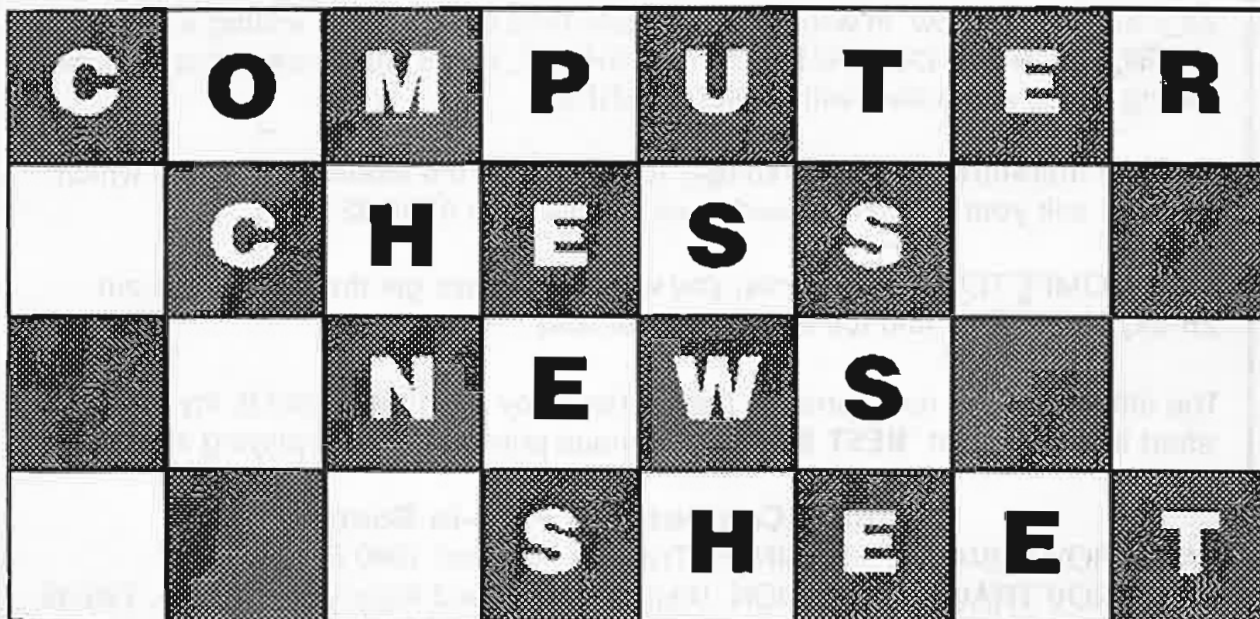


Computer Chess NEWS SHEET 53

Aug-Sept 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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ARTICLES, REVIEWS, GAMES sent in by Readers, Distributors, Programmers etc. are always welcome.

CONTENTS (NS53)

2 **ADVERT.** 3 **WELSER, 1994** TOURNAMENT RESULT and GAMES.

7 **Kasparov** **PRESIDENT** REVIEW and GAME.

8 **CORRESPONDENCE CHESS** 1985 STYLE! 10 **ACM** Tournament, 1994.

13 **Wrong-coloured BISHOPS** and Chess **COMPUTERS!**

15 **FRITZ3** and the **World Express Challenge**.

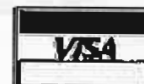
23 **CORRESPONDENCE** Chess - 'MEPH' **VANCOUVER** progress!

26 **LATE NEWS ROUND-UP.** 27-28 **RATING LISTS** and NOTES

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ADVERT from/for Eric Hallsworth

As most of you know, in addition to my part-time income from editing and publishing CHESS COMPUTER NEWS SHEET, I also supplement that income selling chess computers with COMPETENCE.

You can therefore call me personally for advice on the model or program which will best suit your particular requirements... and budget! - on 0202 821 323

From COMPETENCE, of course, you will always get the best prices, our 28-day Home Trial, and full after-sales service!

The following does not represent the full range by a long way, but is my own 'short list' of current **'BEST BUYS'** at various price points and playing strengths.

Portable Computers - Plug-in Boards

KASPAROV ADVANCED TRAINER. Training features! 1960 Elo. £79.99.

KASPAROV TRAVEL CHAMPION. Display and v.good features. 1960 Elo. £99.99.

Portable Computers - Calculator style

NOVAG RUBY. Very popular - good playing style. 1950 Elo. £139.99.

NOVAG SAPPHIRE. New program: RUBY look-a-like but MUCH stronger. 2220 Elo. £199.99

Press-sensory Boards

KASPAROV GK-2000. Marvellous value and features. 1995 Elo. £129.99.

NOVAG EMERALD. Good playing style - H8 chip. 1950 Elo. £149.99.

NOVAG DIAMOND. Press-sensory SAPPHIRE! Fast H8 chip. 2220 Elo. £249.99.

MEPHISTO NIGEL SHORT. Unique feature helps; graded levels - Laptop! 2120 Elo. £269.99

MEPHISTO BERLIN 68000. Excellent multi-featured Laptop. 2205 Elo. £399.99.

MEPHISTO BERLIN PRO 68020. Genius2 prog; top strength! + Laptop. 2395 Elo. £599.99.

Wood Boards

KASPAROV PRESIDENT. New! Fine quality; info display; A1 value. 2040 Elo. £299.99.

MEPHISTO MONTREAL 68000. Great machine; terrific value! 2025 Elo. £399.99.

KASPAROV RENAISSANCE BRUTE FORCE. Wonderful big board. 2110 Elo. £579.99.

MEPHISTO EXCLUSIVE POLGAR. Upgradeable. 2040 Elo. £595.99

MEPHISTO EXCLUSIVE VANCOUVER 68000. Upgradeable. 2190 Elo. £795.99.

MEPHISTO EXCLUSIVE GENIUS2 68030. Explosive strength (ask Gary!); 2400 Elo. £1365.

TASC R30. Piece recognition; really strong and superb in every way. 2390 Elo. £1495.99.

PC Programs

GENIUS3. Top strength, overall World Champ.. and beat Gary! 2475 Elo on 486/66. £89.99.

HIARCS2.1. Very human-like. World Software Champ. 2345 on a 486/66. £79.99.

FRITZ3. Excellent game storage and printing. 2365 Elo on a 486/66. £79.99.

Also out soon HIARCS3 - est. 2425 on a 486/66. UPGRADES for Genius2, Fritz2 and Hiarcs2.1 owners at around 1/2 new price. ADD 60-80 to ratings for PENTIUMS!

NEW Computers and Programs IN STOCK as soon as they come out - ORDER in advance and have it FIRST! We also sell PC's(!) and the NEW PC BOARDS, BRIDGE COMPUTERS, and PC PROGRAMS for Bridge, Othello, Draughts, Backgammon etc. - ask for details.

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WELSER, Austria 1994 GAMES SELECTION

3

As promised in NS/52, here is a good selection of games from the major Welsler Tournament, though I have restricted it to the shorter decisive ones, which I am sure readers find more playable. First, however, a reminder of the final standings:-

WELSER 1994. FINAL TABLE

Score/11

8½	Meph GENIUS2 486/66
7½	HIARCS2.1 486/66
7	Tasc R30
6½	MChess PRO3.5 486/66
6	Meph VANCOUVER 68030
5½	ChessMASTER 4000 486/33 Meph GIDEON PRO 486/66
5	SOCRATES3 486/50
4½	Kasparov SPARC FRITZ2 486/33
3	NIMZO X Pentium/60
2½	MILOBARUS X Pentium/60

We start with a fascinating early match-up between two of the PC-Software leaders, the Windows CM4000 and Schroeder's GID-PRO.

Chessmaster 4000 - Gideon Pro [A20]. Round 1

1.c4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nxd4
5.Qxd4 Ne7 6.Nc3 Nc6 7.Qe4+ Be7 8.g3 0-0
9.Bg2 Bb4 10.Qc2 d6 11.0-0 Nd4 12.Qd3 Bxc3
13.bxc3 Nc6 14.c5 dxc5 15.Qb5 Re8 16.Be3
Qf6 17.Rac1 Re5 18.Bf4 Re6 19.Rfd1 h6
20.Re1 b6 21.Bxc7 Bb7 22.e4 Qe7 23.Bf4 Ne5
24.Bxe5 Rxe5 25.f3 Re6 26.Rcd1 Rd6 27.Qa4
Bc6 28.Qa6 Rad8 29.Rxd6 Rxd6 30.Qc8+ Qd8
31.Qxd8+ Rxd8 32.Bf1 Rd2 33.Bc4 b5 34.Bd5
Bxd5 35.exd5 Rxd5 36.f4 a6 37.a3:Rd3 38.Rc1
c4 39.f5 Kh7 40.g4 h5 41.g5 Rf3 42.g6+ fxg6
43.fxg6+ Kxg6 44.Kg2 Rd3 45.Rc2 Kf5 46.Kf2
Rd1 47.a4 bxa4 48.Ra2 Rc1 49.Rxa4 Rc2+
50.Kf1 Rxh2 51.Rxc4 Ra2 52.Rc5+ Kg4
53.Re5 g5 54.c4 h4 55.c5 h3 56.Kg1 Kh4
57.Kh1 Ra1+ 58.Kh2 g4 0-1

Milobarus - Nimzo X [E32]. Round 1

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 0-0 5.e4 d5
6.e5 Ne4 7.Bd3 c5 8.cxd5 exd5 9.dxc5 Nc6
10.Bxe4 dxe4 11.Qxe4 Nxe5 12.Be3 Nd3+
13.Ke2 Bxc3 14.bxc3 Nxc5 15.Qc4 b6 16.Bxc5
bxc5 17.Nf3 Qb6 18.Qb3 Ba6+ 19.Kd1 Rad8+
20.Nd2 Qf6 21.Kc2 Qxf2 22.Rhd1 Rd7 23.c4
Rfd8 24.Qc3 Bxc4 25.Kc1 Be2 26.Rh1 0-1

Not a good start for MILOBARUS, which would suffer despite its Pentium hardware. Its sole claim to fame would be a shock win over World Software Champion HIARCS2.1 in a later round. Here, however, is HIARCS getting off to a good start.

Socrates 3 - Hiarc 2.1 [D85]. Round 1

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.cxd5 Nxd5 5.e4
Nxc3 6.bxc3 Bg7 7.Be3 c5 8.Qd2 cxd4 9.cxd4
Nc6 10.Rd1 Qd6 11.Be2 0-0 12.Nf3 Bg4 13.d5
Bxf3 14.Bxf3 Ne5 15.Be2 Rac8 16.0-0 Nc4
17.Bxc4 Rxc4 18.Qd3 Ra4 19.Rd2 f5 20.exf5
Rxf5 21.Rb1 b6 22.h3 Ra3 23.Qe4 Qe5
24.Qxe5 Bxe5 25.g4 Rf7 26.Re2 Bd6 27.Kg2
Rd3 28.Rd2 Rc3 29.Rb3 Rc4 30.Bh6 Bc5 31.f4
a6 32.Kg3 b5 33.Re2 Bd6 34.Rf3 b4 35.Rd2 a5
36.Re2 a4 37.Rd2 Bc5 38.h4 Rc1 39.Rfd3 Rf6
40.Kf3 Kf7 41.Re2 Rb6 42.Red2 b3 43.axb3
Rxb3 44.Ke4 Rc4+ 45.Kf3 Rxd3+ 46.Rxd3 a3
47.Rd2 Rd4 48.Rc2 Rd3+ 49.Ke2 Rxd5 50.Rc4
e5 51.fxe5 Rxe5+ 52.Kd3 Rd5+ 53.Kc2 Be7
54.Ra4 Rc5+ 55.Kd3 Re5 56.Ra7 Ke6
57.Ra6+ Kd7 58.Bg5 Bxg5 59.hxg5 Rxg5
60.Rxa3 Rxg4 61.Ra7+ Ke6 62.Rxh7 Rb4
63.Rh6 Kf5 64.Rh8 g5 65.Rf8+ Kg4 66.Ke3
Rb3+ 67.Ke4 Kg3 68.Rd8 g4 69.Rg8 Rb4+
70.Ke3 Kg2 71.Ra8 g3 72.Rg8 Kh2 73.Rh8+
Kg1 74.Rc8 g2 75.Kf3 Rb3+ 76.Kg4 Re3
77.Rf8 Re7 78.Kf3 Rh7 79.Rg8 Kf1 80.Rxg2
Rf7+ 81.Kg3 Rg7+ 82.Kf4 Rxg2 0-1

Genius 2 - Fritz 2 [A29]. Round 2

1.c4 e5 2.Nc3 Nc6 3.Nf3 Nf6 4.g3 Nd4 5.Nxe5

- * Ability to IMPORT ChessBase files - giving Genius3 access to the massive range of opening and game files for users to obtain superior analysis via the Lang program.
- * DataBase listing will now give: Player's names, year, result and no. of moves.
- * Openings used in games now named on screen.
- * Notation on screen by long or short Algebraic, with piece symbol or letter option.
- * Importing and Exporting of 'EPD' files, as used by BookUp, to enable analysis and evaluation of a series of individual positions.
- * Revised 45,000 position Opening Book - Genius3 will also load Graham White's popular Opening Book in the same way as Genius2. Also the Series of Ossi Weiner's 5 ECO Books (2 million positions) can be loaded into use so that all are current, saving any disc or library swapping during play.
- * User may extend Opening Books, adding lines and changing their priority etc. Should a user add a line which is not otherwise named, he can add the required name himself.
- * AVAILABLE EARLY OCTOBER - we're just waiting for the MANUAL to be printed and it will be ready genuinely ANY DAY.
- * PRICE £89.99. Or the special offer of GENIUS3 and Graham WHITE's Opening Book of 160,000 positions purchased together for £109.99.

* Forthcoming WOOD, AUTO-SENSORY CHESS BOARD for linking to the PC via the PC's parallel port. The user plays on a beautiful board, but has all the benefits of the full GENIUS3 PC program, strength, play, analysis (incl. overnight game analysis), database, and printing facilities etc!

OTHER SOFTWARE OUT/DUE OUT

FRITZ3

For reasons beyond my appreciation, we have (irritatingly) only just received the FRITZ3 program at the time of writing these notes. The delay was apparently due to the lack of an English translation Manual, a situation which existed for 2 months, which seems very strange to say the least.

Those who visited the INTEL Event mentioned above will have seen, and perhaps played against

FRITZ3, as it was loaded onto PC's there. Also some of the NEWS SHEET's foreign readers have had it for a little while, as it was released in some European countries with its German Manual. But the important Swedish testers hadn't received it either, certainly as at 19th. August.

So we just have a very FEW results in, from abroad, but they are too SMALL in number to include FRITZ3 on the rating list, unless there is a sudden surge of information in the last few days before NS goes to print. The general opinion seems to be to expect strength around FRITZ2 + 80 Elo/10 BCF.

HIARCS3

Beta versions of this are out on test right now. I'm sure you all know that programmer Mark UNIACKE is a good friend of mine, so I always become biased when I talk about HIARCS! Nevertheless I can definitely tell you that he has made excellent progress yet again.

Note that Hiarcs1 -> Hiarcs2.1 has shown an exactly 180 Elo improvement in NS, sustained throughout the year! In Sweden the improvement figure is 140 Elo, but they have been testing Hiarcs2.0. I don't think Mark has quite managed either 140 or 180 again (!), but it WILL be another good step forward which early testing puts at between 80 and 100 Elo.

There is some final tuning still to be done, but a very welcome new 69,000 position Opening Book has been finished, along with new analysis features (e.g 'Find Keypoint/s' to go straight to analysis of critical moments), printing improvements, cleverly fast and simple user-extendable and adjustable Opening Book, full Book and opening names and ratings can be displayed, forthcoming auto-sensory PC Board.

Just finished but not yet tested prior to final release is the Extended RAM Hash Table method. I've had a very quick look and my 4MB EMS produces 3MB/3072K for Hash which starts to speed things up over Conventional Memory Hash at around 1 minute, mine being a 486/25. The bigger gains (for me) will be at 40/2, but for 486/50-66 folk the speed-ups should start from much faster time controls. More details of this in

6.Bd3 Be7 7.0-0 Nc6 8.c4 Bø6 9.cxd5 Bxd5
 10.Nc3 Nxc3 11.bxc3 0-0 12.Re1 Bd6 13.Ng5 h6
 14.Qh5 Re8 15.Ne4 Qd7 16.Bxh6 Bxe4 17.Bxe4
 gxh6 18.Qxh6 Rxe4 19.Qg5+ Kf8 20.Rxe4 Ne7
 21.Rh4 Ng6 22.Rh7 Qe7 23.Qh6+ Ke8 24.Rb1
 Nf8 25.Rh8 c5 26.Kf1 Qc7 27.Qf6 cxd4 28.Re1+
 Kd7 29.Qxf7+ Kc6 30.Qf3+ Kb6 31.Rb1+ Ka5
 32.Rh5+ Bc5 33.cxd4 1-0

Chessmaster 4000 - Genius 2
[C43]. Round 5

1.e4 e5 2.Nf3 Nf6 3.d4 exd4 4.e5 Ne4 5.Qxd4 d5
 6.exd6 Nxd6 7.Bd3 Nc6 8.Qf4 g6 9.0-0 Bg7
 10.Re1+ Be6 11.Ng5 0-0 12.Nxe6 fxe6 13.Qg4
 Bd4 14.Kh1 Rxf2 15.c3 Bg7 16.Qxe6+ Kh8
 17.Qd5 Qh4 18.Bg5 Qh5 19.Na3 h6 20.Nb5 Nxb5
 21.Bxb5 Rxf8 22.Bxc6 bxc6 23.Qxc6 Qxg5
 24.Rab1 Qf4 25.Qc5 Rf5 26.Qxa7 Rh5 27.Qa8+
 Kh7 28.Kg1 Rxh2 29.Re3 Qh4 30.g3 Qh3
 31.Qh8+ Kxh8 32.Re8+ Kh7 33.Rh8+ Kxh8
 34.a3 Rhg2# 0-1

Genius 2 - Kasparov SPARC
[B22]. Round 6

1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nc6 5.Nf3 Bg4
 6.Be2 cxd4 7.cxd4 e6 8.Nc3 Qd7 9.0-0 Nf6
 10.Ne5 Bxe2 11.Nxd7 Bxd1 12.Nxf6+ gxf6
 13.Rxd1 0-0-0 14.Be3 Na5 15.Rac1 Kb8 16.d5 b6
 17.Nb5 Bg7 18.Rc7 Rhf8 19.f3 Nb7 20.Re7 e5
 21.Rd3 f5 22.Ra3 Rxd5 23.Rxa7 Nd8 24.Nc3 Rd6
 25.Na4 Rd1+ 26.Kf2 Bf6 27.Rec7 f4 28.Bxb6 e4
 29.Ke2 Rd5 30.Nc5 Rxc5 31.Bxc5 exf3+ 32.Kxf3
 Be5 33.Re7 f6 34.Rxh7 Rg8 35.Ra6 Re8
 36.Bd6+ Bxd6 37.Rxd6 Ne6 38.h4 Kc8 39.Rf7
 Nd8 40.Rxf6 Kc7 41.h5 Re3+ 42.Kxf4 Re243.h6
 Rxg2 44.h7 Rh2 45.Rh6 Nf7 46.Rc6+ Kb7
 47.Rxh2 Kxc6 48.h8Q 1-0

HIARCS2.1 was busily putting the loss to
 MILOBARUS behind it and confirming that its
 World Championship success was no fluke,
 despite the 160K hash table limit that applied to
 this version.

Hiarc 2.1 - Gideon Pro
[A22]. Round 6

1.c4 e5 2.Nc3 Nf6 3.g3 d5 4.cxd5 Nxd5 5.Bg2
 Nb6 6.d3 Bc5 7.Bd2 0-0 8.Rc1 a5 9.Nf3 Nc6

10.Na4 Nxa4 11.Qxa4 Bb6 12.Rxc6 bxc6 13.Nxe5
 Re8 14.Bc3 Bb7 15.0-0 Re6 16.Nxc6 Qe8
 17.Ne7+ Rxe7 18.Qg4 f5 19.Qc4+ Qf7 20.Bxb7
 Rd8 21.e3 Qxc4 22.dxc4 Kf7 23.Bd5+ Kg6
 24.Re1 Red7 25.Kg2 Rd6 26.e4 fxe4 27.Rxe4 c6
 28.Rg4+ Kf5 29.Rf4+ Kg5 30.Be4 Rd4 31.Bxd4
 Rxd4 32.b3 c5 33.Kf3 g6 34.Rf7 Kh6 35.Rb7 Bd8
 36.Bd5 Rd2 37.Bg8 Kg5 38.h4+ Kf5 39.Rf7+
 Ke5 40.Bxh7 Rxa2 41.Bxg6 Rb2 42.Rf5+ Ke6
 43.Rxc5 Rxb3+ 44.Ke4 Kf6 45.h5 Rb7 46.Rc6+
 Kg7 47.Ra6 Rc7 48.Ke5 Rc5+ 49.Kd4 Rc7
 50.Bf5 Rf7 51.g4 Rf6 52.Ra7+ Kh6 53.c5 Kg5
 54.Ke5 Kh4 55.f4 Rc6 56.Kd5 Rf6 57.c6 1-0

We must mention the TASC R30. Programmer
 Johan de Koning was runner-up in both the
 hardware and software Sections at the World
 Championship, and his program continues to get
 excellent results against both Computers and
 Humans! He must be scheduled to get a first
 place in one of these major events soon!

Tasc R30 (active) - Vancouver 68030
[D15]. Round 6

1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Nf3 dxc4 5.Ne5 Bf5
 6.f3 b5 7.e4 Bd7 8.g4 e6 9.g5 Ng8 10.Bf4 Ne7
 11.b3 cxb3 12.axb3 Ng6 13.Nxg6 fxc6 14.Qd2
 Bb4 15.Be5 0-0 16.Be2 Bc8 17.Bg3 Bb7 18.Qe3
 Nd7 19.0-0-0 Bxc3 20.Qxc3 Qxg5+ 21.Kb2 Qe7
 22.Ra1 a5 23.Rhd1 a4 24.bxa4 bxa4 25.Rab1
 Ra7 26.Ka2 a3 27.Rdc1 Rfa8 28.Qb4 c5 29.dxc5
 Bc6 30.Bd6 Qf6 31.Qc3 e5 32.Bc4+ Kh8 33.Bd5
 Ra6 34.Qd3 Qf4 35.Rc2 Nf6 36.Bxc6 Rxc6
 37.Qc3 Nd7 38.Rb7 Qf7+ 39.Qc4 Qe8 40.Qd5
 Qc8 41.Rb5 g5 42.Bxe5 Nxe5 43.Qxe5 h6 44.Rb3
 Rc7 45.Rb6 Kh7 46.c6 Raa7 47.Qd6 g4
 48.f4Qg8+ 49.Qd5 Qf8 50.f5 Qf6 51.Rb8 h5
 52.Re8 Rf7 53.Re6 Qh4 54.Qd6 Rfc7 55.f6 gxf6
 56.Rxf6 Qg5 57.Rc5 Rxc6 58.Rxc6 Qg8+ 59.Ka1
 Qg7 60.e5 Ra8 61.Rc7 Qxc7 62.Qxc7+ Kh8
 63.Rg6 Ra7 64.Qd8+ Kh7 65.Qg8# 1-0

Coming to round 8 HIARCS still had chances of
 first place - until MCP spoilt the party! MCP3.5 is
 undoubtedly better than version3.1, yet still gives
 a varying impression, almost from game to game

MChess Pro 3.5 - Hiarc 2.1
[C24]. Round 8

1.e4 e5 2.Bc4 Nf6 3.d4 exd4 4.Nf3 d5 5.exd5

R30 and Mephisto BERLIN PRO have sudden competition from another **Mephisto** product - this time Ed SCHROEDER's **RISC2** program. Again I would have liked to get 50 or 60 games in with this, to obtain a reliable improvement estimate, but time continues to oppose all my best efforts despite many LATE nights. Nevertheless I am encouraged already to believe it will be between 50 and 60 Elo above RISC1, and it joins the other three in the scrap for top place with very few points separating the four of them now.

VIDEO!

Nothing to do with Chess COMPUTERS, but GM VIDEOS are a joyful experience for all chess lovers surely.

The latest I have (No.11) covers the New York SPEED Knock-out and includes Korchnoi arguing over his illegal move, Anand spending 1½mins on his 4th move in a 5minute decider! Judit Polgar damaging Nigel Short 2-0 (winning one from an apparently lost opening), and the marvellous Kramnik v Kasparov final, with Kramnik brilliantly surviving at Speed Chess against GK's home preparation, and then winning game 2. It's not been Gary's month!

GrandMaster Video are at P O Box 50, Woking, Surrey GU22 7YT, and the price is just £15.95 incl. p/p. There will be one of the London 'GENIUS' Event and it is due out in November!!

LATE NEWS: the CHESS232 PC-Board

It appears we have TWO PC<-->BOARD units on their way!

As well as **Saitek's GENIUS3<-->PC Board**, there will be the **CHESS232 Board** developed by Dr Christian Donninger in Austria. 'Chrilly' as he is popularly known is the NIMZO programmer and has been working on developing his PC program for particular use by blind players as well as the new 232 Board.

Also a 64 led Board, measuring 40cmx40cm with wood pieces, this will plug into the PC Serial port, and a Software Install program will be provided which already will enable the 232 Board to be

used with GENIUS1 and 2, HIARCS3, REBELL6.0 and M CHESS PO3.5! Drivers for FRITZ and KALLISTO will follow soon, then ZARKOV and others. The price guesstimate is £299 for the Board, plus £10 for the Power Adaptor.

Readers interested in either the Saitek or Chess232 set-up should ring re availability, compatibility and prices, and we we will have gathered the information you need by the time you read this.

Here are a couple of Mephisto RISC2 games to whet the appetite!

Meph RISC2 - Kallisto 486/25 G/60

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Bc5 5.Nb3 Bb6 6.a4 a6 7.Nc3 Qf6 8.Qe2 Nge7 9.Nd5 Nxd5 10.exd5 + Ne7 11.a5 Ba7 12.h4 d6

Both Books end here

13.Ra4! Bf5 14.g4 Bd7 15.Rf4! Qg6 16.h5 Qh6 17.Rxf7 Qxc1 + 18.Nxc1 Kxf7 19.h6 g6 20.Qc4 Rac8 21.Rh3 Rhe8 22.Rf3 + Kg8 23.Kd2 Nf5 24.gxf5 Bxf5 25.Qb3 Be4 26.Bh3 Bxf3 27.Qxf3 Be3 + 28.fxe3 Rf8 29.Be6 + announcing mate in 5. 1-0

Meph RISC2 - CM4000 486/25 Set: A1 G/60

1.e4 d6 2.d4 Nf6 3.f3 e5 4.d5 c6 5.Be3 cxd5 6.exd5 Be7 7.c4 Bf5 8.Nc3 Qc7 9.Nb5 Qa5 + 10.Qd2 Qxd2 + 11.Kxd2 Na6 12.Ne2 0-0 13.Bxa7 Nc7 14.Nxc7 Rxa7 15.Nb5 R7a8 16.Ng3 Bg6 17.h4 h6 18.h5 Bh7 19.Bd3 Rfd8 20.Bxh7 + Nxh7 21.Nf5 Bf8 22.a3 Nf6 23.Rae1 Kh7 24.g4 g6 25.hxg6 + fxg6 26.Nxh6 Bxh6 + 27.g5 Nh5 28.gxh6 Rac8 29.b3 Rd7 30.Nc3 Kxh6 31.Ne4 Ra8 32.a4 Rf8 33.Ke3 Kg7 34.Rh2 Rf5 35.Rg1 Nf4 36.Ng3 Rg5 37.R1h1 Nh5 38.Nxh5 + gxh5 39.Rxh5 Rxh5 40.Rxh5 Kg6 41.Rh1 Kf6 42.Ke4 Rf7 43.c5 dxc5 44.Rh6 + Kg7 45.Rb6 Kf8 46.Kxe5 Ke8 47.d6 Rh7 48.f4 Rd7 49.Rb5 c4 50.bxc4 Kf8 51.Ke6 Rh7 52.f5 Ke8, 1-0

Kasparov **PRESIDENT** Franz Morsch program in **WOOD** Board!

7

The **PRESIDENT**, under-rated and under-promoted, reached these shores earlier this year and my office desk a couple of weeks ago. It is an **EXCELLENT** product, and the price-tag of £299.99 is a surprise only because you would expect it to cost more! The wood in the 12"x12" fully auto sensory board is very nicely grained, and the wood, felted pieces, with 2½" King, match perfectly.

Whereas Mephisto's **MONTREAL** and their upgradeables have a full width draw that may be left open or closed during play, the **PRESIDENT** has a fixed single plug-in unit at the bottom right-hand corner which contains both the **DISPLAY** and all the buttons for accessing **FEATURES**, level settings etc. This works in exactly the same way as those in the **TRAVEL CHAMPION** and **GK-2000**, earlier Franz Morsch versions of the new program.

Programmer Morsch has become particularly well-known following the recent exploits of **FRITZ3!** His earlier **FRITZ2** came out when **Travel Champ** and **GK-2000** were released and were pretty much the same programs, making allowances for the 'language' variations used by the different processors. **PRESIDENT** upgrades these, a sort of **FRITZ2½** or **GK2050** if you like.

To summarise the main features: this is a 32KB program on a fast 10MHz H8 RISC-type processor; there are 64 levels/time controls, including Casual, Blitz, Tournament, Fun (Beginner/Novice) and Problem-solving; plus Coaching options and Brute-Force style in addition to the default Selective Search method; the user-friendly Display will show clock times for both sides, depth of search, nodes examined per second, position evaluation and 4 ply of forward analysis. The user can pre-set the Display before a game to have those most important to his purposes on continuous scroll during play, or use the Info button to over-ride these whenever he wants alternative details; the Opening Book size is not mentioned, but it is called Extensive and users can choose from Active, Passive, Tournament, Complete or Off.

Strength- wise the obvious cp. prospective

purchasers will want is vis-a-vis the Mephisto **MONTREAL** a £399 machine. **BOTH** are extremely good to look at! and share all the main features.



The **MONTREAL** is a Richard Lang program (similar to the **ROMA**) on a 68000 processor, has probably a slightly bigger Opening Book, better strategical awareness and endgame. The **PRESIDENT's** forte is at tactics, and it is most adept at creating and playing in double-edged positions. I doubt if there will be more than 5 BCF between them, but the **MONTREAL** 'feels' slightly the stronger whilst early results suggest my feelings are wrong and it is the **PRESIDENT** which has the edge!

Here is a fascinating game in which the **PRESIDENT** 'loses' Q for R+B, but recovers through the complications to win!

Kasparov PRESIDENT - ZARKOV 3 **486/25.** Game in 60 mins.

1.f4 (!) d5 2.Nf3 Nf6 3.e3 g6 4.b4 a5 5.Ba3
axb4 6.Bxb4 Bg7 7.Bb5 c6 8.Be2 b6 9.Bc3 0-0
10.Bb2 Bg4 11.0-0 Qc8 12.Nc3 Nbd7 13.Nd4
Bxe2 14.Qxe2 e6 15.Rab1 Re8 16.a3 Qc7
17.Nd1 e5 18.fxe5 Nxe5 19.d3 Neg4 20.Nf3
Nh5 21.Bxg7 Nxg7 22.Qd2 Nf5 23.Re1 Nh4
24.Rb3 f5 25.d4 b5 26.Nb2 Qe7 27.Qb4 Qf6
28.a4 f4 29.axb5 Nxe3 30.Nxh4 Nxc2 31.Rxe8
Rxe8 32.Qd2 Re1 33.Qxe1 Nxe1 34.b6 Qd8
35.b7 Qb8 36.Na4 Nd3 37.Rxd3 Qxb7 38.Nc5
Qb1 39.Kf2 Qb2 40.Kf3 Qc1 41.Kf2 Qc2 42.Kf1
Kf7 43.Nf3 Ke7 44.Rd2 Qb1 45.Kf2 Qf5 46.Re2
Kd8 47.Rb2 h6 48.Ne5 Qf6 49.Rb7 Ke8 50.Kf3
g5 51.Rc7 h5 52.Rxc6 Qf5 53.h3 Qb1 54.Re6
Kf8 55.Ncd7 Kg7 56.Rg6 Qxg6 57.Nxg6 Kxg6
58.h4 gxh4 59.Nb6 Kf7 60.Nxd5 Ke6 61.Nxf4
Kf5 62.Nxh5 h3 63.gxh3 Kg5. 1-0

REVIEW: TWO WINNERS for NOVAG: SAPPHIRE (portable) and DIAMOND

During the past 3-4 years and through the popular series of VIP, SUPER VIP and RUBY Novag has sought to win for themselves clear 1st. place amongst the PORTABLES. However, as the results have come in from testers and users in both Britain and Sweden in particular, that top placing has never been quite indisputable, even with the RUBY, as either Mephisto (with MM5) or Kasparov (TRAVEL CHAMPION) has sought to oppose the claim.

NEW PROGRAM, INCREASED SPEED

But the new KITTINGER program with its extra speed 26.6MHz H8 processor and 300K Memory Hash Tables system seems to me to have done it this time! Though my test results have not quite kept the machine up to the rating obtained in the Norfolk Open Congress (214 BCF, though from only 4 games), my results at Game in 60 mins have classified the DIAMOND at **209** BCF.

I now have the first major batch of Swedish results to hand. These are the ones, all played at 40/2hrs, which have a strange habit of bringing Novag Computers' ratings down. (It is generally believed that the Kittinger program style produces optimal results at faster chess and against humans, though this 'explanation' for the lower placings in the Swedish Lists doesn't satisfy everyone). They are now included in my new calculations and still leave the SAPPHIRE/ DIAMOND at **203** BCF. I note that their games include a high percentage against Richard Lang programs, old and new, and this may not have helped the rating which I believe will probably steady at around 205 BCF.

PRICES

When I tell you the prices, you will see that STRENGTH/PRICE ratio makes BOTH MODELS excellent value!

The **SAPPHIRE** portable (exactly the same style/size etc at SUPER VIP and RUBY, but with a slight grey-shading change to distinguish the 'colours') is **£199.99**. The extra £60 over



the Ruby's price brings no less than 276 Elo/34 BCF points on the early calculations! Even the gap in the Swedish figures is 239 Elo.

The **DIAMOND** press-sensory table-top (which is in a good-looking board which I consider nicer than the EMERALD but not quite as good as SCORPIO) is just **£249.99**, which clearly more than competes with other 190-210 BCF machines.

FEATURES include:

- *5 novice levels
- *personalised playing levels
- *time handicapping
- *user-programmable opening book (it's around 36,000 as it is!)
- *choice of normal, active or passive openings
- *64 game storage
- *complete game recall and replay (up to 200 moves)
- *program learns from its mistakes
- *permanent memory
- *4 digit display
- *shows up to 9 ply of principle variation
- *selective or full width search.

With the option of the Super System Distributor **£29.99** info such as

- *Print Board
- *Print Moves
- *Print Game
- *Analyse and Print Game, can be sent to a PC and its Printer, adding to the overall potential useability and value of the machine.

Fans of the Novag playing style will be pleased to learn that Dave Kittinger has NOT sacrificed

years - tempting the Computer into a long-term K-side problem that the Computer would no doubt consider was its opponents (doubled-Pawns and open g-file) rather than its own. But who said Black has to ever play 0-0!?

14.Bxf5 gxf5

I'm sure we all know that Black will be eyeing a Rook or Queen move to the g-file at some opportune moment - hopefully after he has lured one or two of the computer's pieces into poor positions away from the scene of the eventually vital action. Devious manoeuvres are called for!

15.Nc3 Bh6 16.Qd3 Ne7 17.Ra2?

A strange move, but not as odd as it looks as the Rooks will double on the c-file eventually and there is no tempo lost by using this method.

17...Ng6 18.Bc1 f4!?

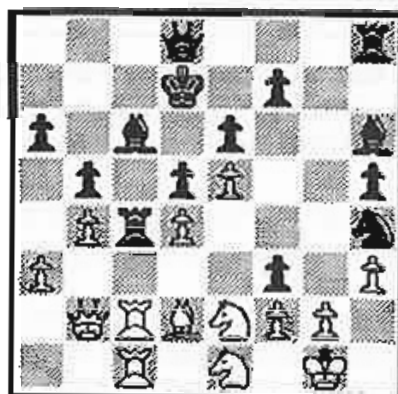
An interesting choice: pushing the Pawn beyond its own Pawn support is a thing computers rather than humans seem to do usually! However the Pawn is well piece-protected and while it stays like this, White would not be wise to play g3 and gxf, the only way to win it as an equal exchange.

19.Bd2 Rc4 20.Rc2 Qc7 21.Rfc1 b5 22.h3?

It's only a slight weakening but, whilst humans have been taught to do nothing but do it well (in many walks of life!), computers have always had this tendency to do nothing and make things a bit worse! Something like 22.Nd1 Rg8 23.Nb2 would have had the computer standing quite adequately I should think.

22...Qd8 23.Ne2 Bc6 24.Qb3 Kd7! 25.Qb2 Nh4 26.Ne1 f3!?

See DIAGRAM top of next. Is Black taking a chance with this? It depends if 27.Bxh6 Rxh6 28.gxf3 Qg5+ is the end of life for White - or does it survive? The computer must have thought Black's attack too strong, but unfortunately the Novag makes a major ('gross' says Alastair!) positional blunder instead, giving its opponent a super passed-Pawn on the half-open c-file!



27.Rxc4?? dxc4 28.g3??

An unexpected tactical error, effectively ending things. This was surprising when you remember that the computer was being allowed 8 hours overnight to choose its moves. Certainly 28.Bxh6 was still best, with probably 28...Nxc2 29.Nxf3 Bxf3 to follow, leaving White with some quite difficult but not yet insurmountable problems to negotiate.

28...fxe2 29.a4

Again we propose that 29.Bxh6 was best, though 29...Rxh6 30.Qxe2 Qg5 leaves White serious material down and still under pressure. Note that the Super Constellation could NOT play 29.gxh4?? (which one imagines it must have planned to make, otherwise why 28.g3?). The Bishop raking along the diagonal from c6 makes 29...Rg8+! a total killer winning at least the Queen!

29...Ke8 30.axb5 axb5 31.f3 Nxf3 + 32.Nxf3 Bxf3 33.Bxh6 Rxh6 34.Qd2 Rg6 35.Qf4 Qd5

Alastair could have played 35...h4! here, which also looks pretty devastating. He probably wasn't worrying too much by now as there are various good ways of winning it, including his chosen method.

36.Kh2 Qe4 37.Qxe4 Bxe4 38.Re1 Bd3 39.Kg2 Rg5! 40.Kf2 Rf5 + 0-1

It's interesting to see some of our old favourites (not you Alastair!) at work - a few others with light notes would be welcome I'm sure!

Review: SAPPHIRE and DIAMOND

At this point the Computers consider that Black has the edge, However an unbalanced exchange is about to occur and, whilst the material 'count-up' is 0, the PRESIDENT recognises that it actually gains a clear advantage.

**17.Rxd7 Qxc4 18.Rd8 + Bxd8
19.Rxd8 + Rxd8 20.Qxc4 Rd2 21.b3
Rb2 22.g3 h5 23.Kg2 h4?**

23...b5, or Re8, would have been better.

24.gxh4 Rf8 25.Ne4 b5 26.Qd3 Re8

This time it is the Kasparov machine which is evaluating the position better: it shows +220 (and +320 at its next), whilst the Novag has only -130.

**27.Ng5 e4 28.Qxe4 Rd2 29.Qh7 + Kf8
30.Qh8 + Ke7 31.Qxg7 Rdd8
32.Qxf7 + Kd6 33.Qb7 Rb8 34.Nf7 +
Kc5 35.Qa7 + Kc6 36.Qxa6 + Kd5** and resigns. 1-0

The 6 game Match Score was:
DIAMOND 4-2 PRESIDENT

In the next game we see the DIAMOND against KALLISTO. A Review of KALLISTO will appear elsewhere in NS (if there's room!). Briefly, so as to put the Novag result into helpful perspective, KALLISTO is by Bart Westrales and has already been substantially tested in Sweden, showing 2253 Elo from 320 games. 2253 in Sweden converts by +80 to 2333 in Britain, so it will no doubt be appearing somewhere in the 2330's in NS this Issue (see inside back cover to get the very latest figure).

The game shown here is of particular interest because the DIAMOND is clearly behind for much of the game (from around move 20) but creates a few half-chances and initiatives which appear to 'confuse' KALLISTO. I don't know if that is possible with a Computer program really, but it certainly appears so as the PC program seems uncertain as to whether it should be trying to win or draw by moves 49 onwards, and ends up LOSING!

Novag DIAMOND - KALLISTO 486/25.
Game 4

**1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6
5.Nc3 Nc6 6.Bg5 Qa5 7.Bxf6 exf6
8.cxd5 Bb4 9.Qd2 Bxc3 10.bxc3 Qxd5**

**11.Ne2 O-O 12.Nf4 Re8 + 13.Be2 Qg5
14.O-O-O?**

A bit over-the-top, even for Novag?!

**14...Bf5 15.h4 Qh6 16.g4 Bxg4
17.Bxg4 Re4 18.Nd5 Qxd2 + 19.Rxd2
Rxc4 20.Re2 h6 21.Kd2 Rd8 22.Ne7 +
Kf8 23.Nf5 Rf4 24.Ng3 Ne5 25.Ke3
Ng6 26.h5 Re8 + 27.Kd2 Nh4 28.Kd3
Ng2 29.Rb1 Rf3 + 30.Kd2 b6 31.Rb3
Nf4 32.Rxe8 + Kxe8 33.Ra3 a5 34.Rb3
Rxf2 +**

Whilst White is certainly losing here (around -150) it's position starts to become more active in the next few moves, through clever defence.

**35.Ke3 Nh3 36.Ne4! Rxa2 37.Rxb6
Ng5 38.Rb8 + Ke7 39.Ng3 Ke6
40.Re8 + Kd7 41.Ra8 Ra3 42.Kd3 Kc6
43.Rc8 + Kb5?**

43...Kb6 was better.

**44.Nf5! Ne6 45.Nd6 + Ka4 46.Rc4 +
Kb3 47.d5!**

Diagram

**47...Ng5
48.Rc8 Ra1**

The game, like many of the DIAMOND's, has become rather double-edged! At the time it was played I must admit that I was



as uncertain as KALLISTO as to the outcome, though the Novag's impressive ability to create and press counter-chances made me very certain that the PC program would have to 'watch out'.

**49.Rb8 + Ka4 50.Nc4 Rh1 51.d6! Rxc5
52.Nb2 + Ka3 53.Nc4 + Ka2**

53...Ka4 would have directed the game towards a draw by repetition.

**54.Nxa5 Ne6 55.Nb3 Ka3 56.d7 f5
57.Kc2! Rh2 +**

It was around here that both programs realised to that KALLISTO had blown it. I was impressed by the way the DIAMOND had cleverly created possibilities for itself in this unfavourable position.
**58.Nd2 Ka4 59.Re8 Kb5 60.Rxe6 fxe6
61.d8Q f4 62.Qd7 + Ka5 63.Qb7
Rxd2 + 64.Kxd2 g5 1-0**

4 game Match Score:
DIAMOND 2 1/2 - 1 1/2 KALLISTO 486/25

Now drew Cray Blitz, from an apparently winning ending.

WChess clobbered Innovation II (It's good to see Novag's main programmer, Dave Kittinger, doing work on PC/Pentium processors).

Star-Socrates ground down Spector (winning a pawn up Rook ending).

MChess Pro beat Evaluator with Q-side play in a closed position.

Rd 2 results:

Deep Thought II was unable to play against MChess Pro and forfeited, due to a power failure at their facility in upstate NY.

Star-Socrates beat WChess.

Zarkov beat Cray Blitz.

Now drew Spector (this time Now was on the worse side of the draw).

Innovation II beat Evaluator

Scores/2:

2 Star-Socrates, MChess Pro

1½

1 Deep Thought, WChess, Zarkov, Now, Innovation II

½ Cray Blitz, Spector

0 Evaluator

Rd 3:

The two leaders (both 2-0) played, and Star-Socrates beat MChess Pro.

Deep Thought II beat WChess.

As in human tournaments, sometimes you have to play the fellow you are rooming with: Zarkov and Now were doing so, as were Spector and Evaluator.

Zarkov beat Now.

Cray Blitz beat Innovation II.

Evaluator beat Spector.

Scores/3:

3 Star-Socrates

2½

2 DT, MChess Pro, Zarkov

1½ Cray Blitz

1 WChess, Now, Innovation II, Evaluator

½ Spector

Rd 4:

Deep Thought II beat Star-Socrates in a brilliant game to grab a share of the lead.

Zarkov and MChess Pro drew a long R&P ending.

WChess beat Cray Blitz.

Innovation II beat Spector in a wacky game with lots of hanging pieces.

Now beat Evaluator.

Scores/4:

3 DT, Star-Socrates

2½ MChess Pro, Zarkov

2 Innovation II, Now, WChess

1½ Cray Blitz

1 Evaluator

½ Spector

Rd 5:

Deep Thought II beat MChess Pro handily to guarantee at least a share of first.

Zarkov beat Star-Socrates in another long R&P ending, leaving DT II clear first, and taking itself to sole second place.

Now beat Innovation II.

Cray Blitz clobbered Spector.

Evaluator recovered from an apparent typo in its opening book (f3 in a double-KP opening!?) to upset WChess.

Final scores/5:

4 Deep Thought II

3½ Zarkov

3 Star-Socrates, Now

2½ Cray Blitz, MChess Pro

2 WChess, Evaluator, Innovation II

½ Spector

DT II was 4-0 in played games, though it was probably losing to Zarkov in the middlegame in Rd 1; it's "loss" was a forfeit when the IBM facility lost all power Saturday night prior to the 7 PM start time.

The scheduled game against MChess stayed on hold until 10:45 PM, when Hsu finally gave up hopes of recovery. MChess Pro was again drawn to play DT II in the last round thus giving the power monster a 'second chance'.

Zarkov beat Star-Soc's monster machine, Cray's super-computer, and gave DT II a run for its money; all on a machine about 1½x faster than the Pentiums and therefore 1/100th DT at best!

This was very satisfying for John Stanback since

he does his Zarkov work in his spare time (he's an IC engineer at HP) - much like Britain's Mark Uniacke with the Software World Champion HIARCS. John got some help from IM Marc Leski over the last six months, and it looks like it was worthwhile!

Innovation scored its first points after going 0-5 last year (the first time it played in the ACM tournament). **Evaluator** and **Spector** were playing in this event for the first time. At the time of writing I only have games of the bottom-placed newcomer, **Spector**, but as it met **Star Socrates** and the once mighty **Cray Blitz** readers may find them worth playing through.

Round 1. Star Socrates - Spector

1.d4 e6 2.e4 d5 3.Nd2 Nf6 4.e5 Nfd7
5.Bd3 c5 6.c3 Nc6 7.Ne2 cxd4 8.cxd4
f6 9.exf6 Nxf6 10.Nf3 Bd6 11.O-O Qc7
12.Nc3 a6 13.Bg5 O-O 14.Bh4 Nh5
15.Rc1 g6 16.Bg5 Nf4 17.Bh6 Nxd3
18.Bxf8 Nxc1 19.Bxd6 Qxd6 20.Qxc1
Bd7 21.Re1 Kh8 22.Na4 Qc7 23.Ne5
Be8 24.Nxc6 Bd7 25.Ne5 Qxc1 26.Rxc1
Bxa4 27.Rc7 Kg8 28.b3 Bb5 29.a4 Bc6
30.Nxc6 bxc6 31.Rxc6 Rb8 32.Rxe6
Rxb3 33.h3 Rb4 34.Rxa6 Rxd4 35.Kf1
Re4 36.a5 Ra4 37.Ra7 Ra2 38.a6 d4
39.f4 d3 40.Ke1 Re2 + 41.Kd1 Rxc2
42.Re7 Ra2 43.a7 Kf8 44.Rxh7 Kg8
45.Rd7 Kf8 46.Rd8 + 1-0

Round 2. Spector - NOW

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5 4.Bc4
e6 5.Nf3 Bb4 6.O-O Nf6 7.a3 O-O
8.Rb1 Be7 9.b4 Qf5 10.Nb5 Na6
11.Nbd4 Qg4 12.h3 Qh5 13.Bxa6 bxa6
14.Nc6 Bd6 15.Nfe5 Bxe5 16.Qxh5
Nxb5 17.Nxe5 f6 18.Nd3 e5 19.Nc5
Nf4 20.d3 Ne2 + 21.Kh1 Nd4 22.c3
Ne6 23.Ne4 Rd8 24.Rd1 a5 25.Be3 f5
26.Nc5 f4 27.Bc1 Nxc5 28.bxc5 f3
29.g4 Ba6 30.d4 Be2 31.Rd2 Rb8
32.Rxb8 Rxb8 33.Rb2 Rxb2 34.Bxb2
h5 35.dxe5 hxg4 36.hxg4 Bc4 37.Kh2
Kf7 38.Kg3 Ke6 39.Kf4 Kd5 40.Bc1 a4
41.Kxf3 Kxe5 42.Bf4 + Kd5 43.Bxc7
Kxc5 44.Be5 Bd5 + 45.Kf4 g6 46.Bd4 +
Kc4 47.Bxa7 Kb3 48.Bc5 Kxc3 49.Ke3

Kc4 50.Be7 Bc6 51.f3 Bb5 52.Ke4 Bc6 +
53.Kf4 Kd3 54.Kg3 Bd5 55.Kf2 1/2-1/2

Round 3. Evaluator - Spector

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 a6 6.Bg5 e6 7.f4 Be7 8.Qf3 Qc7
9.O-O-O Nbd7 10.Be2 b5 11.Kb1 Bb7
12.a3 O-O 13.Qe3 h6 14.Bxf6 Bxf6
15.g3 e5 16.Nf5 exf4 17.gxf4 Bxc3
18.bxc3 Qc5 19.Qg3 g6 20.Rxd6 Kh8
21.Qh4 h5 22.Bxh5 Qf2 23.Qxf2 Nf6
24.Qd4 1-0

Round 4. Spector - Innovation II

1.e4 c6 2.d3 d5 3.Nd2 g6 4.Ng3 Bg7
5.g3 e5 6.Bg2 Ne7 7.O-O O-O 8.b4 a5
9.bxa5 Qxa5 10.Nb3 Qc7 11.exd5
cxd5 12.Be3 Bg4 13.Qd2 Rc8 14.Bc5
Nf5 15.Ng5 h6 16.h3 Bh5 17.g4 Na6
18.Be3 d4 19.Ne4 dxe3 20.fxe3 Nb4
21.gxf5 Nxc2 22.Rac1 Rxa2 23.Nec5
Bf8 24.Rxc2 Rxc2 25.Qxc2 b6 26.fxg6
Bxg6 27.Rf6 bxc5 28.Rc6 Qd7 29.Rxc8
Qxc8 30.Qc3 Bf5 31.Kh2 Bd6 32.e4 Be6
33.Nd2 Qd7 34.Nc4 Bc7 35.Na3 Qd4
36.Qd2 Qb4 37.Qc1 Kg7 38.Bf3 f5
39.Nc2 Qc3 40.exf5 Bxf5 41.Be4 Bxe4
42.dxe4 c4 43.Qg1 + Kf7 44.Qf2 + Ke8
45.Qe2 Qd3 46.Qg2 c3 47.Qg8 + Kd7
48.Qg4 + Kd6 49.Qg6 + Kc5 50.Qg1 +
Kb5 51.Qb1 + Ka5 52.Qa2 + Kb6
53.Qb3 + Ka7 54.Qa2 + Kb7 55.Qb3 +
Bb6 56.Qd5 + Qxd5 57.exd5 Kc7
58.Kg3 Kd6 59.Kg4 Kxd5 60.Kf5 e4
61.Kf4 Bf2 62.Na1 Kd4 63.Nc2 + Kd3
64.Nb4 + Kc4 65.Na2 e3 0-1

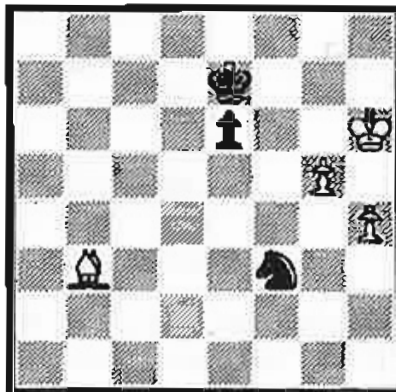
Round 5. Cray Blitz - Spector

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4
Nf6 5.Nxc6 bxc6 6.e5 Qe7 7.Qe2 Nd5
8.c4 Ba6 9.Nd2 Nb6 10.b3 Qb4 11.Qf3
Bc5 12.a3 Qa5 13.Bb2 Nc8 14.e6 fxe6
15.Bxg7 Rf8 16.Bxf8 Bxf8 17.Rd1 Bxa3
18.Qf6 Rb8 19.Qh8 + Ke7 20.Qxh7 +
Ke8 21.Qg6 + Ke7 22.Qg7 + Ke8
23.Bd3 Qc5 24.Bg6 + Kd8 25.Ra1 d5
26.Qf7 Qe7 27.Rxa3 Bb7 28.Qg8 + Kd7
29.Rxa7 c5 30.Nf3 d4 31.Ne5 + Kd6
32.Rxb7 Rxb7 33.Qxc8 1-0

Chess COMPUTERS and 'wrong-coloured' BISHOPS!

Whilst playing over some of the games from the New York Intel Speed Chess Grand Prix, NS reader **Alastair CARGILL** found the PC program which he was using quite unable to understand the following:-

DIAGRAM
53END01
Rise 10min
PHK-HS
Mint
10min



The game is KRAMNIK - KASPAROV, with White to move. Rising star Kramnik soon played **1.Kh5** and won.

What does your Computer choose?

Alastair found that the majority go for 1.h5?? allowing Black to draw with 1...Nxc5 as the Bishop which White is left with is on the wrong-coloured square to force home a Pawn on the h-file!

Most Computers give the game away concerning their lack of knowledge on this subject as, given 1.h5?? they then refuse the saving 1...Nxc5 ('I'm already a Pawn down, I can't afford to throw away any more material!'), and blithely play Nd4?? or similar.

Even after the user has completed the exchanges 1.h5? Nxc5! 2.Kxc5 Kf7 for it, many programs will still be showing +400, +500 or even +600 or so for White, and for quite a few more moves yet, so convinced are they that the Pawn will Queen.

One programmer, shown the position, considered it was the Black Pawn on e6 which was stopping his program playing correctly! - without that Pawn his program would know what to do.

I checked, and it proved to be so in a slightly adjusted position (you can't quite test it in this exact one as that e6-Pawn also blocks an important diagonal so changes the whole situation if removed).

Of course from a practical point of view they HAVE to know BEFORE the decisive position arises anyway, otherwise the Computers will always lose such drawn games and draw the won ones! I.e after making the move that MISSES the win they KNOW it and cheerfully announce, 'I know it's a draw... NOW'.

In the very next day's post after Alastair's call with his comments (and in which he found one Computer which did understand the position and played Kh5!), I received a letter from **Ken MINTO** who had a new BERLIN PRO on 28-day Home Trial from Competence. He had been doing various tests against his RISC 2500-128 to help decide which he would keep (in fact he's keeping BOTH in the end... good man!).

Before we look at the two 'basic' Endings Ken found himself looking at, Readers will be interested in his Match Results between these two:-

At 1min per move:						
BERLIN PRO	0	1/2	1/2	1	1	1/2 = 3 1/2
RISC 2500-128	1	1/2	1/2	0	0	1/2 = 2 1/2

At 1 1/2 min per move:						
BERLIN PRO	1	0	1	1/2		= 2 1/2
RISC 2500-128	0	1	0	1/2		= 1 1/2

At 2min per moves:						
BERLIN PRO	1/2	1	1	1/2	1/2	1 = 4 1/2
RISC 2500-128	1/2	0	0	1/2	1/2	0 = 1 1/2

B/PRO 10 1/2 - 5 1/2 RISC 2500-128

Back to the Endgame Studies.

The first of Ken's is a fairly well known Study from probably all Endgame treatise showing the

The BOARD every PC OWNER has been WAITING FOR!

It is the ONE THING that a vast majority of **PC OWNERS** have been waiting for - a really beautiful **AUTO SENSORY board** to play their chess on, whilst still utilising the full power of the PC and SOFTWARE at their disposal!

The **CHESS232 BOARD** is EXACTLY it!

Since the arrival of 486/66MHz PC's, maximum chess strength has usually been obtained from one of the top 2 or 3 PC programs running on a fast PC. This view has been re-inforced by the arrival of Pentium (586) PC's, a fact which **GENIUS3** advertised rather smartly when it beat both Kasparov and Nikolic in the recent Intel Speed Tournament!

The **CHESS232 BOARD** itself is a real beauty - fully auto-sensory of course, measuring 16" x 16" in total with a 12½" x 12½" playing area. There are 64 move-indicator leds, each one unobtrusively placed in a bottom corner of its square, and the squares themselves are a perfect contrast of cream and a strong dark brown. The pieces are equally attractive, wood and felted, with a 3" King.

The **BOARD** links to a small **KEYPAD** which sits comfortably by the side of the main board, and this has **NEW GAME**, **TAKE BACK**, **RESET**, **MEMO** and **TURN** buttons for basic game operations.

This Keypad plugs into the mains by 9v **TRANSFORMER**, and from its own 9pin Serial Port connects to either the 9pin or 25pin Serial Port of the PC. Incidentally ALL leads, etc are supplied in the price, which is a very nice touch!

After linking the PC **BOARD** to the PC, the final step is to run a simple **INSTALLATION** program on the supplied floppy disk, which the user runs for EACH Software program he has.

So, at the A: prompt one types 'INSTALL' and the screen offers **GENIUS3**, **HIARCS3**, **MCHESPRO**, and **REBEL6**. Any (or all!?) of these, will surely provide all the strength and features 99.9% of users will want, but work is in progress to add **KALLISTO**, **FRITZ3**, **ZARKOV** and others for the future.

Each 'run' of the Install program will create a **CHESS232.BAT** batch file in your various



Chess Directories. So **GENIUS3** will have its own **CHESS232.BAT** file, as will **HIARCS**, **MCP** etc. So when you **BOOT UP**, first type the usual **cd\genius3**, **cd\hiarcs3** or whatever. If you want to play on the PC in the 'old' way enter your usual command '**cg3 /x**', or '**hiarcs -x**' etc. If you want to play on the **CHESS232** board, simply type '**chess232**' from your chosen directory and that program will run immediately through the board!

Enthusiasts will be delighted to know that any **Hash Table** extras still operate! Simply **EDIT** the line in each relevant **CHESS232.BAT** file, which will at first say '**cg3**', or '**hiarcs**', to add the specified switch - e.g '**cg3 /x**' etc. This can in fact be done during the **INSTALL** operation, though I 'played safe' being the British guinea pig, and left Install to do its own thing, making sure everything ran smoothly before I started trying the 'clever' things. If your current **Autoexec.bat** and **Config.sys** files for entering your Chess Directories (**Genius3**, **Hiarcs3**, **MCP** or whichever) are correct you will find it will all worked out exactly right and you will be up and running with your programs in no time at all!

A quick press of the **KEYPAD 'TAKE BACK'** button initialises the Software, the '**RESET**' button does the same for the PC **BOARD**... and the next thing you do is play 1.e4!

It probably goes without saying, but all the usual PC **FEATURES** for game analysis and evaluations will be on the PC **DISPLAY** when you want them; and game storage, printing, overnight analysis and other functions remain available as usual after the game as if you'd used the PC 'as of old'. At a price of **£299.99** All I can say is '**HIGHLY RECOMMENDED**'.

FRITZ3 and the WORLD EXPRESS CHALLENGE

15

INTEL WORLD CHESS EXPRESS CHALLENGE Munich, May 19-20 1994

It has been difficult for me to decide how to approach this recent fine performance by a CHESS COMPUTER. The program concerned, of course - as I'm sure EVERYONE knows - was FRITZ3, and its result really was quite exceptional.

So why the problem?

Two things: [1] There has been massive coverage of the performance and its implications in the daily press, so that not only is the 'news' no longer news, but FRITZ, ChessBase and INTEL have already had a massive publicity boost. This is no problem to me... the more sales that subsequently come my way, the merrier. [2] I think most folk would agree that it could just as easily have been any one of three or four RATING LIST Leaders if THEY had been given the opportunity to enter on a PENTIUM/90MHz, and publicity specifically for FRITZ3 is, perhaps, a little out of proportion.

Computer Scientist MADS BREVIK of Norway quickly asked pertinently what the top-rated BLITZ program GENIUS2 might achieve on a Pentium/90! I would have to go along with this line of thinking. Richard LANG and Mark UNIACKE are the current World Champion programmers - and many would also put DE KONING, SCHROEDER and HIRSCH ahead of Fritz programmer Franz MORSCH as those closest in the race just behind. Perhaps Morsch, with his newest version, may have passed one or two, but the gap between GENIUS2 and FRITZ2 standing at a fairly massive 160 Elo is not likely to be bridged easily.

A PAT ON THE BACK!

This is not an attempt to take anything away from the forth-coming FRITZ3 - I am always encouraged when any Computer Program strikes a valuable blow for my line of business,

and I was delighted to receive a full Report and Games selection from FREDERIC FRIEDEL, who is of course closely connected to both ChessBase and Fritz and was therefore at the scene of its success.

It is always a joy to have a few pages of the NS work done for you by someone else - apart from making a busy life that little bit easier it adds a useful variety to the Magazine content. I quickly re-read my initial comments in NS/52 having received the bare bones of the result just before that issue went off to the printers: "More next issue if the daily press and chess magazines haven't covered it all ten times over by then!"

They have!

Indeed the full Friedel article itself has already appeared in our CHESS MONTHLY, and I expect quite a few of my readers already get that regularly and would hardly appreciate re-reading everything again now in NS. On the other hand I know that MANY of my Readers keep NS for reference purposes as the months go by and, should someone in a year or two's time look back for details of the FRITZ3 triumph, they would be pretty non-plussed to find it apparently ignored by a Magazine which is specifically dedicated to the COMPUTER side of Chess. I don't think that leaving such a gap in NS coverage can be acceptable, so have decided to print portions of the Friedel report, some of my own observations and some of the games.

I do hope readers who have seen some or most of it elsewhere will understand the dilemma and make allowances... also that Frederic Friedel himself will appreciate my reasons for reducing parts of his fulsome report. In the following I have '*italicised*' all my own remarks so that they are clearly distinguishable from Frederic's which make up the main report.

SUMMARY

The Intel World Chess Express Challenge ended on Friday with a first-class sensation as

the board move by mouse to Genius3, it is clear that a total of 4 seconds is lost per move, even in the hands of an expert operator, and 4 minutes is lost in a 60 move game. A single extra minute allowance therefore would be very inadequate. If the Computer had been Black it would have had the equivalent of 2 mins for all moves and would have surely lost on time if the game went beyond 60 moves. The best answer, of course, would be future use of the new PC BOARDS now available!

THE DRAW, TUESDAY AUGUST 30TH.

And the 'unthinkable' happened... GENIUS3 was drawn to play GARY KASPAROV as the first match of Round 1!

A lengthy interview with KASPAROV appeared in the Daily Telegraph on the morning of the draw - Kasparov respected Computer opposition, recognised it was different playing against them as they used different principles for selecting their moves, but he wasn't frightened of them. However the reports of his reaction to the draw suggest he was not amused. Of course he would expect to win, but any failure in even one of the games would be bound to attract massive media attention, and it was apparent that he would rather have played one of the G.M's. Nigel SHORT, perhaps ungenerously, suggested that this was "*because he could not engage in his usually effective tactic of overwhelming his opponent with his intimidating psychological presence*".

Also in the Computer's half of the draw were Short himself and Nikolic (the winner of the Genius-Kasparov match would meet one of these in Round 2), and Vishy Anand, who is a G.M with a known fondness for attempted 'Computer bashing' and particularly keen to exact revenge after losing to Fritz3 in Munich, should he get the chance. Surely he wouldn't with GENIUS3 scheduled for a 2 p.m start against Kasparov on Weds. August 31st.

ROUND 1

"Before the game, at the Conference Centre in London's East End, Kasparov strode confidently on to the stage and greeted Raymond Keene, master of ceremonies and Chess Correspondent

of The Times with a firm and vigorous handshake".

Gary KASPAROV - GENIUS3 Pentium/90 Game in 25 mins

1.c4 c6 2.d4 d5 3.Nf3 Nf6 4.Qc2 dxc4!?

Unless you own GENIUS2 there would be no obvious explanation for the !? However 4...e6 is the usual GENIUS2 reply, and neither 1...c6 nor 4...dxc4 are played by its current Tournament Opening Book. So we see that somebody has been hard at work. Perhaps Graham White's £29 'optional-extra' Book had been loaded-in to counteract overnight preparation!

5.Qxc4 Bf5 6.Nc3 Nbd7 7.g3 e6 8.Bg2 Be7 9.O-O O-O 10.e3 Ne4 11.Qe2 Qb6 12.Rd1 Rad8 13.Ne1 Ndf6 14.Nxe4 Nxe4

The alternative 14...Bxe4 15.f3 Bg6 is also okay.

15.f3 Nd6 16.a4 Qb3 17.e4 Bg6 18.Rd3 Qb4 19.b3 Nc8 20.Nc2 Qb6 21.Bf4 c5 22.Be3 cxd4 23.Nxd4 Bc5 24.Rad1 e5 25.Nc2 Rxd3 26.Qxd3 Ne7 27.b4 Bxe3+ 28.Qxe3 Rd8 29.Rxd8+ Qxd8 30.Bf1 b6 31.Qc3 f6 32.Bc4+ Bf7 33.Ne3?!

Kasparov, as it turned out, should have exchanged Bishops for a simple draw. However he is definitely after the win and seeks to maintain some tension in the position.

33...Qd4! 34.Bxf7+ Kxf7 35.Qb3+ Kf8 36.Kg2?!

With 36.Kf1 White's King would have found itself in a different situation. If for example 36...Qd2 37.Nc4 Qxh2 38.Nd6 Qh5 39.Kg2 and White would have had an initiative for the lost Pawn.

36...Qd2+!

A simple enough move perhaps, but immediately pinpointing White's inaccuracy. The White King is not at all well-placed now, especially as his Pawn structure will soon be badly undermined. Kasparov was beginning to look distinctly

John Nunn, who tested the program for us: "It will probably win the tournament." (I bet an exquisite dinner that Fritz would get less than 50%. John is currently searching for the most expensive restaurant in Hamburg).

As the tournament progressed my own doubts about the performance of Fritz were slowly dissipated. In the first round it drew against Leko, the world's youngest GM - and the nominally weakest player in the tournament! But then it went on to win three games, including one against Vishy Anand, who has played literally hundreds of games against its predecessor Fritz2. Soon the program was in the lead and we realized that a sensation might be in the making!

In the following rounds Fritz scored remarkable victories against the other top seeds: Kramnik, Short, Gelfand and Chernin, all succumbed to the ruthless attacking style of the program. Obviously they were playing better chess, but they were also making errors, and Fritz was not letting any opportunities go by. Gelfand, for instance, could have easily forced a draw. But he pressed for more and paid dearly for that.

The high point was, of course, the game against Kasparov. After five minutes of flashlights and television glare, Garry started the game with a specially prepared trick opening for the computer (1.e3). In the event this stopped Fritz from profiting from its enormous openings knowledge and it soon found itself confronted with a blistering attack by one of the greatest attacking players of all time. But computers have nerves of steel [?] and Fritz played on without the slightest qualms. While Garry tore open its kingside the program cold-bloodedly counterattacked, retaining two connected passed pawns to decide the encounter.

Kasparov, who had won his last six games in the tournament, was so shattered by this defeat that he played his next game in a daze and lost that as well. "The computer almost ruined the entire tournament for me", he said later.

Fritz, however, marched cheerfully on, winning many, losing only two and ending with a score of 12½ points out of 17 games and a share of the first prize with Kasparov. The final standings were as follows:-

WORLD EXPRESS CHALLENGE 1994 FINAL TABLE

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Points
1.	Fritz3/Pentium	0000	x	1	1	1	=	0	1	1	=	0	1	1	1	=	1	=	=	12½
2.	Kasparov	2808	0	x	0	1	1	0	1	1	0	1	1	1	=	1	1	1	1	12½
3.	Anand	2714	0	1	x	0	=	1	1	0	=	1	1	0	1	1	1	1	1	12
4.	Short	2686	0	0	1	x	1	1	=	=	0	1	=	1	0	=	1	1	1	11
5.	Gelfand	2676	0	0	=	0	x	=	1	1	1	=	1	=	1	1	0	1	1	11
6.	Dreev	2620	=	1	0	0	=	x	=	1	1	=	=	1	1	=	1	1	0	11
7.	Georgiev,Kir	2635	1	0	0	=	0	=	x	1	1	1	1	=	0	1	1	=	=	10½
8.	Kramnik	2697	0	0	1	=	0	0	0	x	1	1	1	0	1	1	=	1	1	10
9.	Cvitan	2571	0	1	=	1	0	0	0	0	x	=	0	=	1	0	1	1	1	8½
10.	Nikolic,Pr	2651	=	0	0	0	=	=	0	0	=	x	=	1	1	0	1	=	1	8
11.	Hertneck	2580	1	0	0	=	0	=	0	0	1	=	x	1	=	0	1	1	0	8
12.	Huebner	2612	0	0	1	=	0	0	=	1	=	0	0	x	1	1	0	=	=	7
13.	Wojtkiewicz	2548	0	=	0	1	0	0	1	0	0	0	=	0	x	=	1	=	=	6
14.	Chernin	2626	0	0	0	=	0	=	0	0	1	1	1	0	=	x	0	0	1	6
15.	Lobron	2588	=	0	0	0	1	0	0	=	0	0	0	1	0	1	x	0	1	5
16.	Hjartarson	2587	0	0	0	0	0	0	=	0	0	=	0	=	=	1	1	x	0	5
17.	Petursson	2525	=	0	0	1	0	0	=	0	0	0	1	=	=	0	0	1	x	4½
18.	Leko	2513	=	0	0	0	0	1	0	0	0	0	0	=	=	=	1	0	=	4½

increase pressure on the Pawn itself.

**17.Be2 Rc8 18.Qb2 b5 19.Nd4 Nd6
20.Bd3 Nc4 21.Qb3 Nh5 22.Bf5 Ra8
23.Nde2 Nf6 24.Bg5 Rd8 25.Nf4**

Genius3 was reading +60 here, and I think most Computer programs would be reasonably satisfied with the way the game has progressed to this point (especially against the World Champion!). But Kasparov is about to disrupt the centre and put the isolated Pawn 'on-the-other-foot' (i.e sac his and give White one!), plus obtain a strong central position for his Queen which will swing the game very much in his favour.

25...d4 26.exd4

If Genius had played 26.Rxd4 Rxd4 27.exd4 h6 28.Bxf6 Bxf6, it would have still gone 29.Nce2 with a +30 evaluation, and if 29...Be4 it would have played 30.Bg4 I believe rather than the exchange we see in the game. Perhaps this would have been better?!

**26...h6 27.Bxf6 Bxf6 28.Nce2 Be4!
29.Bxe4 Qxe4 30.Qg3 Rfe8 31.Qc3 Rd6
32.Re1 Red8 33.Rcd1 Bxd4 34.Nxd4
Qxf4 35.Ne2 Qe5 36.Rxd6 Rxd6 37.a4
Re6 38.Qc1**

The Queen exchange 38.Qxe5 Rxe5, followed by 39.f4 Re4 40.axb axb would not have helped White. Indeed, in the end, it is the extra complications caused by the Genius3 Queen which save/win the day!

38...Qd6 39.axb5 axb5 40.Ng3?!

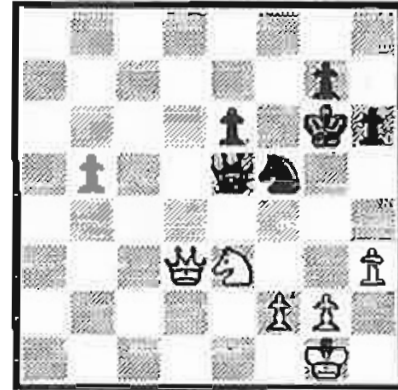
An interesting idea, this time it is Genius sacrificing a Pawn to disrupt Kasparov's Pawn structure! Whether this or Qc3 provides the best theoretical defence I am unsure, but over the board it gives Kasparov 2 isolated Pawns to think about and, in a few moments, he forgets one of them!

**40...Qxb4 41.Rxe6 fxe6 42.h3 Qc5
43.Nf1 Qd5 44.Qa1 Qe5 45.Qa7 Kh7
46.Qd7 Qd5 47.Qe7 Qd6 48.Qb7 Qd5
49.Qe7 Qe5 50.Qd7 Nd6**

Well played Genius3! Kasparov has been quite

unable to persuade it into a misplacement or exchange of its Queen, so is forced to try something else.

**51.Ne3 Nf5 52.Qd3! Kg8 53.Qd8 + Kf7
54.Qd7 + Kg6 55.Qd3!**



See **Diagram**. Correctly returning to the pin... it gives Kasparov one more thing to think about and...

55...Qd4?

A final try for the exchange, but...

56.Qb1!

This maintains the pin with the threat of g4 to win the Knight, and also attacks the b5-Pawn. Something's got to go, and it was Gary! - who reluctantly offered his hand for the 1/2-1/2.

"Kasparov had outplayed the Computer for much of game 2, but in the endgame he was running out of time as he searched for the win. Also the Genius3 kept finding the best defence!"

I am not sure that 'outplayed' is at all the most accurate description, but certainly Kasparov held a worthwhile advantage for a good part of the game. But Genius3 defended cleverly and when the World Champion lost his extra Pawn he left Genius3 with a nominal (though not winning) advantage. However he had almost no time left and was virtually forced to offer the Computer a draw - it was that or a loss on time and 0-2! *"Distracted, Kasparov slumped back in his chair and, ashen faced, held his head in his hands as the audience produced muted applause"*.

Yes, GENIUS was through, and Thursday

minutes I could CRUSH it!" (and accepted a bet with me for \$1000 that he will win a match of ten games).

Vladimir Kramnik: "In games against humans you often win because the opponent blunders a piece, and you can often survive when you do it yourself. Against the computer you only make one mistake - the last one."

Garry Kasparov: "When you try to strangle it, there is a lot of kicking. And if you release your grip for an instance you immediately find it strangling you."

Nigel Short, when asked why he had lost to the computer: "Because the damn thing is better than me at blitz. What else can I say?"

Garry Kasparov: "When I am well rested I can get 80% against any grandmaster or Fritz. When I am exhausted or unconcentrated my result will sink to 50% against grandmasters and 0% against Fritz." (Garry had just lost four practice games in the TV studio).

KASPAROV ON GERMAN TV

On the day after the tournament Friedel appeared with Kasparov on one of German TV's biggest sports shows. They asked him to play an informal game against Fritz live in the studio, which Kasparov lost! The next morning Friedel offered him revenge and they have agreed to play ten dead serious blitz games in front of a TV audience, possibly in the USA, later this year.

[I greatly look forward to that! But is there anyone out there - a Britisher! - who could sponsor GENIUS or HIARCS on a Pentium and entice Kasparov to play against one of the World Champion programs which, as far as one knows, he isn't so practised against either!].

FRITZ3 - THE PROGRAM - COMMENTS BY FREDERIC FRIEDEL

Fritz3 was developed by ChessBase in Hamburg and the chess engine written by Frans Morsch represents a general rewrite of his Fritz2 program. Using improved search techniques achieved a considerable increase in the speed and depth, making the program tactically more

dangerous. In addition Frans has implemented considerable positional knowledge, without, however, slowing the program down any more than necessary. Fritz3 is faster with the positional knowledge implemented than Fritz2 without it.

FRITZ ON THE PENTIUM

In spite of all the improvements to the program it must be said that the single most dramatic advantage was the use of a Pentium Plus processor in the Munich tournament. The speed of the program on this machine was breath-taking: Fritz3 was looking at well over 100,000 positions per second, finding tactics and ideas it would never have come up with on a slower machine. It is very likely that the Pentium contributed as much to the spectacular success in Munich as the improvements in the program described above.

Fritz3 is expected to be generally available by late July and should cost between £79-£89. Upgrading from Fritz2 to Fritz3 will be possible and cost around £49.

THE GAMES

The following games were annotated by GM Lubomir Ftacnik.

Hjartarson, J (2590) - Fritz3. [A08]

**1.Nf3 d5 2.g3 c5 3.Bg2 Nc6 4.0-0 e5
5.c4 dxc4 6.Na3 e4 7.Ne1 f5 8.Nxc4
Be6 9.b3 Be7 10.Bb2 Bf6 11.Bxf6 Nxf6
12.d3 0-0 13.dxe4 fxe4 14.Nc2 b6
15.Qxd8 Raxd8 16.Rad1 Nd5!**

[Typical Fritz! Here it uses small tactics to solve its only positional problem - the weakness of the e4 pawn].

**17.Bxe4 Nc3 18.Rxd8 Nxe2+ 19.Kg2
Nxd8 20.Re1**

[20.f3 Nc3 21.Ra1 Nf7 gives Black an advantage]

20...Nc3 21.Ba8

[21.Bf3 b5 22.Nd6 Nxa2 is good for Black]

21...b5!

[21...Nxa2 22.Ra1 Nc3 23.Rxa7 is unclear]

22.Nd6 Nxa2 23.Nxb5 Bxb3 24.Ne3?!

[24.Na1!? Bc4 25.Nxa7 Ne6 26.Be4 Nc3 27.Nc6 is much tougher to beat]

24...a6 25.Nd6 Nf7 26.Nxf7 Rxa8!

27.Nd6 a5

**47.Kb6 Kxf5 48.Kc7 Nf7 49.d7 Kf6
50.Ne4 + Ke7 51.Nd6 b3 52.Nxf7. 1-0**

Praedrag NIKOLIC - GENIUS3

Pentium/90

Game in 25 mins

**1.d4 d5 2.Nf3 Nf6 3.c4 c6 4.e3 Bf5
5.cxd5 cxd5 6.Qb3 Qc7 7.Bd2 Nc6
8.Bb5 e6 9.O-O Bd6 10.Bb4 O-O
11.Bxd6 Qxd6 12.Bxc6 bxc6 13.Nbd2
Rab8 14.Qc3 Nd7 15.Rfc1 Rfc8 16.Nb3
f6 17.Qa5 Rc7 18.Nh4 Bd3 19.Nf3 Bf5
20.h3 Bd3 21.Ne1 Bg6 22.Qc3 e5
23.Nf3 exd4 24.exd4 Qf4 25.Re1 Bh5
26.Nfd2 Qd6 27.Rac1 Bg6 28.Nf1 Nf8
29.Nc5 Re7 30.Rxe7 Qxe7 31.b3 Qe2
32.a4 Qe7 33.Ne3 h6 34.Qa5 Rb6
35.Re1 Qc7 36.Nf1 Bf7 37.Ng3 Bg6
38.Re3 Kh8 39.Qe1 Qf4 40.Ne2 Qd6
41.Qa5 Qc7 42.Ng3 Kg8 43.h4 f5
44.Re5 f4 45.Ne2 f3 46.gxf3 Qf7
47.Re3 Bh5 (diagram)**



**48.Ng3 Bxf3 49.Qc3 Bg4 50.Nd3 Nd7
51.a5 Rb5 52.Ne5 Nxe5 53.Rxe5 Bd7
54.Ne2 Qf8 55.h5**

Nikolic is now pinning his hopes on a mating chance, but the Genius3 defensive qualities prove more than adequate and White will soon find himself forced back.

**55...Qa3 56.Qg3 Rxb3 57.Qg6 Rf3
58.Ng3 Qa1 + 59.Kg2 Qxd4 60.Re2
Rf6 61.Qb1 Bg4 62.Re8 + Kf7 63.Re3
Qf4 64.Qb7 + Kg8 65.Re8 + Kh7
66.Qb1 + Bf5 67.Qb2 Bd3 68.Re7 a6
69.Ra7 c5 70.Rd7 c4 71.Qb6? Be4 +. 0-1**

Nikolic hardly did himself justice in game 2

having, like Kasparov a Round earlier, to chase the win following defeat in game 1. But equally GENIUS3 had appeared to cope with its GM opponent quite comfortably in both games if the truth be told.

Richard and Ossi again had their names and photos on the front pages of many of Britain's national papers the next morning - "It's a dream come true... it's historic" the Telegraph reported of Richard, "I am absolutely overjoyed". Quite right too!

THE SEMI FINAL

The brilliant Speed Chess expert ANAND (he also usually plays speed chess when the clocks are set at 40/2!) had beaten Michael ADAMS in Round 1 and then came through his Quarter-final with Viktor KORCHNOI to meet GENIUS3 in the semi.

Our office phone lines had been hectic since the Wednesday, as you would expect, but I told those who rang after the win over Nikolic on Friday that, if KORCHNOI got through I thought GENIUS3 could beat him and maybe would have chances against either IVANCHUK or KRAMNIK in the Final... but I believed if it was ANAND in the Semi-final it would probably end there!

Names and addresses of those who can testify on my behalf are available if necessary! Needless to say I had been rooting for KORCHNOI in his Quarter-final, but it was no to be.

The day's schedule was for the Semi-finals in the afternoon, and the final in the evening. The other Semi-final was IVANCHUK v KRAMNIK.

GENIUS3 Pentium/90 - Vishy ANAND

Game in 25 mins

**1.d4 Nf6 2.Nf3 e6 3.c4 Bb4 + 4.Bd2
Qe7 5.g3 Nc6 6.Nc3 O-O 7.Bg2 d5 8.a3
Bxc3 9.Bxc3 dxc4 10.Ne5 Nd5 11.Nxc6
bxc6 12.Qa4 Nxc3 13.bxc3 e5 14.Qxc6
Rb8 15.Qxc4 Rb6**

White is a Pawn up, but is here recommended to give back the material by playing 16.O-O. I think most programs would play to keep the Pawn.

Kc7?!

[A second-rate move that will be impressively punished. Theory advocates 13...Rab8 with counterplay].

**14.Rd4 g5 15.g3 fxg3 16.hxg3 h5
17.Bg2 Rad8 18.Rc4 Kd6**

[The threat of Nb5+ is extremely annoying].

**19.b4 Rc8 20.Rc5! Rhg8 21.e4 Rce8
22.Ra5 Re5**

[Not 22...Ra8? 23.e5+!]

23.Rxa7 g4 24.Ke2 Rb8 25.Rb1

[Black is already dead lost. The march of White's spare pawn and his active king will soon bring an end to Black's suffering].

**25...Ke7 26.Ke3 Ke8 27.Kf4 Re6 28.a4
Re7 29.e5 Nh7 30.b5 cxb5 31.Nd5 b4**

[If 31...Re6 32.Nc7+ wins]

32.Nxe7 Kxe7 33.Bb7! Kf8 34.Be4

[A more than convincing performance by Fritz!]

1-0

Short, N (2685) - Fritz3. [B45]

**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**

[White is better with a pair of bishops in such semi-open positions].

15...Re7

[If 15...Qxb2?? 16.Na4 Qd4 17.c3 Qf2 18.Rf1 is straightforward].

16.Bxf6 gxf6 17.Qd2 Ne5 18.Qh6

[Here 18.Fxe5!? fxe5 19.Qg5+ Kf8 20.Bxh7 Re8 21.Qxe5 would have produced an interesting attack].

18...Nxd3 19.cxd3 Qd4 20.Rad1 Rc8

21.Re2 b6 22.h3 Rec7 23.Red2 Rxc3!

[Fritz is now better at handling certain defensive tasks as, with its active attitude it can turn the tables even in a promising position for the opponent. White wanted to play 24.Ne2 to set up an attack].

24.bxc3 Rxc3 25.a4 Bd7 26.Re1 Rc6

27.Qe3

[This endgame now offers Black chances for counterplay. Better was 27.Rde2! Re6 28.Rxe6 fxe6 29.Rc1].

**27...Qxe3 28.Rxe3 Rc1+ 29.Kh2 Bxa4
30.Re7 a6 31.Kg3?!**

[31.Rb7! was correct. Then 31...Rc6 32.Re2 Bb5

33.Ree7 Bxd3 34.Rxf7 retaining a small advantage for White].

31...Kg7 32.Kf4 Rb1 33.h4 h6 34.g4

[Nigel has simply forgotten to activate his second rook].

34...Bb5 35.Rb7 Rb4+ 36.Kg3

[If 36.d4, Black plays Bc4!].

36...Rd4 37.Rxb6 Rxd3 38.Rc2

[Here 38.Rxd3 Bxd3 39.Kf4 Bc4 draws]

**38...Bc4 39.Rcb2 a5 40.Rc6 a4 41.Rb7
Rc3 42.Rd7**

[If 42.Rcc7 then d4 43.Rb4 Bb3! works excellently for Fritz.]

42...a3 43.Ra7

[Short had intended 43.Rxd5?? but at the last moment spotted 43...Rxf3+! 44.Kxf3 Bxd5+ 45.Ke3 Bxc6 winning for Black.]

43...d4 44.Rd6?

[The last mistake. Following the forced rook re-direction at move 43 White had to now give up his rook for the bishop and, a pawn down, simply hope for the best].

**44...d3 45.Kf4 a2 46.g5 Rc1 47.gxf6+
Kg6 48.h5+ Kxh5 0-1**

Kasparov, G (2810) - Fritz3. [A00]

**1.e3 d5 2.c4 dxc4 3.Bxc4 e5 4.d4 exd4
5.exd4 Bb4+ 6.Nc3 Nf6 7.Nf3 0-0
8.0-0 Bg4 9.h3 Bh5 10.g4 Bg6 11.Ne5
Nc6 12.Be3**

[Kasparov has made a smart choice: the active position suits him very well].

12...Nxe5 13.dxe5 Nd7 14.f4

[If 14.e6, then Ne5]

14...Nb6 15.Bb3?

[A rare omission by the PCA champion, he had a forced a winning line with 15.Bxb6! axb6 (if 15...Qh4 16.Bf2 Qxh3 17.f5 wins) 16.Qxd8 Raxd8 17.f5 Rd2 18.fxg6 hxg6 19.e6 and wins].

15...Bd3 16.Qf3!?

[If 16.Rf2 Nc4!].

16...Bxf1 17.Rxf1 c6 18.f5 Qe7!

[A cold-blooded defence by Fritz against the mounting danger].

19.f6

[Not so good would have been 19.Qe4 Ra8 20.e6 fxe6 21.Bxe6+ Kh8, which leaves Black on top].

19...Qxe5 20.fxg7 Kxg7 21.Ne4

[If 21.Qf2 Rad8 and Black is in control].

21...Nd5 22.Bxd5

Correspondence Chess 16

MEPH[isto] VANCOUVER 68020

'MEPH', partnered by Philip GOSLING, continues its successful BCCS campaign. However 'our' grading has dropped from 2633 Elo (and 1st. place) to 2531, partly due to an operator error (i.e Phil mucked a game up... see NS53, with the pages in the wrong order, a further design to hide the facts?!).

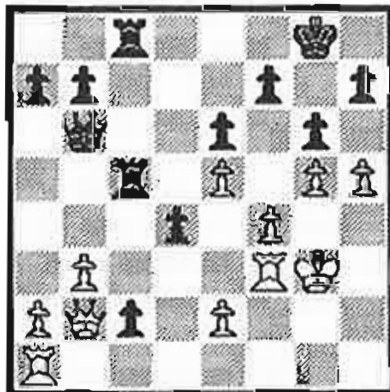
Here are MEPH's latest adventures.

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

[31...Rdc5 NS53 eval +287 -> Rc1. Diagram]

32.Rc1 Rc3

[This was the exact continuation we expected in this important game. NS54 eval +284 -> hxg6].



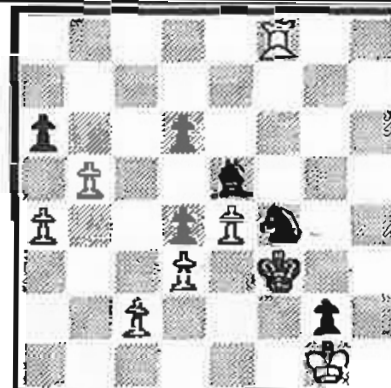
Our opponent has asked Phil and interesting question: "Why didn't MEPH take the h5-Pawn?" MEPH says "If, after 31.Rf3, 31...gxh5 32.Rc1 Qc6 33.Rd3 a6 34.Rd2 Rc5, my evaluation is only +124, because I have lost the impetus in my attack".

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

This game, once classified as 'fascinating', has been reassigned to 'amazing'. At move 48 we showed -81: material was close to even, but our opponent had cleverly infiltrated on the king-side with his King, and prospects were grim. Indeed our opponent had twice announced mates against us, which MEPH had quite rightly refused to acknowledge.

Suddenly with the final move of NS53, MEPH had shown a 0 evaluation. We believe him! [55.Rf8 NS53 eval 000 -> axb. Diagram]

55...a5
56.b6 Kg3
57.Rg8 +
Kh3
58.b7 d5
59.exd5



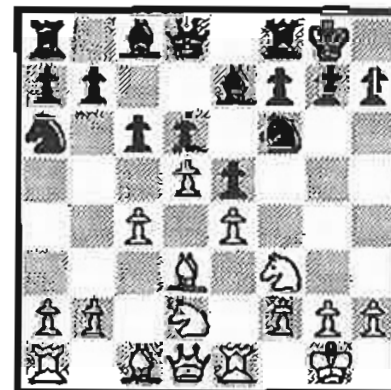
[NS54 eval 0 -> Bd6. So far so good, it seems that

MEPH's draw expectation is working out! Indeed Black could end up in trouble if he misplays the position for himself. He actually suggested MEPH should go with the following 'if' moves: 58.b7 d5 (as played) 59.Rh8+ Bxh8 60.b8=Q Ne2+ 61.Kf2 g1=Q+ 62.Kxe2 Qh2+ 63.Qxh2+ Kxh2. No thankyou!]

BCCS 2494 (2490) - Vancouver 020 (2275) [B00] Corr.20, 1994

[1.g4 Nc6 2.e4 e5 3.d5 Nb8 4.Nf3 d6 5.Bd3 Be7 6.Nbd2 Nf6 7.0-0 0-0 8.Re1 c6 9.c4 Na6 9...Na6 NS53 eval +23 -> a3. Diagram.

MEPH appeared to lose a tempo in the Opening, but the evaluation has stayed healthy. Our Nigerian opponent was transferred by his employer (Shell) to Europe as NS53 went to print]



10.Nf1 Qb6

[NS54 +27 -> Ng3. Not much has happened because, no sooner has our man arrived in Holland than Shell have told him he must go immediately to Columbia. This could be an interesting game when it gets going]

We now move to two games in which MEPH is representing the BCCS on Board 8 in a Team

Correspondence Chess 15

MEPH(isto) VANCOUVER 68020

23

'MEPH', partnered by Philip GOSLING, continues its very successful BCCS performance. As at NS52 MEPH topped the BCCS Grading List with 2633 Elo (!?), with our Iranian opponent in Games 6 and 12 in 2nd. place on 2586.

But this Issue changes that somewhat! The voice of MRS GOSLING struggles to make itself heard as she boldly speaks forth from the knitting: "Get it over with - tell him YOU'VE given a game away!". I gather she smiled all the time Phil was writing out his report for us... and she STILL is now!

In the report this time we have 2 wins and 2 losses which results in a Grading drop to 2531. Also in the Computer Correspondence Friendly MEPH has gone down 1½-½ in its first Match but, as that was against NS Reader Reg COX's 'little MEPH' (Vancouver 000) we conclude this is not so disasterous!

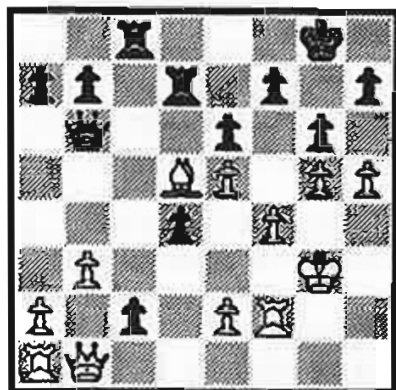
Computer Chess doesn't come much more exciting than in some of the episodes which follow!

Corr06. BCCS 2495 - Vancouver 020

29...c2

NS52
Eval +257
-> Qb2

DIAGRAM



30.Qb2 Rxd5 31.Rf3 Rdc5

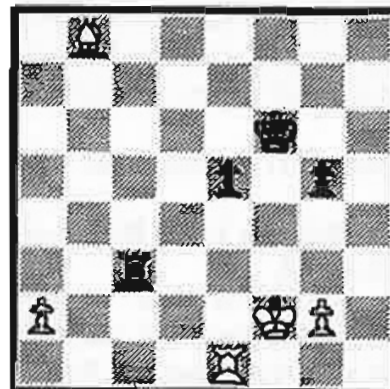
NS53 Eval +287 -> Rc1. This game looks ready to explode and we may have a decision soon. If 32.Rc1 probably 32...Rc3 and the h1-a8 diagonal looks handy for the Queen to get at White's King.

Corr12. Vancouver 020 - BCCS 2495

31.Bb8

NS52
Eval +436
-> Rc2+

Black resigns



A particularly gratifying win against the (now, but perhaps not for long?!) No.1 Graded player. MEPH may well win the other leg too (see Game 6 above). Our Iranian opponent joined the BCCS 4 years ago since when he has played 18 games without loss - so MEPH gives him his first!

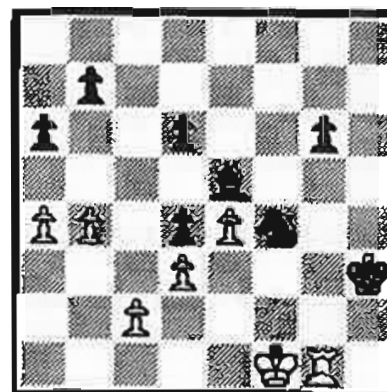
Phil intends to present him with a special cup if we do win Game 6, and is apparently also planning to send Mrs Gosling over to Iran to present it! Q-N8.

Corr13. Vancouver 020 - BCCS 2324

48.Rg1

NS52
Eval -81
-> Kh2

This game is quite fascinating! Our opponent obtained



excellent infiltration on our Kingside at one stage and, despite MEPH's almost equal evaluations, Phil and I felt that things were not going well. However our Queen is back in play so maybe we can hold the draw somehow?

**48...Kh4 49.Rh1 Kg3 50.Rh7 Kf3
51.Rxb7**

Eval -24 -> g5.

51...g5 52.Rf7

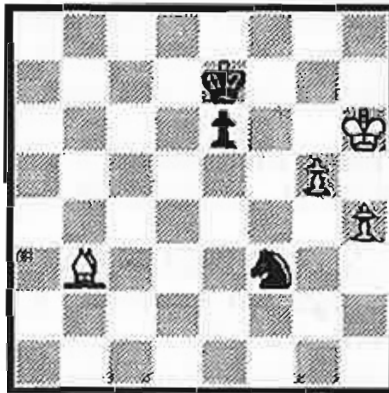
Chess COMPUTERS and 'wrong-coloured' BISHOPS!

The full Article on how (or if!) the CHESS COMPUTERS understand and handle ENDINGS involving wrong-coloured Bishops appeared in NS/53.

Before we look at some of the results sent in by many NS READERS (and my thanks for a good response - obviously many of you found it particularly interesting that the programs did so badly!), here are the THREE POSITIONS and the OUTLINE ANALYSIS.

DIAGRAM
53END01

The game is KRAMNIK - KASPAROV, with White to move. Rising star Kramnik soon played **1.Kh5** and won.



Alastair CARGILL, who had a large part in the initial work for this Article, found that most of the programs he has go for 1.h5?? allowing Black to draw with 1...Nxg5 as the Bishop which White is left with is on the wrong-coloured square to force home a Pawn on the h-file!

Most Computers give the game away concerning their lack of knowledge on this subject as, given 1.h5?? they then refuse the saving 1...Nxg5 ('I'm already a Pawn down, I can't afford to throw away any more material!'), and blithely play Nd4?? or similar.

Even after the user has completed the exchanges 1.h5? Nxg5! 2.Kxg5 Kf7 for it, many programs will still be showing +400, +500 or even +600 or so for White, and for quite a few more moves yet, so convinced are they that the Pawn will Queen.

One programmer believed that it is the Black Pawn on e6 which stops his program playing

correctly! - without that Pawn his program would know what to do. I checked, and it proved to be so in a slightly adjusted position (you can't quite test it in this exact one as that e6-Pawn also blocks an important diagonal so changes the whole situation if removed). From a practical point of view they HAVE to know BEFORE the decisive position arises, otherwise the Computers will always lose such drawn games and draw the won ones!

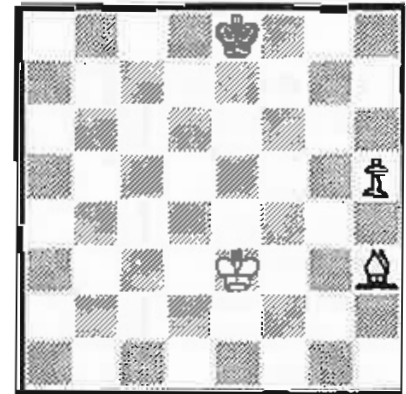
The programmer (Mark Uniacke) has proved his point by ensuring that Hiarcs3 will do it okay!

The second and third positions were submitted by **Ken MINTO**, who was testing a RISC 2500 and BERLIN PRO.

The first is a fairly well known Study showing the 'wrong' Bishop and Pawn situation in it's most basic form - White to play and WIN, which he just can with correct play!

DIAGRAM
53END02

Because White has the wrong Bishop we know that if the Black King reaches h8, it is a draw. There is ONLY one way of stopping this, and White must play:



1.Be6 -
to cut off the King's approach route.

The game should continue:-

1...Ke7 2.h6 Kf6 3.Bf5 Kf7 4.Bh7! Kf6 5.Kf4 and White wins easily.

And what do the Computers play at move 1 for White? Some find 1.Be6 okay; some find it but will still lose; and others, even in this basic position, choose 1.h6?? which fails to win as the King can now reach the corner.

Eval -151 -> g4.

52...g4 53.b5 g3

The card from our opponent announced a mate in 4 against us with 54.bxa g2+ 55.Kg1 Kg3 56.Rxf4 Bxf4 57.a7 Bc3 mate. We knew things were bad, but we didn't think they were that bad!

54.Kg1! g2

The card this time announced a mate in 6 against us: 55.Kh2 Kf2 56.Rxf4 Bxf4+ 57.Kh3 g1=Q 58.Kh4 Kf3 59.a5 Qh2 mate.

55.Rf8!

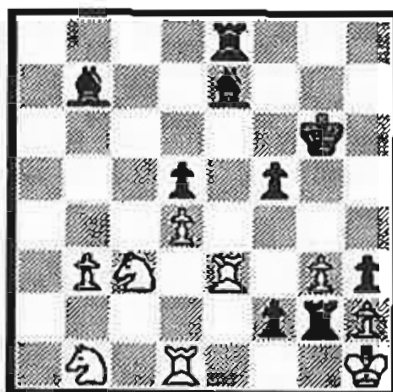
NS53 Eval 000 -> 55...axb. Note that! 000! So, 55...axb; what then? Presumably 56.axb Kg3! 57.Rg8+ Kh3. MEPH says 000 but perhaps this still looks hopeful for Black from where you're sat! Phil assures us that MEPH has at least a draw having spent much time with the Computer analysing all sorts of variations.

Corr18. Vancouver 020 - BCCS 2294

We have been struggling in this one since 5...Bd7 seemed to unhinge us in a French. After hovering in the mid -100's for a while we were preparing for defeat in NS52.

48.Re3

NS52
Eval -233
-> Kf7



48...Kf7
49.Nd2 Bb4
50.Rxe8
Kxe8
51.Ncb1
Ba6

NS53 and we resign! 0-1. Our opponent's closing letter read: "Thanks for a great game. It is one of the best games I have played in both Correspondence and OTB. MEPH's problem was that it never got its Knights moving, especially the one on b1, which was really just a dead piece. The other move I found wrong was giving up the dark-squared Bishop early in the game. As you said, MEPH's evaluation was always a minus

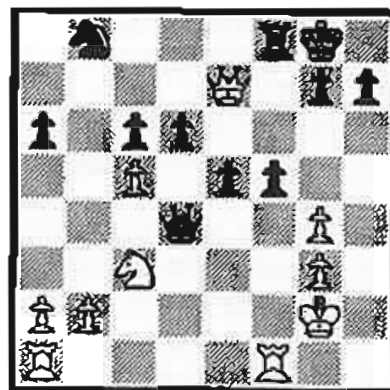
from then, but I always had to move carefully".

'There was', writes Phil, 'an amusing incident at the end of this game which we both enjoyed. Of course I intended to resign on move 52 but let MEPH pick a move to go with it. After SOME thought he came up with 52.Rc1 and announced a mate in 8 against himself! This I sent with the resignation:- 52.Rc1 Bd3 53.Rd1 Bc2 54.Rc1 Kd7 55.Nc3 Bxc3 56.b4 Bxd2 57.Ra1 Rg1+ 58.Rxg1 Bf3+ 59.Rg2 hxg2 mate. That's what I call going out in style!'

Corr19. Vancouver 020 - BCCS 2200

22.Qe7

NS52
Eval +375
-> d5



A Reti which quite strangely transposed into a Dutch, this game has been something of a gem, showing just how sure-footed as well as inventive the top Computers can be where an opponent makes any dubious early moves.

22...d5 23.Qe6 Kh8 24.Rxf5

NS53 Black resigns. 1-0. This is one of my favourite MEPH games, very exciting from the moment it came out of Book finding 8.Bf4.

Corr20. BCCS 2494 - Vancouver 020

1.d4 Nc6 2.e4 e5 3.d5 Nb8 4.Nf3 d6
5.Bd3 Be7

NS52 Eval +6 -> 0-0

6.Nbd2 Nf6 7.O-O O-O 8.Re1 c6 9.c4
Na6

NS53 Eval +27 -> a3. The surprising thing about this Opening is, although Black loses at least one tempo at the beginning, the evaluation seems healthy enough. If 10.a3 Nc5 is planned against our Nigerian opponent. A Reti became a Dutch earlier and now a Nigerian will do the

Tasc R30 playing styles

against a 2384 Elo/223 BCF Tasc R30, as the latter had to play 80% of its games on settings theoretically worse than the recommended 'normal'.

Someone might say that it did BEST on Offensive, so maybe the other settings aren't inferior at all in the end! Let's see what happened against GENIUS2 on Frank's fast 486/66.

Tasc R30 normal	5 - 7	GENIUS2 486/66
Tasc R30 solid	6 - 6	GENIUS2 486/66
Tasc R30 active	4½ - 7½	GENIUS2 486/66
Tasc R30 defens	9 - 9	GENIUS2 486/66
Tasc R30 offens	1½ - 10½	GENIUS2 486/66

All we can say here about Offensive is 'oops!' Strangely it is Solid which, having done WORST against B/PRO, now does BEST against GENIUS2.

We complete the picture by repeating previous results against other strong opposition:-

Tasc R30 normal	7 - 5	GENIUS1 486/66
Tasc R30 solid	4½ - 7½	GENIUS1 486/66
Tasc R30 active	6½ - 6½	GENIUS1 486/66
Tasc R30 defens	6 - 6	GENIUS1 486/66
Tasc R30 offens	3½ - 8½	GENIUS1 486/66

Tasc R30 normal	7½ - 4½	Meph RISC1
Tasc R30 solid	7½ - 4½	Meph RISC1
Tasc R30 active	6½ - 5½	Meph RISC1
Tasc R30 defens	6½ - 5½	Meph RISC1
Tasc R30 offens	7 - 5	Meph RISC1

Tasc R30 normal	5½ - 6½	MChess PRO3.5 486/66
Tasc R30 solid	8½ - 3½	MChess PRO3.5 486/66
Tasc R30 active	5½ - 6½	MChess PRO3.5 486/66
Tasc R30 defens	6 - 6	MChess PRO3.5 486/66
Tasc R30 offens	7 - 5	MChess PRO3.5 486/66

We can now start making some CALCULATIONS from these figures, and the first comes directly from the TOTAL points scored by the **R30** against ALL opposition on each of its STYLE SETTINGS:-

R30 Normal	31½/60	52.5%
R30 Solid	30	50%
R30 Active	28	46.7%
R30 Defensive	26	43.3%
R30 Offensive	26	43.3%

By proceeding now on the known basis that the

R30's Rating on NORMAL is 2384 Elo/223 BCF, as per the current NS figure, we can next calculate the gradings for each of the R30 playing styles, as follows:-

Normal	52.5% standard	2384/223
Solid	50% is -2.5%	= 2364/220
Active	46.7% is -5.8%	= 2338/217
Defens	43.3% is -9.2%	= 2310/214
Offens	43.3% is -9.2%	= 2310/214

The AVERAGE playing strength of the Tasc R30 when playing an equal number of games on its FULL RANGE of styles is therefore **2341/218**.

Finally we can calculate the RATINGS for each of its opponents on the basis of their total performances against the full ranges of the Tasc R30, on its calculated average rating of 2341/218! The resulting figures are also compared with the ACTUAL RATINGS in NS, for all games played.

Program	Result	Perf v R30	NS Rating
GENIUS2 486/66	66.7%	2475/234	2432/229
Tasc R30 normal --			2384/223
GENIUS1 486/66	55.8%	2388/223	2375/221
BERLIN PRO	54.2%	2375/221	2357/219
MChess PRO3.5 486/66	45.8%	2308/213	2376/222
Meph RISC1	41.7%	2275/209	2318/214

Thanks, Frank, for all your hard work. I am intending to include a selection from the games you've sent me in the next issue.

As far as the Tasc R30 itself is concerned, it seems fair to conclude that DE KONINGS original choice, set by him as NORMAL, IS best! Any serious testing should also be done on this, though neither Solid nor Active show too much drop-off, and can obviously score better against certain types of opponents when used carefully. However the two 'extreme' settings of Defensive and Offensive are nearly 80 Elo/10 BCF down on Normal, and should be used for users fun only, and not for official testing at all!

In a very PACKED NS we have still not found room for the full AEGONresult and games, TEST POSITIONS from Carl Bicknell, an ENDGAME Study by Graham White, and some interesting incidents from Brian NEENAN and others. My apologies to all who have submitted valuable comments and ideas... NS/55!?

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 (Elo-600)/8, or from USCF figures by (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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BCF £'00	Computer	Elo	PROGS	NS53 +/-	Aug 1994 Games Pos	Human/Games
229	MEPH GENIUS2 486-PC	2433	16	773	1	2298 11
226	CHACHINE THE KING2/30-PC	2412	16	794	2	2429 12
225	CHACHINE GIDEON3.1/30-PC	2403	21	461	3	
222	M CHESS PRO3.5 486-PC	2382	20	494	4	2255 6
222	CHESS GENIUS1 486-PC	2377	12	1280	5	2314 44
221	CHESSMASTER 4000 486-PC	2373	21	486	6	2140 6
220	MEPH GIDEON PRO 486-PC	2360	22	415	7	2348 6
218	M CHESS PRO3.1 486-PC	2351	13	1267	8	2199 20
217	CHACHINE GIDEON3.0/30-PC	2349	25	475	9	2295 6
214	HIARCS2.1 486-PC	2317	28	261	10	
210	CHESS GENIUS1 386-PC	2317	28	261	11	2267 21
210	CHACHINE GIDEON2/15-PC	2283	13	1120	12	2276 28
208	FRITZ2 486-PC	2268	16	819	13	2239 63
207	M CHESS 486-PC	2261	17	745	14	
207	HIARCS2.1 386-PC	2258	48	93	15	
205	CHACHINE THE KING1/15-PC	2246	14	1034	16	2226 17
200	SOCRATES3 486-PC	2207	28	268	17	2238 12
198	ZAROV2 486-PC	2205	20	520	18	2118 16
197	M CHESS PRO3.1 386-PC	2185	32	206	19	
197	SARGONS 486-PC	2180	56	64	20	
196	M CHESS 386-PC	2179	12	1280	21	2138 153
195	PSION2 486-PC	2174	39	141	22	1870 1
194	HIARCS1 486-PC	2161	27	276	23	
193	REX 486-PC	2159	30	226	24	2198 24
193	ZAROV3 486-PC	2151	29	252	25	2206 12
193	FRITZ1 486-PC	2148	24	369	26	2213 6
191	FRITZ2 386-PC	2132	29	252	27	
191	NINZO 486-PC	2128	40	132	28	1995 12
190	KASPAROV GAMBIT 486-PC	2121	75	38	29	2087 6
188	CHESSMASTER 3000 486-PC	2109	32	209	30	2086 6
188	M CHESS 286-PC	2104	19	598	31	
185	SARGONS 386-PC	2087	69	45	32	
184	HIARCS1 386-PC	2073	45	106	33	
183	ZAROV2 386-PC	2071	42	736	34	2030 8
183	C-CHAMPION 2175 486-PC	2071	42	119	35	
183	PSION2 386-PC	2067	30	227	36	
182	COMPLETE C-SYSTEM 486-PC	2059	36	163	37	
181	FRITZ2 286-PC	2054	82	32	38	
180	FRITZ1 386-PC	2044	26	310	39	
179	REX 386-PC	2035	19	570	40	2125 10
176	HIARCS1 286-PC	2015	53	75	41	
175	ZAROV2 286-PC	2001	33	194	42	
173	FRITZ1 286-PC	1991	34	182	43	
172	SARGONS 286-PC	1980	84	30	44	
172	CHESSMASTER 3000 386-PC	1979	30	229	45	
172	PSION2 286-PC	1978	41	126	46	
169	COMPLETE C-SYSTEM 386-PC	1956	70	44	47	

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BCF	F100	Computer	E10	+/-	Games	Pos	Human/Games	170	1	1967	18	628	48	1968	63
224	6	MEPH BERLIN PRO	2392	38	147	1	2214	170	2	1967	18	628	48	1968	63
223	13+	MEPH GENIUS2 68030	2384	41	128	2	2286	170	4-	1961	8	2928	50	2006	97
223	15	TASC R30	2384	18	634	3	2331	169	1	1957	32	211	51	1864	2
219	6	KASP RISC 2500-512K	2354	34	185	4	2384	169	2+	1957	29	253	52	2074	8
217	45-	MEPH LYON 68030	2340	22	410	5	2392	168	2	1946	19	559	53	1981	48
215	45-	MEPH PORTROSE 68030	2324	20	525	6	2340	166	2	1934	28	262	55	2021	176
215	45	MEPH VANCOUVER 68030	2320	18	646	7	2347	166	5-	1933	26	313	56	2046	10
214	10+	MEPH RISC 1MB	2319	10	1901	8	2264	165	4	1927	16	814	57	1870	15
213	20	MEPH LYON/VANC 68020/20	2311	36	166	9	2327	165	4	1925	9	2257	58	1943	155
212	0	KASP PARV SPARC/20	2297	20	528	10	2200	165	3-	1921	25	338	59	1912	35
211	4	KASP RISC 2500-128K	2289	10	1995	11	2270	165	2	1921	14	975	60	1912	35
205	10+	MEPH VANCOUVER 68020/12	2242	10	2160	12	2131	163	5-	1904	31	222	61	2026	22
203	10-	MEPH LYON 68020/12	2230	8	2934	13	2250	162	3-	1896	11	1548	62	1825	29
203	50	FID ELITE 68040-V10	2229	53	75	14	2215	161	3-	1895	12	1459	63	1827	18
200	4	MEPH BERLIN 68000	2202	14	1030	15	2221	161	4-	1886	26	316	64	2012	68
200	30	FID ELITE 68030-V9	2201	17	716	16	2169	160	3-	1881	10	1917	65	1945	208
199	10-	MEPH PORTROSE 68020	2199	10	1865	17	2240	160	4-	1880	9	2273	66	1940	69
198	8+	MEPH VANCOUVER 68000	2184	14	1016	18	2126	160	2+	1880	9	2601	67	1916	220
197	8-	MEPH LYON 68000	2183	11	1516	19	2083	159	4-	1878	11	1738	68	1852	80
196	10-	MEPH ALMERIA 68020	2175	14	1003	20	2172	159	5-	1874	9	2186	69	1890	48
193	8-	MEPH PORTROSE 68000	2147	11	1623	21	2111	158	2	1871	9	2251	70	1921	134
192	9-	FID MACH4/2325 68020-V7	2141	11	1715	22	2179	158	2-	1864	11	1550	71	1990	6
189	3	MEPH NIGEL SHORT	2114	53	75	23	2136	157	3-	1862	29	242	72	1767	6
188	15	FID ELITE 2*68000-V5	2111	27	290	24	1888	157	4-	1862	29	242	72	1767	6
188	5+	KASP PAROV BRUTE FORCE	2108	16	805	25	2210	157	4-	1860	14	990	73	1863	123
187	7+	MEPH POLGAR/10	2096	17	698	26	2080	157	2	1859	9	2291	74	1923	55
186	10-	MEPH ROMA 68020	2095	14	1078	27	2041	157	4-	1858	24	364	75	1930	61
185	10-	MEPH DALLAS 68020	2080	14	996	28	2069	156	4-	1858	13	1149	76	1824	36
185	8-	MEPH ALMERIA 68000	2080	14	1025	29	2093	155	1+	1850	45	106	77	2017	8
184	3+	NOV SCORPIO/DIABLO	2077	11	1778	30	2132	155	2-	1847	106	19	78		
180	3	KASP PRESIDENT	2045	106	19	31	2107	155	3-	1844	11	1754	79		
180	4-	FID MACH3/2265 68000-V2	2045	6	5649	32	2107	155	3-	1844	14	1059	80	1960	43
179	4+	MEPH HMS/5	2039	9	1589	33	1902	154	3-	1833	24	372	81	2007	6
179	5+	MEPH POLGAR/5	2034	11	2594	34	2076	154	2-	1833	20	524	82	1933	64
179	8-	MEPH DALLAS 68000	2032	11	1555	35	1986	153	5-	1827	34	182	83	1869	11
178	3-	NOV SUPER FORTE-EXP C/6	2028	8	2875	36	2000	152	4-	1817	17	702	84	1852	40
178	2	MEPH MILANO	2025	14	1013	37	2063	151	4-	1813	16	791	85	1776	8
177	3	MEPH MONDIAL 68000XL	2019	15	857	38	2049	151	2-	1813	12	1407	86	1872	67
176	4	MEPH MONTREAL/ROMA 68000	2015	9	2388	39	1968	150	2	1808	11	1654	87	1852	52
175	4	MEPH ACADEMY/5	2002	9	2237	40	2024	149	2	1802	74	39	88	1884	8
174	10-	KASP AMSTERDAM	1993	9	2373	41	2054	148	3-	1793	26	318	89	1782	59
173	2-	KASP GK2000/TURB ADV TR	1991	16	781	42	2054	148	3-	1789	20	515	90	1875	28
173	3-	NOV SUPER FORTE-EXP B/6	1986	12	1418	43	2017	148	2-	1786	7	3736	91	1833	284
172	2	MEPH MEGA4/5	1983	9	2594	44	2029	147	3-	1781	22	411	92		
172	5	KASP PAROV MAESTRO D/10	1978	12	1319	45	1956	146	4-	1771	27	278	93	1892	7
172	3-	FID MACH2C	1977	8	2704	46	2059	143	2-	1746	22	419	94	1816	10
171	3-	FID MACH28	1974	26	302	47	1960	142	7-	1741	17	716	95	1744	131
								142	5-	1741	38	145	96	1749	24