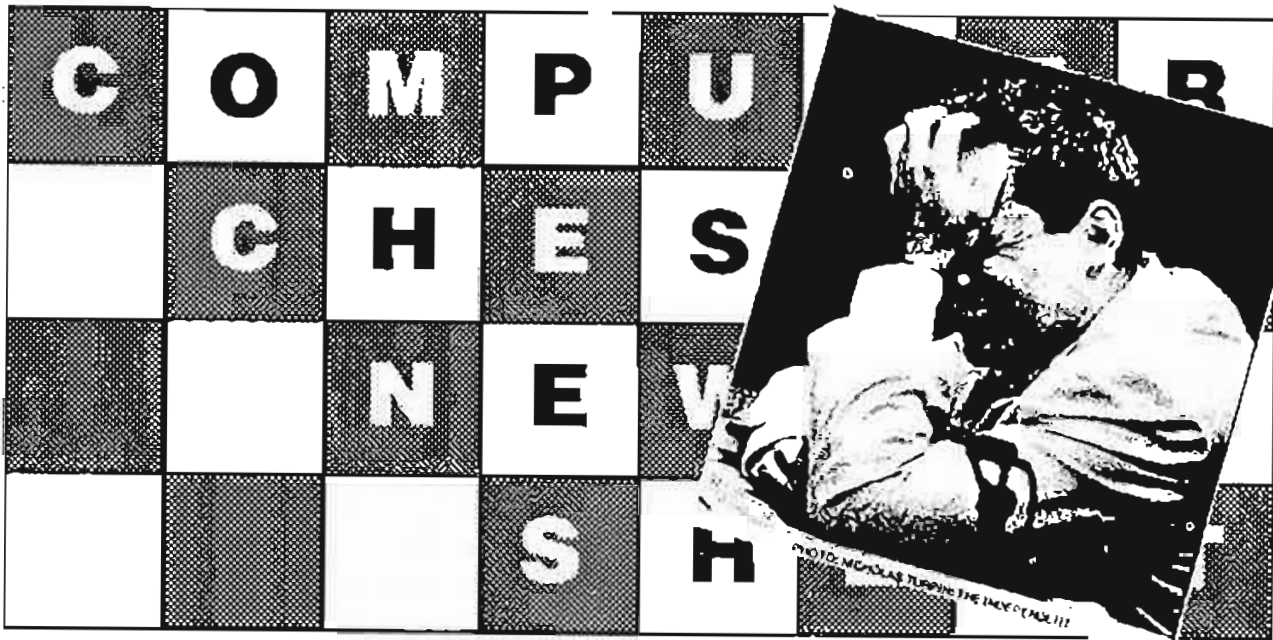


Computer Chess NEWS SHEET 54

Oct-Nov 1994 £3.50



TO GET REGULAR COPIES OF THE LATEST NEWS SHEET AND RATING LIST - SUBSCRIBE NOW - simply write or ring me, Eric Hallsworth - address and 'phone no. shown below: **£18** per year for 6 Issues by mail. Foreign addresses **£20**. Australia/New Zealand **£22** (Sorry 'Down Under' - postage costs!) FOREIGN PAYMENTS please note - CHEQUES must be in POUNDS STERLING, or use CREDIT CARD.

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

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

NEW SUBSCRIBERS: Always please state the number of the **FIRST ISSUE** that you wish your sub. to cover - otherwise we start it from and send a copy of the **CURRENT** Issue.

ARTICLES, REVIEWS, GAMES sent in by Readers, Distributors, Programmers etc. are *always* welcome

CONTENTS (NS54)

- 2 **ADVERT.** 3 **NEWS: GENIUS** beats GARY KASPAROV! - New Releases: Genius3, Fritz3, Hiarc3, Rebell6, Mephisto RISC2; new Novags, PC BOARDS, GM Video.
- 7 **RESULTS** Section 8 **Novag DIAMOND & SAPPHIRE:** REVIEW and GAMES.
- 12 **Welser Summer Cup.** 13 **BOOST** your **CM4000?!** 14 **New! PC BOARDS!**
- 15 **GENIUS3** beats Kasparov!: Full REPORT and the GENIUS INTEL games!
- 22 **CORRESPONDENCE** Chess - 'MEPH' VANCOUVER progress!
- 24 **Wrong-coloured Bishops:** RESULTS 25 **Tasc R30** - playing style assessments
- 27-28 **RATING LISTS** and NOTES

All of the products mentioned in this Magazine are available from:
COMPETENCE, P.O. Box 759, Wimborne, Dorset BH21 5YH
 Ring **0202 821 323** for ADVICE and INFORMATION, and to ORDER
28 DAY HOME TRIAL ON ALL COMPUTERS



New, Second-Hand, Ex-Demo.
Flexible CREDIT TERMS possible



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 ½ 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.

ADAPTORS £10. POST and PACKING £5.

**COMPETENCE, P O BOX 759, WIMBORNE, DORSET BH21 5YH.
PHONE 0202 821 323**

Subtitled: SENSATIONAL NEWS!

It is not just the pages of a self-respecting CHESS COMPUTER NEWS SHEET which are substantially taken over by 'that' certain recent event, of course. The Chess Columns and even FRONT pages in many daily and week-end newspapers, the pages of the Chess Magazines, and the pages of TELETEXT (Channel 4, page 478) were all full of it as well for a few days.

THE GENIUS PROGRAM BEATS KASPAROV

'The Event', of course, was the GREATEST RESULT EVER by a Chess Computer Program, achieved when Richard LANG's GENIUS program defeated World Chess Champion Gary KASPAROV by 1½-½ in the Intel Speed Chess Grand Prix.

This happened between the hours of 2p.m and 4p.m on Wednesday, August 31st. and we had barely 48 hours to overcome the euphoria before Teletext started to show the moves on Friday, September 2nd. of the GENIUS v NIKOLIC Quarter-Final games. An incredible 2-0 for GENIUS! guaranteeing plentiful week-end reading for us all. There were articles, game-moves, comments galore, with photos of Kasparov 'squirming', Nikolic 'struggling', and the GENIUS operator, one Ossi WEINER from Germany, somehow managing to control the grin he must have felt like displaying as he sat quietly operating the mouse, board and clocks.

Okay, so Vishy ANAND put a stop to the fun on Saturday afternoon with an extremely skillful display of carefully controlled chess against GENIUS... but oh, what a week it was!

Richard LANG himself was, quite rightly, ecstatic over the success. Of course the new buzz-word PENTIUM deserves some of the credit, for it is certainly a remarkably fast processor, over 50% faster than a 486DX2 at the same MHz it now seems. But the real tributes belong to Richard! When I spoke with him earlier this week he was still in a state of



Programmer Richard LANG, with animated board operator Ossi WEINER ringing someone with the good news!

some euphoria, though he was also recovering from what we will call "the 'flu"! It was more likely a nervous reaction, we agreed - or else the results of a strong Indian curry, perhaps, served by an and! Get it?!!

GENIUS3 AVAILABILITY

The version playing at the Intel Tournament was Genius2.9 - the almost-but-not-quite finished product which has had final adjustments made in the ensuing month as a result of both information gleaned during the Intel week from the games and conversations with various G.M's, and auto-test games plus reports from users with Beta test-versions. For P.C users this is surely a 'must buy' - not only to have the very latest and strongest P.C program ever, but also to own 'the program that beat Kasparov'.

New features seem of almost secondary importance, but they are worth having too:-

** Available for 386, 486 and Pentium machines, and optimised for the 486 and Pentium.*

- * 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

the next NS when proper testing has been done, and of the finished article, as Mark is attempting to use the system's own Intelligence to enable the program to set its own most beneficial hash system throughout a game according to the Processor in use and game Time control etc. (there are times when, especially at fast time controls, programs are actually quicker with less than maximum hash! E.g MY optimum hash at 1min per move in middle game positions might be 1024K/1MB - the program will aim to work that out and use it).

For reference my own Beta-version test scores, pre-extended Hash, in full are:-

v Meph RISC1 4-2; v Meph RISC2 3-3; v HIARCS2.1 6½-3½; v NOVAG DIAMOND 9½-3½.

In Austria Jurgen Faas has the Beta-test Hiarcs3 AND Fritz3 (!) and Hiarcs leads 3½-1½ at the beginning of a match he is running. An enthusiast (to put it mildly) over there likes playing his ChessMaster 4000 Pentium against Austrian G.M's and I.M's in little challenge matches over the phone! He offered Jurgen's Hiarcs3Exp on 486/66 a 2 game Match, and Hiarcs won 1½-½, so all-in-all this looks good too.

The price will remain at £79.99 and availability is expected to be mid-October. A FACT SHEET is available on request.

Proudly boasting first Richard LANG with Genius3 and then Mark UNIACKE with Hiarcs3, BRITAIN quite probably has THE NUMBER ONE AND TWO PROGRAMMERS in the world now!

KALLISTO

This program is new in its commercial availability, but has been one of the near-leading contenders in various Tournaments for the past couple of years.

By Bert Westrate, KALLISTO came 5= alongside GIDEON PRO and M CHESS PRO, but behind HIARCS2, THE KING, GENIUS2 and NIMZO in the 1993 World Software Championship for example, and scored 3/6 for 2154 Elo in the more recent Aegon Tournament, where it was running

on a 486/66.

Whilst my results have been fairly reasonable (around 2240 on my 486/25 - but I've not played many games, I'm afraid, with so many other things happening!) the scores in from Sweden are very good on their 486/50-66, so it will be showing at over 2300 in this Issue's NS figures.

I found the playing style a bit subdued, with one or two hiccups occurring in endgames, but this may be a program that jumps in strength when it is given really fast hardware and 8MB or more of Extended RAM for Hash Tables?!

REBELL6.0

This is Ed Schroeder's new version of Mephisto's GIDEON PRO. I don't know how much change there is in the program itself, but a re-write to enable the use of a new COMPILER for the program code has apparently produced a 100% speed-up (i.e it's about twice as fast). A resulting improvement of around 50 Elo is expected.

So there is A LOT HAPPENING in the PC market place, and there will be as much coverage as I can create time for in the next NS of the actual commercial products that I have managed to buy.

DEDICATED COMPUTER NEWS

Novag's excellent new **SAPPHIRE** and **DIAMOND** machines are now out, with results coming in from various places to confirm that this is Novag's **STRONGEST** yet... by far. It really is good and readers are encouraged to read the **REVIEW** and play through some of the exciting games given in this Issue (... and why not buy one, please!).

Sweden's latest **RATING LIST** Report states that the forthcoming **Kasparov GK- 2100** is, to all intents and purposes, the same as the **PRESIDENT** apart from a slightly different size being shown for the Opening Book, indicating some changes there. However they and this **NEWS SHEET** will be combining the scores from these two machines and showing them as a single Rating covering both.

The top three of Mephisto **GENIUS2** 6030, Tasc

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, compatability 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

RESULTS SECTION from around the world ⁷

This SECTION contains results given in the Schach&Spiele, Ply and PC Schach Magazines, plus those from our own little army of NS contributors.

Six PC programs took part in a big all-play-all (4 games against each opponent!) at 60/30mins - the PC's in use were two 486/33 machines.

| | 1 | 2 | 3 | 4 | 5 | 6 | Total/20 |
|------------------|----|----|---|----|----|----|----------|
| 1 Genius2 | * | 2½ | 3 | 1½ | 4 | 4 | = 15 |
| 2 Fritz2 | 1½ | * | 3 | 2 | 2½ | 3½ | = 12½ |
| 3 M Chess Pro3.5 | 1 | 1 | * | 2 | 3½ | 3½ | = 11 |
| 4 Hiarc2.1 | 2½ | 2 | 2 | * | 2 | 1½ | = 10 |
| 5 CM4000 | 0 | 1½ | ½ | 2 | * | 2 | = 6 |
| 6 Socrates3 | 0 | ½ | ½ | 2½ | 2 | * | = 5½ |

RISC 2500 6½-3½ Vancouver020 (G/30)

RISC 2500 4½-5½ Vancouver020 (G/60)

Blitz Games on a 486/66 under Windows Task-Switching:

Hiarc2.1 solid 8½-11½ Genius1

Hiarc2.1 normal 10-10 Genius1

Hiarc2.1 active 8½-11½ Genius1

Tournament at 40/2 played on two 486/50 machines with 4MB RAM:

| | | |
|-----|--------------------|--------|
| 1 | Genius2 | 14½/18 |
| 2 | Gideon Pro1 | 11 |
| 3 = | Genius1 | 10½ |
| 3 = | M Chess Pro3.1 | 10½ |
| 5 | Fritz2 | 9½ |
| 6 = | Hiarc2.1 | 9 |
| 6 = | King2/16MHz (aggr) | 9 |
| 8 = | Nimzo | 6 |
| 8 = | M Chess1.62 | 6 |
| 10 | Psion2.1 | 4 |

Tournament at G/30 on two 486/66 machines with 8MB RAM

| | 1 | 2 | 3 | 4 | 5 | 6 | Tot/10 |
|-----------------|---|----|----|---|----|----|--------|
| 1 Genius2 | * | 1½ | 1½ | 2 | 2 | 2 | = 9 |
| 2 Fritz2 | ½ | * | 2 | 1 | ½ | 1½ | = 6½ |
| 3 Hiarc2.1 | ½ | 0 | * | 1 | 1½ | 2 | = 5 |
| 4 = Gideon Pro1 | 0 | 1 | 1 | * | 1 | 1 | = 4 |
| 4 = M Chess | 0 | 1½ | ½ | 1 | * | 1 | = 4 |
| 6 Socrates3 | 0 | ½ | 0 | 1 | 1 | * | = 2½ |

Mephisto Montreal 3½-3½ Kasp President ... played at 40/2 and providing further evidence to confirm the view we shared in NS/53 that there is little between these two competitors for the best-value low-price wood auto-sensory computer. In fact the NS RATINGS still show President ahead, but at Blitz the Montreal will be the stronger (Richard Lang programs have always excelled at fastest speeds).

Genius 68030 2½-7½ Tasc R30 (40/2)

Genius 68030 6-4 Tasc R30 (Blitz)

On two 486/50's, at 40/2:

M Chess Pro3.5 4-4 Hiarc2.0

M Chess Pro3.5 5-3 CM4000

M Chess Pro3.5 3-5 Genius2

At 10secs per move:

M Chess Pro3.5 11-9 Fritz2

UNIFORM PLATFORM TOURNAMENT.

All games at 40/2 on 486/40 machines.

| | |
|------------------|--------------------|
| 1 W Chess | 25½/28 |
| 2 Hiarc2.7 | 23½ |
| 3 M Chess Pro3.X | 23 |
| 4 Now | 19 (and 11 others) |

W Chess is by Dave Kittinger, so we see from this and the new Novag Sapphire and Diamond that he has come back into the reckoning near the top of the programmers ratings. Further details next time I hope.

Berlin Pro 8½-1½ Berlin 68000 (!) at G/60.

NS reader Alan SILVER reports that the B/Pro won as both White and Black in a Marshall Gambit!... a couple of games next time perhaps.

Meph RISC2 2½-2½ Meph Genius2 68030 (40/2 - Gerald MURPHY).

Berlin Pro 9-7 Tasc R30 (from W H HODDER, various time controls from G/60 to 40/2).

For more on Berlin Pro and Tasc R30 scores, see separate Article based on massive results listing from Frank HOLT.

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



the 'Novag initiative and subtlety' trademark to make it play stronger by playing safe. Positional play and knowledge DOES seem to be better (as is the Endgame without any question), but games are STILL full of surprises and challenge, a possibility which increases in feasibility because of the faster processor speed and hash memory which speed up tactical work, making the program more dangerous on the attack and resourceful in defence than ever. This claim you may check for yourself by playing over the following:-

In our first game, though N/SHORT goes out of Book at 8.0-0 and the DIAMOND stays in to 10...Be6, we have a close tussle.

Mephisto NIGEL SHORT - Novag DIAMOND. Game 4, G/60.

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.d3 Nf6 5.c3 d6 6.b4 Bb6 7.a4 a6 8.O-O O-O 9.a5 Ba7 10.Bg5 Be6 11.Nbd2 h6 12.Bh4 Qe7 13.Bd5 g5 14.Bxc6 bxc6 15.Bg3 g4 16.Nh4 Nh5 17.Kh1?! 17.Nf5 Bxf5 18.exf5 looks better. 17...Qg5! 18.Re1 Rfd8 19.Qc2 c5 20.Rab1 Rab8 21.Rf1 cxb4 22.cxb4?! Bd4 23.Nb3 Rxb4 24.Nxd4 Rxd4 25.Qxc7 Rxd3 26.Rb8? Rxb8 27.Qxb8 + Kg7 28.Qa8 Rd4

The different evaluations always interest me: here N/SHORT had -21, but DIAMOND +226.
29.Ra1 Qd2 30.Rg1 Nxc3+ 31.fxc3 Qxa5 32.Rf1 Qa4 33.h3 Qc4 34.Ra1 Qc3 35.Rf1 Qxc3 36.Nf5 + Bxf5 37.exf5 gxh3 38.Ra1 d5 39.f6 + Kh7 Announcing mate in 5. 40.Qxd5 Rxd5 0-1

My 8 game Match Score was a close:
DIAMOND 5-3 N/SHORT

Kasparov PRESIDENT - Novag DIAMOND. Game 1, G/60.

1.d4 d5 2.Nf3 Nf6 3.c4 dxc4 4.e3 Bg4 5.Bxc4 e6 6.Nc3 Nbd7 7.h3

The PRESIDENT went out of Book with this move, but came back in again with 8.0-0
7...Bh5 8.O-O Bd6 9.Be2 O-O 10.e4 e5 11.d5 Bg6 12.Bg5 Nc5

Both machines have just gone out of their Books now.

13.Qb1 Be7 14.Bxf6 Bxf6 15.b4 Nd7 16.Rc1!?

I wasn't sure about this when I saw it played, and marked it ?! However the next few moves show both Computers moving to a +50 eval. in favour of the PRESIDENT, perhaps because DIAMOND now plays 16...Bg5 when Be7 was possibly better.

16...Bg5 17.Nxc5 Qxc5 18.Nb5 Nf6 19.Bd3 Nh5! 20.Nxc7 Nf4! 21.g3?! Nxh3+ 22.Kf1?!

The excellent Knight infiltration has put the DIAMOND in command. However the PRESIDENT should have played 22.Kg2 here to force it back, then 22...Nf4 23.Kf1.

22...Rac8 23.Qc2?

23.Qb2 was correct.

23...f5!! 24.d6

24.exf5 Bxf5 25.Bxf5 is little or no better.

24...fxe4 25.Bc4+ Kh8 26.Ke1 Nxf2 27.Qc3 e3 28.Qa3 Qxc3

Played with a dramatic mate in 7 announcement!

29.Qc3 Ng4+ 0-1

As in the Match against the N/SHORT, little was ever altogether straightforward! In this 6-game Match there were 2 hard-fought draws and the following fine win by the PRESIDENT.

Kasparov PRESIDENT - Novag DIAMOND. Game 3, G/60.

1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.Nxc3 Nc6 5.Nf3 e6 6.Bc4 d6 7.O-O Nf6 8.Qe2 a6 9.Rd1 Qc7 10.Bg5 Be7 11.a3 Bd7 12.Rd2 O-O 13.Rad1 Rfc8 14.e5 Nxe5 15.Nxe5 dxe5 16.Bxf6 Bxf6

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

The 'KALLISTO' score was a very good result for DIAMOND, though my PC is a 486/25 and the Swedish testing has been on a 486/50 or 66.

Novag DIAMOND - M CHESS PRO3.5 486/25, Game 5, G/60

1.f4!? d5 2.Nf3 Nf6 3.e3 Bg4 4.h3 Bxf3 5.Qxf3 Nbd7 6.Nc3 c6 7.g4 e5 8.g5 Ng8 9.d3 h6 10.Rg1 hxg5 11.fxg5 Be7 12.Qg4 Qb6 13.Bg2 d4 14.Nd1 dxe3 15.g6 Qa5+ 16.Ke2!

Better than blocking the check with 16.Nc3. **16...f6 17.Bxe3 O-O-O 18.a3 Nh6 19.Qe6 Bc5?!**

MCP starts to go wrong at this point, and the advantage transfers to the DIAMOND. Perhaps this was the move that started the decline. and 19...Rhe8 20.Bxc6 bxc6 21.Qxc6+ Qc7 22.Qxc7+ Kxc7 would have retained a small advantage. The Novag is quick to react with a fine choice of move...

20.b4! Bxb4 21.Rb1! Qxa3 22.Bxc6! Qa5

If 22...bxc6 23.Qxc6+ Kb8 24.Qb5+ wins. **23.Bh1 Qb5?**

The DIAMOND has played superbly and is now well on top. This move may not be the best and allows the Novag to force home the advantage as the more cautious 23...Kb8 is missed.

24.Nc3! Qa5 25.Qc4+ Bc5 26.Bxb7+ Kb8 27.Bf3+ Kc8 28.Bxc5 Nxc5 29.Rb5 1-0

A marvellous game by the Novag. However, as MCP finally won the Match narrowly in the end, it seems fair to finish with one of its wins. This was in fact the last game, played with the scores level at 2½-2½ (remember that MCP on a 486/66 stands at 2376 on the NS Rating List!)

M CHESS PRO3.5 486/25 - Novag DIAMOND, Game 6, G/60.

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.Bd3 h6 11.Bh4 g5

As we exit the Opening Books it seems that White has a useful advantage this time.

12.fxg5 Ne5 13.Qc2 Nfg4 14.Nf3 hxg5 15.Bg3 Rg8 16.h3 Nxd3+

The other exchange, 16...Nxf3 followed by

17.Qxf3 Ne5 might have been better.

17.Rxd3 Ne5 18.Nxe5 dxe5 19.Qh5 b5

This is the right strategy and counter-chances seem to appear with the follow-up 22...b4. However tactically his King position is too precarious, even though it is a good 'over-the-board' try.

20.Rf1 Rf8 21.Rdf3 Bd6 22.Qxg5 b4 23.Nb1 Bb7 24.Re1 Rc8

The typical Novag fight-back is now much in evidence, and it might have yielded a ½ point if 25...Qa5 had been chosen for Black's next move! **25.c3 bxc3?! 26.Nxc3 a5 27.Kb1 a4! 28.Rd3**

The complicated possibilities require a Diagram!

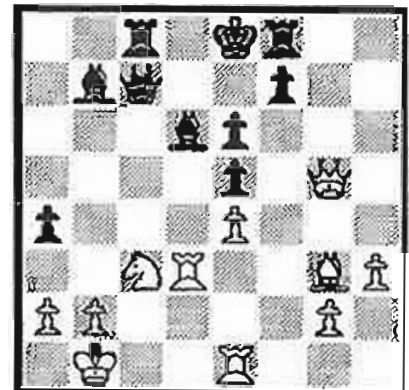
28...Ba6 29.Rd2 f6?

A shame - the DIAMOND fight-back deserved some

reward and persevering with 29...a3 would probably have been better. MCP settles the matter quickly now.

30.Qg6+ Ke7 31.Red1 Rcd8 32.Bh4 Rf7 33.Rf2 Rdf8 34.Nxa4 Qc6 35.Nc3 Bc4 36.g4 Qc5 37.Rxf6 Rxf6 38.Qg7+ Ke8 39.Bxf6 Qe3 40.h4 Bd3+ 41.Ka1 Rf7 42.Qg8+ Bf8 43.g5 Qg3 44.Bh8 Qh3 45.g6 Rf1 46.g7 Ke7 47.gxf8Q Rxf8 but

Black resigned with a Queen check and worse to come. 1-0. MCP3.5 and the DIAMOND make a good pair of positive-style programs and the games were nearly all both combative and tense at some stage of the ensuing complications.



The Match Score was;
DIAMOND 2½
M Chess PRO3.5 486/25 3½

Other Scores included in the Swedish, and NS/54 Ratings, are:-

- v KALLISTO 486/50 ½-1½;
- v BERLIN PRO 7½-8½;
- v RISC 2500 4½-8½;
- v BERLIN 68000 2½-3½;
- v PORTOROSE 68000 10½-9½;
- v BRUTE FORCE 15-5;
- v SUPER EXPERT C/6 9-5;
- v SPHINX/4 17½-2½;
- v SUPERMONDIAL 3½-½.

An impressive list which bodes well for the future.

COMPUTER KNOCK-OUT TOURNAMENT! The WELSER 'SUMMER CUP'

Perhaps it was World Cup fever (taking a grip in Austria?). Whatever, this interesting idea called the WELSER SUMMER CUP was tried after the main Welsler Tournament reported on in NS53.

Basically it was designed to run on the same lines as the INTEL SPEED EVENTS, but using a 1min per move Time Control for all games until the Final, which was played at 2mins per move. I'm sorry that I haven't quite worked out the method in use where machines drew 1-1, but it certainly wasn't the 6min v 5min lottery the GM's have accepted. I think it was probably a continuation of play at 1min per move until one machine won, whether as White or Black.

The PC programs were all running on 486DX2/66 machines, so the 'dedicated' TascR30 did very well indeed to win, once it had got past Fritz2 in a close call in Round 1.

PC SCHACH reports the following final full result:-

| | | | |
|------------------------|---------------------|--------------------|-----------------|
| Genius2 _____ 2 | | | |
| Elitev9 _____ 0 | Genius2 _____ 2 | | |
| <hr/> | | | |
| Zarkov3 _____ 1 | | Genius2 _____ 2½ | |
| Socrates3 _____ 2 | Socrates3 _____ 0 | | |
| <hr/> | | | |
| M Chess Pro3.5 _____ 2 | | | Genius2 _____ 0 |
| Vancouver020 _____ 0 | M Chess Pro _____ 1 | | |
| <hr/> | | | |
| Nimzo _____ 0 | | CM4000 _____ 1½ | |
| CM4000 _____ 2 | CM4000 _____ 2 | | |
| <hr/> | | | |
| Pandix _____ ½ | | | Winner: |
| Almeria020 _____ 1½ | Almeria020 _____ 0 | | TascR30 |
| <hr/> | | | |
| Fritz2 _____ 2 | | TascR30 _____ 3 | |
| TascR30 _____ 3 | TascR30 _____ 2 | | |
| <hr/> | | | |
| Meph RISC1 _____ 2 | | | TascR30 _____ 2 |
| Gideon Pro _____ 1 | Meph RISC1 _____ 2 | | |
| <hr/> | | | |
| Roma020/28 _____ 2 | | Meph RISC1 _____ 1 | |
| Hiarcs _____ 3 | Hiarcs _____ 1 | | |

The R30 had an interesting win in one of the games in the FINAL!

Genius2 486/66- TascR30

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 c5 5.e3 Be7 6.Nc3 cxd4 7.exd4 d5 8.Bg5 Bb7 9.b3 Ne4 10.Bxe7 Qxe7 11.Nxe4 dxe4 12.Ne5 0-0 13.b4?! Rd8 14.Be2 Nc6 15.Nxc6 Bxc6 16.0-0 Qf6 17.c5 Rxd4! 18.Qc1 b5 19.Qe3 Rad8 20.Ra2 a6 21.Rc1 e5 22.h3 Qe6 23.Rb2 f5 24.Qg5 R4d7 25.Rbc2 h6 26.Qg3 f4 27.Qg4 Qf6 28.Bf1 Rd4 29.Kh2 f3 30.gxf3 exf3 31.Qg3 Rh4 32.Rc3 Rh5 33.Kh1 Qf5 34.a4 Rg5 35.Qh2 Rd2 36.axb5 axb5 37.Bd3 Qd7 38.Rf1 Rg2, and Genius gave up. 0-1.

PC owners with **CM4000** will know that many adjustments can be made to the strength and playing style characteristics to create new personalities, such as KAMIKAZE all-out attackers or DREADNOUGHT defender types!

A. W. PILZ of Dissen has been doing massive testing of his CM4000, changing various playing characteristics in an attempt to see if the programmers 'Normal' configuration can be improved upon!

Via Windows WRITE users can open and edit CM4000's CM.INI file. First you will see on one of the top lines: `tt_table = 19`. This is the setting that determines the Hash Table usage! Pilz has tried various alterations to this, and recommends changing it to `tt_table = 23`.

Now BEFORE you go and do that, read on! It is important to know that Pilz has a 486DX2/66 with 256K cache and 16MB RAM. Not bad! Those with less will probably find `tt_table = 23` will slow things down more than a little... maybe even STOP calculations altogether!

My little 486/25 with 4MB RAM certainly did, but worked okay on `tt_table = 20` where it was a little slower than normal, and also worked on `tt_table = 18` at virtually the same speed. Clearly the figure of 19 is the one that will work with ALL configurations. But readers may well find it worth trying `tt_table` settings for 20 to 23, to see if one does speed up the analysis for you.

Other suggested adjustments are to the Playing Characteristics, these are made from within the program under 'Create a Personality'. Try the following (those with the ^ are the changes):-

| | | |
|--------------|---------------------|------|
| STYLE | 1 Attacker/Defender | -14* |
| | 2 | 100 |
| | 3 | 0 |
| | 4 | 100 |
| | 5 Sel.Search | 10* |
| | 6 | 0.0 |

| | | |
|-------------------|---------------------|------|
| POSITIONAL | 1 Material-Position | 4* |
| | 2 | 100 |
| | 3 Mobility | 103* |

| | |
|-----------------|-----------|
| 4 King Safety | 170* (!!) |
| 5 | 100 |
| 6 Pawn Weakness | 125* (!) |

With these settings Pilz has obtained his best BT-Test result for CM4000, and also claims a 9½-½ win over BERLIN 68000 (at 40/2 as far as I can understand from the Article which appears in Austria's **PC SCHACH**).

I tried them out myself (with the exception of the `tt_table` change) and named the adjusted version Eric Hallsworth before getting a 2-2 draw with Mephisto RISC2... better than I usually manage!

Alastair CARGILL tried the same settings by playing an extremely large auto-test Round Robin League Tournament at 15secs per move including many of the special and named styles available within CM4000. The gimmicky nature of the latter is shown in Fischer-style coming bottom of 6 in 'his' group with 3½/20 (pre-set CM4000 won with 13/20), and our new setting called A1 came 2nd. with 12/20).

From other quarter-final groups Smyslov-style, Expert, Difficult and Reti-style qualified (with Morphy-style and Karpov-style amongst the failures!). The semi-final round at 30secs per move was now won by our new A1 with 17½/30! CM4000 was 2nd. on 16, and Smyslov-style 3rd. on 15½.

Alastair then played an 18 game match between CM4000 and A1 at 1min per move, which CM4000 won by 11-7.

Only after this was the `tt_table` changed (to =22), and a repeat of the 1min per move match now resulted in A1 winning by 12½-3½ over CM4000! An incredible reversal.

As owners will know it is not possible to re-access or print out the games played by CM4000's auto-tester, so we are unable to assess yet whether the massive change in the result is due to a severe fall-off by CM4000 with the new `tt_table`, or a genuine improvement for the new 'A1' chess/Eric Hallsworth!

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.

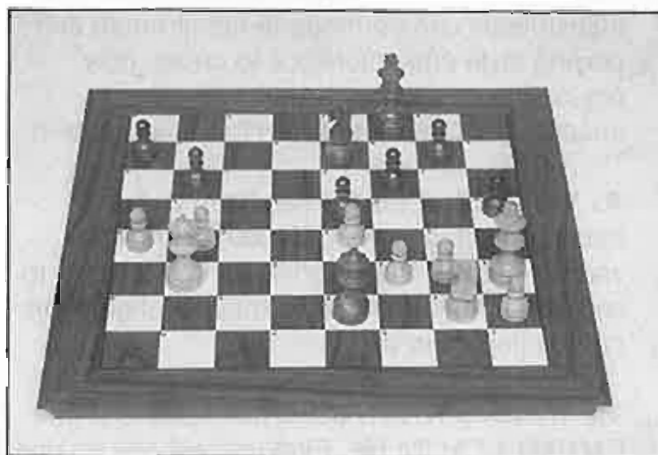
The **BOARD** links to a small **KEYPAD** which sits comfortably by the side of the main board, and this has **NEW GAME**, **TAKE BACK**, **RESET**, **MEMO** and **TURN** buttons for basic game operations.

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**'.

GENIUS3 and The INTEL SPEED CHESS GRAND PRIX

Subtitled: KASPAROV BEATEN!

15

"The world of chess may never be the same again". So wrote Malcolm Pein in the Daily Telegraph on Thursday, September 1st.

If the performance of FRITZ3 on a Pentium captured the attention and imagination of the Chess AND Computer world a couple of months ago, the quite remarkable achievements of **GENIUS3** (version 2.9 to be exact) in the 25 min per game INTEL SPEED CHESS GRAND PRIX did so even more... certainly in Britain, where virtually all the daily newspapers were carrying lengthy columns, photos and interviews. Programmer Richard LANG can have never imagined that his name would be appearing in so many prestigious places at once!

THE PLAYING SCHEDULE

The SPEED CHESS arrangements were somewhat different to those which FRITZ3 enjoyed in the EXPRESS CHALLENGE.

1. THE EXPRESS CHALLENGE

For the FRITZ3 games the I.M's and G.M's had to play 5 minute Chess on the Computer Display, operating the Mouse themselves and with the FRITZ3 screen clocks monitoring the times used. To compensate the G.M's were allowed an extra minute per game which means, if we assume that the average game lasts 60 moves, they were allowed an extra second per move to make their moves by Mouse compared with playing them on a normal board.

The players were equally forced to watch the Computer Display with total attention whilst FRITZ3 was calculating as the player's clock would start to run the moment the Computer's move appeared. As I discussed this handicap to the players at some length in NS/53 I will leave that point there this time.

Another difference was that play in Munich was a hectic All-Play-All with multiple games being

played each day, the humans having 16 on normal boards but switching to the Computer for 1 game at some appropriate moment in the Tournament, which must necessitate quite a mental adjustment.

In spite of all this it HAS to be repeated that the FRITZ3's achievement in winning individual games against Kasparov, Anand, Short, Gelfand, Cvitan, Nikolic, Huebner and others was nothing short of remarkable, gaining itself (on the Pentium 90MHz processor) a Blitz Rating of 2803 (though this would come down a little to 2745 if the 4-1 score in the play-off defeat against Kasparov were to be included).

2. THE SPEED GRAND PRIX

For London's INTEL Tournament the games were 25 mins per side, and played on normal boards with Richard LANG's friend and associate Ossi WEINER operating the Pentium/90 and responsible for transferring moves from Computer to board and 'hitting' the clock, plus transferring moves played by the G.M into the Computer by mouse. Thus the games were played in the human's element rather than in the Computer's!

The Tournament was also a Knockout, with each pairing playing two games at the 25 min time control and then, if these resulted in a 1-1 score, a White with 6 min v Black with 5 min game was played, but White has to win (i.e Black wins if he draws). Most experts believe that this favours Black, and results have almost always borne that out. It seems worse by far than football's penalty shoot-out and the decision is 75% determined by the draw for who 'wins Black'!

Richard LANG was quite concerned about how they would cope if they found themselves playing such a decider. The Computer and Ossi were to be given an extra minute, but as it has to take a couple of seconds to transfer the Computer move to a board and then hit the clock, and another couple to correctly transfer

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?!

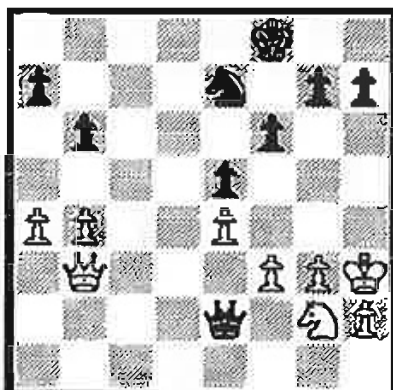
With 36.Kf1 White's King would have found itself in a different situation. If for example 36...Qd2 37.Nc4 Qxh2 38.Nd6 Qh5 39.Kg2 and White would have had an initiative for the lost Pawn.

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

uncomfortable!

37.Kh3 Qe2 38.Ng2 (diagram)



38...h5!

This is a fine move indeed - the one that puts Genius3 clearly ahead and it was assessing the position here as +116. The threat is 39...g5 and 40...g4 winning a piece!

39.Qe3 Qc4 40.Qd2 Qe6 + 41.g4 hxg4 + 42.fxg4 Qc4!

Kasparov now has wholesale Pawn weaknesses and has been reduced by Genius to almost total passivity. Computers can play endgames!... well, some of them can!

43.Qe1 Qb3 + 44.Ne3 Qd3 45.Kg3 Qxe4 46.Qd2 Qf4 + 47.Kg2 Qd4 48.Qxd4 exd4 49.Nc4

I think 49.Nd1 was better, but it wouldn't have affected the outcome as Genius3 is clearly well on top.

49...Nc6 50.b5 Ne5 51.Nd6 d3 52.Kf2 Nxc4 + 53.Ke1 Nxc2 54.Kd2 Nf3 + 55.Kxd3 Ke7 56.Nf5 + Kf7 57.Ke4 Nd2 + 58.Kd5 g5 59.Nd6 + Kg6 60.Kd4 Nb3 + . 0-1

Kasparov stalked off the stage and spent a few minutes "trying to compose himself for the second game".

I think the best strategy for the human is NOT to lose the first game. I know that sounds obvious and, with White, the player would normally want to win his first game. However the NEED to WIN

game 2 against a Computer adds enormous pressure. I also believe that 2 draws, boring though that might be and an attraction to media criticism of a G.M 'cop-out', would give the player a high chance of success in the 6min-5min decider.

In The Times Raymond Keene commented on this game: "In the first critical game Kasparov failed to gain any advantage from the early play and was outmanoeuvred in the tactical phase". Malcolm Pein in the Telegraph however thought that Kasparov was: "... gradually outplayed after initially holding a large advantage". Your humble NEWS SHEET editor would have to side with Ray Keene on this one, certainly as far as the opening was concerned.

Whatever, Gary now had it all to do. Readers may be surprised that Game 2 carries more analysis than the first. My view is that it performed outstandingly to hold a fiercely competitive and aggressive Kasparov at bay, especially defending a Pawn deficit for a goodly part of the game and avoiding all the options cunningly offered to it by Kasparov to go astray.

GENIUS3 Pentium/90 - Gary KASPAROV
Game in 25 mins

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Bb7 5.Nc3 d5 6.Bg5

Another move found in Graham White's extended Genius Book rather than in the original, emphasising the extra variety.

6...Be7 7.e3 O-O 8.Bd3 Nbd7 9.cxd5 exd5 10.O-O c5 11.Rc1 Ne4 12.Bf4 a6 13.Qc2 Ndf6

What do readers think of the idea of 13...f5! here, after which White would get no advantage from the exchanges which follow in the game?

14.dxc5 Bxc5 15.Rfd1 Qe8 16.b4 Be7

Decision time! Blacks' Pawn structure, especially the question mark over the d5-Pawn give White various options:- 17.Nd4 creating a blockade on d4 free from Pawn attack; 17.Be5 and maybe Qb3 is also possible. Genius3 chooses to

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?!

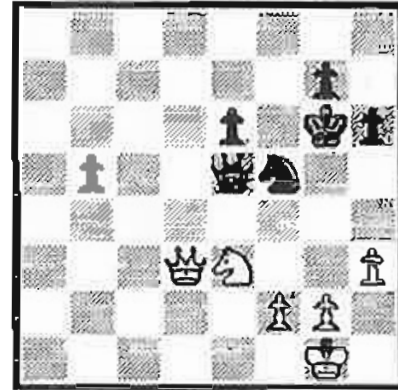
An interesting idea, this time it is Genius sacrificing a Pawn to disrupt Kasparov's Pawn structure! Whether this or Qc3 provides the best theoretical defence I am unsure, but over the board it gives Kasparov 2 isolated Pawns to think about and, in a few moments, he forgets one of them!

**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! *"Distraught, 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

morning's British papers had photos of Kasparov 'stunned', 'in anguish', 'squirring' (at least that's what the caption said he was doing!), 'shaking his head', and 'humbled'.

The Pentium/90 was quoted as being a £1,300 processor, and the GENIUS3 was quoted at prices varying from £89 (correct) to £135 and 'available from ordinary high street shops', which will be news to both Richard LANG and anyone who goes to their 'ordinary high street shops' looking for it!

The Genius3 on the Pentium analysed from 100,000 positions a second (Tim Jones in the Times) to making 166 million calculations per second (Malcolm Pein in the Telegraph) and 3.6 million different chess positions every minute (Raymond Keene in the Times). I expect someone's got it right.

Richard LANG himself came from Cambridge, or Poole (correct), or Bournemouth (nearly correct), again depending which paper you read.

Frederic FRIEDEL of Fritz, ChessBase and Schach & Spiele fame, considered: "it's a sensational and a sad result. The way hardware is developing the day when Computers will defeat humans in all forms of chess is approaching faster than we thought".

"Some of the players are laughing, but actually they are dead", said Eduard GUFELD.

Ray Keene also reported that the 38 year old Richard Lang is an unrecognised British genius, and both he and Rebecca Pike in the Telegraph both gave readers a potted life-history of Britain's World Champion Chess programmer, from both a personal and family viewpoint as well as his Computer work. Whether Ray's pun on 'Genius' was intended or not, it was actually GREAT to be able to read so much for the next 2 or 3 days about this undeniably marvellous achievement!

I am sure that the Guardian and Independent will have given good coverage as well, but it was the 'two T's' that I read during the week.

It all took a while to sink in! GENIUS3 had beaten Gary KASPAROV! The names Intel and Pentium

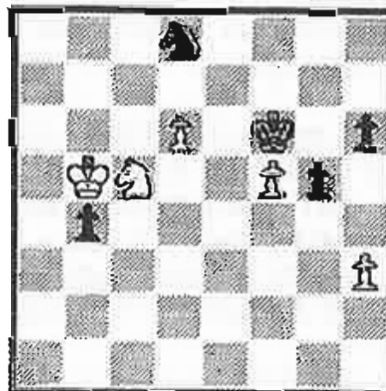
also got massive mentions in the next day's press, and the photogenic Ossi WEINER appeared in various papers silently watching the 'humbled/stunned/anguished/squirring' Kasparov shaking his head. Whether this means, as Richard is quoted as saying to Ray Keene, that "one day machines will win all the time and take the world title. It's inevitable", is a matter of opinion, but certainly this was a day for the Chess Computer Fan Club to savour.

THE QUARTER FINAL

Praedrag NIKOLIC beat 'our Nigel' by virtue of drawing with Black in their decider, so earned the right of combat for Friday's quarter-final against GENIUS. One wonders what sort of night's sleep he (or the other G.M's) managed. For whatever reason, the Computer played the Quarter-final games using its own original Genius3 Book.

GENIUS3 Pentium/90 - Praedrag NIKOLIC. Game in 25 mins

1.d4 Nf6 2.Nf3 e6 3.c4 Bb4+ 4.Bd2 c5
 5.Bxb4 cxb4 6.Nbd2 O-O 7.g3 b6
 8.Bg2 Bb7 9.O-O d6 10.Qc2 Qc7 11.e3
 Nbd7 12.a3 bxa3 13.Rxa3 a5 14.Rfa1
 e5 15.Qc3 Rfe8 16.b4 axb4 17.Qxb4
 h6 18.Rxa8 Rxa8 19.Rxa8+ Bxa8
 20.Nxe5 dxe5 21.Bxa8 exd4 22.exd4
 Qa7 23.Bc6 Qa1+ 24.Kg2 Qxd4
 25.Nf3 Qc5 26.Qb5 Qd6 27.Bxd7 Nxd7
 28.Qd5 Qxd5 29.cxd5 Kf8 30.Nd4 Ke7
 31.Nf5+ Kf6 32.g4 b5 33.Nd4 b4
 34.d6 Nc5 35.f4 Ne6 36.Nb3 Nxf4+
 37.Kf3 g5 38.Nc5 Ne6 39.Nd7+ Kg7
 40.Ke3 f6 41.Kd3 Kf7 42.Kc4 Nd8
 43.Nc5 Nc6 44.h3 f5 45.gxf5 Kf6
 46.Kb5 Nd8 (diagram)



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.

16.e3?

The Computer's immediate horizon tries to maintain the extra Pawn, but it's just not worthwhile as not only will White's King be left vulnerable but his h1-Rook is out of the game.

16...Ba6! 17.Qa4 Rfb8 18.Rd1 exd4
19.Qxd4 Rd6 (diagram)



20.Qa4 Qf6 21.Rxd6 Qxc3 + 22.Rd2
Rb1 + 23.Qd1 Rxd1 + 24.Kxd1 Bd3!

Threatening mate next move. White cannot save the a-Pawn now and Black will make the win look almost effortless with carefully timed advances of his Queenside Pawns.

25.Ke1 Qxa3 26.Bf3 g6 27.Be2 Bf5
28.h4 Qc3 29.h5 g5 30.h6 Kf8 31.Bf3
c5 32.Rh5 f6 33.Rh2 c4 34.g4 Bd3
35.Be2 Bb1 36.Bf3 a5 37.Bd1 Qb4
38.f3 a4 39.Rhf2 a3 40.Kf1 c3
41.Rd8 + Ke7 42.Ra8 c2 43.Ra7 + Ke6
44.Ra6 + Kf7 45.Ra7 + Ke6 46.Ra6 +
Kd5 47.Bxc2 Bxc2 48.Kg2 Bb1 49.Rxf6
Qa5 50.e4 + Kd4 51.Rf5 Qa6 52.Rxg5
a2 53.Rxa2 Qxa2 + 54.Kg3 Ke3. 0-1

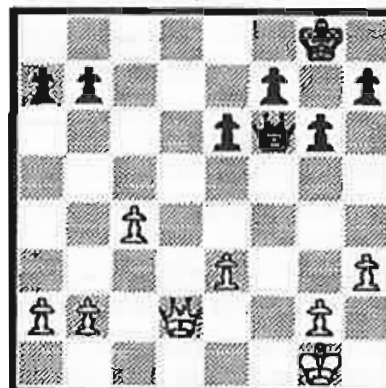
"No human player would trap his own King", was one staccato quote on Monday.

Vishy ANAND - GENIUS3 Pentium/90

Game in 25 mins

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4
Nd7 5.Nf3 Ngf6 6.Nxf6 + Nxf6 7.c3
Bg4 8.h3 Bh5 9.Be2 e6 10.Bf4 Be7
11.O-O O-O 12.Ne5 Bxe2 13.Qxe2 Nd5
14.Bg3 c5 15.Rfd1 cxd4 16.Rxd4 Bc5
17.Rdd1 Qe7 18.Nd3 Rfd8 19.c4 Nb4

20.Nxb4
Bxb4
21.Rxd8 +
Rxd8 22.Rd1
Rxd1 +
23.Qxd1 Bc5
24.Bf4 g6
25.Qd2 Qf6
26.Be3 Bxe3
27.fxe3
(diagram)



27...Kg7? 28.Qd4 Qxd4 29.exd4 f5
30.b4 Kf6 31.c5 a6 32.a4 Ke7 33.b5
axb5 34.axb5 g5 35.Kf2 h5? 36.h4
gxh4 37.Kf3 Ke8 38.Kf4 Kd7 39.Kg5
Kd8 40.Kxh4 Kd7 41.Kxh5. 1-0

"No human would have either encouraged or allowed the exchange of Queens", reads the brief analysis of this in the Telegraph etc.

Although ANAND lost in the Final to the Ukraine's Vassily IVANCHUK, his apparently "easy" victories over GENIUS3 made him the definite hero of the gathered G.M and I.M's. On Monday the newspapers were talking about how ANAND had "shown up the obvious weaknesses still in Computer chess" and there were "recurring themes of certain types of positional play, greed, and long-term planning which the programmers are still unable to solve". Perhaps the Computers are HUMAN after all!

Of course the 2 games on Saturday don't change at all the 3½-½ result obtained against the World Champion and Nikolic (himself 2655) earlier in the week, as if it had never happened! And the winner, IVANCHUK, by calling for a total ban on Computers in Tournaments, made it clear that he is not fooled by Saturday's partial recovery into thinking they still have all their "obvious weaknesses". In any case the G.M's choice had been to accept Intel's £100,000 per Tournament Prize-money and play a Computer, and it may come down to this again, or to finding another sponsor for all the PCA Events (from somewhere).

Finally I calculate that the **GENIUS3 Pentium/90's** grading from the 6 games was **2795 Elo**. Not bad for Game in 25!! No need either for Readers to wonder what the full, new GENIUS3 will be like?... **OUT NOW!**

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?!).

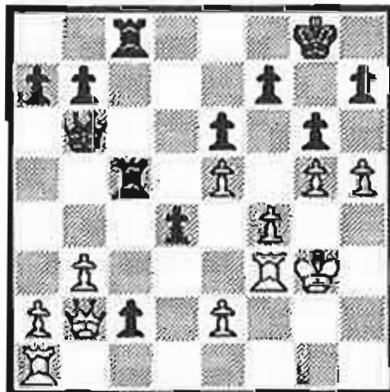
Here are MEPH's latest adventures.

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].



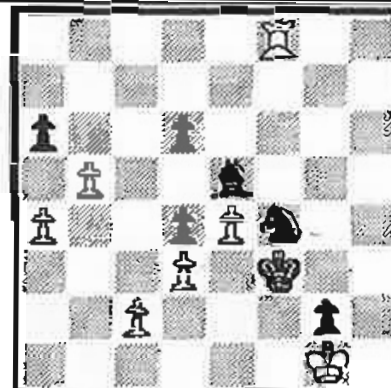
Our opponent has asked Phil and interesting question: "Why didn't MEPH take the h5-Pawn?" MEPH says "If, after 31.Rf3, 31...gxh5 32.Rc1 Qc6 33.Rd3 a6 34.Rd2 Rc5, my evaluation is only +124, because I have lost the impetus in my attack".

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



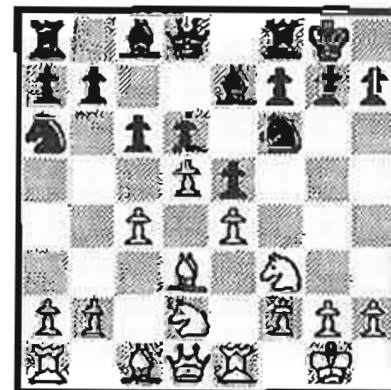
[NS54 eval 0 -> Bd6. So far so good, it seems that

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

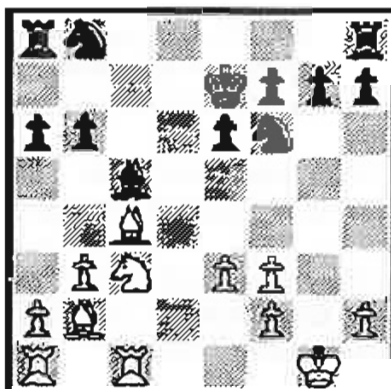
Match against the Army. We aren't told our opponent's rating, but he HAS admitted to knowing a fair bit about Computers.

Vancouver 020 (2275) - Army

[D27] Corr.21, 1994

[13.Nc3 NS53 eval +54 ->Nbd7. Diagram. With both Kings slightly exposed Phil was particularly keen to see what happened next]

- 13...Nbd7
- 14.Bd3 Rhe8
- 15.Ne4 g6
- 16.Rd1 Nd5
- 17.Bc4 f5
- 18.Bxd5
- exd5 19.Ng5
- Nf8 20.f4 a5
- 21.Rd2



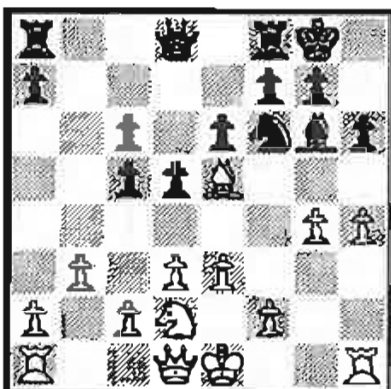
[NS54 eval +57

->Rac8. That '1/2-Pawn' advantage is maintained, but progress will not be easily made]

Army - Vancouver 020 (2275)

[A01] Corr.22, 1994

[13...0-0 NS53 eval -21 ->g5. Diagram. Our opponent had opened with 1.b3, and Phil has since noted the fact that we have doubled Pawns yet again. Does MEPH evaluate them as less of a handicap than humans would normally judge them?]



- 14.g5 hxg5 15.hxg5 Nh7 16.f4 Qa5
 - 17.Qe2 c4 18.bxc4 dxc4 19.Kf2!?
- [19.d4 was expected, with an eval of -48]

- 19...cxd3 20.cxd3 Rfd8 21.d4 Qa3

[NS54 eval -39 ->Nb3. We think MEPH looks a bit fragile in this one, with an inactive Knight on the edge of the board (another circumstance that earns an 'again!')]

And so to some new games! The Corr.23 'operator error' disaster was in a GOSLING-MEPH 1.h3 2.a3 Basmanic Global opening. Let's try it against a 'little 2466' player, and see if we have better luck this time!

Vancouver 020 (2275) - BCCS 2466

[2465] [A00] Corr.24, 1994

- 1.h3 d5 2.a3?! e5 3.e3

Of course we're out of Book!

- 3... c6 4.d4 e4 5.c4 Nf6 6.Ne2 Bd6
- 7.Nec3 0-0 8.Be2 Be6 9.Nd2

[NS54 eval -12 ->Ne8. Nothing too grim has surfaced, so far. Phil's wife Mary is checking the moves on this one, I gather - Phil gets the supper ready - Richard Lang consults his solicitor!]

BCCS 2466 (2465) - Vancouver 020

[2275] [A29] Corr.25, 1994

- 1.c4 e5 2.Nc3 Nf6 3.Nf3 Nc6 4.g3 Bb4
- 5.Bg2 0-0 6.0-0 Re8 7.Nd5 Nxd5
- 8.cxd5 Nd4

[NS54 eval: still in Opening Book! *Still in Book!!* Goodness, Phil - is everything all right?]

BCCS 2559 (2555) - Vancouver 020

[2275] [B15] Corr.26, 1994

2559! Since our elevation to 1st. BCCS placing it seems there are no easy opponents!

- 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4
- Nf6?!

[NS54 eval -15 ->Nxf6. MEPH's Book moves were 4...Nd7 and 4...Bf5, but Phil spotted that the Computer was constant in its preference for Nf6, so played it despite the possibility of doubled Pawns... again!]

Vancouver 020 (2275) - BCCS 2559

[2555] [C57] Corr.27, 1994

- 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5?!

[NS54 eval +30 ->d5. Again Phil has allowed MEPH to take itself out of Book (all those hundreds of hours spent by Richard Lang, Ossi Weiner & co right down the tubes!). 4.d3 and 4.d4 were the Book selections].

[NS55 - Black in a Caro Kann?]

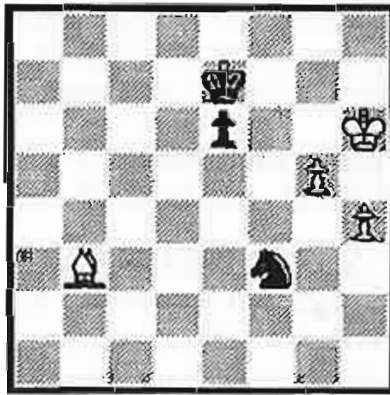
Chess COMPUTERS and 'wrong-coloured' BISHOPS!

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!

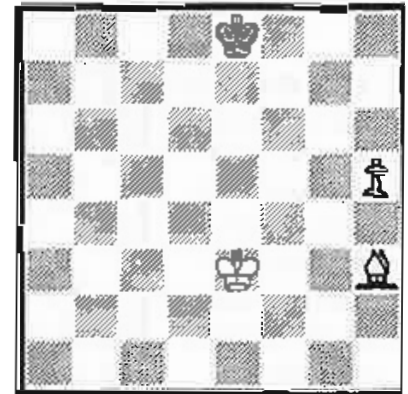
The programmer (Mark Uniacke) has proved his point by ensuring that Hiarcs3 will do it okay!

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:



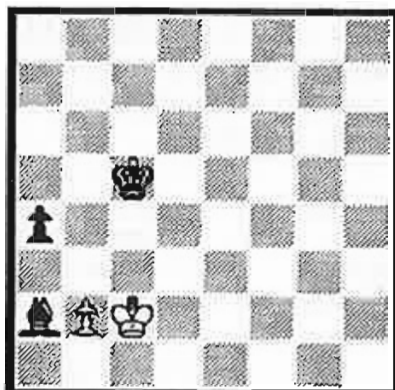
1.Be6 -
to cut off the King's approach route.

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.

DIAGRAM
53END03



The basic idea is the same, and as always the defender can draw if he can get his King into the a1-corner. This time it is White to move and there is ONE way only to save the game!

Moves which wont work are:-

- a. 1.Kc1 or 1.Kd2, when Black can force through and win with 1...Kc4.
- b. 1.Kc3 or 1.Kd3, and now Black plays 1...Bb3 and wins.

ONLY **1.b4!** saves the day. Now **1...axb e.p 2.Kb2**, and Black is unable to break through because of the stalemate threats.

READER'S FINDINGS

From Alan GORE

RISC 25001√ 2√ 3x. GENIUS2 68030 1x 2√ 3x

From Steve HARDING

CompICSystem 486 1x 2x 3x

CM3000 486 1x 2x 3x

CM4000 486 1√ 2√ 3√

(right move, bad eval. for 3, reports Steve)

NOW Chess 486 1x 2√ 3x. Fritz2 1x 2x 3x

From Roy NEIL

CM4000 486/25 1√ 2√ 3√

(End03 at 15mins on the slower PC)

From Charlie GOLD

END01 - nothing he has did it

END02 - **i.** Leonardo/Ren Basic and Maestro √!

ii. Excellence, SuperMondial and Advanced StarChess all found Be6, but misplayed the continuation and lost: 1.Be6 Ke7 2.h6 Kf6 3.h7?

iii. Mega4, Sensory 9 found Be6 but went wrong next move. Kasp Blitz found Be6 but went wrong later. **iv.** All his others wanted 1.h6??

END03 - nothing he has did it, choosing Kc3 or Kd3. (All Charlie's testing was at 40/2, rather than the suggested 10mins per position, so his results vary on a couple of occasions. In addition to the programs named above there were Scorpio, Mach3, Conchess, Simultano, Stratos, Turbostar432 and Super Constellation).

From Chris TATHAM

GnuChess 1x 2√ 3x. Chess Sim2175 1x 2x 3x
ChessMate1.2 1x 2√ 3x. Fritz2 486/33 1x 2√ 3x
Mach3 1x 2√ 3x. CPlayer 2150 Amiga 1x 2√ 3x
Advance News from Tests by Eric:

Hiarcs3 1√ 2√ 3√

Genius3 1√ 2√ 3√

**The Tasc R30
RATING the PLAYING STYLES**

As regular NS readers will know, Frank HOLT is just about our most prolific tester, and his work and results are both valuable and appreciated.

Not only have his efforts been of great help in the early establishing of the ratings for some of the top machines and programs, but we have also enjoyed some of the inevitably excellent games which he has shared with us.

Frank's latest sets of results between the **TASC R30** and the **BERLIN PRO** have enabled me to come up with some, I think, quite helpful facts and figures.



Firstly the results themselves:-

| | | |
|-----------------|---------|------------|
| Tasc R30 normal | 6½ - 6½ | BERLIN PRO |
| Tasc R30 solid | 3½ - 8½ | BERLIN PRO |
| Tasc R30 active | 6 - 6 | BERLIN PRO |
| Tasc R30 defens | 4½ - 7½ | BERLIN PRO |
| Tasc R30 offens | 7 - 5 | BERLIN PRO |

So the BERLIN PRO wins 25½-22½, a very impressive score. But what is its Rating from this? Certainly we cannot say it was achieved

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 $(\text{Elo}-600)/8$, 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+] is for Mephisto RISC1 in an Exclusive board; it is dearer in the Munchen.

= 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 Portrose or Lyon) owners should 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 in same.

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. 50-66MHz, with 4MB RAM.

Pentium(586)-PC will represent the programs on a Pentium 60-66MHz with 8MB RAM. They should be approx. 60 Elo above 486 figures.

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

(c) Eric Hallsworth

No part of this publication may be reproduced in any way without the express written permission

Of Eric Hallsworth, The Red House,

46 High Street, Wilburton, Cambs CB6 3RA.

Tel: 0202 821323 (Eric on line 1-5p.m)

| BCF | £'00 | Computer | Elo | PROGS | NS54 | Games | Pos | Human/Games |
|-----|------|--------------------------|------|-------|------|----------|------|-------------|
| | | | | | +/- | Oct 1994 | | |
| 229 | 1 | MEPH GENIUS2 486-PC | 2432 | 16 | 835 | 1 | 2333 | 12 |
| 226 | 6 | CHACHINE THE KING2/30-PC | 2409 | 15 | 874 | 2 | 2394 | 13 |
| 224 | 6 | CHACHINE GIDEON3.1/30-PC | 2399 | 20 | 502 | 3 | | |
| 222 | 1 | M CHESS PRO3.5 486-PC | 2376 | 19 | 581 | 4 | 2253 | 7 |
| 221 | 1 | CHESS GENIUS1 486-PC | 2375 | 12 | 1391 | 5 | 2314 | 44 |
| 221 | 1 | CHESSMASTER 4000 486-PC | 2371 | 19 | 564 | 6 | 2179 | 7 |
| 220 | 1 | MEPH GIDEON PRO 486-PC | 2362 | 21 | 461 | 7 | 2392 | 7 |
| 218 | 6 | CHACHINE GIDEON3.0/30-PC | 2349 | 25 | 323 | 8 | 2295 | 6 |
| 218 | 1 | M CHESS PRO3.1 486-PC | 2347 | 12 | 1297 | 9 | 2199 | 20 |
| 216 | 1 | HIARCS2.1 486-PC | 2335 | 19 | 585 | 10 | 1850 | 1 |
| 215 | 1 | KALLISTO 486-PC | 2324 | 23 | 379 | 11 | 2153 | 7 |
| 214 | 1 | CHESS GENIUS1 386-PC | 2314 | 28 | 261 | 12 | 2267 | 21 |
| 210 | 2+ | CHACHINE GIDEON2/15-PC | 2281 | 13 | 1123 | 13 | 2276 | 28 |
| 208 | 1 | FRITZ2 486-PC | 2269 | 15 | 876 | 14 | 2239 | 63 |
| 207 | 1 | M CHESS 486-PC | 2260 | 16 | 753 | 15 | | |
| 207 | 1 | HIARCS2.1 386-PC | 2256 | 48 | 93 | 16 | | |
| 205 | 2+ | CHACHINE THE KING1/15-PC | 2246 | 14 | 1054 | 17 | 2226 | 17 |
| 201 | 1 | SOCRATES3 486-PC | 2210 | 26 | 303 | 18 | 2238 | 12 |
| 200 | 1 | ZARKOV2 486-PC | 2204 | 20 | 520 | 19 | 2118 | 16 |
| 198 | 1 | M CHESS PRO3.1 386-PC | 2184 | 32 | 206 | 20 | | |
| 197 | 1 | SARGON5 486-PC | 2180 | 58 | 64 | 21 | | |
| 197 | 1 | M CHESS 386-PC | 2179 | 12 | 1280 | 22 | 2138 | 153 |
| 196 | 1 | PSION2 486-PC | 2174 | 39 | 141 | 23 | 1870 | 1 |
| 194 | 1 | REX 486-PC | 2159 | 30 | 226 | 24 | 2198 | 24 |
| 194 | 1 | HIARCS1 486-PC | 2154 | 26 | 306 | 25 | | |
| 193 | 1 | FRITZ1 486-PC | 2148 | 24 | 369 | 26 | 2213 | 6 |
| 191 | 1 | FRITZ2 386-PC | 2131 | 29 | 252 | 27 | | |
| 191 | 1 | ZARKOV3 486-PC | 2129 | 26 | 300 | 28 | 2206 | 12 |
| 190 | 1 | KASPAROV GAMBIT 486-PC | 2120 | 75 | 38 | 29 | 2087 | 6 |
| 189 | 1 | NINZO 486-PC | 2114 | 27 | 292 | 30 | 1995 | 12 |
| 188 | 1 | CHESSMASTER 3000 486-PC | 2108 | 32 | 209 | 31 | 2086 | 6 |
| 188 | 1 | M CHESS 286-PC | 2104 | 18 | 610 | 32 | | |
| 185 | 1 | SARGON5 386-PC | 2087 | 69 | 45 | 33 | | |
| 184 | 1 | C-CHAMPION 2175 486-PC | 2073 | 42 | 121 | 34 | | |
| 184 | 1 | CHESS FRIEND/PAND 486-PC | 2073 | 99 | 22 | 35 | 2052 | 6 |
| 183 | 1 | HIARCS1 386-PC | 2071 | 45 | 106 | 36 | | |
| 183 | 1 | ZARKOV2 386-PC | 2071 | 16 | 758 | 37 | 2030 | 8 |
| 183 | 1 | PSION2 386-PC | 2067 | 30 | 227 | 38 | | |
| 181 | 1 | FRITZ2 286-PC | 2053 | 82 | 32 | 39 | | |
| 181 | 1 | COMPLETE C-SYSTEM 486-PC | 2051 | 34 | 183 | 40 | | |
| 180 | 1 | FRITZ1 386-PC | 2045 | 26 | 310 | 41 | | |
| 179 | 1 | REX 386-PC | 2035 | 19 | 570 | 42 | 2125 | 10 |
| 176 | 1 | HIARCS1 286-PC | 2014 | 53 | 75 | 43 | | |
| 175 | 1 | ZARKOV2 286-PC | 2001 | 33 | 194 | 44 | | |
| 173 | 1 | FRITZ1 286-PC | 1991 | 34 | 182 | 45 | | |
| 172 | 1 | SARGON5 286-PC | 1981 | 84 | 30 | 46 | | |
| 172 | 1 | CHESSMASTER 3000 386-PC | 1980 | 30 | 229 | 47 | | |

| RATINGS LIST (c) Eric Hallsworth, NS 54 Gct 1994 | | | | | | | | | |
|--------------------------------------------------|------|--------------------------|------|-----|-------|-----|-------------|-----|--|
| BCF | £'00 | Computer | Elo | +/- | Games | Pss | Human/Games | | |
| 223 | 15 | TASC R35 | 2384 | 16 | 834 | 1 | 2331 | 50 | |
| 222 | 13+ | MEPH GENIUS2 68030 | 2376 | 35 | 170 | 2 | 2286 | 11 | |
| 221 | 12 | MEPH RISC2 1MB | 2371 | 71 | 42 | 3 | 2237 | 6 | |
| 219 | 6 | MEPH BERLIN PRO | 2357 | 24 | 359 | 4 | 2214 | 11 | |
| 218 | 6 | KASP RISC 2500-512K | 2349 | 34 | 185 | 5 | 2384 | 10 | |
| 217 | 45- | MEPH LYON 68030 | 2340 | 22 | 410 | 6 | 2392 | 51 | |
| 215 | 45- | MEPH PORTOROSE 68030 | 2324 | 20 | 525 | 7 | 2340 | 82 | |
| 215 | 45- | MEPH VANCOUVER 68030 | 2320 | 18 | 646 | 8 | 2347 | 54 | |
| 214 | 10 | MEPH RISC1 1MB | 2317 | 10 | 1963 | 9 | 2264 | 55 | |
| 213 | 20 | MEPH LYON/VANC 68020/20 | 2311 | 36 | 166 | 10 | 2327 | 10 | |
| 212 | 8 | KASPAROV SPARC/20 | 2297 | 18 | 613 | 11 | 2200 | 18 | |
| 210 | 4 | KASP RISC 2500-128K | 2284 | 10 | 2084 | 12 | 2270 | 67 | |
| 205 | 10+ | MEPH VANCOUVER 68020/12 | 2242 | 9 | 2183 | 13 | 2131 | 32 | |
| 203 | 10- | MEPH LYON 68020/12 | 2230 | 8 | 2954 | 14 | 2250 | 80 | |
| 203 | 50 | FID ELITE 68040-V10 | 2229 | 53 | 75 | 15 | 2215 | 21 | |
| 203 | 2 | NOVAG SAPPHIRE/DIAMOND | 2228 | 36 | 164 | 16 | 2312 | 4 | |
| 200 | 30 | FID ELITE 68030-V9 | 2200 | 17 | 718 | 17 | 2169 | 13 | |
| 200 | 4 | MEPH BERLIN 68000 | 2200 | 14 | 1076 | 18 | 2221 | 25 | |
| 199 | 10- | MEPH PORTOROSE 68020 | 2199 | 10 | 1865 | 19 | 2240 | 188 | |
| 198 | 8+ | MEPH VANCOUVER 68000 | 2188 | 14 | 1089 | 20 | 2126 | 23 | |
| 197 | 8- | MEPH LYON 68000 | 2183 | 11 | 1522 | 21 | 2083 | 33 | |
| 196 | 10- | MEPH ALMERIA 68020 | 2173 | 14 | 1028 | 22 | 2172 | 215 | |
| 193 | 8- | MEPH PORTOROSE 68000 | 2148 | 11 | 1643 | 23 | 2111 | 25 | |
| 192 | 9- | FID MACH4/2325 68020-V7 | 2143 | 11 | 1758 | 24 | 2179 | 130 | |
| 188 | 15 | FID ELITE 246800-V5 | 2111 | 27 | 290 | 25 | 1888 | 2 | |
| 188 | 3 | MEPH NIGEL SHORT | 2107 | 51 | 82 | 26 | 2136 | 5 | |
| 188 | 5+ | KASPAROV BRUTE FORCE | 2106 | 15 | 888 | 27 | 2210 | 30 | |
| 187 | 7+ | MEPH POLGAR/10 | 2096 | 17 | 698 | 28 | 2080 | 54 | |
| 187 | 10- | MEPH ROMA 68020 | 2096 | 14 | 1083 | 29 | 2041 | 64 | |
| 185 | 10- | MEPH DALLAS 68020 | 2081 | 14 | 996 | 30 | 2093 | 197 | |
| 185 | 8- | MEPH ALMERIA 68000 | 2080 | 14 | 1025 | 31 | 2093 | 31 | |
| 184 | 3+ | NOV SCORPIO/DIABLO | 2078 | 10 | 1853 | 32 | 2132 | 129 | |
| 180 | 4- | FID MACH3/2285 68000-V2 | 2045 | 6 | 5710 | 33 | 2107 | 229 | |
| 180 | 4+ | MEPH MMS/5 | 2040 | 11 | 1589 | 34 | 1902 | 11 | |
| 179 | 2+ | KASP PRESIDENT/GK2100 | 2036 | 61 | 58 | 35 | 2076 | 17 | |
| 179 | 5+ | MEPH POLGAR/5 | 2033 | 9 | 2634 | 36 | 1968 | 50 | |
| 179 | 8- | MEPH DALLAS 68000 | 2033 | 11 | 1555 | 37 | 2000 | 24 | |
| 178 | 3- | NOV SUPER FORTE-EXP C/6 | 2028 | 8 | 2889 | 38 | 2063 | 13 | |
| 178 | 2 | MEPH MILANO | 2028 | 14 | 1033 | 39 | 2063 | 13 | |
| 177 | 3 | MEPH MONDIAL 68000XL | 2020 | 15 | 857 | 40 | 2049 | 77 | |
| 177 | 4 | MEPH MONTREAL/ROMA 68000 | 2016 | 9 | 2410 | 41 | 1968 | 56 | |
| 175 | 4 | MEPH ACADEMY/5 | 2003 | 9 | 2257 | 42 | 2024 | 109 | |
| 174 | 10- | MEPH ANSTERDAH | 1993 | 9 | 2373 | 43 | 2054 | 182 | |
| 173 | 2 | KASP GK2000/URS ADV 1R | 1991 | 16 | 781 | 44 | 2017 | 84 | |
| 173 | 3- | NOV SUPER FORTE-EXP B/6 | 1986 | 12 | 1418 | 45 | 2029 | 769 | |
| 173 | 2 | MEPH MEGA4/5 | 1984 | 9 | 2614 | 46 | 2029 | 769 | |
| 172 | 5 | KASPAROV MAESTRO D/10 | 1979 | 12 | 1319 | 47 | 1956 | 109 | |
| 172 | | | | | | | | | |
| 171 | | FID MACH2C | 1978 | 8 | 2706 | 48 | 2059 | 127 | |
| 171 | 3- | FID TRAVELMASTER | 1974 | 26 | 302 | 49 | 1960 | 25 | |
| 170 | 1 | MEPH MODENA | 1967 | 18 | 628 | 50 | 1968 | 63 | |
| 170 | 2 | MEPH H4/5 | 1963 | 18 | 648 | 51 | | | |
| 169 | 4- | MEPH SUPERMOND2/MCARLO4 | 1961 | 8 | 2928 | 52 | 2006 | 97 | |
| 169 | 2+ | KASP TRAVEL CHAMPION | 1957 | 29 | 253 | 53 | 2074 | 8 | |
| 169 | 1- | NOV SUPER FORTE-EXP A/6 | 1946 | 12 | 1373 | 54 | 1864 | 2 | |
| 169 | 3- | NOVAG RUBY/FENERALD | 1946 | 19 | 589 | 56 | 2021 | 176 | |
| 168 | 2 | MEPH HOMIE CARLO | 1935 | 28 | 262 | 57 | 1981 | 48 | |
| 166 | 5- | KASPAROV MAESTRO C/8 | 1934 | 26 | 313 | 58 | 2046 | 10 | |
| 166 | 2 | CXG SPHINX/4 | 1928 | 9 | 2304 | 59 | 1999 | 98 | |
| 166 | 4 | CONCH PLY-VICTORIA/5.5 | 1928 | 16 | 814 | 60 | 1943 | 155 | |
| 165 | 3- | FID MACH2A | 1922 | 25 | 338 | 61 | 1870 | 15 | |
| 165 | 2 | KASP TURBOKING2 | 1922 | 14 | 975 | 62 | 1912 | 35 | |
| 163 | 5- | NOV EXPERT/5 | 1905 | 31 | 222 | 63 | 2026 | 22 | |
| 162 | 3- | NOV SUPER FORTE-EXP A/5 | 1897 | 11 | 1548 | 64 | 1825 | 29 | |
| 161 | 3- | FID CLUB B | 1895 | 12 | 1459 | 65 | 1827 | 18 | |
| 160 | 4- | NOV EXPERT/5 | 1886 | 26 | 316 | 66 | 2012 | 68 | |
| 160 | 3- | NOV FORTE B | 1882 | 10 | 1917 | 67 | 1965 | 208 | |
| 160 | 4- | MEPH REBEL | 1881 | 9 | 2273 | 68 | 1940 | 69 | |
| 160 | 2+ | FID PAR E/ELITE+DES2100 | 1880 | 9 | 2607 | 69 | 1916 | 220 | |
| 159 | 5- | FID AVANT GARDE/5 | 1879 | 11 | 1738 | 70 | 1852 | 80 | |
| 159 | 2 | KASP STRATOS-CORONA | 1874 | 9 | 2186 | 71 | 1890 | 48 | |
| 159 | 3- | NOV FORTE A | 1872 | 9 | 2251 | 72 | 1921 | 134 | |
| 158 | 2- | MEPH SUPERMONDIA1 | 1865 | 11 | 1554 | 73 | 1970 | 6 | |
| 157 | 4- | FID CLUB A | 1863 | 29 | 242 | 74 | 1767 | 6 | |
| 157 | 3- | KASPAROV MAESTRO A/6 | 1861 | 14 | 990 | 75 | 1863 | 123 | |
| 157 | 4 | CONCH PLYMATE/5.5 | 1860 | 9 | 2291 | 76 | 1923 | 55 | |
| 157 | 2- | KASP TURBOKING1 | 1859 | 24 | 364 | 77 | 1900 | 61 | |
| 157 | 2- | KASP SIMULTANIO | 1858 | 13 | 1149 | 78 | 1824 | 36 | |
| 156 | 4- | CONCHES/6 | 1851 | 45 | 106 | 79 | 2017 | 8 | |
| 155 | 1+ | NOVAG JADE/ZIRCON | 1846 | 106 | 19 | 80 | | | |
| 155 | 2- | FID EXCELLENCE/4 | 1845 | 11 | 1756 | 81 | 1960 | 43 | |
| 155 | 3- | NOV EXPERT/4 | 1844 | 14 | 1059 | 82 | 2007 | 6 | |
| 154 | 3- | CONCH PLYMATE/4 | 1833 | 24 | 372 | 83 | 1933 | 64 | |
| 154 | 2- | SCI TURBO KASP/4 | 1833 | 20 | 524 | 84 | 1933 | 64 | |
| 154 | 2- | FID ELITE C | 1833 | 20 | 524 | 84 | 1933 | 64 | |
| 153 | 5- | FID ELEGANCE | 1828 | 34 | 182 | 85 | 1869 | 11 | |
| 152 | 4- | MEPHISTO MM2 | 1818 | 17 | 702 | 86 | 1852 | 40 | |
| 151 | 4- | SCI TURBOSTAR 432 | 1814 | 12 | 1407 | 88 | 1872 | 67 | |
| 151 | 2- | FID EXCELLENCE/DES2000 | 1808 | 11 | 1654 | 89 | 1852 | 52 | |
| 150 | 4- | KASPAROV MAESTRO A/4 | 1803 | 74 | 39 | 90 | 1884 | 8 | |
| 149 | 2 | KASP PRYSMA/BLLTZ | 1794 | 26 | 318 | 91 | 1782 | 59 | |
| 148 | 3- | CONCHES/4 | 1790 | 20 | 515 | 92 | 1875 | 28 | |
| 148 | 2- | NOV SUPER CONST | 1787 | 7 | 3736 | 93 | 1833 | 284 | |
| 147 | 3- | NOV SUPER NOVA | 1782 | 22 | 411 | 94 | | | |
| 146 | 4- | MEPH BLITZ | 1772 | 27 | 278 | 95 | 1892 | 7 | |
| 143 | 2- | NOVAG SUPREMO/SUPER VIP | 1747 | 22 | 419 | 96 | 1816 | 10 | |