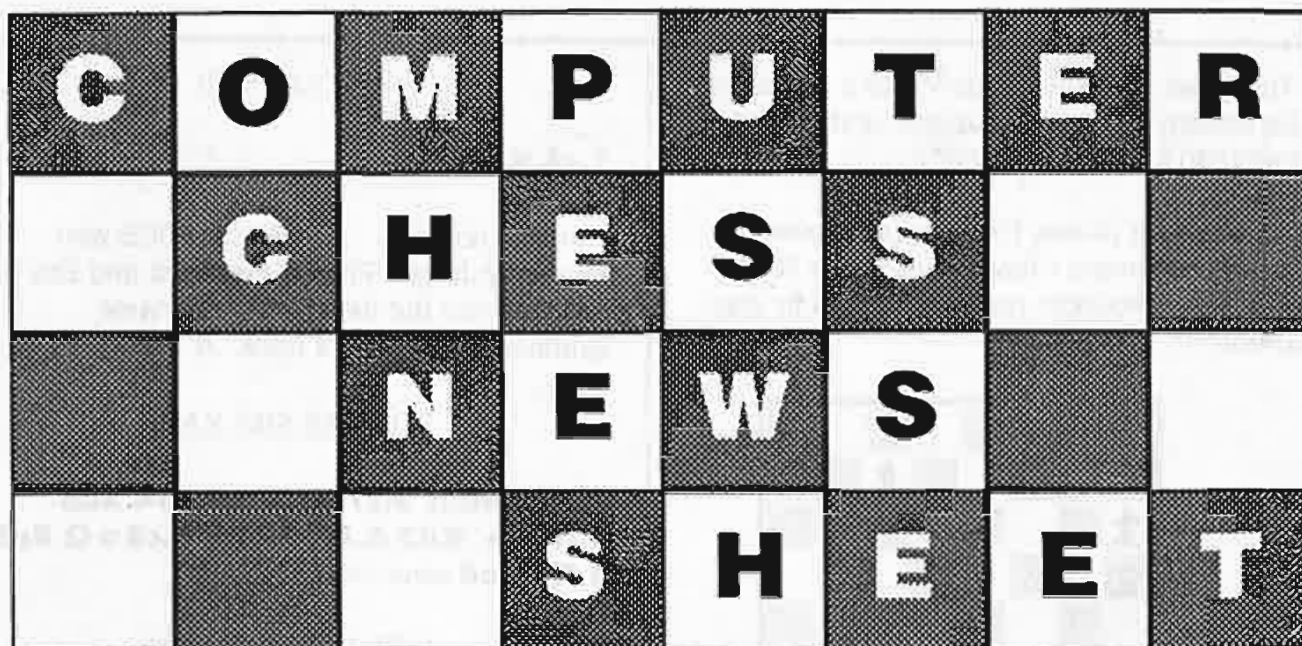


# Computer Chess NEWS SHEET 52

June-July 1994 £3.50



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**EDITORIAL NOTE** from ERIC HALLSWORTH: The purpose of the **NEWS SHEET**, established by me in 1985, has always been to survey the **CHESS COMPUTER** scene with a 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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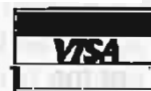
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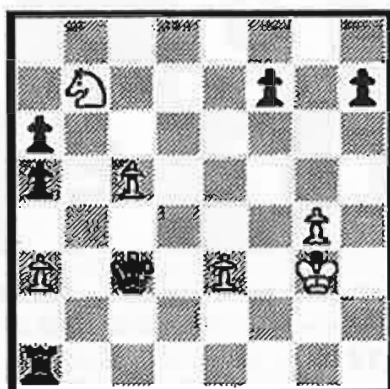
# ENDGAME COMPETITION

## RESULT and SOLUTION from Graham White

2

In NS/51 we closed Graham White's Article with a particularly tricky little position, and invited Readers to submit "solutions".

For the benefit of new Readers (and existing ones who - horrors! - have binned their NEWS SHEET!) the Position, noted as "White to play and WIN?!", was:-



The following summary of the Composer's Analysis was also given...

**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** and wins.

Graham closed with the tantalising suggestion that the author of this Study had "missed more than one possibility for BLACK"... which actually wins. There was a PRIZE of 1 YEAR'S FREE SUB for the best solution... and I submitted my own, though telling Graham to bar me from the prize (in the unlikely event I won it anyway!).

### THE SOLUTION

Here is Graham's Comprehensive (?) Solution with additional comments which are taken from some of the notes made by the leading Entrants:

[A]. 1.c6 Kd2!

**1.c6 Kd2!**

The only solution... and Black DOES win! Found by Jurgen Faas, Frank Holt and Eric (!)... (why did you put the '!' after my name Graham?! Did you not think...!)

[A1]. 1.c6 Kd2! 2.Ne5

**2.Nc5 Ra3! 3.c7 Re3 + 4.Kf4 Re8 5.Ne4 + Kd3 6.Nd6 Ra8 7.c8 = Q Rc8 8.Nc8 a4** wins for Black.

[A2]. 1.c6 Kd2! 2.Na5

Interestingly no entry suggested **2.Na5!** after which the strange looking **2...Kd1!!** is the only way to win!

[A3]. 1.c6 Kd2! 2.Kf4

Jurgen suggested another possible line, which I hadn't noticed:

(1.c6 Kd2!) **2.Kf4 Ra3 3.Nd6!**

This is very tricky! Jurgen gives:-

**3...Kc1 4.Ke4** (4.Ne4 Ra2! 5.Ke5 Rc2! 6.Kd6 Rc6 7.Kc6 a4 8.Nc3 a3 9.Kc5 Kb2 10.Kb4 a2 and wins) **4...Rc3 5.Kd5 a4**

Initially I thought White might draw with:-

**6.Ne4** Rc2 7.Nc5 a3 8.c7 a2 9.c8 = Q a1 = Q 10.Nb3 Kb1 11.Qc2 Kc2 12.Na1 Kb2 13.Ke5 a8 14.Kf6

But then I saw that **6...Rc6! 7.Kc6 a3** is a simple win.

Before moving on I believe the King can go to e2 as well as c1:- (1.c6 Kd2! 2.Kf4 Ra3 3.Nd6!?) **Ke2! 4.c7 Rc3 5.c8 = Q Rc8 6.Nc8 a4 7.Nb6 a3 8.Nd5 Kd2!** also wins.

[B]. 1.c6 Rg1!?

Jurgen gives also (1.c6) **Rg1!** as "another win?" Actually it isn't, because White wins by:-

[B1]. 1.c6 Rq1!? 2.Kf4!

**2.Kf4! Rf1 + 3.Ke5 Rc1 4.Kd6!**

Incredibly the Composer only gives **4.Nc5?** which draws after 4...Kc4 5.c7 Kb5. This possibility is also given by Glenn Baker and, I must admit, I hadn't noticed this as yet another fault in the composer's "solution".

[B2]. 1.c6 Rq1? 2.Kh4?

If, after (1.c6 Rg1?) **2.Kh4?** - note that the composer, in his main "Solution" gave both these moves a '?' which our conclusions are swapping to a '?' - Black wins by **2...Rh1 +** (or 2...Kb2) **3.Kg5 Kb2! 4.Nc5 Rd1!** This line is given by Jurgen and Eric.

[B3]. 1.c6 Rg1 2.Kh4 h5!?

Glenn also gives this very interesting sequence:-

(1.c6 Rg1 2.Kh4) **h5!? 3.gh Kd3** 4.Nd6 Rc1 5.h6 Rc6 6.h7 and concludes that this wins for White. However 6...Nf7 would get Black the draw.... and 6...Rc1! wins.

Instead of 4.Nd6 White should play **4.Nc5!** Then if **4...Ke3 5.c7 Rg8 6.Nd7 Rc8 7.Nb6 Rc7 8.Nd5 +** wins.

So 2...h5!? is very tricky, but does fail if White gets things exactly right!

All these Entrants produced analysis of merit. Although **Glenn Baker** didn't find the solution (1...Kd2!), he produced the very interesting 2...h5!? and busted one of the composer's lines, so he deserves an honorary 3rd. place. **Frank Holt** gave the full main solution so earns 2nd. place.

The winner is **Jurgen Foas** who gave the main solution in full plus the extra try with 3.Nd6!? and he also busted the composer's supposed win via 2.Kh4 Rh1 + 3.Kg5 with 3...Kb2!

Congratulations to you all, with my best wishes and a sincere hope that you never get such a diabolical and tricky ending in any of your own games! Perhaps we might also have asked how many of our Entrants were using a Chess COMPUTER... and which one!?

**Eric wonders: Is KASPAROV playing too much COMPUTER CHESS?!**

Anyone who follows Chess MUST be aware of the "did he? didn't he?" controversy surrounding the PCA World Champion at this time!

In case a Reader has missed it there has been a 'small' change to the RULES OF CHESS in that players called Gary Kasparov are allowed to move and let go of pieces... and then change their mind! Certainly it appears (quite clearly on the Video recording) that this is exactly what GK did when making a LOSING move against Judit Polgar at Linares. But he says he didn't, so he's been allowed to keep the full point which resulted. Judit doesn't seem to think it's fair!

What has this to do with COMPUTERS? Well, of course, KASPAROV is known to be a user of various Chess Computers and Programs - some indeed bear his name.

Now I have noticed that, when Computers come in to us for part- exchange, it is USUALLY the Take-Back button which shows most signs of wear and tear! On the one hand it is a valuable feature in analysis: on the other it can allow a casual approach to go unpunished - at home! We'd say "I'd have thought about that properly in a 'real' game" - but sometimes we don't! Seeing Gary bluff it out like this in public, it makes me wonder if he's also allowed Take-Back on his PC at home to become a habit, and his practising is done without the Rules we're intended to play by? He could just be a cheat, of course.

Incidentally the Mephisto GENIUS 030 lost a game at King's Head recently when an opponent there took a losing move back! He admitted it... "The lighting isn't so good and I couldn't see what I was doing"... and then made so much noise about it, that they let his retraction stand! Now how do I include that in the Rating List?

# INTERNATIONAL RATING LEVELS

## AN ANNUAL CHECK-UP

Long-standing Readers will know that we have a look at this question about once every 18 months or so.

The actual adjustments are a continuing thing, re-calculated by the RATING PROGRAM at the end of every session where new results against HUMAN OPPOSITION have been put in.

This does NOT mean that the Computers themselves actually get either better or worse. They STAY the same, but we try to establish what each genuine rating is.

### Two FLUCTUATING things do affect this:-

1. **TOURNAMENT PLAYERS** are continually and definitely getting better against Computers. As more players own a Chess Computer or Program, and as more games appear in print in Chess Magazines and Week-end Newspapers, so the preparation for playing against them can become more precise. That is fair enough - players do precisely this against each other!

In the *DAILY TELEGRAPH*, 12 May 1994, Malcolm Pein says after the annual AEGON TOURNAMENT, *"It was clear that the human players had become much more adept at exploiting the weaknesses of the Computer programs than in previous years. In particular the top human players used the Computers' inability to make long term strategic judgements, and avoided complex tactics where possible"*. This is EXACTLY what I have been saying for the last 2 or 3 years, now it's SEEN to be happening!

So we are finding that, whilst the Computers DO progress year by year, they are not always getting better results against humans than they did 2, 3 or more years ago. We CANNOT, as a result, reduce the Novag SUPER CONNY's 2018 in its USCF test (other than by deducting appropriately for the known over-rating that is inherent in all USA figures), nor the Mephisto ACADEMY's 180 BCF grade in our own British Open not all that long ago. Those figures MUST

be left as they were, for they were genuine achievements.

However the 'failure' sometimes of current models to achieve significantly higher Grades in 1993/4 appearances does NOT mean they are little or no better - it is in fact the improved Human performances against Computers that is 'bringing them down to earth'. This is happening in Britain now, even though not (yet?) to the degree that is seen, for example, in Germany. Perhaps because of their massive Bundesliga, Computer sales in Germany are the highest in the world, and so their players are even better prepared again!

2. **RELATIONSHIPS between NATIONAL GRADING LEVELS** DO vary - we have no good explanation for these variations, except in the case of the USA due to the Fischer era long ago. With the exception of the USA there should NOT be any variations... but there are!

Sweden's PLY Magazine and the NEWS SHEET have both provided careful listings of these variations in the past. The following COMPARATIVE TABLE derives from our calculations as they stood in 1990. There are 2 columns for the figures - one shows the differences according to Swedish calculations, and the others are those which applied within my Magazine at that time.

Country	PLY	NS	1990
Britain	0	0 (of course!)	
USA	- 77	-100	
Sweden	124	100	
Austria	48	40	
France	95	80	
Holland	99	80	
Germany	184	160	

Thus, according to Swedish calculations 'we' should deduct 77 from USCF figures, and add 124 to those from Sweden (and 184 to German results!). As you can see, NS at that time was making smaller adjustments... it is better to err on the side of caution, and even then I know

some folk think my figures are still too high, though from guesswork or personal opinion rather than factual calculations. No matter.

## NEW FIGURES EMERGE

The most recent results in Britain are beginning to suggest that our players also are getting quite good at preparing for and playing the Chess Computers. It was bound to happen.

This, however, is NOT apparent in every Tournament nor, it must be said, are they large samples as only a few games were played at each individual event. Thus the figures MAY NOT mean as much as they appear to and, in addition, any small sample means that its result can be heavily affected just by one won or lost ½ point!

Thus the NIGEL SHORT got 192 BCF in the Bury St. Edmunds Congress - and a Computer has played there for the last 3 or 4 years, so players are certainly aware there will be one. No problem with that one!

Yet the GENIUS 030, with 3½/6, only managed the same 192 BCF and the TASC R30 on 4½/6 a slightly better 195 BCF at the King's Head Event. More recently still a BERLIN PRO scored 3½/6 for a disappointing 174 BCF in the Suffolk Open.

## WE WAS ROBBED!

There were mitigating circumstances at King's Head. As reported elsewhere, one opponent retracted a move some moments after making it, on seeing it was a mistake. He blamed the poor light and, by making so much noise that players on other boards in the vicinity were being badly affected, obtained agreement to take-it-back and play a better one! The fact that this doesn't help the Computer's time-keeping is of minor importance - if Organisers, who insist on inflated Entry Fees for Computers, are then going to permit this type of thing, there is little chance of future gradings being of any real value or relevance at all. I am surprised people aren't more proud of the game of Chess than to allow this, even if it is 'only a Computer' in their eyes.

As far as the R30 was concerned, it played 2 games at such a lightning speed that someone

finally thought the Time Control setting should be checked - it appears it had been re-set to play 5 minute Blitz - we have no idea who did that.

When it came to entering the RESULTS into my COMPUTER RATING PROGRAM it took a little thought to work out how to deal with all this.

In the end the figures go in just as they appear in the Tournament Results! Unfair to the Computers! Tell me about it.

But I have said all along that, as soon as we choose WHICH results we will include and which we won't, maintaining the RATING LIST becomes pointless. If the Official Tournament Result is 3½/6 for 192 BCF, then that's what MUST go in.

The result, of course, is that my RATING PROGRAM is CONVINCED that 'the gap' between Europe and us has narrowed, and between the USA and us has widened! Perhaps it's right!? Having decided that, it immediately makes adjustments to all Foreign figures to set them in line with its new calculations.

The TABLE which I printed on the previous page now looks like this, as far as our British National Levels are concerned:-

Country	PLY	NS	1994
Britain	0	0	
USA	- 77	-120	
Sweden	124	80	
Austria	48	20	
France	95	60	
Holland	99	60	
Germany	184	120	

If our Swedish friends do a re-calculation sometime, it will be interesting to see if they too feel that Britain has become a little harder for the Computers (or, to be correct, nearer to them!).

What I am slowly getting round to telling you, of course, is that this has affected the OVERALL LEVEL of our List by around 15 Elo points, so you will see that ALL the Computers have dropped a little this time - some by a bit more, some by a bit less.

# COMPUTERS->KASPAROV

## Is the Gap Closing?

It is always interesting to see the coverage which is given to Chess and, particularly, to Chess COMPUTERS in the National Press. Usually it is almost non-existent as far as the latter is concerned, but more recently the *WEEKEND TELEGRAPH*, *NEW SCIENTIST* and *THE MATHEMATICAL GAZETTE* have given us quite a few things to ponder.

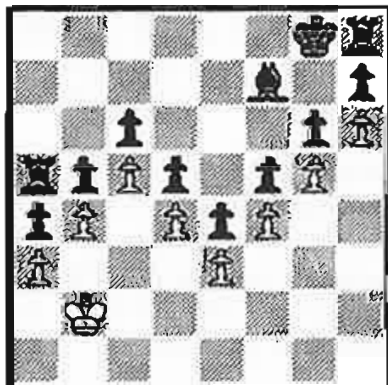
### ARTICLE NO. 1

David Norwood started some of it off in one of his weekly Articles for the *WEEKEND TELEGRAPH* in Autumn last year (Aug.7 1993) when he gave one or two positions to demonstrate areas in which Computers are still quite capable of playing bad chess.

Before going further, let me add that David has given Chess Computers some good press as well recently - in the Jan.15 1994 Issue he gave a high recommendation to the Mephisto GENIUS2 PC program, which is now also available in dedicated machines as Mephisto GENIUS 68030 and Mephisto BERLIN PRO of course. On Apr.23 he revealed 'his worst nightmare'... there is something even nastier lurking out there in the TASC (not TASK, as in the *WI*) R30. Aside from the fact that results from these two make it still debatable which is, in fact, 'the nastier', it is good to see a well-known G.M and Chess author willing to go into print extolling the virtues of some of our favourite programs!

Let us return to the Autumn 1993 Article and 'the position' which *THE MATHEMATICAL GAZETTE* calls 'Norwood's Position'.

Here it is,  
White to  
play:  
[POS1]



Observant Readers will quickly switch on their hash-table memories and recall seeing this in Issue 43 of my Magazine (November 1992). 'Norwood's Position' indeed!

Well, I suppose it COULD be called that...

### ARTIFICIAL INTELLIGENCE

Earlier in 1992 David had approached us asking for help in setting up and evaluating a series of Positions to help him in Lectures he was giving on Computer Programming. The idea was that the Positions would demonstrate the weaknesses as well as the strengths of Computers, and give an indication of how the programmers' understanding has progressed to find ways of overcoming some of the main difficulties which DO occur when dealing with ARTIFICIAL Intelligence.

To this end I tested 8 machines on the Positions - these went back to a Fidelity SENSORY 9 and a CONCHESS, Novag's CONSTELLATION/3.6 and SUPER CONSTELLATION, Fidelity's PAR EXCELLENCE and MACH3, and Mephisto's POLGAR and VANCOUVER if I remember rightly. The solving times PROVED that good progress was being made and David readily admitted that he was surprised at the speed with which the later models were able to deal with a couple of the Positions which he had expected them all to stumble over.

I recall David ringing me with grateful thanks when I had sent him my finished work - 'I owe you a pint'. Well he wouldn't know that Baptist Pastors don't drink (at least this one doesn't), but I did begin to realise then why I am a financially poor 'expert' in my field, driving around in a 15 year old car! A pint for a week's work indeed (I must find out what the *WEEKEND TELEGRAPH* pays!).

Never mind - dry your eyes and have another look at the above position.

It is White to play and, of course, his correct



plan is to do absolutely nothing. Materially he is completely lost, but the Pawn structure means that he can tramp the first 2 ranks with his King while Black's 2 Rooks and Bishop are completely powerless having absolutely no way to break through the blocked Pawn barricade.

Even a beginner will soon grasp this point - NS Readers will take no time at all... but what about your COMPUTERS? Every single one, of course, will want to reduce the material deficit by playing **1.bxa5**. And they may continue to do this in the foreseeable future until a Program can see 100 Ply deep and reach appreciation of the 50 move rule draw coming into effect!

Let us take the matter a stage further and have a look at the second 'Norwood Position'!

White to  
play:  
[POS2]



### The HUMAN

The human who HASN'T seen the first position might here take rather longer to see the only saving move. Those, like us, who have seen the original will now quickly spot that the weird-looking **1.Bb4** vitally blocks the b5-Pawn and exactly duplicates the conditions which applied in No.1!

### The COMPUTER

Once more the Computers do some concrete analysis and find that **1.Bxa5** reduces the material deficit from a -1100 eval to -600, making it a 'must' move. In fact the evaluation will drop even more en route to the Black win, apparently justifying the Computer blunder for a while. Incidentally I trust Readers can see what Black's ONLY winning response is, if he is to stop his erudite opponent re-fixing the barricade!

So it is that THESE TWO Positions, which the Computers can't do, have become the most frequently seen, even acquiring their own special names - the 'Norwood Positions'.

### ARTICLE NO. 2

Which brings us to Linda Hope's Article in *THE MATHEMATICAL GAZETTE* in which she concludes that 'the game may not yet be over for homo sapiens'. Oh. good!

As we have noted, without being able to analyse to a 100 Ply depth the Computer is unable to see that a draw will obtain if the blockade is fixed and left at b4.

Linda then writes: 'What about the human player? Playing White, a good human player will see what is going on. The argument "With the Bishop on b4, Black cannot penetrate the barricade and no captures need take place for 50 moves" is a META-FROOF that Bb4 leads to a draw. META because it jumps beyond the computation of moves and the evaluation of consequent positions; and PROOF because the argument is certain.

'Human players use META-ARGUMENTS all the time ("White is ahead because she/he controls the centre") might be an example; but they are very seldom META-PROOFS ("White with Pawn on d6 and King on e6 beats Black with King on a1 because the Pawn must Queen, and checkmate is then routine") would be a loose example.

'A complete META-ANALYSIS of the position in Figure 2 would be "With the Bishop on b4, Black cannot penetrate the barricade and no captures need take place for 50 moves. On the other hand ANY move that disrupts the barricade will allow the Black King and Rook to penetrate".

Linda's conclusion is that 'Figure 2 is thus a position in which a human player, deploying meta-arguments, will do better than a naive algorithm... in fact Norwood states that even the best algorithms, allied to considerable search depth, play this position incorrectly, though they could be immunised against this particular kind of error by adding to the algorithm in some way...

*the human player is able to deploy meta-arguments which do not consist of sequences of moves, and it is this ability which allows us to say that whilst humans UNDERSTAND Chess, computers merely PLAY Chess'.*

I might have questioned 'Which humans?' (thinking of no-one in particular!) but Linda goes on to apply her conclusions to the Sketching of Graphs for Rational Functions and I realised I was now about to get out of my depth. I read it anyway, and I did.

But she ended the Chess discussion with one final note of special interest to add to the age-long debate of whether Computers will destroy Chess - *'If Chess is a sufficiently rich game, then even when Computers are able to beat the strongest players, the World Championship can continue, with the players using the machines to calculate combinatorially difficult situations, while using their meta-abilities to find the best moves in positions that defy computation'.*

I can now picture Kasparov and Fischer sat humbly on the stage in the shadows of mighty tower-racked 64 processor multi-parallel Super Pentium systems, and can just imagine the fun and games that would cause the organisers!

### **ARTICLE NO. 3**

On to the final Article, in the *NEW SCIENTIST*.

In general this is an interview between the Scientist's Charles Arthur and Frederic Freidel in his capacity as a founder of the company which develops the FRITZ PC program.

The interview took place because of the appearance of the name FRITZ amongst the entrants for a big May Speed Tournament involving 20 of the World's top Blitz players.

I noted that the FRITZ version entered should be FRITZ3. Not a Franz Morsch program this time, so the rumours have it, and it will have been specially developed to run on a Pentium processor. *"It wont win, but it wont come last"*, promises Frederic.

### **20:20 VISION**

The relationship between this and our earlier discussions is in noting Frederic's view of that great day which all Computer fans have been earnestly forecasting since the late 1980's... yes, when a Computer beats the human World Champion in a Match.

I have often gone on record saying that I cannot see it happening this century, and I still believe a date something like 2020 is more like it... in other words too far off to predict with any real likelihood of accuracy and still a bit of a guess!

A selection of other estimates, taken from David Levy and Monty Newborn's excellent treatise *'HOW COMPUTERS PLAY CHESS'* published in 1991 are as follows:-

1992 Gyula Horvath (Chess Friend), Monty Newborn  
 1993 John McCarthy  
 1994 Hans Berliner (HiTech), Marty Hirsch, Feng-hsuing Hsu (Deep Blue)  
 1995 Larry Kaufman (Socrates), David Kittlinger (Novag), Danny Kopec (ex Fidelity), Mike Valvo (ICCA)  
 1996  
 1997 John Stanbeck (Zarkov)  
 1998 Kevin O'Connell  
 1999 Sld Samole (ex Fidelity chief)  
 2000 Robert Hyatt (Cray Blitz), Kevin Spraggett (Canadian G.M.), Jaap van den Herik (ICCA)  
 2001  
 2002 Julio Kaplan (Saltek)  
 2005 Richard Lang (Mephisto), Pierre Nolot  
 2010 Don Dailey (Socrates), Ossi Weiner  
 2011 Lars Hjorth  
 2014 David Levy (I.M and ICCA)  
 2020 Eric Hallsworth  
 2025 Dap Hartmann  
 2030 Franz Morsch (Fritz2)  
 2040 Jonathan Schaeffer (Phoenix)  
 NEVER... some!

So back to Frederic and FRITZ: discussing the Computer's strength at Speed Chess Frederic observes that *'one aspect of the program that will help it in speed chess is its 'fearless' quality. While most programs opt for simple positions where possible, Fritz prefers complications. "It*



*likes tension - if you attack a piece, it will counterattack rather than exchange".*

Frederic hopes that the program will be able to hold its own against humans, although he is uncertain whether a Computer will ever become the best player in the World. *"If one did, you would just exclude Computers from competing in Tournaments - the humans play on,"* he concludes.

Then could a Computer ever beat a human World Champion? *"Probably not,"* thinks Friedel. *"This is the fascination for me - although they get so close and beat 99.99% of the world, the remaining handful of top players seem unassailable. The work has just begun".*

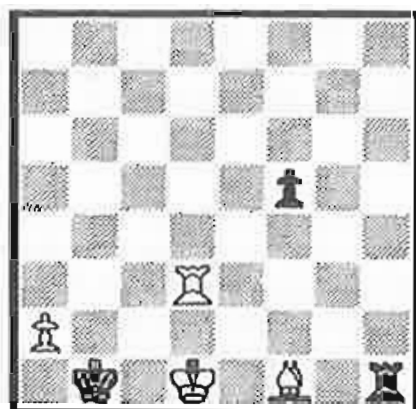
## TWO MORE 'FUN' POSITIONS

To finish, here are a couple more positions which David Norwood showed in a very recent *WEEKEND TELEGRAPH*.

In the first we see how brilliant the Computers can be - *"In the tricky End-game positions GENIUS2 is at least a match for the R30"* claims David.

*"But in the second the TASC R30 shows itself to be superior in more complex middle-game moments... it solved the position in 47secs whereas GENIUS2 had not got there after 20mins"* (PC model and processor not known).

## ANALYSIS of POS3



White to play. As David says, this is an amusing position as most humans playing White would automatically defend their Bishop with the

minimum of thought. It looks the only obvious move.

## The HUMAN?

Thus **1.Rf3**

And Black will reply:-

**1.- Kxg2 2.Rxf5**

Producing an almost guaranteed drawn position with K + R + B v K + R. Some players would grind away for hours trying to win this, but it is a theoretical draw.

Incidentally the White player hoping to win it might try:-

**(1.Rf3 Kxg2) 2.Kc2!**

Playing this first and threatening Bc4 + m/2 makes Black think. He needs:

**2.- Rh4**

And now:

**3.Rxf5**

Which threatens Ra5 + m/2. This continuation would certainly put Black under more pressure, even though we are still in theoretical draw territory I believe.

## The COMPUTERS!

But the Computers (TASC R30 and MEPHISTO GENIUS) aren't interested! Within the minute from the starting position they produce

**1.g3!**

*'Illogical, but brilliant'* says David. We can quickly see why:

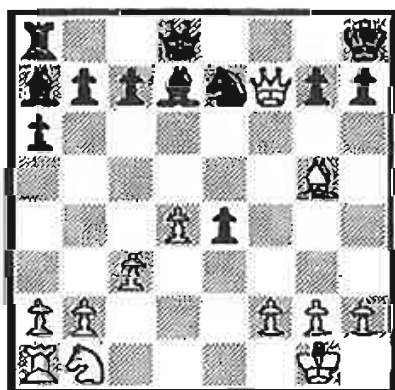
**1.- Rxf1 + 2.Ke2.**

Now the Rook has a problem. If it stays on the first rank then 3.Rd1 forces a Rook exchange and the a-Pawn must Queen. Black must aim to slow or stop the Pawn, so...

**2.- Rf4 3.Rb3+ Ka2 (or Kc2) 4.Rb4!**

'This is the finesse' says David, 'as Black cannot avoid the exchange of Rooks and once more White has an unstoppable a-Pawn'.

#### **ANALYSIS of POS4**



Black is to move and has a tricky situation. He appears to be a Piece for a Pawn up, but the Knight on e7 looks ready to drop off the board which would leave him a Pawn down.

**1.- Bc5!!**

'Giving up a piece is ironically the only way to save one', says David. The key to this is White's back rank! If Black can actually open the d-file while the Knight is still on b1, then he has an immediate mate threat.

Incidentally GENIUS2 on my 486/25 was showing 1.- h6 (I took David's word for the 20 mins and just left it for 10). It is expecting 2.Bxe7 Qe8 3.Qxe8+ Rxe8 which is almost certainly what would follow, but White with 4.Bh4 is now a Pawn up and has at least a draw.

Back to Black's 'winning' line:-

**2.dxc5 Be6**

Now fully exploiting the back-rank. If either B or Qxe7 then 3.- Qd1 mate.

**3.Qh5 Qd5! 4.Nd2! h6!**

I also looked at this on HIARCS2.4 (the Aegon version) - incidentally it found 1.- Bc5 and all the analysis up to 4.Nd2 within 30 secs! Here

however it preferred 4.- e3!? showing +84 -> 5.fxex Qxd2. However I like the try of 5.Nb3 and think that Black's advantage may be less after this.

**5.Nxe4**

With the Pawn gone and the Bishop defended, it seems White has got things back under control.

**5.- Bf7**

Once more the over-worked Queen has problems and White must shed a piece.

**6.Qg4 hxg5 7.Ng5 Rd8!**

The R30 now expected a big attack by White seeking a mating chance. However here I think the quieter effort of 8.Re1! to secure the back rank would still give White drawing chances!?

**8.Qh4+?! Kg8 9.Qh7 Kf8 10.Qh8+ Bg8 11.Qh5 Ng6 12.h4?**

There is no comment about this in the *WEEKEND TELEGRAPH*... the '?' is mine. It's a bit naughty to leave the impression that the R30 would play this here, just because it appeared in a long list of forward analysis earlier. Indeed though White's attack from 8.Qh4+ has not helped his own chances, the Computers agree that he could still play 12.Qg4 here and stay on the board.

**12.- Qxg2!!**

Well we can see why 12.h4 was left in... it produces a dramatic Queen sac' that *WT* readers would appreciate. After **13.Kxg2 Nf4+** wins back the Queen with interest and a clearly won game.

Despite my concern over the lack of full analysis in a couple of places, slightly prejudging the R30, we've seen a super combination from the original position. It demonstrates excellent abilities in those programs that manage to find 1.- Bc5, whether it finally wins or draws with best play.

[I leave it to readers to see if their machines get 1.- Bc5 in reasonable time - I have only tried it on the 3 mentioned above... do let me know!]

Though the **GK2000** has been out for some months now it has not really been the subject of a **NEWS SHEET REVIEW** in the same way that we covered its 'stable-mate', the excellent portable version **TRAVEL CHAMPION**. It certainly deserves the publicity as it has all the features of 'TC', is a nicely sized table-top press-sensory version AND runs 40% faster than 'TC' by virtue of its 20MHz H8 chip.

This extra speed has resulted in the £119 priced GK2000 actually competing with and passing on the **RATING LIST** its slightly more expensive competitors the Novag **EMERALD** and Mephisto **MODENA**... also I think we should add the Kasparov **SIMULTANO**, though this now struggles for strength at 10 or more BCF points behind the other three.

Of course the **SIMULTANO** has the special 64-game storage feature, an LCD visual of the full-Board Included as part of the Display, and the amazing ability to play 8 'simultaneous' games, giving owners the chance to pretend they're an I.M (at least!) and get in some practice for their next performance when those more ordinary Club players pay up to try their lesser skills against you!

Apart from the above the GK2000, **EMERALD** and **MODENA** appear to have just about equal features in all other areas so the same money (or less, in fact, in the case of GK2000) gets quite a few useful BCF skill points.

In the case of the GK2000 these include 64 levels (with specials for beginners); 2 playing styles; Active, Passive and Tournament selectable Opening Book (or no Book for those wanting the Computer to seek out possible worthwhile Novelty moves); and the now



obligatory Display for clocks, evaluations and forward analysis etc.

The competition in the £100 to £175 price range, for these machines with sufficiently similar features for an 'equal' comparison, is:-

Machine	Price	Elo/BCF
Kasparov GK2000	£119	1993/174
Novag EMERALD	£149	1947/168
Kasparov SIMULTANO	£149	1860/157
Mephisto MODENA	£159	1965/170

Well, that's the sales patter! Long-time NS Reader **ALASTAIR SCOTT** recently sent me a disc with the Games from a Match played between his **TURBO ADVANCED TRAINER** (which is the **GK2000** in a board without Display) against his **TRAVEL CHAMPION**. The Games (24 in all) were played at Game in 60 mins, and I have selected 4 which readers will definitely enjoy playing through. There are some devious moments, a few things which will make you smile, and others which will stretch the old grey matter as you consider the tactical possibilities which both love to get involved in.

## THE GAMES

In our first game neither side is able to obtain more than a nominal advantage despite the cut-and-thrust as each seeks an initiative. Suddenly there is a rush of 2nd. and 3rd. best moves after Black's 28th. and the game ends almost abruptly.

**TRAVEL CHAMPION - TURBO ADVANCED  
TRAINER/GK2000**

Game in 1 hour: no.3

**1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7  
5.Bd3 c5 6.c3 Nc6 7.Ne2 cxd4 8.cxd4  
Qb6 9.Nf3 f6 10.exf6 Nxf6 11.O-O Bd6  
12.Nc3 O-O**

All Book so far

**13.Nb5**

13.Re1, 13.a3 and 13.Be3 are all typical theory moves, but 13.Nb5 is by no means a bad choice

**13.- Bb8 14.Bg5 Bd7 15.a3**

To stop Black playing Nb4, but I prefer 15.Bxf6 Rxf6 16.Qb1

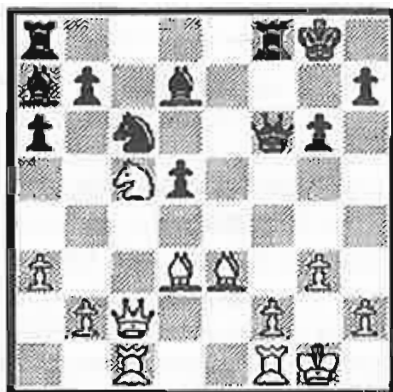
**15.- a6 16.Nc3 Ba7**

16.- Ng4! also looks good here

**17.Na4?! Qc7! 18.Rc1?!**

I prefer 18.Qc2 b5 19.Bxf6 Rxf6 20.Bxh7 +

**18.- Ng4! 19.g3 e5 20.dxe5 Ngxe5  
21.Nxe5 Qxe5 22.Bf4 Qd4 23.Qc2 g6  
24.Be3 Qf6 25.Nc5?!!**



There hasn't been too much to choose between the sides up to here, with first one and then the other looking to edge into and out of an advantage. But here 25.Nc3 was needed to maintain an equal game

**25.- Bh3! 26.Rfd1 Qf3 27.Bf1 Bxf1  
28.Rxf1 Rae8**

A user-joy of playing the mid-range 165-175 BCF machines is that games are never lost until they're over... at any excuse PLAY ON! Watch what happens now - this is still an almost equal

position and Black's advantage is quite nominal

**29.Qa4?**

29.Rfd1 (or 29.Qd1) Rf7 30.Qd2 is right and White would still be almost equal despite the possibly slight inaccuracy at 25. The move now played gives Black a chance to win the exchange for a winning material plus

**29.- Ne5?**

Missing 29.- Rxe3! 30.fxe3 Qxe3+ 31.Kh1 Bxc5 which wins the exchange and the game. White has a chance of equalising after this

**30.b3?**

Failing to take its chance of capitalising on its opponents miss! 30.Bh6! Bxc5 31.Bxf8 b5 32.Qxa6 Bxf8 33.Qxb5 looks about equal again, I think!?

**30.- Qh5 31.h3??**

Of course we are so used to looking at the games of £399-£1499 machines, or programs on 486/66 PC's rating at BCF's of 200 + . We have to remember that here we are looking at opponents that would only cost around £200 for the PAIR!

Even so this is hard to understand, and is an amazing mistake. 31.h4 evaluates White at only around -100 in my estimation - losing, but not lost. After the nonsense of 31.h3?? the rest is simple and and GK2000 makes no more mistakes

**31.- Qxh3 32.f3 Qxg3+ 33.Kh1 Rxf3  
34.Bf2 Qh3+ 35.Kg1 Ng4 O-1**

In the second game I have chosen, White is tempted into winning his opponents' b7-Pawn with his Queen - as so often it seems it is poisoned indeed. The way the GK2000 then builds up a massive attack on the King-side, and especially against f2, is very impressive.

**TRAVEL CHAMPION - TURBO ADVANCED  
TRAINER/GK2000**

Game in 1 hour: no.5

**1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7  
5.Bf4 O-O 6.e3 c5 7.dxc5 Bxc5 8.cxd5  
exd5 9.Rc1 Be6 10.Bd3 Nc6 11.Ng5?!**

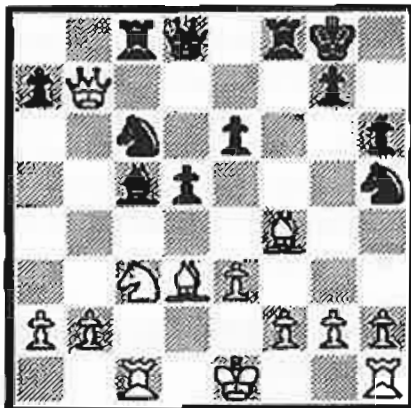
Somewhat premature? 11.O-O Rc8 12.Qe2 Nb4 13.Rfd1 Nxd3 14.Qxd3 seems to leave White with some advantages

**11.- Rc8?!**

I've made a note that with 11.- d4 Black would have equalised. 12.Nc4 Qa5 + 13.Kf1 Nxe4 14.Nxe4 might follow. Now however it is White who places his Queen strongly and must be ahead

**12 Qc2! h6 13.Nxe6 fxe6 14.Qb3?!**

The Queen goes away from the action! I prefer 14.Bg6 e5 15.Bg3 Bb4 16.O-O Bxc3 17.Qxc3 14.- Nh5! 15.Qxb7??



Far too risky, though obviously the product of the previous move. After this I believe the Queen is lost if Black plays correctly and so I think the double '??' is warranted.

Wiser was 15.Ne2 and if 15.- Qa5 + 16.Kf1 Nb4 17.Bb1 Nxf4 18.Nxf4 showing -21 on the program I was using as I played over the game.

**15.- Nxf4!**

Well done - I think this probably wins the game by force with best play - as we quickly see GK2000 gives its opponent no way back at all

**16.exf4 Nb4 17.Bh7 +!**

In fairness to 'TC' this is a clever idea which the Computer did well to come up with. Without it 17.- Rb8! wins the Queen, but now she will be able to retreat to b5 and then perhaps e2, depending on Black's response

**17.- Kxh7 18.Qb5 Rxf4**

Black could have won by actually exchanging Queens as well! i.e 18.- Qb6 19.Qxb6 Bxb6 20.Rd1 Bd4 21.Nb5 (21.Rxd4? Nc2 +) 21.- Bxb2 + 600 est.

**19.O-O Qf8! 20.Qe2 Qf5**

Also a win is 20.- Rxf2 21.Rxf2 Qxf2 + 22.Qxf2 Bxf2 + 23.Kf1 Bd4 24.a3 Rf8 +

**21.g3 Rf3 22.Kg2 Rf8 23.Nd1 Nd3 24.Rc2 Qg6 25.Kh1 Nxf2 + 26.Nxf2**  
Or 26.Kg2 Qg4 27.Nxf2 Rxf2 + 28.Rxf2 Rxf2 + 29.Qxf2 Bxf2 30.Rxf2 e5 which may last a little longer, but that's all!

**26.- Rxf2 27.Rxf2 Rxf2 28.Rd2**

White may as well resign, there is no worthwhile move. 28.Qxf2 quickly meets 28.- Qe4 + 29.Kg1 Qxc2 30.Qxc5 Qxc5 +

**28.- Rxe2 29.Rxe2 Qd3 0-1**

I enjoyed that one! Before we look at Alastair Scott's favourite game, we should take a look at one of the TRAVEL CHAMPION's wins. Like our first game, this is another one which amazed me by its mixture of move-quality. A game so short has got to contain flaws, but in this one there are some knife-edge moments where a single false move can result in the swiftest of ends... provided your opponent seizes HIS opportunity!

**TURBO ADVANCED TRAINER/GK2000 - TRAVEL CHAMPION**

Game in 1 hour: no.10

**1.e4 d5 2.exd5 Nf6 3.d4 Nxd5 4.c4 Nf6 5.Nc3 g6 6.Nf3 Bg7 7.Bd3**

7.h3 is the Book move I know here, designed to stop Black's next

**7.- Bg4!**

'Brownie points' to TC for highlighting the slight inaccuracy

**8.h3 Bxf3 9.Qxf3 Nc6 10.Be3 Nxd4!**

An interesting choice as compared to the more obvious 10.- 0-0. The move played indicates an interesting program evaluation of the relative merits of the 2 Pawns being exchanged... and once more White gets its Queen onto the famed 7th. rank but at the notorious b7 square - a bit too early in the game!

**11.Qxb7 0-0 12.Rd1 Qd6! 13.c5!?**

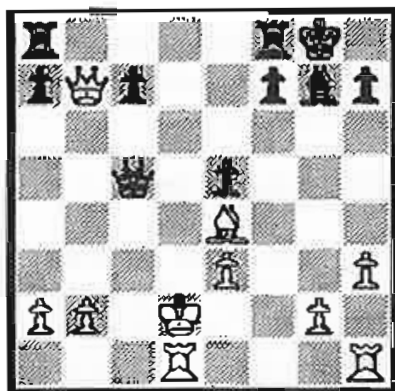
This is a tricky little idea. The alternative is an immediate 13.Bxd4, but 13.- Rfb8 14.Qf3 Qxd4 gives Black's pieces excellent mobility

**13.- Qxc5 14.Bxg6! e5!**

Well played TC! White is struggling to co-ordinate

his pieces and the sight of so many loose units indicates that a combination will become available to Black sooner or later

**15.Ne4 Nc2 + 16.Kd2 Nxe4 + 17.Bxe4 Nxe3 18.fxe3**



The body-count is still equal, but White still has his Queen misplaced on b7 which is not helped by the appearance of his Bishop at e4 on move 17. Right now the 'obvious' and certainly inviting 18.- Rab8! keeps Black well on top, but...

**18.- Rfd8 + ? 19.Ke2 Rab8**

The fault with 18.- Rfd8 is made fully apparent as this move now has no bite at all. White only needs to respond with 20.Rxd8 + forcing 20.- Rxd8, then 21.Qb3 and the game should be drawn

**20.Qa6?? Rxb2 + 21.Kf3 f5??**

I have to put a comment in here, to show that I have done my work properly! Readers may ask HOW I can so severely censure a move played by the side which wins in only 4 more moves!? Can you see it?

**22.Bd5 + ??**

I am threatening to win my own award for the most punctuation marks per move in a single game. But White misses 22.Qe6 +! which is mate in 7!

Perhaps at Game in 1hr our cheaper friends should not be expected to perform the outrageous feats we sometimes see from the leading World Championship contenders. However as there is a mate there we must say something! It continues 22.- Kh8 23.Rd8 + etc.as these protagonists would see from this point. Black makes no more mistakes and finishes the game convincingly

**22.- Kh8 23.Rhg1 e4 + 24.Kg3 Qxe3 + 25.Kh4 Rb6!**

Ending any White hopes of 26.Qf6 + m/3, and so 0-1

Here is Alastair's preference for best game, with my Notes again. It has a very unusual beginning with the Bellon Gambit, an old but fiery variant of the English Opening. Black excitingly sacs 2 Pawns for a terrific attack, but then begins to meander and allows White to open up his King.

In this game BOTH machines play some clever and challenging chess, and this is the game to judge them by! I warmly encourage all Readers to play through it - I have tried to make the Notes as light and helpful as possible to show some of the main possibilities and complications in the most digestible way I can!

### **TURBO ADVANCED TRAINER/GK2000 - TRAVEL CHAMPION**

Game in 1hour: no.12

**1.c4 e5 2.Nc3 Nf6 3.Nf3 e4!?**

A rarely seen move which guarantees some fun, though it is 4.- b5 which gives the Opening its little-known name! 3.- Nc6 and 3.- d6 are more usually played

**4.Ng5 b5!? 5.d3 Bb7?!**

This Gambit is so unusual that it isn't even in Graham White's GENIUS2 Book! (though I expect it will go in when he reads this!) - nor is it in MCO. In my library at home only BCO has it, giving 6.Ngxe4 bxc 7.g3 cxd 8.exd Bb4 9.Bg2 +/- Uhlmann-Bellon, 1978. For the record Graham's Book has 5.- exd, Genius2's own Book 5.- bxc, and BCO has yet another idea in 5.- Bb4. In every line White is marked +/-

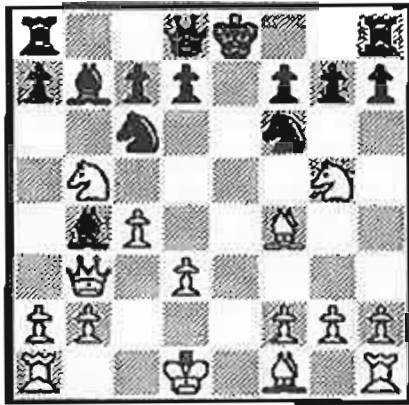
**6.Nxb5 exd3 7.exd3**

Or 7.Qxd3 a6 (7.- h6 8.Nf3 Ne4 might be better; 7.- Bb4 + 8.Bd2 Bxd2 9.Qxd2 0-0 is another possibility) 8.Nd4 Bb4 + 9.Bd2 Bxd2 + 10.Qxd2 0-0 11.e3 est. + 120. The exchange chosen evaluates at around +80

**7.- Be7 8.Qb3 Nc6 9.Bf4 Bb4 + 10.Kd1**

A DIAGRAM on the next page is to enable readers to play over the ideas which follow and come back easily to the game position.



**10.- d6?!**

Getting the King castled was key at this complicated moment. So 10.- O-O and then:-

a = 11.Nxc7? Nh5! 12.Bd2 Bxd2. What now?

a1 = 13.Qxb7 Rb8! 14.Qa6 Qxg5 Black est. + 450

a2 = 13.Nxa8 Qxg5! 14.Qxb7 Bb4! Black est. + 480

a3 = 13.Nxh7 Qxc7 14.Nxf8 Nd4 Black est. + 330. These variations show the biggest possible benefits from castling.

a4 = Best looks 13.Ne4 when Qxc7 14.Nxd2 Nd4 is est. at Black + 280

b = 11.Bxc7 Qe7 (threatening 12.- Qe1 + l) 12.Nf3 Ng4 and est. White + 20. Clearly much better for White, though the position is such that either player could easily go wrong at any moment.

c = 11.d4! I like this best in fact. Black can still play 11.- Qe7 with the same threat as above, but now White can counter with 12.Qe3 and if Ng4 13.Qxe7 Nxe7 14.Nh3 and Black doesn't have enough counterplay for the Pawn so the est. is White at + 70.

Back to the game: the DIAGRAM plus Black's 10.- d6?!

**11.a3 a6 12.Nxf7?!**

Not what I would have expected, and I think 12.Nxc7 + Qxc7 13.axb4 is best?!

**12.- Kxf7 13.axb4 Re8!**

The Rook freedom is Black's gain from White's choice of capturing method

**14.Na3 Qd7 15.Be3 Nd4 16.Qc3 Nf5 17.Nc2**

I think White could also have played 17.Kd2 which protects the Bishop and helps towards activating the a1/Rook

**17.- Nxe3 + 18.Nxe3 Ng4 19.Qd2 Qe6! 20.Nxg4 Qxg4 + 21.Kc2 Kg8 22.h3?!**

Here 22.f3 seems better as it also blocks the Bishop's path on its b7-g2 diagonal. Then perhaps 22.- Qd4 23.Re1 though it still isn't clear how White is going to get his own Bishop into play effectively

**22.- Qg6**

It is around here that Black has to find some really active moves to keep an attack going - remember he is still 2 Pawns down. In fact it isn't so easy and TC has done well to maintain some good initiative to reach here. Maybe he could have withdrawn the attack on the g2-Pawn and played 22.- Qd4 at this point to probe some other weaknesses

**23.Rg1 Rab8 24.Ra5 d5!? 25.b3 Re7**

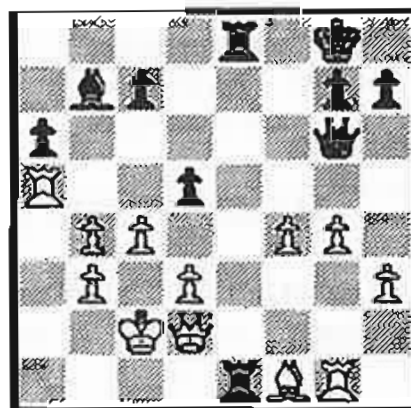
Black's definite mobility advantage still gives him some scope. The question is where to concentrate the attack!

Perhaps on the f-file by 25.- Rf8 with Rae8 or Rf7 and Raf8 to follow; or a switch to the Q-side to eye White's King with 25.- Qd6 (neatly threatening Qh2 at the same time!) 26.g3 dxc! starting to attack g2 again! Or even take advantage of the Rook's presence on b8 by playing 25.- Ba8.

Despite the fact that the e-file is invitingly open, I'm just not sure whether it's the best option

**26.g4! Rbe8 27.f4!**

There's no compromise to the chess from either side!

**27.- Re1**

Thus completing the e-file Rook manoeuvre. It will be interesting to see how this works out as one can see that one or two threats have developed

**28.f5?! Qf6 29.d4 R8e4!**

Should Black stick with his plan of keeping a Rook on e1, or perhaps here have admitted it won't be sufficient and withdraw the e1-Rook to e4? It isn't stubbornness which makes computers sometimes appear single-minded in their purpose, but often (certainly in the case of these two!) it's the combative approach of the programmer coming out!

As a point of interest the Aegon version of HIARCS (2.4) goes along with the move played, but GENIUS2 programs would play 29.- R1e4

**30.b5**

This looks harmless enough but will give Black a momentary chance when the White Rook leaves the a-file.

A central breakthrough with 30.cxd5?! Qxd4 31.d6 Qxg1 32.d7 would have been interesting! But don't expect 32.- Re8 33.dxe8Q+ to follow - White would play 33.Qxe1! and win. More likely would be 32.- Qxf1! 33.d8 = Q+ Re8 34.Qxc7 R1e2 leaving White to regret his 30th. and Black fully justifying the Rook escapade!

**30.- axb5 31.Rxb5 Qa6?**

What a shame! - he misses his big chance to prove wrong my doubts about the doubled Rooks on the e-file! 31.- Ra1! threatening to win Q for R by Ra2 would have offered excellent possibilities. E.g 32.Qc3 R4e1! 33.Rxb7 Rec1+ 34.Kd3 Rxc3 35.Kxd3 Rc1+ 36.Kb4 Qd6+ and Black will win!

**32.Ra5! Qf6 33.cxd5 Qxd4 34.d6 Qxd6**

34.- Qxg1!? 35.d7 Qxf1 36.d8Q+ Re8 37.Qxc7 Be4+ 38.Kb2 Rb1+ 39.Ka3 Qxh3 was worth a try!

**35.Qxe1 Rxe1 36.Bc4+ Kf8?!**

Was 36.- Re6 better? H2.4 thinks so, but GENIUS2 sticks with the King move.

After 1 played-in the moves 36.- Re6 37.fxe6 Qh2+ 38.Kc3 Qxh3+ BOTH showed an eval of around -180.

What then is their eval. for 36.- Kf8? This is the key question! and H2.4 says -300 while Genius2 shows -80! A pretty critical difference and we see the evaluation reasons for their respective choices - but whose figure will prove to be correct in a couple of moves time?

**37.Rxe1 Qh2+ 38.Re2 Qxh3?**

It is the response to this which has to be what H2.4 saw looking at 36.- Kf8 earlier, when it dropped to -300 and quickly changed its own choice to 36.- Re6. Genius2 didn't see it. There is just no time for Qxh3? now because of White's winning reply, which GK2000 finds perfectly!

In fact what was needed to try and stay in the game was 38.- Be4+ , found instantly by H2.4. But Genius 2, on my 486/25, stays with 38.- Qxh3? itself only turning to 38.- Be4 at 2m16 - so let's not over-criticise little TC! It is always interesting to me to see the different strengths and weakness of the various programs.

After 38.- Be4+ 39.Kb2 Qd6 40.Ra6 Qd4+ 41.Ka2 Bf3 is 'holding' at around -300

**39.Rae5!! Bc6 40.Re7 h5**

There is nothing better really; the Genius2 evaluation has now crashed to -490 and H2.4's to -800. The game ended:

**41.Rf7+ Kg8 42.Rxc7+ Kh7 43.f6****Be4+ 44.Kd2 Qf3 45.Rxg7+ Kh8****46.Rg8+ Kh7 47.Rxe4!**

Wisely removing any hope of a hidden perpetual check, or worse

**47.- Qxe4 48.Bd3 Qxd3+ 49.Kxd3**

**Kxg8 50.gxh5** 1-0... an excellent, exciting and fascinating game by both Computers.

**MATCH RESULT (all played at GAME in 60mins):-**

**Travel CHAMPION** 1 0 0 ½ 0 1 ½ 0 0 1 0 0 0 ½ 1 0 ½ 1 1 ½ 0 0 1 0 = **9½**

**TurboAT/GK2000** 0 1 1 ½ 1 0 ½ 1 1 0 1 1 1 ½ 0 1 ½ 0 0 ½ 1 1 0 1 = **14½**

TC was White in the odd-numbered games. The result is a slightly bigger win for the GK2000 than a 40% speed boost would indicate - probably the definite tactical nature of both programs' play makes the extra speed more valuable than it would in a more positional style.

# Mephisto BERLIN PRO

## Latest Results and News

17

The **BERLIN PRO** is now in stock, so Readers will want to be brought up-to-date on its current 'status'!

Firstly my price-forecast was wrong, and I am sorry about that - it is often very difficult to anticipate the finished costings of imported products until the actual Invoiced figures are to hand... that's my excuse anyway. The correct price will be **£595**.

I haven't played very many more games as the on-loan machine was needed for its appearance in the Suffolk Open. However the total scores from all my games at Game/60 were:-

**BERLIN PRO 8½-5½ RISC 2500-512K**  
**BERLIN PRO 6-2 M CHESS PRO 486/25**  
**BERLIN PRO 6½-5½ HIARCS 486/25**  
**BERLIN PRO 3½-2½ GIDEON PRO**  
**BERLIN PRO 2½-3½ Mephisto RISC 1MB**

An impressive list - Readers will find its very latest Rating on the Back Page.

Finally here is another of its games against the Kasparov RISC 2500 which I think you'll enjoy!

### **Mephisto BERLIN PRO-Kasparov RISC 2500-512.**

Game 4 Game in 60 mins. Slav Defence - Czech Variation

**1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 dxc4 5.a4 Bf5 6.e3 e6 7.Bxc4 Bb4 8.O-O O-O 9.Nh4 Bg4 10.f3 Nd5!?**

The machines go out of their Books. BP's Library expected 10...Bh5.

**11.fxg4 Qxh4 12.h3 Bxc3?!**

Choosing this rather than 12...Nxc3, has a marked effect on the of the game. White has the 2 Bishops against Black's 2 Knights. The immediate appearance of the Pawn structure deceives - it looks as if Black's is better, but the "holes" on White's side of the board actually enhance the strength of his Bishops.

**13.bxc3 Nd7 14.Bd3 c5**

Black should probably aim to fix the centre

rather than encourage further Pawn exchanges. Incidentally not 14...Nxc3? 15.Qb3.

**15.Qf3 Rxd8 16.Bd2 cxd4**

This seems illogical after placing the Rook at d8. Improving the Queen's position to h6 or f6 seems better, leaving the central tension as it is.

**17.cxd4 Qg5 18.Rab1 b6 19.a5 N7f6**

If the RISC 2500 (known as KRIS to most owners) can find good squares on the King-side for the Knights, then the weak squares at e3 and, especially, g3 might give him tactical chances to win the game dramatically.

**20.Rf2!**

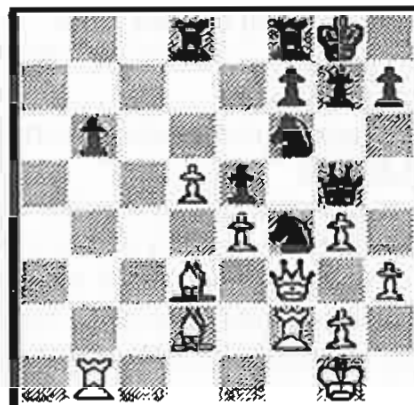
BP quietly protects the Bishop on d2 so that e4! is now threatened.

**20...e5 21.e4 Nf4 22.axb6 axb6**

22...Rxd4! was an interesting possibility.

23.bxa! Ra4! (23...Rxd3 does not work: 24.Qxd3 Nxd3 25.Bxg5 threatening Rb8! wins. If 25...Nd7 26.Rd2!). After 23...Ra4 24.Rb7 may not leave this piece in an exactly ideal position.

**23.d5**



A new contest begins - between passed Pawns. The Rooks' desire to be on open files now needs modifying somewhat by the programs, so that they are aware of the requirement to get BEHIND passed Pawns - their own or their opponent's. It is the constant need to get a Computer to adjust its values and priorities as the conditions on the board change during every game of chess that presents the greatest challenge to the top programmers.

**23.... Rb8!**

23...h5?! looks interesting.

**24.Kf1! Qh4**

White was threatening 25.g3 winning the

Knight.

**25.Bxf4 exf4 26.Qxf4 Nd7 27.e5 Qe7**

At this point Black's only counter-chances would seem to be vested in the passed b-Pawn which somehow needs to get on the move as soon as possible.

**28.Re1 Nc5?! 29.Bb5**

Black's 28th stopped 29.Qe4, but being able to move the Bishop to a position where it both blockades Black's Pawn and controls key promotion squares for its own Pawns is a big bonus for BP which it takes immediately.

**29...Rbd8 30.d6 Qe6 31.Bc4 Qe8**

**32.Rb1 Nd7 33.Rb5 Ra8!**

The KRIS has the dangerous passed Pawns quite well blockaded, and initiates an alternative plan to that of staying behind his own passed Pawn, as that now appears rather less worthwhile.

Unfortunately the idea is quickly opposed by the alert BP even as it nears fruition - at least it stops White from getting a Rook behind one of his own Pawns!

**34.Kg1 Ra1 + 35.Kh2 Re1! 36.Re2! Rxe2 37.Bxe2 Qb8 38.Bc4 Nc5 39.g5 Qb7?**

39...Qd8 was required, for three reasons:

- i. to help guard the 8th. rank,
- ii. to maintain protection for the b6-Pawn (which Qb7 does), and
- iii. to oppose the advance of the d and e-Pawns.

**40.Rxc5!**

An excellent and winning exchange sac'. It's hardly right to call it a sac' in view of the very immediate benefits! But if the Queen had gone to d8, things would have been rather different as then 40.Rxc5?! bxc5 41.e6?! fx6 42.Bxe6+ Kh8 43.Qe5 Re8! and we might well be heading for a draw even. In fact if 39...Qd8 40.g3 would have been BP's choice with a still worthwhile advantage.

**40...bxc5 41.e6 Qb8**

Not now 41...fxe?? 42.Bxe6+! Qf7 (42...Kh8 43.Qxf8 mate) and 43.Qxf7 is mate in 9 after 43...Rx17 44.d7! g6 45.d8 = Q etc.

**42.e7 Qe8 43.Qe5 h6 44.g6**

Both Computers show evaluations over 1000 so I resigned for Black. 1-0

The full MATCH SCORE, played at Game/1hr:  
**RISC2500 1 0 0 0 1 ½ 0 0 0 ½ ½ 1 0 1 = 5½**  
**BPRO 0 1 1 1 0 ½ 1 1 1 ½ ½ 0 1 0 = 8½**  
 (BPRO was White in the even-numbered games)

## PRESS-SENSORY CHART Letter from Eureka

Here are the MAIN EXTRACTS from a letter sent to me by David Clarke of Eureka Electronics:-

Dear Eric,

*Many thanks for your latest News Sheet.*

*I read with great interest your comparison of the (Novag) SCORPIO and friends on the basis of value. I fear that you have done the Scorpio a great disservice.*

*The Scorpio's current price is £269.99, and not £299 as stated. As this is 10% lower than your figure and as the table is based on price this would significantly affect the result.*

David then lists some Features which I had not referred to (it was visibly not intended to be a comprehensive list), but I was incorrect in saying the game storage is 10 games when it should indeed be 64 games. There is also a choice of 8 search selections, a provision for the user to program-in extra openings, and add a TV and Computer interface. David concludes:-

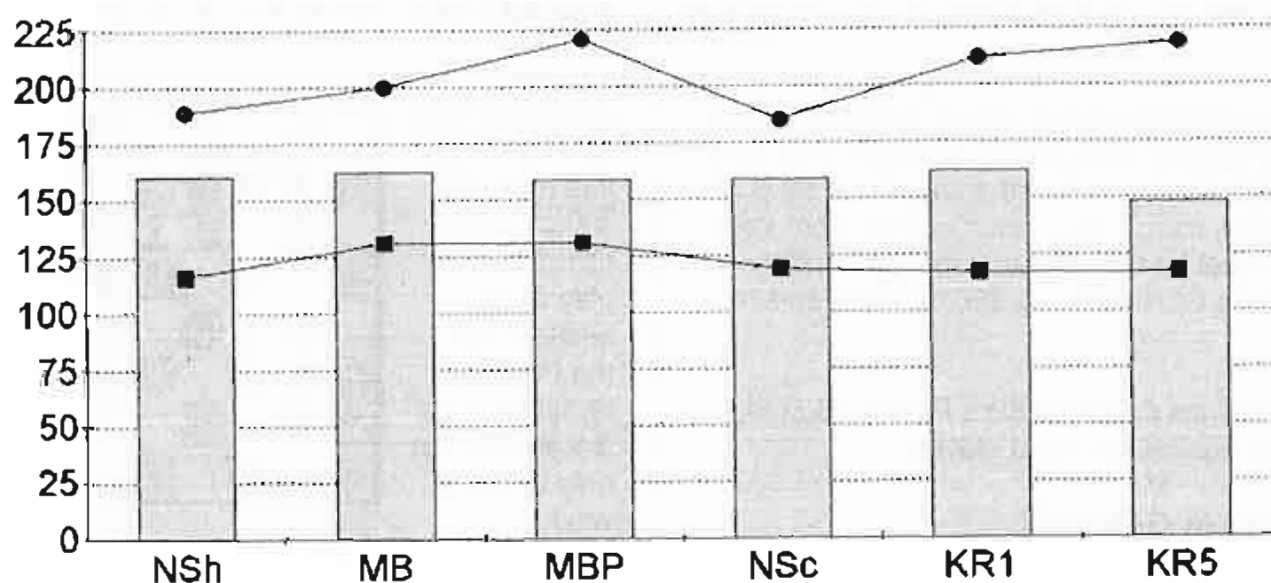
*... The value of features is of course subjective, however on any reasonable assessment the Scorpio, with its absolute wealth of features, must rank very high.*

*... I hope you will now re-do your value calculations and publish the results in the next News Sheet, together with this letter.*

Done! As the BERLIN PRO price I forecast was not quite right, a corrected CHART with the 'new' RATINGS (see p.5) is indeed shown opposite.

I would expect any Distributor majoring on mainly one brand-name to defend his product, and Eureka kindly sent me a Scorpio leaflet to support their views. As I happily try to represent (and sell) all products, I am sorry this had not been sent me by Novag before to enable justice to be done.

Regarding the NIGEL SHORT, the 192 BCF at Bury St. Edmunds supports its rating; and it does have features, missing from Scorpio, which some would consider important:- mains and battery use, laptop lid, disc and stand-up pieces, openings listed for training and named, and graded levels. Who decides objectively which is worth more?!



		Value	Grade	Features	Price
Meph Nigel Short	NSh	160	189	116	269
Meph Berlin	MB	162	200	131	399
Meph Berlin Pro	MBP	159	221	131	595
Novag Scorpio	NSc	159	185	119	269
Kasp RISC-128	KR1	162	212	117	399
Kasp RISC-512	KR5	148	219	117	549

If Readers find the CHART idea helpful, please let me know. 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 100% worthwhile (its 'true value' drops considerably), the Mephisto BERLIN PRO is a much more sensible step up! If **top** strength is the no.1 criterion then the **Berlin Pro** has to be the choice as the new program with 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 fractionally higher. The Scorpio can store 64 games, offers a choice of playing styles, has Computer/TV link (£69 extra) and a bigger Opening Book (with user programmeable facility), but 'Nigel' has many special qualities in laptop style, mains plus battery use, names the openings, will display all opening book choices etc. and specific Elo-graded levels. A feature-listing with combined points formula to make these evaluations more specific and objective will be created to take the idea further! Any ideas out there!? I'll try to prepare my outline of this for NS/53.

# ASTURIAS OPEN, Spain, Dec. 1993

20

This 13 ROUND Event played in December was at the unusual time control of Game in 45 mins. The 597 Entries included a long list of 69 G.M.'s and even more I.M.'s... plus two top Computers: THE KING2.0-RISC system in a PC, and the Mephisto GENIUS2 in a 586/60MHz Pentium PC.

Here are the COMPUTER's RESULTS in their games against top-rated players.

## Mephisto GENIUS2

Viswanath ANAND (2725) 1-0 Genius2  
Genius2 1-0 Manuel RIVAS (2530)  
Colin McNAB (2490) 0-1 Genius2  
Genius2 ½-½ S MAKARICHEV (2540)  
Dragan BARLOV (2495) 1-0 Genius2  
Pablo SAN SEGUNDON (2440) ½-½ Genius2  
Genius2 ½-½ Sofia POLGAR (2430)  
M NEDOBORA (2440) 1-0 Genius2

The GENIUS2 graded at **2467** against rated opponents, and scored 8/13 for the Tournament.

## The KING2.0

The King 1-0 Valery SALOV (2685)  
Stuart CONQUEST (2485) ½-½ The King  
Peter WELLS (2455) ½-½ The King  
Mario GOMEZ (2450) ½-½ The King  
The King 0-1 Yuri YAKOVICH (2525)  
The King 1-0 Alisa GALLIAMOVA (2435)  
The King 1-0 S MAKARICHEV (2540)  
Aleksa STRIKOVIC (2465) 0-1 The King  
E SVESHNIKOV (2570) ½-½ The King

THE KING2.0 graded at an outstanding **2678** against rated opponents, and scoring 9½/13 for the Tournament got a share of 10 = place! The King is, of course, the same as the TASC R30.

Now to some of the highlights involving the Computers:-

## Colin McNab-Mephisto Genius2

At the DIAGRAM the Computer has just played 32...Nd4 and Colin is keen to dislodge the now dangerously placed piece. Unfortunately his move allows an unexpected reply.

## 33.Ne2? f4!

Colin probably had expected 33...c5 which allows him to play 34.f4 himself! Still, the Pawn can be taken...!

**34.Kxf4.** But only in this way! If

34.Qxf4?? Nxe2, and if 34.Nxf4?? Nf5+.

**34...Nf5 35.Qc3 Qd1 36.Ng3 Nxh4**

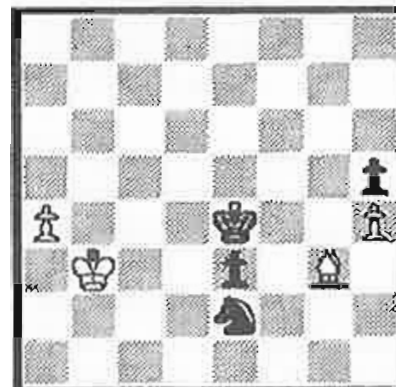
**37.Bh3?** 37.Bh1 was needed, **37...Ng6**

**38.Kg4?** 38.Ke3 is better, but will still lose to 38...Qg1 etc. **38...Bxf3.** If 39.Qxf3 Nxe5+ wins the Queen. 0-1



## Mephisto Genius2-Sophia Polgar

We believe there is only the one real chance to save this. Whilst both players have passed Pawns, Black's is just 2 squares from 'home',



with King and Knight in attendance! White's hope lies in the fact that there is play on the wings and his Bishop can be more effective if the a-Pawn can get moving. But first the Pawn must be blocked and the route of the Black King to e1 extended by a tempo. **59.Be1! Kd3 60.a5! Nd4 61.Ka4!** White must make the threat of breaking through with his a-Pawn a significant one, sufficient to divert Sophia Polgar's King from its preferred intention. **61...Kc4! 62.a6! Nc6 63.Bg3 Kc5 64.Kb3!** The King's decoy march has done its job - now it MUST return immediately to win the e-Pawn whilst the Black King 'wastes' time taking the a-Pawn off the board! **64...Kb5 65.Kc3 Kxa6 66.Kd3 Ne7 67.Kxe3** and a draw, ½-½. Genius2 did extremely well to save this!

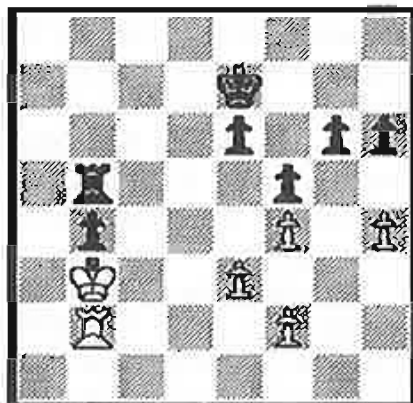


**P San Segundo-Mephisto Genius2**

I have been studying Rook + Pawn endings for Mark Uniacke and his HIARCS program recently, so this position held some extra interest.

The Genius2 has an extra Pawn, and it is passed, but such positions are very difficult to win. The usual plan is to keep the Rook behind the passed Pawn, maybe with 41...Rb7, and bring the King over.

The idea is to either force a position where his Pawn can get moving, or decoy the enemy units into defending against that plan and then send his own King



back to the other side of the board to strike against the White Pawns. Unfortunately White can win the Pawn before the King gets there! So how can Black's King break through? My first thought is that it isn't easy!

Plan i. 41...Rb7 42.Kc4 Kf6 43.Rxb4 Rxb4 + 44.Kxb4 e5 45.Kc4! looks like a draw. E.g 45...Ke6 (best I think) 46.fxe Kxe5 47.Kd3 =.

Plan ii. 41...Kd6. I thought this looked the most promising. 42.Kc4! (if 42.Rd2+ Rd5! wins for Black!) 42...Rb7. Now 43.Rxb4? Rxb4 44.Kxb4 Kd5! achieves Black's aim. But with the Black Rook forced back to b7, 43.Rd2+! draws easily.

So Genius2 flaunts the theoretical methods and tries to sacrifice the Pawn for a new advantage. It's a subtle try! **41... Rd5?! The idea is that, if 42.Kxb4? Rd1! followed by Rh1 and Rxh4 will enable Black's now passed h-Pawn to win the game! 42.Rb1! Rd2.** I had a look at 42...e5!? 43.Kc4! Rd2 44.fxe Rx12 45.Rxb4 Rc2 + 46.Kd5 Rd2 + 47.Kc4 g5! It's an interesting try, but I think it still draws. **43.Rf1 Kf6 44.Kxb4** In the end White, by missing the little pitfalls set, has obtained the draw quite easily. 1/2-1/2.

**The King2.0-Allsa Galliamova**

See DIAGAM. White has two threats. The first is 38.Kxg4. The second is, if 37...Rg8 (probably Black's best so as to respond to 38.Kxg4 with a discovered check) then 38.Bxa5! bxa5 39.Rxc5 wins an alternative Pawn. Galliamova tries a different solution, and comes unstuck!

**37...Ba3? If**

now 38.Kxg4 then Rg8 and

39...Ne4 +

would offer

some

counterplay.

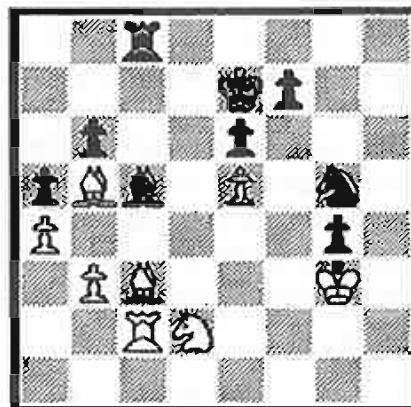
But: **38.Bb4!**

**Bxb4**

**39.Rxc8**

**Bxd2??** It was

over anyway, but 39...f6 40.exf6 Kxf6 would have delayed the outcome, even though 41.Nc4, for example, would keep the Genius2 easily winning. **40.Re8** mate! Oops!

**Aleksa Strikovick-The King2.0**

**1.e4 Nf6 2.d3 e5 3.Nf3 d6 4.Be2**

White's 2nd, 3rd, and 4th. moves were combined to make sure the Computer goes out of Book, but without the player doing anything outrageous in any way. **4...Nc6 5.c3 d5?! You can tell the Computer is on it's own, having played this to d6 only 2 moves ago. 6.Qc2 Be6 7.O-O Bc5**

**8.b4 Bd6 9.Re1 O-O 10.Nbd2 Qd7**

**11.Nf1**

DIAGAM

**11...a5!**

**12.b5 Ne7**

**13.Ng3**

Maybe 13.c4 c6

14.Bg5 first is

better. 13.a4

would have a

similar purpose.

**13...c6**

**14.bxc6**

**Qxc6 15.Bg5 Rfc8 16.exd5?! Nfxd5**

Black has the beginnings of a fine Q-side attack, threatening material gains which will leave White's position in tatters. A few more moves...

**17.c4 f6 18.Bd2.** I noticed the crafty-looking

18.Qb2 fxg5 19.cxd5 Bxd5 20.Rec1, though I don't think it turns out all that well. Anyway Black would probably have replied 18...Nb6. **18...b5**

**19.Qb1.** 19.Ne4?! bxc4! 20.dxc4 Nb4 21.Qb1

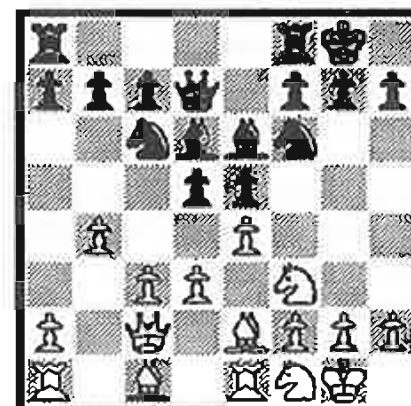
Bf5! Equally 19.d4 bxc 20.dxe Bxe5 21.Nxe5 fxe5 gets nowhere. **19...bxc4 20.dxc4 Nb6**

**21.Bd3 Nxc4 22.Bxh7 Kf8 23.Be4 Nd5**

**24.Bc1?** 24.Rc1 was needed. Then if 24...Ba3

25.Rc2 and Black's advantage is still slight.

**24...Bb4! 25.Rd1 Bc3 26.Nh4.** Or 26.Ne2



Bxa1 27.Qxa1 Rab8 28.Nc3, but White would still be losing. **26...Rab8! 27.Qd3 Bxa1 28.Qf3?** This was the last chance to salvage some pride and lengthen the game into some sort of endgame by 28.Ba3+ Nxa3 29.Qxa3+ Rb4 30.Rxa1 Qc5. **28...Bd4.** A simple response leaving the Computer a Rook ahead, though Strikovick continued to move 43 before giving it up. 0-1

### The King2.0-Valery Salov

The Computer is heading for a very satisfactory draw against its illustrious opponent, and now plays a perfectly innocuous King move.

**51.Kg1 Qb8??**

Salov must have been trying too hard to create something out of nothing. 51...Ba4 52.Qb7 Rf4 looks perfectly okay. The Tournament Bulletin tells us that The King expected Bb3 and had a -27 evaluation. So it was heading for a draw. **52.Qf7!** A 9 second think and then this with a mate in 7 announcement thanks to the attack on the now-undefended g7 square. Salov can only last to the m/7 by making huge sacrifices, so resigned immediately. 52...Qb1+ 53.Kf2 Rh2+ 54.Bg2 Rxc2+ 55.Rxc2 Qe1 56.Kxe1 h6 57.Qxf6 Kh7 58.Qg7. 1-0

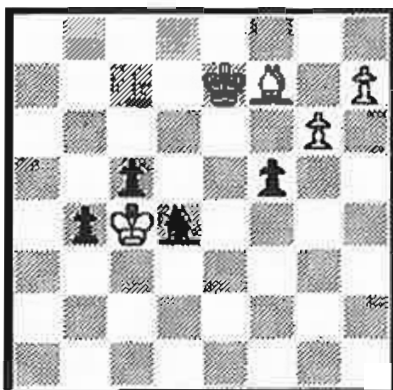


### The King2.0-Yuri Yakovich

Here is another fascinating little endgame, which White can draw with 100% correct play due to the presence of opposite coloured Bishops.

**55.Bg8?** The right move is 55.Kd3! which draws.

In the continuing comparison between the de Koning (King and Tasc R30) and Lang (Genius2) programs, here we



must note that Genius2 finds 55.Kd3 with a 0.00 evaluation in just 54 secs on my 486/25 (therefore MUCH less on the Pentium!). The game against Genius2 might continue: 55...Bh8 56.Kc4 Bd4 57.Kd3! (0.00). Or if 55...Kf8 56.Be6 f4 57.Ke4! (0.00) Kg7 58.Bf7 (0.00).

Back to the actual game with the King2.0 program against Yakovich. **55..Kf8 56.Be6 f4 57.Bd5 Kg7 58.Be4.** The King's last three moves have been correct, but that small initial damage has been done. Not that any of the Computers I tested would have won from here as Black. **58...Kh6! 59.Kd3 b3 60.Bf5 Kg5! Perfect timing. 60...f3 61.Be4 f2 62.Ke2 c4 looks impressive. But 63.Bd5 b2 64.Be4 c3 65.Bf1 draws easily.**

A point re the Computer's method, or lack of it, here is in order. As Black they appear to be unaware of the fact that their Bishop safely covers the g6 and h7 Pawns and that, as a result, their King can come down the board quite safely to win the game.

The line from 60...f3 only draws because, if after 65.Bf1 the Black King does try to come down the board with Kg5-g4 etc. White plays g7 to force Bxg7, and this allows Kxf2. In other words the Pawn has come too far away from its protection. What Black must do is bring the King and f-Pawn down the board together... White's Pawns are NOT dangerous.

**61.Be4 Kg4 62.Kd2 f3 63.Bd3 Kg3.** So we see 'my' plan of King and Pawn together working out nicely for Black. However the Computers would mostly want NOT to bring the King further towards the f1-Queening square. In fact after it has reached g4 or g3, they'd quite like to send it back up the board again!... to cover White's Pawns. Thus an opposite coloured Bishops draw would ensue, just as everyone expects it should... though it shouldn't now, if you know what I mean! **64.Kc1 f2.** I noticed that the Computers were very slow to see the idea of this with the follow-up Kg3-h2-g1 to force the Pawn promotion and 'sac' to win the Bishop. Once the Bishop has been won (in a few more moves), they all see the other Pawn can't be stopped and leap to +500 or more, but right now they don't want to give up the Pawn in this way at all, and would fail to get the win. **65.Bf1 Kh2 66.Bc4 Kg1.** Of course most see the f1=Q idea now, though some are still nervously slow at getting there! **67.Bd3 f1=Q 68.Bxf1 Kxf1.** 0-1

# Correspondence Chess 14

## MEPH[isto] VANCOUVER 68020

23

'MEPH', partnered by **PHILIP GOSLING**, continues the very successful BCCS partnership and performance. What does 'very successful?' mean did you say! Top of the BCCS Grading List with 2633 Elo (!!); in 2nd place is our Iranian opponent in Games 6 and 12 below - he has 2586.

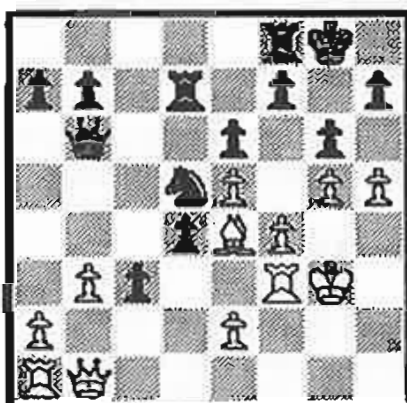
### Corr 06. BCCS 2495-Vancouver 020

**27...Rd7**

(NS51 Eval

+206

-> hxg6)



**28.Rf2 Rc8 29.Bxd5 c2**

(NS52 Eval +257 -> Qb2. Does our opponent figure out MEPH's moves any better than we do his? Having refused the Pawn exchange expected at both 27 and 28, he will surely move his Queen now! But to MEPH's b2? Phil is having a bob each way on h1.)

### Corr 12. Vancouver 020-BCCS 2495

**26.Rxc4**

(NS51 Eval

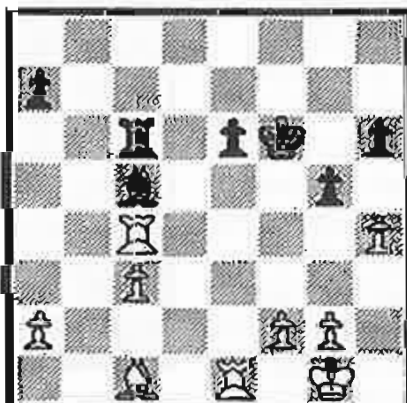
+321

sending 'if' moves

26...Bxf2 +

27.Kxf2 Rxc4

28.Be3)



**26...Bxf2 + 27.Kxf2 Rxc4 28.Be3 e5**

28...Rxh4 29.Bxe7 Ra4 30.Bd4 + Kf5!?

31.Re5 + Kf4 (to be consistent) 32.Rxe6 Rxa2 + also maximises the Pawn exchanges and

perhaps leaves Black better than in the game.

**29.hxg5 + hxg5 30.Bxa7 Rxc3 31.Bb8**

(NS52 Eval +436 -> Rc2 +. We've never had so many moves against our Iranian challenger - partly due to our 'if' moves being accepted as above.

Still no resignation! As MEPH has allowed quite a few Pawn exchanges to take place, maybe our opponent is hoping for a R + B v R finish which could be hefty on MEPH's postage bill!)

### Corr 13. Vancouver 020-BCCS 2324

**44.Qg4**

(NS51 Eval -36

-> Qg5.

Though

MEPH's evals

have been

quite

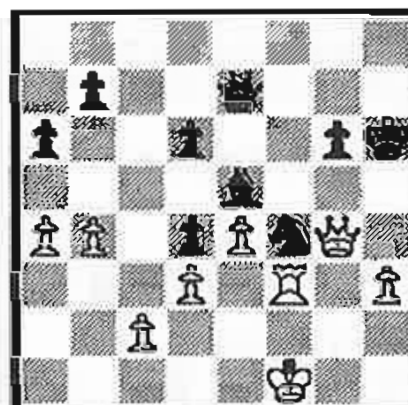
optimistic, Phil

and I have

been

concerned that

Black's King would get in amongst our h-file Pawns. One fell at move 40, but at least MEPH has got his Queen back into the game after being somewhat marooned at c8)



**44...Qg5 45.Qxg5 + Kxg5 46.Rg3 + Kh4 47.Rg4 + Kxh3 48.Rg1**

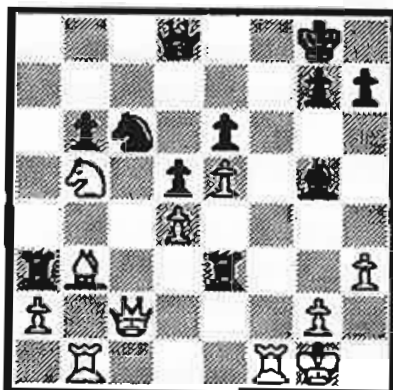
(NS52 Eval -81 -> Kh2. Now MEPH's Rook gives us some concern, apparently trapped into a purely defensive role. If 48...Kh2 MEPH intends 49.b5 hoping to exchange Pawns and clear a file for his Rook's benefit... later on! But doesn't 49...a5 block both files?

Eric's guess is 48...d5, to complicate things a little more.

Phil also points out that the eval is actually worse than -81 as MEPH's Rooks are set at 110% (as per the old Vancouver theory) so it is getting a small bonus for having the doubtful Rook rather than Black's lovely Bishop and Knight. Mmmm).

**Corr 17. Vancouver 020-BCCS 2200****28.Nb5**

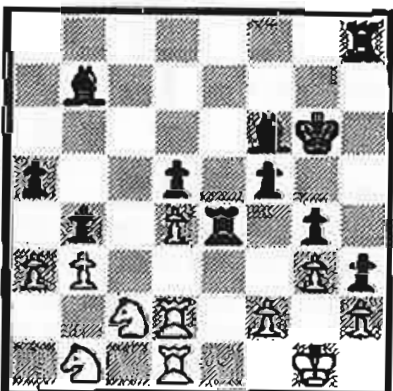
(NS51 Eval  
+212 -> Nb4)



Sorry folks, that's all there is! Our Computer Scientist opponent joined us (and the BCCS) only in NS/48 to 'hone up on his openings'. I don't know how he fared against everyone else, but his slightly sceptical remarks about his computer opponent proved badly misplaced, and MEPH was well on top when his resignation 'because of business commitments' reached us. The game is voided and our rating gets no credit.

**Corr 18. Vancouver 020-BCCS 2294****40.a3**

(NS51 Eval  
-136 -> Bg5.  
MEPH is facing  
his first BCCS  
defeat in this  
one - a  
prospect which  
sadly gathers  
momentum  
with each Issue



of NS. Our opponent played a standard French Defence, so it will be interesting to see if others try this in future games)

**40.... Bg5 41.axb4 axb4 42.Rd3 Rhe8?!**

Eying a possible mate on e1, but MEPH showed -90 fearing Ba6! rather than this. It now steps in to try and save the loss of the exchange.

**43.f4 gxf3 44.Nxb4?!**

The '?' is Eric's, thinking that 44.Rxf3 here is the only way to build on the intent behind 43.f4. Then 44...Re2 (or 44...Ba6 45.Rf2 Be2!) 45.Rf2 46.gxf Rxf2 47.Kxf2 Bxf4 48.Rh1! seems a possible continuation, leaving some drawing

chances.

Not, however, 48.Nxb4? Bxh2 49.Rh1 Bd6!

**44...Be7**

44...Re2 (exp. by MEPH) and 44...Re1 + (especially, Eric) also look good.

Perhaps you can let us know, Phil, if you noted any particular reason for MEPH's choice of 44.Nxb4. Obviously the Computer is allowed, in Correspondence play, more than the few minutes per move that I have, playing over every game that goes into NS (as well as the many that don't get in!). It could well be that MEPH spotted a threat that's gone straight past me!

**45.Na2 Re2 46.Nac3 Rg2 + 47.Kh1**

47.Kf1? Rxf2! is deadly (48.Rxf3 Bd6!), as indeed is 47.Kf1 followed by 47...Bb4, 47...Bg5 or 47...f2 which all win as well.

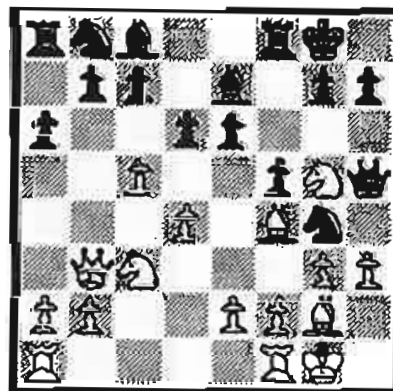
**47...f2 48.Re3**

(NS52 Eval -233 -> Kf7. The eval was only -90 at 46.Nac3, and both Black's moves were as expected, so clearly MEPH underestimated the resulting position. Black's play shows fine use of the Bishop pair against the Knights. Phil and I are both interested to see if MEPH can yet make things at all awkward for our opponent who, thus far, has extended his advantage giving an almost effortless impression.

And what if Black plays 48...f4 49.gxf Rg8!? Is that unpleasant or what?)

**Corr 19. Vancouver 020-BCCS 2200****13.h3**

(NS51 Eval  
+212 -> Bxg5.  
The Opening  
started as a Reti  
but transposed  
quite strangely  
into a Dutch -  
see the moves  
in either NS/50  
or 51. Play had



been quite close until Black played 12...Ng4?! and then MEPH's eval jumped with a supporting line of forward analysis reading 13...Bxg5 14.hxg4 fxg4 15.Bxg5 Qxg5 16.Bxb7 Bxb7 17.Qxb7 Nd7 18.cxd6. Hair-raising stuff... let's see what

happened next!)

**13.... Bxg5 14.hxg4 Qh6!? 15.Bxb7 Bxb7 16.Qxb7 Bxf4**

16...Nd7?! 17.Bxg5 Qxg5 18.Qxc7 leaves White with a big advantage.

**17.Qxa8 c6?!**

Playing to trap the Queen.

**18.e3**

Why not 18.gxf4? Okay 18...Qxf4 leaves the Queen looking very energetic for Black, but so does the game continuation.

**18...Bxe3 19.fxe3 Qxe3+ 20.Kg2 Qxd4 21.Qa7 e5 22.Qe7**

(NS52 Eval +375 -> d5. Don't get too misled by the evaluation! - as Phil says this is an 'edge of the seat game'.

After 22...d5 MEPH intends 23.Qe6+ and we are off on another little stratagem (with apologies to any doubting computer scientist still around!).

Of course 22...Qb4 may also be possible, the the Computer thinks 23.Rxf5! kills that one - we shall see.

## **Corr 20. BCCS 2494-Vancouver 020**

**1.d4 Nc6 2.e4 e5**

(The first moves, as given in NS51, and we asked 'What next?' also printing the choices of various Computers and programs in this normally unusual line. But it's one seen not infrequently in these columns due to Phil's interest in it being passed on to (poor?) MEPH!

Well, 'poor' isn't fair to Phil - Corr 06 (which we're winning) started out 1.d4 Nc6, and Corr 16 was won by MEPH in 34 moves)

**3.d5 Nb8**

3.d5 was as chosen in Play rather than Book mode by over half the programs.

3...Nb8 is also the Play mode continuation of Richard Lang (Vancouver/Genius/BerlinPro) and Mark Uniacke (HIARCS) programs.

Finally: Game 06 went 1.d4 Nc6 2.Nf3, while Game 16 arrived here, but now went 4.Be3 Nf6 5.Nc3 Bb4. White's next produces a further variation to add to our testing of 1...Nc6!?

**4.Nf3 d6 5.Bd3 Be7**

(NS52 Eval +6 -> 0-0... oh, yes, and MEPH is on 'Solid' for this one)

'MEPH' is representing the BCCS once again - this time on Board 8 in a Team Match against the Army. Each Board plays 2 games, so here is the start of each. Hopefully our opponent (who says he knows a fair bit about chess computers) will reveal his grading to us as the game develops - then we'll know what MEPH is up against!

## **Corr 21. Vancouver 020-Army**

**1.Nf3 d5 2.d4 Nf6 3.c4 dxc4 4.e3 e6 5.Bxc4**

## **Corr 22. Army-Vancouver 020**

**1.b3 d5 2.Bb2 c5 3.e3 Nf6 4.Nf3 Bg4**

New games are starting all the time. PHIL occasionally likes to investigate 'unusual' lines - as you know. There may be no greater challenge to a Computer than being forced to start a game with one of Mike Basman's (in)famous openings!

Yes, Phil has forced MEPH to open as White with 1.h3 and 2.a3?! Here are the first moves:

## **Corr 23. Vancouver 020-BCCS 2418**

**1.h3 b6 2.a3 Bb7 3.Nf3 Nf6 4.Nc3 d5**

Couldn't you find a 2100 or 2200 player to do this with, Phil?... oh I see - this is more fun!

So MEPH's first 2 'own' choices are Nc3 and Nf3. What will he do with his central Pawns I wonder? We'll find out NEXT TIME.

Also in the NEXT NS another regular contributor of results and info, ALASTAIR SCOTT has, whilst sorting out old papers before removing, turned up a Correspondence game he played against an old warrior, the Novag SUPER CONSTELLATION! Played in the days when Computers, whilst not as good, were a somewhat unknown and mysterious species at serious levels (SUPER CONNY had just got 2018 in an official USCF test!), my Readers will find it more than a little interesting!

## WELSER, Austria - 1994

Here is the CROSS-TABLE for the major WELSER Tournament played recently. As well as the individual results I have included details of the various processors used by the different entries - games were promised for this issue, but will now appear next time.

			mg	h	tr	mc	mv	cm	gp	s3	ks	f2	nx	mx	
Meph GENIUS2	486DX2/66	15MB	X	0	1/2	1/2	1/2	1	1	1	1	1	1	1	= 8 1/2
HIARCS2.1	486DX2/66	160K	1	X	1/2	0	1	1/2	1	1	1	1	1/2	0	= 7 1/2
Tasc R30	RISC/30	512K	1/2	1/2	X	1	1	1/2	1	1/2	1/2	1/2	0	1	= 7
M CHESS PRO3.5	486DX2/66	10MB	1/2	1	0	X	1	1/2	1/2	1/2	0	1	1	1/2	= 6 1/2
Meph VANC'VR 030	68030/36	2MB	1/2	0	0	0	X	1/2	1	1/2	1/2	1	1	1	= 6
C'MASTER 4000	486DX/33	8MB	0	1/2	1/2	1/2	1/2	X	0	1	1	0	1	1/2	= 5 1/2
Meph GIDEON PRO	486DX2/66	4MB	0	0	0	1/2	0	1	X	1/2	1	1/2	1	1	= 5 1/2
SOCRATES3	486DX/50	5MB	0	0	1/2	1/2	1/2	0	1/2	X	1/2	1	1/2	1	= 5
Kasp SPARC	SPARC/20	1MB	0	0	1/2	1	1/2	0	0	1/2	X	1/2	1	1/2	= 4 1/2
FRITZ2	486DX/33	4MB	0	0	1/2	0	0	1	1/2	0	1/2	X	1	1	= 4 1/2
NIMZO X	Pentium/60	15MB	0	1/2	1	0	0	0	0	1/2	0	0	X	1	= 3
MILOBARUS X	Pentium/60	none	0	1	0	1/2	0	1/2	0	0	1/2	0	0	X	= 2 1/2

## FRITZ3 in massive MUNICH BLITZ successs!

The reason for the still-truncated report from WELSER is the last minute NEWS from MUNICH of FRITZ3's performance there in the INTEL EXPRESS CHESS CHALLENGE. FRITZ3's entry for this is mentioned elsewhere in NS, but I had not expected to have the result available before going to the printers, but it has 'hit the headlines' due to the Computer's fine achievement!

And the result is 'pretty stunning', so let me first put it into some sort of perspective... then you can all drool! [i] It was a BLITZ Tournament (5 mins per game) and this is known to suit Computers (a 120 Elo performance boost minimum is expected, some would suggest 160 Elo). [ii] FRITZ3 was running on a Pentium 586 processor. That said, here's the FULL RESULTS LIST:-

### 12 1/2 / 17 KASPAROV, FRITZ3 (!!)

12 ANAND; 11 SHORT, GELFAND, DREEV; 10 1/2 GEORGIEV; 10 KRAMNIK;  
8 1/2 CVITAN; 8 HERTNECK, NIKOLIC; 7 HUEBNER; 6 CHERNIN, WOJTKIEWITZ; 5 LOBRON,  
HJARTARSSON; 4 1/2 PETERSSON; 4 LEKO.

Unbelievable?! Kasparov, Anand, Short, Gelfand and Kramnik all lost to FRITZ3 in the all-play-all. But in the PLAY-OFF for 1st. place, the best of 6 Blitz Games, KASPAROV did a TERMINATOR2 job on FRITZ3, going into a 3-1 lead and winning the next to cut the Match short at 5 games.

Against 'our Nigel' FRITZ3 was losing until SHORT lost his way in some tactics.

**N SHORT-FRITZ3 PENTIUM.** Game in 5. 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.Ndb5 Bb4 7.a3 Bxc3+ 8.Nxc3 d5 9.exd5 exd5 10.Bd3 0-0 11.0-0 Bg4 12.f3 Be6 13.Re1 Re8 14.Bg5 Qb6+ 15.Kh1 Re7 16.Bxf6 gxf6 17.Qd2 Ne5 18.Qh6 Nxd3 19.cxd3 Qd4 20.Rad1 Rc8 21.Re2 b6 22.h3 Rec7 23.Red2 Rxc3 24.bxc3 Rxc3 25.a4 Bd7 26.Re1 Rc6 27.Qe3 Qxe3 28.Rxe3 Rc1+ 29.Kh2 Bxa4 30.Re7 a6 31.Kg3 Kg7 32.Kf4 Rb1 33.h4 h6 34.g4 Bb5 35.Rb7 Rb4+ 36.Kg3 Rd4 37.Rxb6 Rxd3 38.Rc2 Bc4 39.Rcb2 a5 40.Rc6 a4 41.Rb7 Rc3 42.Rd7 a3! 43.Ra7 d4 44.Rd6 d3 45.Kf4 a2 46.g5 Rc1 47.gxf6+ Kg6 48.h5+ Kxh5 0-1. More next Issue if the Daily press and Chess Magazines haven't covered it all ten times over by then!



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  $(\text{Elo}-600)/8$ , 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.

## The COMPUTER CHESS NEWS SHEET

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RATING LIST (c) Eric Hallsworth. PC PROGS									
BCF	£'00	Computer	Elo	+/-	Games	Pos	Human/Games		
229	1	MEPH GENIUS2 486-PC	2435	18	600	1	2265	5	
226	6	CACHINE THE KING2/30-PC	2415	16	781	2	2435	6	
226	6	CACHINE GIDEON3.1/30-PC	2408	22	431	3			
223	1	M CHESS PRO3.5 486-PC	2388	22	435	4			
222	1	CHESS GENIUS1 486-PC	2380	13	1263	5	2314	44	
222	1	CHESSMASTER 4000 486-PC	2378	23	385	6	2348	6	
220	1	MEPH GIDEON PRO 486-PC	2361	23	401	7	2199	20	
219	1	M CHESS PRO3.1 486-PC	2353	13	1268	8			
219	6	CACHINE GIDEON3.0/30-PC	2352	25	323	9	2295	6	
215	1	CHESS GENIUS1 386-PC	2327	29	244	10			
215	1	HIARCS2.1 486-PC	2327	22	424	11			
210	2+	CACHINE GIDEON2/15-PC	2285	13	1120	12	2267	21	
209	1	FRITZ2 486-PC	2264	17	702	13	2248	22	
207	1	M CHESS 486-PC	2263	17	745	14	2239	63	
206	2+	CACHINE THE KING1/15-PC	2250	14	1027	15	2226	17	
204	1	HIARCS2.1 386-PC	2237	53	76	16			
202	1	ZARKOV2 486-PC	2218	21	460	17	2118	16	
202	1	SOCRATES3 486-PC	2216	29	252	18	2305	6	
199	1	PSION2 486-PC	2196	51	81	19	1870	1	
198	1	M CHESS PRO3.1 386-PC	2186	32	206	20			
197	1	SARGONS 486-PC	2182	58	64	21			
197	1	M CHESS 386-PC	2181	12	1280	22	2138	153	
196	1	NIMZO 486-PC	2174	55	70	23	2041	6	
195	1	ZARKOV3 486-PC	2166	33	196	24	2086	6	
195	1	HIARCS1 486-PC	2163	27	276	25			
195	1	REX 486-PC	2163	30	226	26	2198	24	
193	1	FRITZ1 486-PC	2151	26	299	27	2213	6	
193	1	KASPAROV GAMBIT 486-PC	2146	84	30	28	2087	6	
190	1	FRITZ2 386-PC	2127	30	232	29			
189	1	CHESSMASTER 3000 486-PC	2114	32	203	30	2086	6	
188	1	M CHESS 286-PC	2107	19	598	31			
186	1	SARGONS 386-PC	2090	69	45	32			
184	1	C-CHAMPION 2175 486-PC	2073	42	119	33			
184	1	HIARCS1 386-PC	2073	45	106	34			
184	1	ZARKOV2 386-PC	2073	17	736	35	2030	8	
183	1	PSION2 386-PC	2065	31	219	36			
182	1	COMPLETE C-SYSTEM 486-PC	2062	36	163	37			
181	1	FRITZ2 286-PC	2053	82	32	38			
181	1	FRITZ1 386-PC	2050	26	300	39			
179	1	REX 386-PC	2037	19	570	40	2125	10	
177	1	HIARCS1 286-PC	2017	53	75	41			
175	1	ZARKOV2 286-PC	2003	33	194	42			
174	1	FRITZ1 286-PC	1993	34	182	43			
172	1	SARGONS 286-PC	1983	84	30	44			
172	1	CHESSMASTER 3000 386-PC	1982	30	229	45			
172	1	PSION2 286-PC	1980	41	126	46			
169	1	COMPLETE C-SYSTEM 386-PC	1958	70	44	47			

RATING LIST (c) Eric Hallsworth. NS52 June 1994									
BCF	Rating	Computer	Elo	+/-	Games	Pos	Human	Games	
222	15	Computer	2381	19	559	1	2311	29	170
222	13+	TASC R30	2376	44	107	2	2136	5	169
220	6	MEPH GENIUS2 68030	2365	54	72	3	1992	5	169
219	6	MEPH BERLIN PRO	2352	34	187	4	2384	10	168
217	45-	KASP RISC 2500-512K	2336	24	372	5	2392	51	167
215	45-	MEPH LYON 68030	2326	20	525	6	2340	82	166
215	45-	MEPH PORTOROSE 68030	2322	16	646	7	2347	54	166
215	45	MEPH VANCOUVER 68030	2320	10	1862	8	2268	49	165
214	20	MEPH RISC 1MB	2301	36	166	9	2327	10	165
212	0	MEPH LYON/VANC 68020/20	2301	20	507	10	2216	12	165
211	4	KASP RISC 2500-128K	2295	10	1906	11	2285	61	163
205	10+	MEPH VANCOUVER 68020/12	2246	10	2131	12	2131	32	162
204	10-	MEPH LYON 68020/12	2232	8	2914	13	2250	30	162
203	50	FID ELITE 68040-V10	2230	53	75	14	2215	21	160
200	30	MEPH BERLIN 68000	2205	14	1024	15	2215	25	160
200	10-	FID ELITE 68030-V9	2204	17	676	16	2169	13	160
198	8+	MEPH PORTOROSE 68020	2201	10	1829	17	2240	188	160
198	8+	MEPH VANCOUVER 68000	2187	14	1016	18	2126	23	160
196	8-	MEPH LYON 68000	2185	11	1506	19	2083	33	159
197	10-	MEPH ALMERIA 68020	2176	14	1003	20	2172	215	159
193	9-	MEPH PORTOROSE 68000	2164	11	1623	21	2111	25	158
189	3	FID MACH2/2325 68020-V7	2144	11	1689	22	2179	130	157
189	15	MEPH NIGEL SHORT	2114	54	73	23	2136	5	157
188	5+	FID ELITE 2x68000-V5	2113	27	218	24	1888	2	157
187	7+	KASPARY BRUTE FORCE	2110	16	798	25	2245	24	157
187	10-	MEPH POLGAR/10	2098	17	698	26	2080	54	157
187	10-	MEPH ROMA 68020	2096	14	1078	27	2041	64	156
185	8-	MEPH DALLAS 68000	2082	14	996	28	2069	197	155
185	3+	NOV SCORPIO/DIABLO	2080	11	1763	30	2132	129	155
180	4-	FID MACH3/2265 68000-V2	2047	6	5614	31	2107	229	154
180	4+	MEPH M5/5	2042	11	1589	32	1902	11	154
179	5+	MEPH POLGAR/5	2036	9	2594	33	2076	17	153
179	8-	MEPH DALLAS 68000	2034	11	1555	34	1988	50	152
178	3-	NOV SUPER FORTE-EXP C/6	2030	0	2875	35	2000	24	151
177	2	MEPH MILANO	2028	14	1002	36	2063	13	151
177	3	MEPH MONDIAL 68000XL	2021	15	857	37	2049	77	151
175	4	MEPH MONTREAL/ROMA 68000	2017	9	2386	38	1968	56	150
174	10-	MEPH ACADEMY/5	2004	9	2225	39	2074	109	149
174	10-	MEPH AMSTERDAM	1995	9	2373	40	2054	182	148
173	3-	KASP GK2000/TURB ADV TR	1993	16	771	41	2017	84	148
173	3-	NOV SUPER FORTE-EXP B/6	1988	12	1418	42	2029	169	147
173	2	MEPH MEGA/5	1985	9	2580	43	1956	109	146
172	5	KASPARY MAESTRO D/10	1980	12	1319	44	2059	127	143
172	3-	FID MACH2C	1979	8	2704	45	1960	25	142
171	3-	FID MACH2B	1975	26	302	46	1960	25	142
171	1	FID TRAVELMASTER	1969	18	628	47	1968	63	141
170	2	MEPH MODENA	1965	18	648	48			170
170	4-	MEPH M4/5	1962	8	2928	49			169
169	1	KASP TRAVEL CHAMPION	1959	32	211	50			169
169	2+	MEPH SUPERMOND2/MCARLO4	1959	29	253	51			169
168	3-	NOV SUPER FORTE-EXP A/6	1947	12	1385	52			168
168	2	NOVAG RUBY/EMERALD	1947	20	504	53			168
167	2	MEPH MONTE CARLO	1936	28	262	54			167
166	5-	KASPARY MAESTRO C/8	1935	26	313	55			166
166	4	CONCH PLY-VICTORIA/5.5	1929	16	814	56			166
165	2	CXG SPHINX/4	1927	16	2245	57			165
165	2	KASP TURBOKING62	1923	14	975	58			165
165	3-	FID MACH2A	1923	25	338	59			165
163	5-	NOV EXPERT/6	1906	31	222	60			163
163	3-	NOV SUPER FORTE-EXP A/5	1898	11	1548	61			163
162	3-	FID CLUB B	1897	12	1459	62			162
162	4-	NOV EXPERT/5	1887	26	316	63			162
160	3-	MEPH REBEL	1883	9	1917	64			160
160	4-	FID PAR E/ELITE+DES2100	1882	10	2273	65			160
160	2+	FID AVANT GARDE/5	1881	9	2585	66			160
160	5-	KASP STRATOS-CORONA	1880	11	1738	67			160
159	2	NOV FORTE A	1876	9	2186	68			159
159	3-	MEPH SUPERMONDIAL1	1873	9	2251	69			159
158	2-	FID CLUB A	1866	11	1550	70			158
157	4	KASPARY MAESTRO A/6	1862	14	990	72			157
157	4	CONCH PLYMATE/5.5	1861	9	2291	73			157
157	2-	KASP TURBOKING1	1860	24	364	74			157
157	2	KASP SIMULTANO	1860	13	1149	75			157
156	4-	CONCHES/6	1852	45	106	76			156
156	1+	NOVAG JADE/TIRCON	1848	106	19	77			156
155	2-	FID EXCELLENCE/4	1846	11	1754	78			155
155	3-	NOV EXPERT/4	1846	14	1059	79			155
154	3-	CONCH PLYMATE/4	1835	24	372	80			154
154	2-	SCI TURBO KASP/4	1834	20	524	81			154
153	5-	FID ELITE C	1829	34	182	82			153
152	4-	FID ELEGANCE	1819	17	702	83			152
151	4-	MEPHISTO MM2	1815	16	791	84			151
151	2-	SCI TURBOSTAR 432	1815	12	1407	85			151
150	4-	KASPARY MAESTRO A/4	1810	11	1654	86			150
149	2	KASP PRISMA/BLITZ	1804	74	39	87			149
148	3-	CONCHES/4	1794	26	318	88			148
148	3-	NOV SUPER CONST	1791	20	515	89			148
147	2-	MEPH BLITZ	1788	22	3716	90			147
146	4-	NOVAG SUPREMO/SUPER VIP	1773	27	278	92			146
143	2-	FID PRESTIGE	1748	22	419	93			143
142	7-	FID ELITE A	1743	17	716	94			142
142	5-	FID SENSORI12	1743	38	145	95			142
141	3-		1732	12	1442	96			141
2006	97								2006
1864	2								1864
2071	8								2071
1981	176								1981
2046	10								2046
1999	98								1999
1070	15								1070
1943	155								1943
1912	35								1912
2026	22								2026
1825	29								1825
1827	18								1827
2012	68								2012
1965	208								1965
1940	69								1940
1916	220								1916
1852	80								1852
1890	48								1890
1921	134								1921
1990	6								1990
1767	6								1767
1863	123								1863
1923	55								1923
1900	61								1900
1824	36								1824
2017	8								2017
1960	43								1960
2007	6								2007
1933	64								1933
1869	11								1869
1776	40								1776
1872	67								1872
1852	52								1852
1884	8								1884
1782	59								1782
1875	28								1875
1833	284								1833
1892	7								1892
1816	10								1816
1744	131								1744
1749	24								1749
1760	9								1760