14.Bc1 Nx4 15.Bxf4 Qxf6! again with an
       initiative.
      Rxe3.

14.Qd2! Bxc2?
= The alternative is to play 14...Nx4 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
      Nhx5 20.Bdx5 +/.
   = b) 16...Ne6! and now:
      = = b1) 17.g4? gxh6! 18.Qxh6 (18.gxf5 Ng4!! is
         clearly better for Black with the idea that 19.fx6
         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 18.14! Bg6 (18...gxh6 19.fxh5
         is clearly better for White, with the idea that after
         18...dxe5 20.Qxe5 Qd4 + 21.Qxd4 Nxd4 22.Nf6+
         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? Nc5 19.Qxf5 (19.f4 is
         thrashed by either 19...Bxg4 or 19...Nx4)
         19...Qg5 + and Black is clearly better.
         = = = b232) 18.Nf6 + and again:
         = = = = = b2321) 18...Kxh6? 19.Nxe8 +
         (19.Nh5 + Ne5 20.f4 Ng7!!) 19...Ne5 and I have
         analysed three moves:
         dxes 22.Qxe5 + Kg8 23.Nf6 + Kh7 +/.
         = = = = = = b23222) 20.f4? Nxe4 21.Bg4 Bxg4
         22.Rxe5 dxe5 23.Qxe5 + 16 24.Nxh8 Qd4 +!
         Rh8! and Black is better due to his active pieces)
         26...Nxd4 27.Nxg4 Rh8 + 28.Kg1 Rh4 and again
         Black is better, although maybe White can hold
         this one.
         = = = = = = b23223) 20...Qxh6 21.f4 Ne5
         22.Qxe5 Qxe5 unclear.
         = = = = b232232) 18...Kf8 19.Nxe7 + Kg6
         20.Nf6 + Kg8 and here:
         = = = = = b232233) 21.Nh7 + Kg8 22.Nf6 + is a
         draw, and probably best.
         = = = = = b232222) 21.g4? Nc5 22.Nxe6 Bg6
         23.Nxc7 Qxc7 is better for Black because of his
         active pieces and White's bad Pawns.
         = = = = = = b2322332) 21.Nxe8?! Ne5 22.Qc1! (the
         best try, found by FRITZ2, the ChessBase
         program) 22...Kxe8 23.Qxe6 Qd7 24.Rad1 (24.g4
         Bxd3!) 24...Qh8 25.Qe3 = +/.

16...Bd7
   = 16...Be8?!

17.b4 Ne6
   = 17...Qa7?!

18.f4 Ne8 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 I-Pawn closer to the King, but it also gives Black's pieces more squares, and it was a mistake.

- Better were:
  - a) 19.Bd4, and:
    - a1) 20.Bf3!? c6 21.Qc3! gives White pretty good compensation, based upon the variation 21...Nh4 22.Re4! Bxg4 23.Bxg6!
    - a2) 20.g5 fxg5 21.Nxg7! (21.Bxg7? Nxg4! 22.Bf6 Rxe2! -/+ was found by M CHESS PRO) and now MCP thinks best play is a draw after 21...gxh4 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 23.0-0-0 +/=/) 21...Nf5 22.Bf2 +/=.  
    - b2) 20...Qe7 21.Bf3 hgx5 22.Bxh7 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


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...Ned7l 23.Bf3 (23.Rf2 Re4l) 23...Bxf3 24.Rx3 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 + l?

- = 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 falls 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...Rg8l 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 kept 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...Qxe2+
= 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.Nxe7+ Qxc3
= 34...Qxe7 35.Qe7+ is quick checkmate, and 34...Kg8 35.Qg5+ Kf7 36.Qg7+ Ke6 37.Nf6+ Kd6 38.Qf8 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 Rxg6 43.Qxg6 a4
44.Qg7 mate 1-0

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

8...b4 Bf5 9.Nbd2 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 -5!

12...Ne4 13.Ke1 Nxf2 14.Be2 Nxe1
15.Nxe8 Rxe8
= The exchanges are over and Black has won a piece.

16.g4 Bg6 17.a4 Nf2 18.Ba3?! Re8!
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)

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...d5?! 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)

1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.e3 e6
= Diagram next page.
13...Be7

There are certain conditions under which even the Computer won't take every Pawn that's offered! 13...Qxb2?? 14.Rtb1! wins the Queen, of course.

14.Rad1

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

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.

13.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 28.Rd1! If 26...Rxc2 27.Qxe6+ wins the Rook. If 26...Rqx2? 27.Rd7 is m/4.

24.Qxe6+ Rf7 25.Rd1 Rd8 26.c5! Rdd7
27.Rxd4! Rdxe7

=27...Rx d4? 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) - Tasic R30 (2400)

5.0-0 Be7 6.Re1 b5 7.Bb3 0-0 8.d4
Nxd4 9.Nxd4

=9.Bxf7 + works out well here after Rx d7

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 e8-Pawn. One or two of the Computer programs also choose this, whilst some prefer the pedestrian 20.f3.
Harvard Cup

20...fxe4 21.Bxd6 Qxd6 22.e7+ c4!
A brilliant surprise? 22...Rf7 23.Bxf7+ Kxf7
24.Qxb7 fxex7 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.Qb7 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 Qe8!
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 Q6e 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 Qxd2
48.Qe7 seems to leave White better placed than
in the game.
= Perhaps, instead of the automatic 47...Qx2,
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
Rxfl 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 Rx8l 48.g3 Qa1 +
49.Kh2 Rc1 50.Kh3 Rh1 + 51.Kg4 Qe5
= Threatening 52...h5 mate, and 52...Bxh3 53.f3
Bxfl mate. White cannot defend against both.

HARVARD CUP FINAL TABLE, SCORES and GRADINGS

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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).
'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...Rxh2 + 27.Kd2 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?!
Correspondence Chess

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

= 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
= 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 Kg7 30.Ne3 Kg6 31.Re2 Bb7
32.Kf1 b5 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.

= "If MEPH fancies that, it's okay with me!" so he sent the non-Book move on its way.
8...e6 9.Qc2 Nbd7 10.c5 Qh5 11.Qb3 Nb8 12.Ng5 Ng47
= 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!
= NSG1 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 2226 grade.


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 on).

= Corr06 (yes, that long-running battle started with the Nimzovitsch) varied early with 1.d4 Nc6 2.Nf3 (Keene's recommendation) d5.
= However Cor16 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.

**Genius52.**
= 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 -> exd4.
= 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.

**Hiarc52.1.**
= Book has 3.Nf3 -> exd4.
= 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.
### All Products Mentioned in the News

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<tr>
<th>Product Details</th>
<th>P.O. Box 750</th>
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<td>Chess Batsman, Dorts, 068 5460</td>
<td>285 for Advice or to Order (Tel: 01508 4640)</td>
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<tr>
<td>Chess Queen, 105 AL 90 553</td>
<td>285 for Advice or to Order (Tel: 01508 4640)</td>
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<td>Chess Pawn, 105 AL 90 553</td>
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### Writing List (c) (Erica Hathaway, PC P.O. Box N55 April 1994)

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### Chess Grading

- **BCF (British Chess Federation) Ratings**
  - These can also be calculated from the Chess Machine by entering the figures from the latest ECF grading list (E.G. £100 = 1000). chess @ ECF. There are no fixed points and rating changes can be up to 100 points. Chess is an exciting game for players of all levels. Chess engine programs are now widely available and can be downloaded from the Internet. For information on where to get your Chess Machine, contact your local Chess Club or visit the Chess Machine forum.

- **USCF (United States Chess Federation) Rating**
  - There are no fixed points and rating changes can be up to 100 points. Chess is an exciting game for players of all levels. Chess engine programs are now widely available and can be downloaded from the Internet. For information on where to get your Chess Machine, contact your local Chess Club or visit the Chess Machine forum.

### All Games Played in official Tournaments

- **Human/Games**
  - 108 games played in official Tournaments: 285 for Advice or to Order (Tel: 01508 4640)