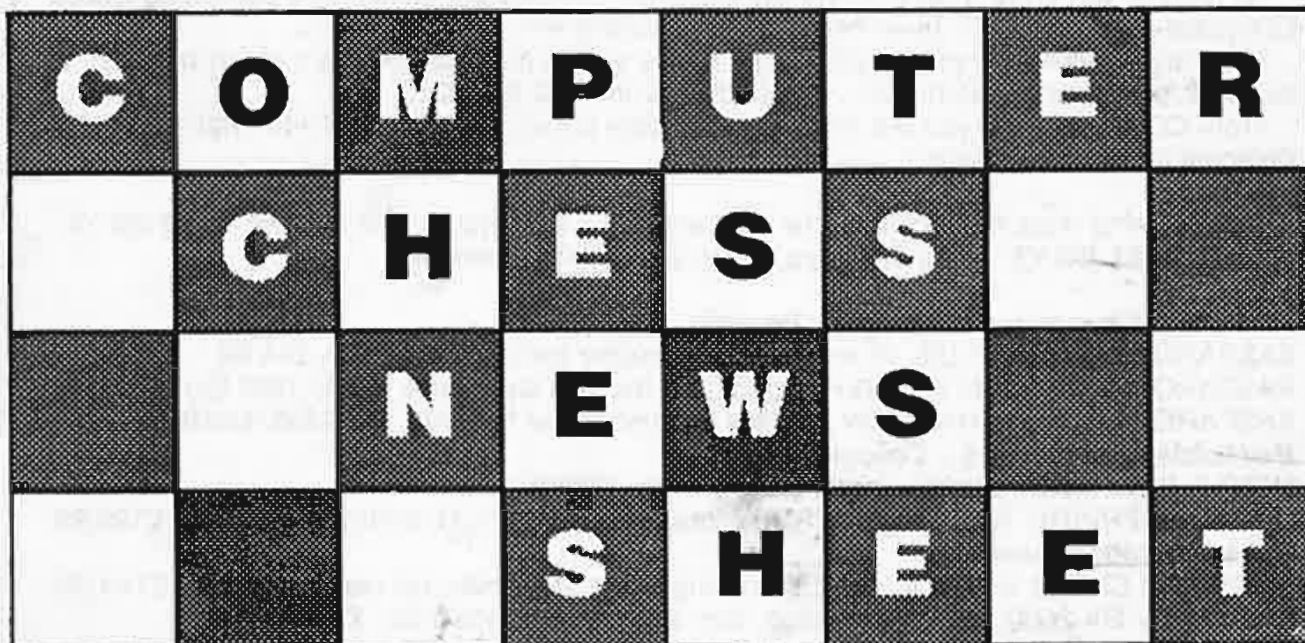


Computer Chess NEWS SHEET 56

Feb-Mar 1995 £3.50



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PUBLICATION DATES: Early Feb, Apr, Jun, Aug, Oct, and Dec

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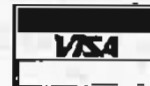
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HIARCS3 at the BURY ST EDMUNDS CONGRESS 1994

3

The latest BURY ST EDMUNDS CONGRESS was held at the end of November, 1994 and attracted its usual good field of strong Club and County players.

Computers are also regular entrants, the NIGEL SHORT and BERLIN PRO having played here in the last 2 years.

Actually the opposition has proved itself rather 'computer literate' and it has been a struggle to get beyond 3 or 3½/5 recently. In fact the NIGEL SHORT rated at 2136, but BERLIN PRO inexplicably managed only 1992 (compare this with a 2400 figure at Aegon a few weeks later against many I.M's and G.M's!).

Bearing this in mind, when the new HIARCS3 was entered this time, it was decided to put it on a Pentium PC in an attempt to redress the balance as far as Bury results are concerned!

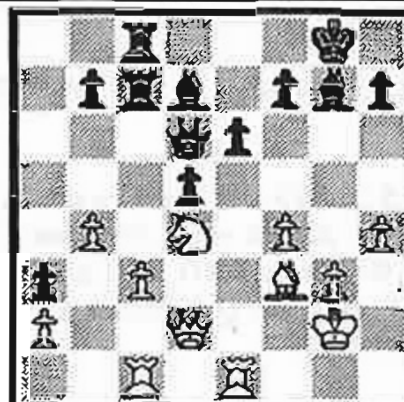
The Pentium in question was not as fast as the Intel version used by Genius3 against Kasparov & Co. - in fact programmer Mark Uniacke, who borrowed it from his firm for the week-end and operated it for the Tournament, timed it at 2.1 times as fast as HIARCS3 on his own DX/50MHz. It was a welcome speed-up nevertheless, though play being at the slower 40 moves in 90 mins extra speed is not as critical as it is at G/5 and G/25 for example.

Here are the games... and they are all well worth playing through! The 'full' Time Control was 40 in 1½hrs + 15mins for rest of game.

A KING (1885) - HIARCS3 (2450)

Round 1.

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 Nc6 7.f4 Qb6 8.Bxf6 gxf6 9.Nb3 Bg7 10.Nd5 Qd8 11.c3 f5 12.Bd3 e6 13.Ne3 fxe4 14.Bxe4 d5 15.Bf3 Qc7 16.g3 0-0 17.Qd2 a5 18.Nc2 a4 19.Nbd4 Nxd4 20.Nxd4 a3 21.b3 Bd7 22.0-0 Rfc8 23.Rac1 Ra5 24.b4 Raa8 25.Kg2 Qd6 26.Rfe1 Rc7 27.h4 Rac8



28.h5?! Qb6 29.Re5?

White's play is too optimistic.

29...Ba4 30.Rg5 Kf8

Answering the threat of 31.h6 and with the counter-threat of Bxd4.

31.Ne2 Bb5 32.Rxg7

32.h6! had been expected by HIARCS, an interesting idea! Then 32...Bf6 (32...Bxh6?! 33.Rh5 Bxe2 34.Qxe2 Bg7 35.Rxh7 Rxc3 eval. Black +140) 33.Rh5 Bxe2 34.Qxe2 Rxc3 eval. Black +200.

32...Kxg7

The eval. is now Black +281, so probably HIARCS' 32.h6 did offer White better chances.

33.f5 Bxe2 34.Qg5+ Kf8 35.Bxe2 exf5 36.Qxf5 Qe3!

Very powerful, with an eval. of +515.

37.Re1 Rxc3 38.Qxd5??

38.Qf3 was probably the best way to protect g3, though the game would still not last too long after 38...Re8!

38...Qxg3+ 39.Kf1 Qf4+ 0-1

As in most, maybe all Tournaments in Britain, competitors are 'warned' of the presence of a Computer, and given the option 'to play or not to play' against it. The outcome of GENIUS3 going 1½-½ over KASPAROV is that the majority, especially the higher-rated players (!?) refused to play HIARCS. Those who did opt to meet it were, I believe without exception, owners themselves.

HIARCS3 at Bury St Edmunds

Our opponent in the next game is an up-and-coming Junior with a big reputation for having a + score against the Tasc R30 and being more than a bit of an anti-computer expert.

HIARCS3 (2450) - R SAVORY (2120)

Round 2.

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Nbd7 8.Qe2 Qc7 9.0-0-0 Be7 10.Nf3 e5 11.Qc4

HIARCS exits from Book with a slightly optimistic +83 evaluation.

11...Qb8! 12.g3 b5 13.Qe2 Bb7 14.Bh3 Nb6 15.Rhe1 0-0 16.a3 Bc6

16...h6 17.Bxf6 Bxf6 was expected by HIARCS offering a fairly equal position.

17.Nh4 Re8 18.Nf5! a5?

Allowing HIARCS to destroy the Black King's protection. Needed was 18...Qc7 19.Bxf6 Bxf6 20.Rxd6 Kh8 when Black retains some chances of hanging on.

19.Nxe7+

The eval. leaps to +302 with this, a high view of the impending dangers to Black's King!

19...Rxe7 20.Bxf6 gxf6 21.Bf5 b4



22.Qh5! Rb7 23.fxe5 dxe5 24.Nd5! Bxd5 25.exd5 Nc4

25...Nxd5 might have been slightly better, blocking the d-file immediately.

26.Qh6!

26.Qxh7+ Kf8 27.d6 also wins of course.

26...Nd6

26...bxa3 27.Re4 also guarantees an early mate.

27.Rd4

Played with m/6 announcement, and Black resigned. This was a pleasing and convincing win against a potentially dangerous opponent. 1-0

M ROSS (1910) - HIARCS3 (2450)

Round 3.

1.c4 e5 2.b3 Nc6 3.Bb2 Nf6 4.d3?!

Putting the Computer out of its Book early is a major aim of many opponents, but it must be done without handing over all the initiative, especially to one with an active style. 4.e3 is shown as HIARCS mainBook line.

4...d5 5.e3?! dxc4 6.bxc4 Bf5 7.Nf3 Bb4+ 8.Nc3 0-0 9.Be2 e4 10.dxe4 Nxe4 11.Qxd8 Raxd8 12.Rc1 Nc5 13.0-0 Nd3 14.Bxd3 Bxd3 15.Nd5?!

15.Rfd1 Bxc4 was better for White, but the eval. by HIARCS for this was +238 anyway!

15...Bxf1 16.Kxf1 Rd7 17.Ng5 Re8 18.f3 f5 19.e4??

Missing the tactic. 19.Rd1 Bd6 20.Nxc7 Rxe3 was the HIARCS forward analysis with a +382 eval.

19...Bd2! 20.h4 Bxc1 21.Bxc1 h6

Played showing +827, and White resigned. 0-1

A WILLIAMS (1910) - HIARCS3 (2450)

Round 4.

1.e4 c5 2.Nf3 d6 3.Bb5+ Bd7 4.Bxd7+ Qxd7 5.0-0 Nc6 6.c3 Nf6 7.Re1 e6 8.d3 Be7 9.Bg5 0-0 10.Nbd2 h6 11.Bh4 Rae8 12.h3 d5 13.e5 Nh5 14.Bxe7 Nxe7 15.g3 Qb5 16.Qc2 Ng6 17.Nf1 Qb6 18.Qe2 f6 19.N3h2 Nxe5 20.Qxh5 Qxb2 21.Qe2

21.d4 had been expected with an eval. still completely equal after 21...cxd4 22.cxd4 Qxd4.

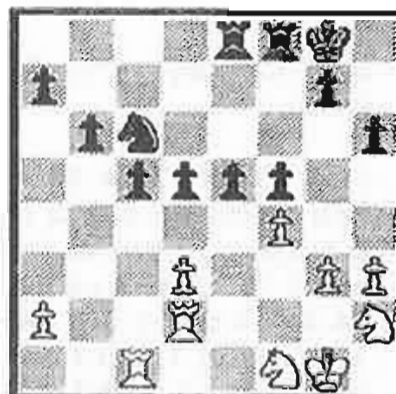
21...Qxc3

22.Red1 Nc6

23.Qd2 Qxd2

24.Rxd2 f5

25.Rc1 b6 26.f4 e5 (DIAGRAM above)



27.fxe5 f4 28.g4?!

28.gxf4 Rxf4 29.Ne3 Rxe5 was expected by HIARCS, a position I would consider to be reasonably even, though the Computer itself was indicating more than +100. After the move played Black certainly does have the advantage.

28...Rxe5 29.Nf3 Re7 30.Kf2 Rfe8 31.Re1 Rxe1 32.Nxe1 Kf7 33.Nc2 g5 34.Nh2 h5 35.Nf3 hxg4 36.hxg4 Kf6 37.Rd1 Rh8 38.Kg2 b5 39.Rh1?

39.Re1 was expected by HIARCS here, and does seem preferable. Whilst Black's Rook appears the more threatening, encouraging White to entertain the exchange, in practice once they come off it is White's own position which disintegrates.

39...Rxb1 40.Kxb1 Ne5!

The key to White's problem now can clearly be seen - i.e his King is out of the game. For that reason he doesn't want to exchange Knights now either, but there is no choice due to the helpless d3 and g4 Pawns.

41.Nxe5 Kxe5 42.d4 + ?

Considering our criticism of one or two of White's moves, it is strange that even now 42.Ne1 c4 43.Kg2 might still have made HIARCS work for the point in a quite interesting finish! The Computer in fact viewed this as +275, but after 42.d4 + ? jumps to +481 expecting 42...cxd4 43.Nb4.

42...cxd4 43.Ne1?

If 43.Nb4, the suggested continuation in our previous note showing +481, then 43...Ke4 still wins, as does 43...a5. Now HIARCS leaps to +1126!

43...Ke4 44.Kg2 d3 45.Nf3 Ke3

Black's King wins it and White resigned. 0-1

The following and final game was generally considered to be HIARCS' best of the Tournament, and the game of the Round, involving as it does a Queen sac' by the Computer.

This astounded the many onlookers attracted due to the HIARCS 4/4 score; at first they thought that Mark Uniacke, operating for his own program, must have made a mistake in transferring the

move onto the game board... or maybe the program had blown a fuse?

HIARCS3 (2450) - D GOLDER (1840) Round 5.

1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.e3 Bb7 6.Nc3 axb5 7.Bxb5 Qa5 8.Nge2 Nxd5 9.O-O Nf6 10.e4 Nc6

The end of HIARCS's Book in this line as it had expected the Pawn on e4 to be taken (10...Nxe4). Darrell Golder (long time NS Reader and Computer owner, so an opponent in no way to be taken lightly whatever his apparent grading) thought about it for a long time, but decided not to chance the capture with the inevitable pressure for White that would result!

11.Bd2 Qb6 12.Qb3 e6 13.Bf4 Be7 14.e5 Nd5 15.Nxd5 exd5 16.a4 d4 17.Qg3 g5

17...Bf8 was expected here. HIARCS is showing +65 at present.

18.Bd2 Nd8 19.Rab1 Bd5 20.b4

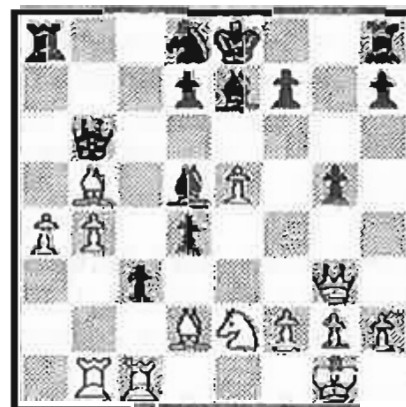
This attack on the Q-side gives HIARCS an early advantage, though its eval. here of +170 seems slightly optimistic to me and does indeed drop soon.

20...c4 21.Rfc1 c3

DIAGRAM

22.Bxg5

Of course this Pawn capture has been available for



some moves, and we all 'knew' it couldn't be made because of Rg8! However Darrell has virtually forced HIARCS to take as 22.Be1 Bc6 23.Qd3 would leave White with only the smallest of advantages.

22...Rg8 23.h4 h6 24.Qg4 Ne6!

Excellent. 24...Qe6 25.Qxd4 was the continuation expected by the Computer, and would have certainly suited him better (perhaps +100 or so). Now he/it indicates, after a very long 'think' a big drop in evaluation, as referred to in our next note!

25.Nf4

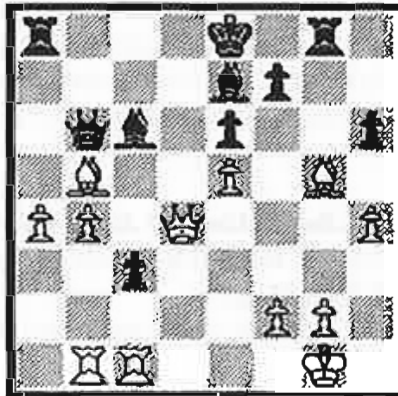
The best move, and carefully checked by HIARCS for over 5 mins. now showing a -61 eval! and expecting Qb7!

25...Bc6?

A shame (for Darrell!) after the hard work and clever play. HIARCS indicates that with 25...Qb7! 26.Nxe6 Bxe6 27.Qxd4 hxd5 Black has an advantage!

26.Nxe6 dxe6 27.Qxd4!!

We have to have a DIAGRAM when a Computer sacs its Queen!

**27...Qxd4**

Refusing the offer with 27...Qb7 was probably best:

28.Bxe7 Bxb5, revealing a mate threat on g2 and forcing 29.g3 Bxa4 30.Bf6. White should win, but there was still some play here.

28.Bxc6 + Kf8

28...Kd8 was expected, and then 29.Rd1 Qxd1 + 30.Rxd1 + Kc7 31.Bxa8 hxd5 32.Be4 gxd4, leaving White a Pawn up with a very dangerous pair sat on the a and b-files which should ensure the win!

29.Bxh6 + Rg7 30.Bxa8 Bxb4

The Computer eval. is +323 for this rather unbalanced material count-up as it plays its next.

31.h5 Kg8 32.Bxg7 Kxg7 33.Bf3 Bc5**34.Rc2**

The HIARCS eval. has dropped to +235 playing this. I also note that FRITZ3 rates it at only +61! How dangerous is the c2-Pawn? As it is isolated and White has 3 pieces to Black's 2 it ought to fall... but will it?!

34...Qxe5?!

34...Qxa4 was the better capture, as shown in the HIARCS' game analysis, as it would simultaneously attack the c2-Rook. Then 35.Re2 (35.Rxc3? Qa2; or 35.Bd1!? Qe4) 35...Bd4 with

outside chances of the draw.

**35.Ra1 Bd6 36.Rd1 Bb4 37.g4 Qc5
38.Kg2 Qb6 39.Rh1! Kh8 40.Rb1 Qa5
41.Bc6 Qc5 42.f3 Qd4 43.Be4! Qc5
44.Rd1 Kg7 45.Rd7 Qf8?!**

45...Kf6 is better according to HIARCS, but its continuation of 46.h6 Qc8 47.h7 still looks totally convincing for White. 45...Qg5 is another idea, but 46.Bg6! Be7! 47.Rxc3 fxd6 48.Rcc7 gxd5 49.Rxe7+ Kf8 50.Rh7 and the two Rooks ferry the a-Pawn home in due course. It seems the game was beyond Darrell at this point.

46.Bg6! Be7 47.Rxc3 Kf6

47...fxg6 48.Rcc7 and the poor status of Black's Queen makes the finish much easier for White than in the note to move 45.

48.Bxf7

HIARCS had +681 with moves 47 and 48.

**48...Qxf7 49.Rcc7 Qh7 50.Rxe7 Qd3
51.Rf7 + Kg5 52.Kg3 Qd6+?**

Ooops! 52...Qe3 would have prolonged things, albeit briefly.

53.f4 + and mate in 5 announced in exactly 0 secs! 1-0.

So no 'big scalps' but five excellent games, well contested by an obviously very powerful Computer Program and Players alike.

Of course some folk will de-value the HIARCS performance by drawing attention to the opponents' ratings (average 1933 Elo) - but no-one can do better than beat them all! Indeed we have seen that many programs drop plenty of 1/2-points here and there to the so-called lower rated players. This is often because these are the very folk who have their own Computers which they work with at home, and they come well prepared! The I.M.'s and G.M.'s play their normal game (as it should be!?) but often do less well!

As already mentioned, at the Bury St. Edmunds Congress barely half of the players had agreed to play the Computer, but that 50% were keen and accomplished Computer opponents, so I would rate this a good value **5/5**, especially in view of the enjoyably combative nature of the games.

LETTER and ARTICLE from Bill REID EVALUATING PASSED PAWNS

7

I enclose a little two-pager which raises an apparent problem about computer evaluations. I hope you will consider it for NS.

I would also offer some off-the-top-of-the-head comments on 'Complete Chess System2' (NS/55, p16-20). It raises two potentially connected but, in the way it is written, quite different issues:

1. Does the notion of 'dynamics' offer an important new way of viewing the programming of chess computers?

In fact, the article does little more than restate the old polarity between those who would adopt the Euwe-type proposition that the key to chess is "judgement and planning", and the supporters of, e.g. Bronstein, who said "There are no plans in chess, only moves". One doubts that such theoretical controversies could ever be resolved, except through demonstrations of which approach is most likely to win games.

Kasparov currently seems to offer vindication to the supporters of planning: some of his moves do not, at first sight, recommend themselves as 'sound', but turn out to lead to positions which are favourable though hard to evaluate. Unfortunately, we can never know what goes in his head.

Computers may be able to remedy this. We can know why they play the moves they do! So maybe CCS2, pitted against programs such as Genius or Hiarcs, can help to provide a firm answer?

Which brings us to the other issue:

2. Is CCS2 any good?

The piece seems rather coy about this. One somehow suspects that the illustrative games are highly selected.

And they exhibit some odd features: does Genius2 really invite the Alekhine-Chatard attack, play an inferior sixth move, and then

gout of Book on move eight? And does it really, given a bit of thinking time, opt for 11...0-0?? (RISC 2500 will have nothing to do with it, and immediately locks on to 11... Nc6).

But let's hope that CCS2 is soon available for testing, so that such doubts can be put aside!

EVALUATING PASSED PAWNS: A PROBLEM FOR COMPUTERS? by Bill Reid

'Chess Computers and wrong-coloured Bishops' (NS/53 and NS/54) makes an important contribution to the growing literature on ways in which even the strongest computer programs can wrongly evaluate positions that would pose little difficulty to averagely strong players.

However, now that machines can win games against the strongest opposition it is easier to see these misjudgements as academically intriguing rather than as evidence that their programs are fundamentally flawed.

Of course humans and machines both have their blind spots - but they are interestingly different, and for some reason we are more indulgent towards erring humans!

One such source of machine error that I have encountered is the evaluation of advanced Pawns. An example of this occurred in a game between RISC 2500-128 and M CHESS 386 which was played on a Correspondence basis, using analysis level, often with overnight 'thinks'.

Kasparov RISC 2500-128 - M CHESS 386

RISC 2500 as White, chose a line in the Vienna Variation of the Queen's Gambit which involves giving up three Pawns for a Knight. It was a bit leisurely in activating its pieces to exploit its potential advantage, but after its 24th. move (see DIAG. 1) was displaying a very healthy

+326. At this point M CHESSE evaluated its position at -110.



A human player of the White pieces, however, would not be at all happy with the sight of that advancing tide of Pawns and would be casting round for ways of getting some compensatory piece activity (and fearing it might already be too late!). But RISC happily picks up the exchange, convinced that it is on to a good thing.

Play went:

24.	...	Kc7 (-110)
25.	Nf7 (+373)	e4 (-151)
26.	Nxh8 (+405)	Rxh8 (-165)
27.	Qe7 (+397)	Re8 (-1)

M CHESSE seems to be waking up faster than RISC.

28.	Qg7 (+181)	e3 (-30)
29.	Rh1 (+161)	dxe (+127)
30.	Rfg1 (-28)	Qa5 (+150)
31.	Qc3 (-125)	Qxa2 (+330)
32.	Qa3 (-119)	

Still incredibly optimistic! But after

32	...	Qxa3
33.	bxax	c3
34.	Bf3	e2
35.	Bxe2	Rxe2
36.	Rg3	

the truth sank in and RISC was resigned at - 552.

Problems with evaluating the worth of advanced Pawns is bound to affect endgame performance. In the position of DIAG. 2, for example, Black is clearly lost. But, given 2 hours to think about the

position, RISC plays Rg8 showing an imagined winning plus of 243!?



No doubt programmers are already working hard on the advanced Pawn problem, and perhaps it is already too late for opponents of Genius3 to be looking for lines that swap pieces for phalanxes of Pawns?

Letter from Chris WHITTINGTON

(programmer of CCS-TAL and author of the **LOOKING GLASS PARADIGM** article in NS/55 and referred to above).

Ref: Christmas after-dinner tests

These really are too easy, I think almost all programs will solve these very quickly.

Chess System TAL (486/66MHz) times are:-

1. **Re1+**, 4secs. This is really easy for programs because just about everything else would be an immediate White win by Qxh6+.

-Fidelity MACH4: m/7 in 12 secs.

-Meph VANCOUVER 68000: 1m 19.

-M CHESSE 286: not in 20 mins.

2. **Rxh7**, 3secs. This is BT (Bednorz-Toninsen) position 14; almost all good programs solve within 10secs.

-MACH4: 4mins to find Rxh7, and 1min more to announce m/7.

-VANCOUVER 000: 4mins 20.

-M CHESSE 286: 4mins 27.

-HIARCS2.1 486: 4secs.

-RISC 2500: 8secs.

3. **Rg5**, 63secs.

-MACH4: failed to find either the mate or the key

move after 10mins.

-VANCOUVER 000: 7mins30.

4. **Rxg6+**, 0secs; just too easy!

-MACH4: took 3½mins to find it was m/8.

-VANCOUVER 000: 2min 11 to find Rxg6, and m/8 after 7min 41.

-M CHESS 286: 5min 26.

5a. Main line **12.Qh3** g6 found after 130secs. Black doesn't have to be so helpful in playing h6 as well.

-HIARCS3 was the program that found Qh3 very quickly (within a few secs), but MACH4, VANCOUVER and M CHESS drew blanks here.

5b. After 12.Qh3 h6 **13.Bxh6** takes 3secs.

-VANCOUVER 000: about 3½hrs!

-MACH4, M CHESS 286: no.

6. **d5**, 0secs. CS-TAL plays this from Book, although with Book disabled it would play it anyway.

-MACH4: nearly 4mins.

-VANCOUVER 68000: 58secs.

-M CHESS 286: 41secs.

-HIARCS3 486/33 (Book off): 17secs.

7. **Bxf7**, 3secs.

-MACH4: 7mins 5.

-VANCOUVER 000: 26secs.

-M CHESS 286: no (prefers Ng5).

-HIARCS3 486/33: 3secs.

(The extra timings shown in italics are mainly those provided by Carl Bicknell when he sent me the various Positions originally. We now return to CHRIS's letter...)

My feeling is that the interesting positions are those which programs FAIL to solve, or that only a few programs solve. Maybe we should be looking for the positions that require the 'next generation' of programs to solve?!

PC SCHACH had an Article on such positions a few months back, the BEDNORZ-TONINSEN 2630 TEST, in which nos. 4, 13a, 15a, 16a, 21a, 28a and 29a were solved by only a few programs. The majority of these are tactical, King attack. The CS-TAL tal-function manages some of them, and it would be interesting to know the results for

the latest 'Christmas release' versions of the top programs.

For me the interesting question is why are certain positions not solved? What it is about the programs that fails to find the solution? What is it about the programs that do find the solution?

Lastly, did you read the Computer SCHACH & SPIELE article suggesting that REBEL6.0 was 'cheating' on the BT tests? REBEL solves position BT9 very quickly, but apparently if the White Pawn on h2 is moved to h3 (which has no effect on the position) REBEL can't find the key move anymore.

(The BT9 Test Position is given after this letter for NS Readers to examine for themselves).

They proofed this with other programs to ensure that h2/h3 makes no difference. The suggestion is that REBEL recognises this specific position and modifies its parameters accordingly. CSS has asked readers to test other programs on the test suite to try and find other examples of test-suite kludging.

Interesting and, if true, will backfire badly on the REBEL team - let this be a lesson to us all! It is one thing to try and develop programs and use test positions to evaluate progress, and quite another to try and raise one's achieved position in an important test list by 'artificially' finding solutions.

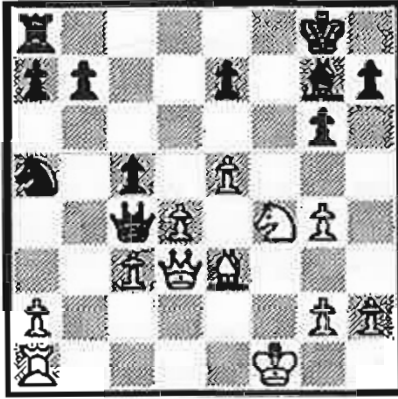
CSS makes many test position suites, and then gives results of programs on them. Why don't you start to carry these? There are many of them and they are not copyright. Readers would find it interesting to test out their programs and send in the results, no?

Maybe we could open up a dialog on the search and heuristic features on the available programs. Readers could also send in tricky positions that their program failed to solve, so we could test other programs on the same position and so on....

Tabulated BT test results would also rest nicely with the grading lists. (... but not if some of the programs really do 'fudge' them! Eric).

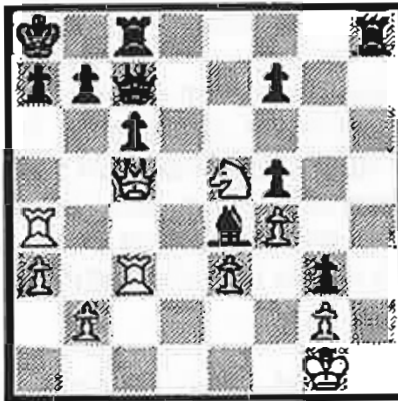
Various positions of interest

BT 9
Black
to move



The key move is **1...g5**, and the position of White's h-Pawn (on either h2 or h3) should make no difference to the solving performance.

While we're looking at interesting POSITIONS, check this one out!



It occurred in a 1937 game between BAUM and E.ALEXANDER. It is Black to move, and we note that White threatens Qxa8 mate.

Alexander picked up his Queen, hesitated, then gingerly retreated it:

1... Qb8

In fact playing through the position with FRITZ3 on a fast 486, it analysed 1... b6 2.Qb4 Rh2 as a clear win for White. Also 2... Qd8 threatening Qd1 mate would win nicely here.

But Black has played 1... Qb8. What now? Baum promptly banged down his reply:

2.Nd7

How many programs would do just the same? Come on now, be honest!

Finally how does the game end? Alexander, in fact, got it right!

2... Rh1 + !!

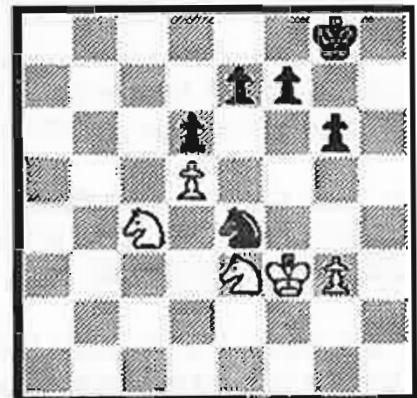
FRITZ3 found this with the m/10 announcement

in just under 4 mins. The win is completely forced:

3.Kxh1 Rh8 + 4.Kg1 Rh1 + 5.Kxh1 Qh8 + 6.Kg1 Qh2 + 7.Kf1 Qxg2 + 8.Ke1 Qf2 + 9.Kd1 Bf3 + 10.K1 Qe1 + 11.Kc2 Qd1 mate.

Here is another one which Alastair SCOTT sent me after enjoying my wrong-coloured Bishops Article in said NS/53. Black to move

The only way for Black to draw is by **1... Nxc3!**
2.Kxc3 e6!
as this exchanges the last White Pawn and leaves 2 Pawns against 2 Knights.



Alastair notes that White could (after 1... Nxc3!) try the tricky 2.Nxd6 hoping for 2... exd6?? 3.Kxc3 and the d5 Pawn can NOT be exchanged. But as long as Black plays 2... e6! the draw is held; if 3.Nxf7 exd5!

Alastair says that none of the Computers or Programs he has ever tested has found the Knight sac', or understands the position... most play 1... Nc5 or 1... f5. I confess I haven't had time to run this through properly yet... is he right?

Finally - it HAD to happen. A current TOP program wins giving QUEEN ODDS against an oldie! Take White's Queen OFF, and browse through this.

Chess GENIUS 486/33 - Fidelity VOICE CHALLENGER

1.Nc3 Nc6 2.e3 Nf6 3.Bb5 Nb4
4.Ba4 c6 5.Nf3 d5 6.a3 Na6 7.d4 Bf5 8.h3 b5
9.Bb3 Qd6 10.Nh4 Be4 11.0-0 Nc7 12.f3 Qg3
13.fxg4 Qxh4 14.Rf4 Qg3 15.e5 Nh5 16.Rf3 Qg6
17.g4 f5 18.Rxf5 b4 19.Ne2 e6 20.Rxh5 bxa
21.bxa Be7 22.Ba4 Kd7 23.c4 Rhb8 24.Nf4 Qe4
25.cxd exd 26.Kh2 Rd8 27.e6 + Nxe6 28.Re5
Nx14 29.Rxe4 dxe4 30.exf4 Kc7 31.Be3 Bf6
32.Fc1 Rd6 33.d5 Bb2 34.Rc4 Re8 35.Bxc6 Re7
36.Bc5 Rxc6 37.dxc6 Re6 38.Bxa7 Bxa3 39.Bb6
Kxb6 40.c7 Rc6 41.Fxc6 +, and 1-0!

Larry Kaufman's ONE-HOUR CCR TEST

11

In Larry Kaufman's COMPUTER CHESS REPORTS Vol.4 No.1 he presented his ONE-HOUR CCR TEST. He has invited us to make the fullest use of it as a means of assessing, (1) Likely Computer Gradings, and (2) Progress between Versions, in the quickest time possible... i.e. ONE-HOUR!

Results have been reaching Larry for a little while now, and they indicate that this may be the best test method currently available, apart from the obviously more accurate but infinitely more time consuming method of actually playing games! As a result we are re-printing the TEST with Larry's Introductory Notes here in NS. I have arranged it in a way that provides space for Readers to 'mark' their own Computer's performance as they go along, and also as the central 8-pages of this Issue of NS so that Readers can quite easily pull it out as a self-contained set of pages if they wish to keep it to one side for future use, reference or updating.

THE ONE-HOUR CCR TEST by Larry Kaufman.

In previous Issues we have presented sets of problems designed to rate chess programs. The last set of 25 positions compiled by CCR was primarily composed of tactical problems, and so it tended to overrate "stupid, fast" programs relative to "smart, slow" ones. In this Issue I am at last unveiling a first serious attempt to rate both the positional and tactical play of chess computers in one set.

The challenge I faced was to find positional problems that were sufficiently difficult to challenge strong programs, yet clear enough so that few masters would dispute the single solution. I decided that such problems are best found in the Opening Books, since it is usually safe to say that if only one move is played in a given position by the masters, it is probably the right move. This test is composed of 25 positions taken from opening theory, in which only one move is generally played or recommended. Some tactical problems are included within these, but the majority of the problems are primarily of a positional nature.

To test a program, set the LEVEL to Infinite, turn OFF the Opening Book (there is normally some way to do this, even if it involves using

set-up mode or, on a PC, re-naming an opening book). If possible turn OFF thinking in opponent's time (this can affect the hash table effect slightly in a minority of programs). Then use player- player/monitor/analysis mode to play out the moves leading to the problem position and, with the Display or Hint feature turned ON, begin the Search.

Note down the move chosen at 15secs, 30secs, 1min and 2mins.

The entire test should take round about an hour, even allowing for the time to enter the moves.

Each position has either one CORRECT move, or one move to AVOID. Score ONE point for each correct move found (or bad move avoided) at each of the four time intervals. Thus if a good move is displayed at 15", not at 30" or 1', but is found again by 2', the program would get 2 points on that problem.

The total score on the test can range from 0 to 100. To get an estimated Elo rating, multiply the TOTAL SCORE by 8 and add it to 1880 (or 2000 for USA). This formula may be revised after more programs have been tested (and could hardly be applied to Computers graded below 1880 of course!... this is really a test for the 2000+ programs).

One weakness of the test is that it ignores the Endgame. Perhaps in a future Issue we will offer an endgame set, with its rating to be averaged-in with the current Test. One strength of this test is that the Openings from which it is drawn cover a wide range, fairly representative of actual play.

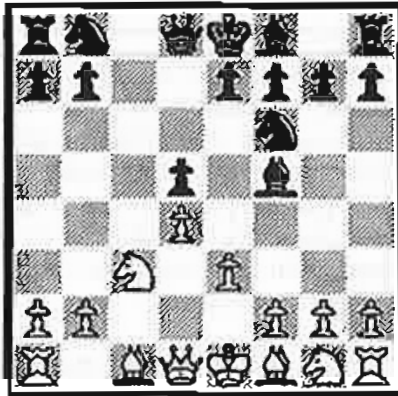
So far I have been quite impressed with the correlation between this Test and the various Rating Lists, including those in Britain and Sweden, but more programs need to be tested to confirm the level of accuracy.

NOTE from ERIC to NS READERS: please send your RESULTS to me. I will compile a comprehensive listing here and send them over to LARRY. RESULTS from all sources will be shown in NS57!

Now for the positions:-

CCR Test. Positions 1-4.

CCR01 Slav Defense. 1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.e3 Bf5 5.cxd5 cxd5 White to move.

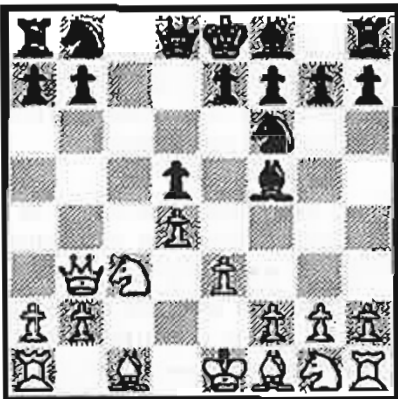


**SOLUTION:
6.Qb3!**

Time	Prog1	Prog2	Prog3	Prog4
15secs		o	o	
30secs		o	o	
1min	o	o	o	
2min	o	o	o	

Don't switch off! For this position only there is a continuation:

CCR02 Slav Defense cont. 1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.e3 Bf5 5.cxd5 cxd5 6.Qb3 Black to move.

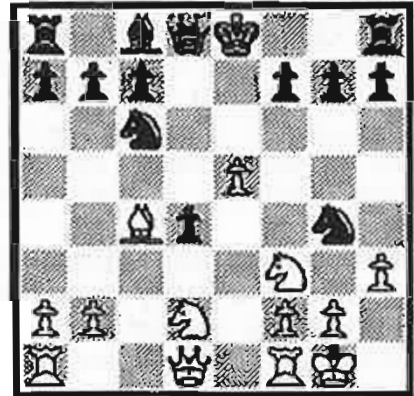


**SOLUTION:
6...Bc8!**

While this leaves White with a clear lead in development, other moves lead to even worse trouble. One example is 6...Qd7? 7.Nf3 Nc6 8.Ne5 Nxex5? 9.dxe5 N-any 10.Bb5 wins.

Time	Prog1	Prog2	Prog3	Prog4
15secs	o	o	o	
30secs	o	o	o	o
1min	o	o	o	o
2min	o	o	o	

CCR03 Queen's Gambit Accepted. 1.d4 d5 2.c4 dxc4 3.e4 e5 4.Nf3 exd4 5.Bxc4 Bb4+ 6.Bd2 Bxd2+ 7.Nbxd2 Nc6 8.O-O Nf6 9.e5 Ng4 10.h3 Black to move.

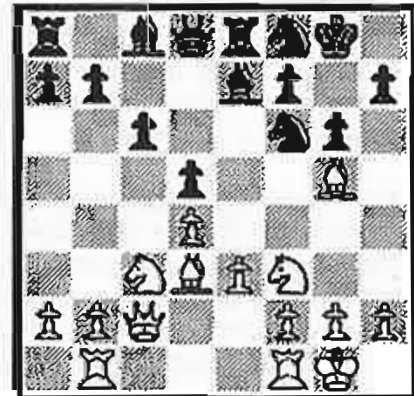


**SOLUTION:
10...Nh6!**

The point is that if instead 10...Ngxe5? 11.Nxe5 Nxe5 (or 11...Qf6 12.Nf3) 12.Re1 f6 13.f4, and either way Black cannot retain enough compensation for the Knight)

Time	Prog1	Prog2	Prog3	Prog4
15secs	o		o	o
30secs	o		o	o
1min			o	
2min			o	

CCR04 Queen's Gambit Declined. 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.cxd5 exd5 5.Bg5 c6 6.Qc2 Be7 7.e3 Nbd7 8.Bd3 O-O 9.Nf3 Re8 10.O-O Nf8 11.Rab1 g6 White to move.



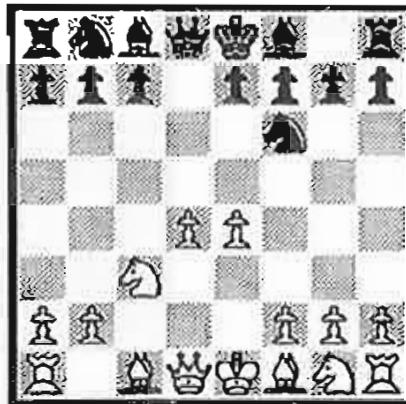
**SOLUTION:
12.b4!**

The minority attack, and the point of the previous move.

Time	Prog1	Prog2	Prog3	Prog4
15secs	o	o	o	o
30secs	o	o	o	o
1min	o	o	o	o
2min	o	o	o	o

CCR05 Marshall's Defense to the Queen's Gambit. **1.d4 d5 2.c4 Nf6 3.cxd5 Nxd5 4.e4 Nf6 5.Nc3** Black to move.

SOLUTION:
5...e5!

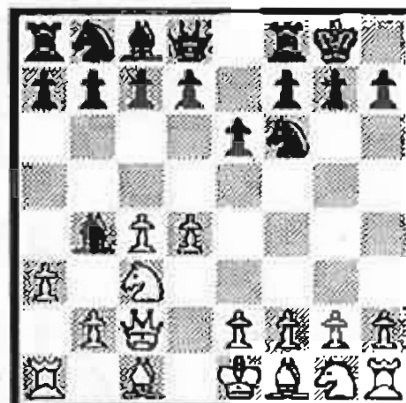


If 6.dxe5 Qxd1+ 7.Kxd1 Ng4, and Black recovers the Pawn favourably.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR06 Nimzo Indian Defense. **1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 O-O 5.a3** Black to move.

SOLUTION:
5...Bxc3+!

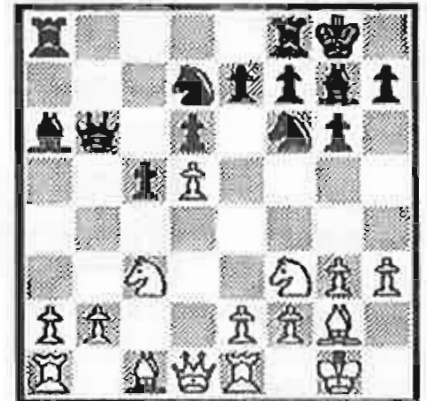


"Sacrificing" the Bishop pair for no tangible compensation, but retreating the Bishop to e7 allows White a too dominating centre.

Time	Prog1	Prog2	Prog3	Prog4
15secs				
30secs				
1min				
2min	<input type="radio"/>			

CCR07 Benko Gambit. **1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.bxa6 Bxa6 6.Nc3 d6 7.Nf3 g6 8.g3 Bg7 9.Bg2 O-O 10.O-O Nbd7 11.Re1 Qb6 12.h3** Black to move.

SOLUTION:
12...Rfb8!

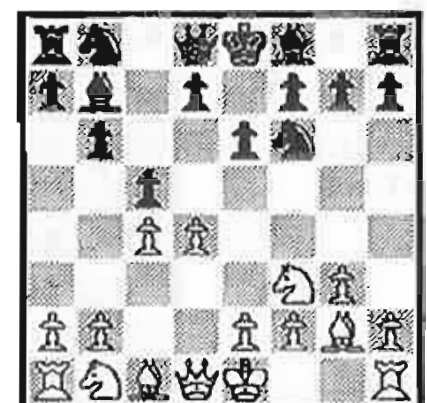


So that one Rook will be posted on each semi-open file.

Time	Prog1	Prog2	Prog3	Prog4
15secs			<input type="radio"/>	
30secs			<input type="radio"/>	
1min			<input type="radio"/>	
2min			<input type="radio"/>	

CCR08 Queen's Indian Defense. **1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.g3 Bb7 5.Bg2 c5** White to move.

SOLUTION:
6.d5!

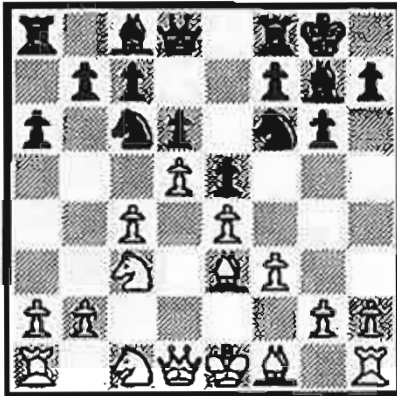


After this, if 6...exd5 7.Nh4! will recover the Pawn thanks to the pin. If 6.d5 didn't work here, everyone would play 5...c5. As it is the move is rarely seen in master play.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR Test. Positions 9-12.

CCR09 King's Indian Defense. **1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3 O-O 6.Be3 Nc6 7.Nge2 a6 8.Nc1 e5 9.d5** Black to move.

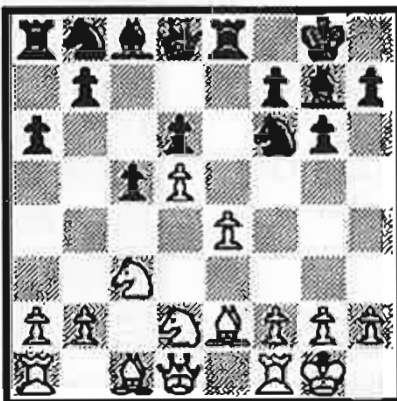


SOLUTION:
9...Nd4!

This does not lose a Pawn because if 10.Bxd4 exd4 11.Qxd4 Nxe4! 12.Qxe4 Re8. White should instead play 10.Nb3, or 10.N1e2, but Black is better off here than he would be after a passive Knight retreat at move 9.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR10 Benoni. **1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 exd5 5.cxd5 d6 6.e4 g6 7.Nf3 Bg7 8.Be2 O-O 9.O-O Re8 10.Nd2 a6** White to move.

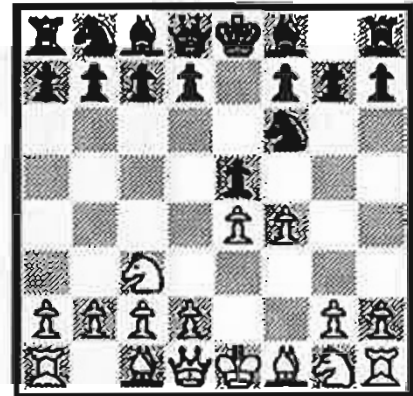


SOLUTION:
11.a4!

Restraining Black from creating counterplay with b5.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR11 Vienna Game. **1.e4 e5 2.Nc3 Nf6 3.f4** Black to move.

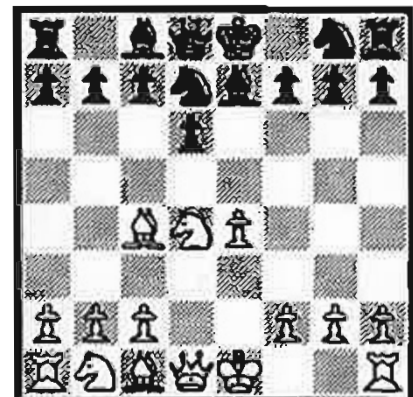


SOLUTION:
3...d5!

Answering a wing attack by a central thrust. Taking the f-Pawn is not so good here as in the King's Gambit.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR12 Philidor's Defense. **1.e4 e5 2.Nf3 d6 3.Bc4 Be7 4.d4 exd4 5.Nxd4 Nd7?** White to move.



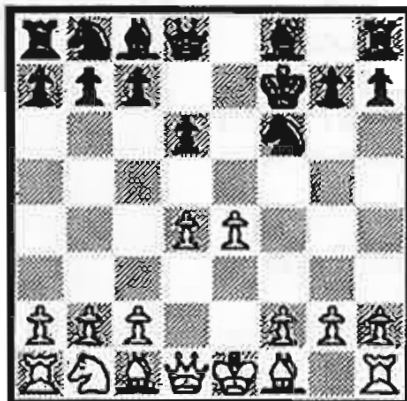
SOLUTION:
6.Bxf7 +!

Intending after 6...Kxf7 7.Ne6! when if 7...Kxe6 8.Qd5 + Kf6 9.Qf5 mate.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR13 Petroff's Defense. 1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nxf7?! (the Cochrane Gambit) Kxf7 5.d4 Black to move.

SOLUTION:
Avoid
5...Nxe4?

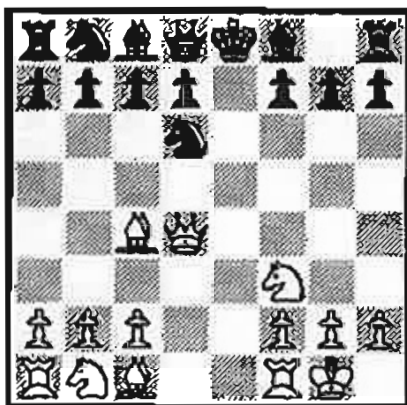


Because 6.Qh5+ Ke7 7.Qe2 d5 8.Bg5+ wins.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR14 Bishop's Opening. 1.e4 e5 2.Bc4 Nf6 3.d4 exd4 4.Nf3 Nxe4 5.Qxd4 Nd6 6.O-O Black to move.

SOLUTION:
Avoid
6...Nxc4?

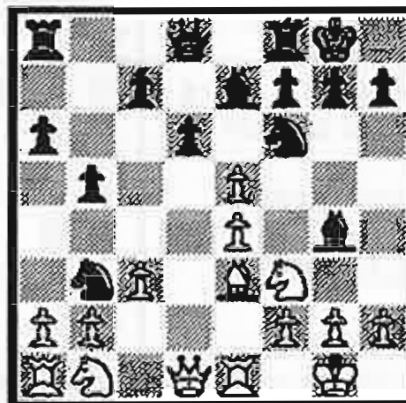


It seems natural but 7.Re1+ Be7 leads to 8.Qxg7 Rf8 9.Bh6 and the threat of 10.Qxf8 cannot be parried without decisive material loss.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR15 Ruy Lopez. 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b5 7.Bb3 d6 8.c3 O-O 9.d4 Bg4 10.Be3 Na5?! 11.dxe5! Nxb3? White to move.

SOLUTION:
12.exf6!



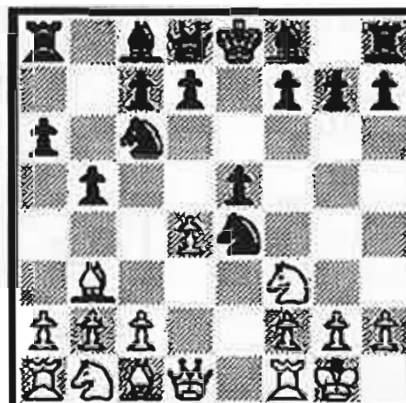
This wins after 12...Nxa1 13.fxg7 Qxg7 14.Nbd2 as the Black Knight in the corner is lost. Though Black gets R+P for two minor Pieces (equal according to the beginner's 1-3-3-5-9 count), good players know 2 Pieces are nearly always stronger than R+P, except in very simplified endings.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR16 Ruy Lopez Open Defense. 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O b5 7.Bb3 Black to move.

SOLUTION:
7...d5!

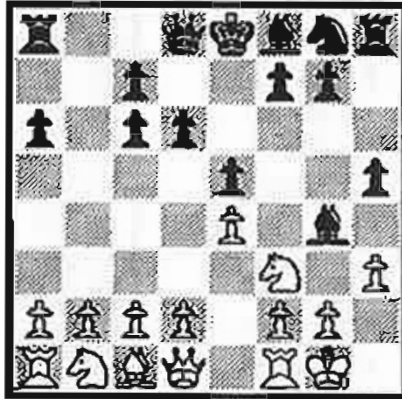
This returns the Pawn in the best way, since the alternative 7...exd4 would only keep Black a Pawn up for a few moves.



Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR Test. Positions 17-20.

CCR17 Ruy Lopez Steinitz Defense Deferred.
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6
5.O-O Bg4
6.h3 h5
7.Bxc6+ bxc6
 White to move.

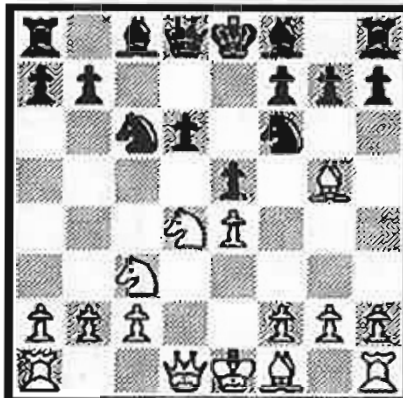


SOLUTION:
 Avoid
8.hxg4?

After 8...hxg4
 9.Ne1? Qh4 10.f3
 g3 it is mate next.
 White can avoid the mate (after 8.hxg4? hxg4) by
 9.g3 returning the Knight, but Black should still
 stand better with his Rook on an open file near
 the White King.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR18 Sicilian Defense, Richter-Rauser Attack.
1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4
Nf6 5.Nc3 d6
6.Bg5 e5?
 White to move.

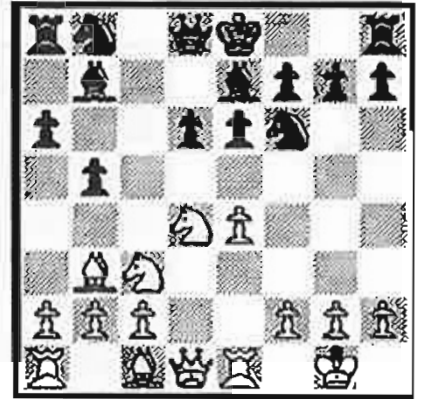


SOLUTION:
7.Bxf6!

Sacrificing the
 Bishop pair! But if
 7...Qxf6? 8.Nd5
 Qd8 9.Nb5 and
 Black is in big
 trouble. Therefore he should play 7...gxh6 but
 8.Nf5 Bxf5 9.exf5 leaves White with the better
 position.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR19 Sicilian Najdorf, Sozin variation. **1.e4**
c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 a6
6.Bc4 e6
7.O-O b5
8.Bb3 Bb7
9.Re1 Be7?
 White to move.

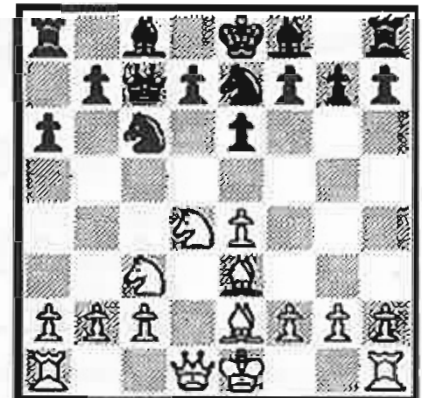


SOLUTION:
10.Bxe6!

Sacrificing the
 Bishop for three
 Pawns is not quite enough material compensation
 for a Bishop in the early part of the game. But
 here, because Black's King is denuded
 (exposed), the sacrifice is fully justified.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR20 Sicilian, Taimanov variation. **1.e4 c5**
2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3
Qc7 6.Be2 a6 7.Be3 Nge7? White to move.



SOLUTION:
8.Ndb5!

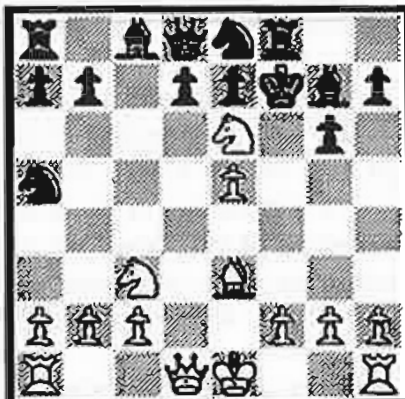
After 8...axb5
 White is winning
 material by 9.Nxb5 Qa5+ 10.Bd2 Qb6 11.Nd6+
 Kd8 12.Nxf7+.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR21 Sicilian, Accelerated Dragon. 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 g6 5.Nc3 Bg7 6.Be3 Nf6 7.Bc4 O-O 8.Bb3 Na5? 9.e5 Ne8

10.Bxf7+! Kxf7 11.Ne6

(Fischer-Reshevsky) Black to move.

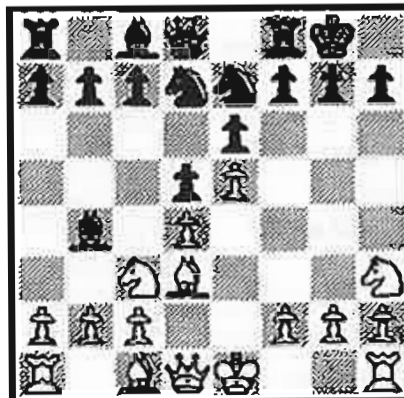


SOLUTION:
Avoid
11...Kxe6?

it allows a forced mate! Black must therefore lose his Queen for two minor Pieces, though at least it's better than getting mated!

CCR23 French Defense, Winawer variation. 1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 Ne7 5.Bd3 O-O 6.Nh3 Nd7? White to move.

SOLUTION:
7.Bxh7+!



If 7...Kxh7 8.Qh5+ Kg8 9.Ng5 Re8 10.Qxf7+ Kh8 11.Nxe6 wins.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR22 Caro-Kann Defense. 1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Bd3 Nc6 5.c3 Nf6 6.Bf4 Bg4 7.Qb3 Na5 8.Qa4+ Bd7 9.Qc2 e6 10.Nf3 Qb6

White to move.

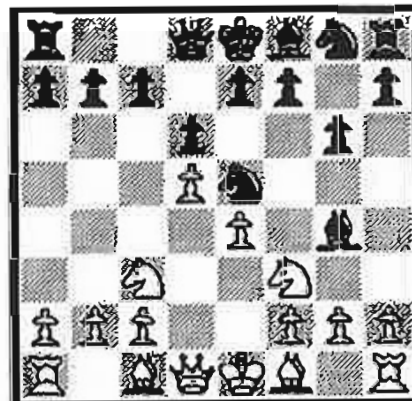


SOLUTION:
11.a4!

This is also Fischer, this time v Petrosian. The move prevents Black from exchanging off his bad Bishop by Bb5. Recognition of such a concept is very hard for Computers... not surprising - the move was unknown by Grandmasters until Fischer played it!

CCR24 Nimzovitch Defense. 1.e4 Nc6 2.d4 d6 3.Nc3 g6 4.Nf3 Bg4 5.d5 Ne5? White to move.

SOLUTION:
6.Nxe5!



If 6...Bxd1 7.Bb5+ c6 8.dxc6 and Black must lose material.

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Time	Prog1	Prog2	Prog3	Prog4
15secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30secs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2min	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CCR Test. Position 25 and Report Sheet.

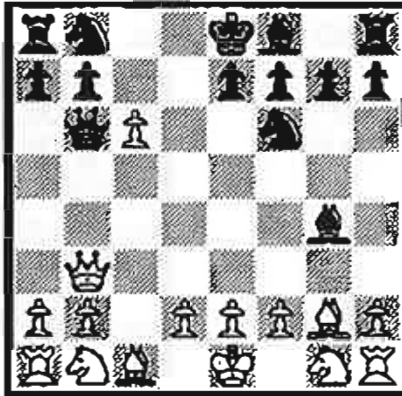
CCR25 Grob's Opening. 1.g4 d5 2.Bg2

Bxg4 3.c4 c6

4.cxd5 Nf6

5.Qb3 Qb6

6.dxc6 Black to move.



SOLUTION:

Avoid

6...Qxb3?

Because 7.cxb7!

Qc4 8.Na3 wins for White.

That concludes the 25 TEST POSITIONS, which I expect Readers will have found interesting for their own pleasure as well as watching the ups and downs of their Computer's performance!

For your convenience a SUMMARY REPORT SHEET is printed below. This might help Readers get their results to me, as they can be listed (for up to 4 Computers or Programs) and then perhaps a photo-copy done of this one page and sent to me, *Eric Hallsworth, The Red House, 46 High Street, Wilburton, Cambs CB6 3RA.*

If you use any PC Programs, please be sure to send me full information on the Processor (386/486/Pentium), MHz Speed, and Memory etc. operating.

Finally, if NS Readers would like more of this type of Article, please let me know. Austria's excellent PC SCHACH Magazine recently produced a very good ENDGAME TEST!

Time	Prog1	Prog2	Prog3	Prog4
15secs	○	○	○	○
30secs	○			○
1min	○			○
2min				○

RESULTS SUMMARY REPORT SHEET

CCR TEST NO.	Prog/Comp.1 <i>Ruby</i>	Prog/Comp.2 <i>Morgan</i>	Prog/Comp.3 <i>Griz</i>	Prog/Comp.4 <i>Risc II</i>
01	2	0	0	4
02	0	0	0	2
03	2	4	0	2
04	0	0	0	0
05	0	0	0	2
06	3	4	4	4
07	4	4	0	4
08	0	0	0	0
09	3	0	0	0
10	0	4	0	4
11	0	0	0	0
12	4	1	2	2
13	2	3	3	4
14	1	3	0	0
15	0	4	0	3
16	0	0	0	0
17	0	0	0	3
18	0	0	0	3
19	0	3	0	0
20	0	0	3	3
21	3	0	0	4
22	0	0	0	0
23	0	0	0	3
24	0	0	2	0
25	1	3	3	0
TOTAL	29	33	17	47

Gerald MURPHY started a match (at 40/2) between his Tasc R30 and Mephisto GENIUS 68030 over Christmas. Current score is:-

R30 3½-1½ GENIUS 030

Gerald has the R30 set correctly to Normal, and is amazed from these 4 games that there is not a clearer gap in the RATING LIST between the Tasc machine and GENIUS 030, as he feels the R30 is definitely stronger. NS Readers will probably remember Nick TATTERSALL's result in the last Issue however, when GENIUS won 9½-8½ at G/60, but with the R30 set on Active. So it will be interesting to see how Gerald's score progresses.

Pete BLANDFORD has a good range of top machines and has upgraded his Mephisto RISC1 to version2. Readers will remember that I was impressed by the upgrade and had some good early results, but scores in from Keith KITSON in NS55 had dropped its rating somewhat. Here are Pete's results thus far (again, all at 40/2):-

RISC2 3½-6½ GENIUS 030

RISC2 5½-4½ VANCOUVER 68020/20MHz

RISC2 6½-3½ Kasparov RISC 2500-512K

RISC2 8½-1½ Fidelity ELITE v9 68030

Glen NICHOLLS hadn't been sure whether to go for the RISC1->2 upgrade in view of the uncertainty about the amount of improvement. He finally decided to go for it, and currently has the following scoreline, also at 40/2.

RISC2 11-4 VANCOUVER 68020/12

"It's much stronger than its NS RATING", says Glen, referring to the figure in NS55. Of course I can do no more than use only the results from games played, and hadn't had time to play too many myself, so that it was based on 82 games from my own, Keith Kitson's and Gerald Murphy's scores in the main.

The latest results from Glen and Pete will improve the grading and also increase the accuracy and reliability factor. I think it's a well

worthwhile upgrade, but recognise that the range of extra features in Mephisto's GENIUS 68030 tempt most of those already with a Mephisto upgradeable board to pay the extra and go for their ultimate program! An EXCLUSIVE RISC2 is £1125 new (cp. GENIUS 68030 at £1365).

Gary MEEKUMS was hard at work over Christmas testing his Tasc R30 in a series of matches at 60/60. Here are his results:-

R30 10-2 Fidelity ELITE v9 68030

R30 9½-1½ Kasparov RISC 2500-128

RISC 2500-128 6½-3½ ELITE v9 68030

Gary is another very impressed with the R30 playing style and power, and can hardly believe the derisive way in which it has 'destroyed' his other Computers. "When I bought the RISC 2500 and saw it outplay my ELITEv9 fairly easily, I never thought for a moment that it could possibly be so completely beaten itself within 12 months".

Of course one often gets an exaggerated score when playing versions of the same programmer's work against each other (the R30 is a slightly later version of the RISC 2500, and running at 30MHz cp. 14MHz). But even so!

Garry SEDMAN sent the following (40/2):-

FRITZ3 486/33 6½-3½ Mephisto LYON 68020

He has no doubt that there are improvements in the FRITZ3 program, which is getting much better results than either of its Fritz predecessors. In fact it led 6½-2½ but the Lyon won a long last game to give an air of respectability to the scoreline.

Garry also played a small all-play-all Tournament, 2 games between each machine.

In this the LYON was set at 40/1, all the others 40/2 in a (successful) attempt to make the Tournament more interesting, though the LYON results could not be used for rating purposes of course.

Here is the result of that:-

	Mil	Lyn	NSF	Mod	
Meph MILANO	x	1½	½	2	= 4/6
Meph LYON 020	½	x	1	2	= 3½
Nov S/FORTE C	1½	1	x	1	= 3½
Meph MODENA	0	0	1	x	= 1

Darrell GOLDER has the LYON in its 68000 version, and has played 58 games at 60/60 against the Mephisto MONTE CARLO4. That ended like this:-

LYON active 22½-1½ MONTE CARLO4
 LYON solid 21½-2½ MONTE CARLO4
 LYON risky 7½-2½ MONTE CARLO4

He sold his MONTE CARLO4 before the end of the last Match, thus it stopped at 10 games! but Darrell has also played a small all-play- all twice Tourny with a friend and his machines. Time Control 60/60:-

	Lyn	Mod	F2/3	TC	
Meph LYON	x	1	1	2	= 4/6
Meph MODENA	1	x	1½	1	= 3½
FRITZ2 386/25	1	½	x	1½	= 3
Travel CHAMP	0	1	½	x	= 1½

Darrell's LYON is now playing HIARCS3 on his 386/25. The latest score I have is 5-4 for HIARCS... closer than we expected!

My own results recently, all at G/60, have been:-

GENIUS3 486/25 6-4 HIARCS3 486/33
 HIARCS3 486/33 2½-1½ REBEL6 486/25
 HIARCS3 486/33 5½-4½ FRITZ3 486/25
 HIARCS3 486/25 4½-1½ MChessPRO3.5 486/33
 FRITZ3 486/33 2-2 REBEL6 486/25
 REBEL6 486/25 3½-2½ Novag DIAMOND
 GENIUS3 486/25 3½-2½ Novag DIAMOND

RESULTS FROM ABROAD

From **FINLAND** I learn of a Tournament played in early October 1994 at a G/25 Time Control. Six PC PROGRAMS played against six Fins, whose average ratings work out at 2289.

The PC programs were all on 486/33 machines EXCEPT 'poor' FRITZ3 which was only on a 386.

Humans:-

1. Y.Rantanen, 2203_ 4½/6
2. J.Yrjola, 2437_ 3½
3. J.Norri, 2387_ 3
4. M.Kukkonen, 2081_ 1½
5. A.Pyhala, 2375_ 1
6. A.Issakainen, 2252_ ½

Computers..... Tourny Grade

1. REBEL6 486_ 5/6 2555
2. GENIUS2 486_ 4½ 2489
3. ChessMASTER 4000 486_ 4 2422
4. HIARCS2.1 486_ 3½ 2355
5. MChess PRO3.5 486_ 3½ 2355
6. FRITZ3 386_ 1½ 2089

When assessing the grades achieved by the Computers, please remember it was played at G/25 which is good for Computers (generally we believe they grade around 80 Elo higher at this than at 40/2). Also remember FRITZ3 was on a 386!

The latest Issue of **COMPUTER CHESS REPORTS** carries no official Computer-Computer scores, but remains a valuable source of information for such as myself.

Larry KAUFMAN is, like us, very impressed with Novag's new machines the SAPPHIRE and DIAMOND: "They were expected to be stronger than their predecessors, the Ruby and Emerald... however the improvement has far exceeded my expectations. They represent a real breakthrough in terms of value for money spent... and offer not only high playing strength, but the usual lively Novag style and ease of use".

The Novag machines are programmed by Dave KITTINGER whose PC program W CHESS did very well in the Uniform Platform and Harvard Cup Events. Larry expects this to show that Kittinger "feeling left out in the race for best program, being employed by Novag to work on low-priced machines and therefore unable to compete in top-level competition", is actually still up with Lang, Uniacke, de Koning, Schroder and Hirsch when able to compete on an equal hardware footing.

The indication is that W CHESS will be available soon for purchase, and should be worth looking

at for playing strength alone. However a CCR pre-launch review points out that, "Being a newly developed program, in some ways W Chess is not as mature as its competitors... most noticeable is its lack of pull-down menus; functions must be accessed via specific key combinations... Another minor shortcoming is the lack of color control for changing the appearance of the display".

NS will buy a copy of W CHESS and do its own Review as soon as we hear that it is available.

The **CCR Reviews** of REBEL6 and FRITZ3 confirm our own indications of maybe a 50 Elo improvement for REBEL6 over its predecessor GIDEON PRO, and big changes in FRITZ3 with a new opening book and improved algorithms for middle and endgame.

There is also a good (ecstatic!) Review of the new CHESS 232 board for PC owners, which they rate very highly for value, quality and usefulness.

PC SCHACH re-introduces their ENDGAME TEST of 40 positions, which I am sure they will let us reproduce in NS if Readers are interested. Be warned that the test requires you to give your Computer 10mins on each position. However, as you would expect, there are some very interesting and tricky set-ups in there which will provide much amusement and entertainment I am sure!

The excellent PC SCHACH also reports on a BLITZ TOURNAMENT played in Heiligenhaus. Though we don't use Blitz Results for gradings, the result will be of great interest. It was (yet another) all-play-all twice Tournament, at G/5. All

PC programs were running on 486/66MHz machines, with 8MB RAM and 256K cache.

WORLD COMPUTER CHAMPIONSHIPS.

A probable date for this has been set at 25-30 May 1995, and to take place at the Chinese University in Hong Kong.

It will be an OPEN EVENT, so expect DEEP BLUE & Co. to challenge the Pentiums etc!

Did you treat yourself to the **GM VIDEO** of the London section of the INTEL World Chess Grand Prix? I would have thought almost a compulsory buy for Computer Chess folk, including as it does the remarkable GENIUS3 games against KASPAROV, NIKOLIC and ANAND.

Coverage and analysis is by Danny KING who is generally pretty fair, occasionally generous, regarding the Computer. There's (to me) a strangely withering remark about its choice of move just as cleverly sets NIKOLIC up for the kill in one game, and it is easy to tell how pleased Danny was when ANAND beats it.

But there's some good analysis from him as well in a couple of the GENIUS wins, which show up well the quality and depth of the Computer's play, and the coverage of the two games against KASPAROV, and the latter's reaction during and after them are WELL worth the price alone!

The LONDON Tourny is covered in GM VIDEO No.12 and available from GRANDMASTER VIDEO, P.O Box 50, Woking, Surrey GU22 7YT for £15.95 including p/p!

HELLIGENHAUS BLITZ All-Play-All Tournament

	F3	R30	G2	H21	GP	MCP	CM4	Soc	Kal	Nim	TOTAL
1 FRITZ3 486/66	x	1/2	2	2	2	2	2	2	1/2	2	= 15/18!
2 Tasc R30	1 1/2	x	1/2	1	1 1/2	2	2	1 1/2	2	1 1/2	= 13 1/2
3 GENIUS2 486/66	0	1 1/2	x	2	2	1/2	1 1/2	1 1/2	2	2	= 13
4 HIARCS2.1 486/66	0	1	0	x	1	1	2	1 1/2	2	1 1/2	= 10
5 GIDEON PRO 486/66	0	1/2	0	1	x	2	2	1 1/2	1	1	= 9
6 MChess PRO3.5 486/66	0	0	1 1/2	1	0	x	1	1 1/2	1 1/2	2	= 8 1/2
7 ChessMASTER 4000 486/66	0	0	1/2	0	0	1	x	1 1/2	2	1 1/2	= 6 1/2
8 SOCRATES3 486/66	0	1/2	1/2	1/2	1/2	1/2	1/2	x	1	2	= 6
9 KALLISTO 486/66	1 1/2	0	0	0	1	1/2	0	1	x	1 1/2	= 5 1/2
10 NIMZO 486/66	0	1/2	0	1/2	1	0	1/2	0	1/2	x	= 3

ENDGAME CORNER by Graham White

Quite a few players like to test themselves and their Computers in Endgame PAWN play by setting up the King and 8 Pawns (in starting positions) against King +8. It is an interesting exercise!

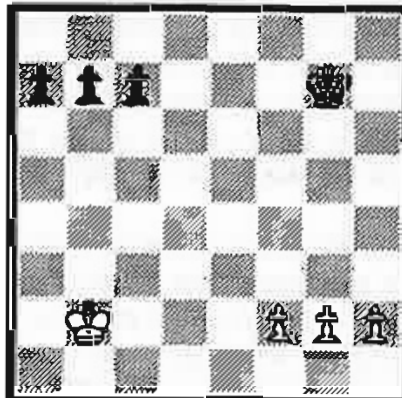
I tried an equally fascinating version against some of my programs recently. Hopefully you will be interested enough to play over these positions yourself, and maybe challenge your machines yourself when you've seen the various winning methods (and hidden traps). I can promise you some fun!

The following games were all played with the Computers set at 60/5mins.

Graham WHITE - HIARCS2

DIAG1.

1.f4 c5 2.h4



I believe it is good strategy to advance the wing Pawns and leave the centre Pawn until later.

2...b5 3.Kb3 a5 4.Kb2!?

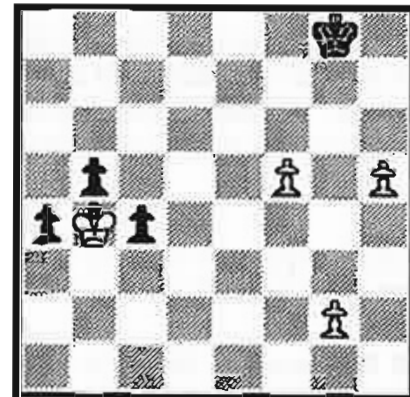
This sets up a mutual zugzwang on this side of the board, so the result will depend on the state of affairs on the Kingside. Readers should make sure they can 'see' each of the zugzwang positions referred to, as they are the key to the outcome each time.

4...a4

If 4...b4 5.Kb3 demonstrating the zugzwang as noted above.

5.Ka3 Kf6 6.h5 Kg7 7.f5 c4 8.Kb4 Kg8

Refer to DIAG2 at the top of the next Column here. Now what would you play?



9.g3!!

All other moves lose!

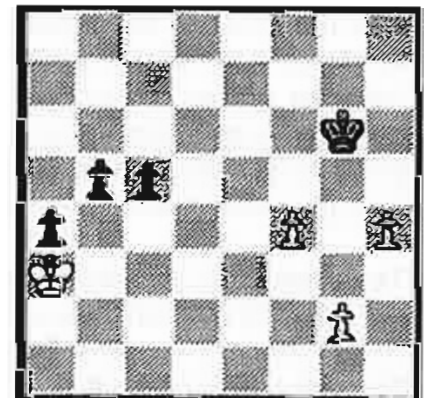
9...Kg7 10.g4 Kg8 11.g5 Kg7 12.g6 1-0

After this game I wondered if 5...Kg6 would have been better for HIARCS2.

(Up to 5.Ka3 as before)

5...Kg6!?

DIAG3.



Indeed I believe White does lose after:

6.g4?! Kg7! 7.g5 Kg6 8.Ka2 b4 9.Kb2 c4 10.Kb1 a3 11.Ka2 Kf7 12.h5 Kg7 13.f5 Kg8

Mutual zugzwang again, with White to move, so 0-1.

After this I re-tried with 6.g3! instead of 6.g4, to 'save' a tempo, and now concluded that White would win:

(After 5...Kg6, see DIAG3)

6.g3!? Kg7 7.f5!? Kf7 8.h5 Kg8 9.g4

Kg7 10.g5 Kg8 11.Ka2! 1-0

But then I saw that Black has a better King move than 7...Kg6, to recover the zugzwang situation:

(After my 7.f5 above)

7...Kf6! 8.g4 c4! 9.Kb4 Kf7 10.g5 Kg7 11.h5 Kg8

And it IS Black who wins! 0-1

I also believe White loses after 7.g4 (instead of 7.f5), and that is because White is 'losing' on the Queenside. E.g:

(After 6.g3 Kg7 from DIAG3)

7.g4?! c4! 8.Kb4

And Black should now be able to set up our zugzwang position with White to move, so 0-1.

So from the position after Black's 3...a5, it seems that 4.Kb2 actually loses against best play since, after 4...a4 White certainly has nothing better than 5.Ka3 Kg6 (as at DIAG3), and we have seen that 6.g3 and 6.g4 both lose, as does 6.h5 Kh6 7.g4 c4!

Next I tried the same initial set-up against GENIUS1 (i.e from DIAG1).

Graham WHITE - GENIUS1

1.Ka1

There is no need to write in about this, I know I have not played the best move! However I was trying each of the 14 alternatives in turn, to test the programs' various reactions! Can you spot where GENIUS1 goes wrong?!

1...Kf6 2.h4 a5 3.f4 a4 4.Kb2 b5 5.h5 Kg7 6.f5 b4 7.Ka2 c5 8.Kb2 c4 9.Kb1 Kg8

I have suckered GENIUS1 into a zugzwang position, and White's next wins:

10.g3!

And that is 1-0. I'll let you work out why, then you should be fully prepared to win these endings yourself!

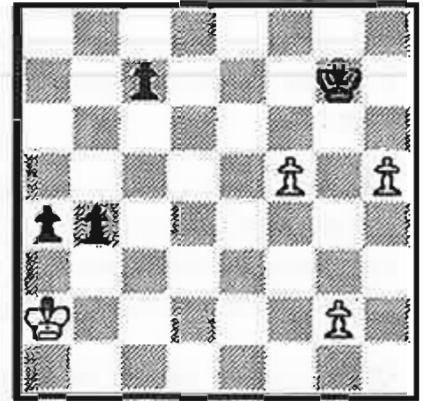
Where did GENIUS1 go wrong? I believe Black was lost after 7...c5? Here is a better plan:

(Play as in WHITE-GENIUS1 above, to 7.Ka2)

DIAG4.

7...a3! 8.g4?

If 8.g3? c5!



8...c6 9.g5 Kg8 10.h6 Kh7 11.Kb3 c5 12.Ka2 c4 0-1

Note that, after Black's correct 7...a3, I have questioned both 8.g4 and 8.g3, just as I did previously with Black's 7...c5? It seems that neither player should touch the rearmost Pawn in this position, and correct play for both side is: (after 7...a3!) **8.Kb3! Kg8! 9.Ka2 Kg7** 1/2-1/2.

Finally I played GENIUS2 to see if it would fall into the same line.

Graham WHITE - GENIUS2

1.Ka1 a5! 2.f4 a4 3.Kb2 b5 4.h4 b4 5.Ka2 a3 6.Kb3 c5!

Suddenly I am in zugzwang on the Queenside and I can't avoid a zugzwang on the Kingside!

7.g3

Or 7.g4 Kg6 8.g5 Kf7 9.h5 Kg7; or 7.f5 Kf6 8.g4 c4+ 9.Ka2 Kf7. I am losing in all variations at this point.

7...Kg6 8.g4 Kg7

And I am irretrievably lost! 0-1. It is interesting that GENIUS2 (and 3) play these positions so much better than GENIUS1 did. Perhaps readers would like to work out where I, as White, went wrong in this game!?

Don't forget to play one or two games yourself, especially if you've got one of the latest Lang, Uniacke, Schroder, or de Koning programs.

When you've mastered this set-up, try adding the e2 and d7 Pawns. If you've grasped the main principles you should soon manage to hold your own against them most of the time.

Correspondence Chess 18

MEPH[isto] VANCOUVER 68020

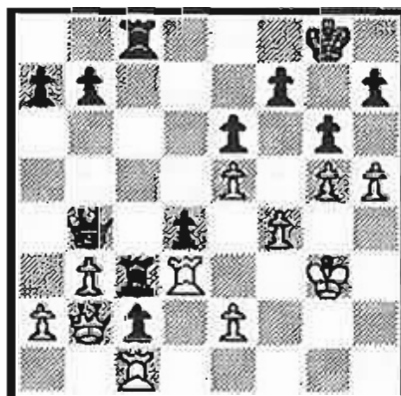
A couple of 'MUST' games to follow this time, read on...

'MEPH' is partnered by NS Reader **Phil GOSLING** and continues its successful BCCS campaign, currently standing in 7th. place on their list with a BCCS Grading of 2479.

Of the current games we are playing the BCCS 5th. placed player in game 20; their 3rd. in game 26, their 8th. in game 6 (which seems about to end in our favour!), and their 6th. in games 24 and 25. Life for MEPH is not easy and the games are getting tougher!

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

33...Qb4 [NS55 eval + 400 > hxg6. Our opponent has been trying to persuade MEPH to exchange a few pieces but the Computer, which dominates the board, has refused.]



34.Rxc3 Rxc3 + 35.Kg4??

[The wrong way. 35.Kg2 was expected by MEPH, showing a +396 eval. This would have increased after 35...d3! 36.exd3 Rxd3 when White must lose his Queen by exchanging on c2 to avoid mate.]

35...Qc5 36.h6??

[Surely slamming the door shut in his own face! 36.hxg6 was vital to prolong the game, though even then 36...Qc6 37.gxh7+ Kh8 38.Qxc3 Qxc3 and White's chances are still zero.]

36...Qc6

[Threatening m/2 by Qg2 and Rh3. NS56 eval +1100 > Rg1. This game has lasted 3 years during which our Iranian opponent has got

engaged, married, and had a son; Phil has had 2 dogs and 2 grandchildren!]

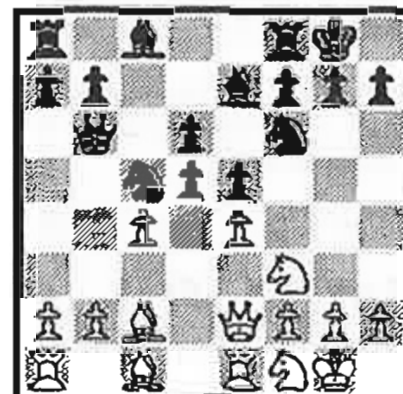
BCCS 2494 (2490) - Vancouver 020 **(2275)** [B00] Corr.20, 1994

12...cxd5
[NS55 eval
+39 -> exd5]

13.cxd5! **Bd7 14.Ng3** **Rac8**

[NS56 eval
+12 > a3.

"The beginning of the middle game", thinks Phil, "is always the most perilous time for MEPH. The experienced human CC player can sit down and figure out a game strategy".]



Next we have MEPH's 2 games on Board 8 for the BCCS against the ARMY.

Vancouver 020 (2275) - Army [D27] Corr.21, 1994

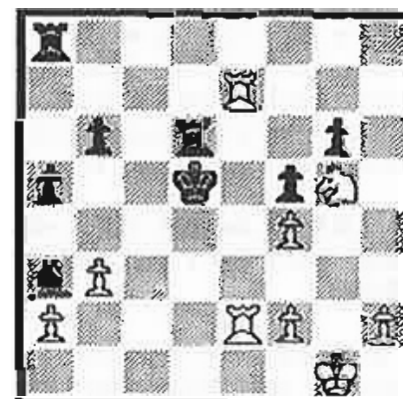
30.Re2 [NS55 eval + 124 -> Kc5. The Black King is in the process of making a most interesting excursion!]

30...Rc8 **31.Nf7 Rf6** **32.Rd2 +** **Kc5 33.Ne5** **Kb4 34.Rg7** **Re8**

[34...Bc1 was a good alternative. Then perhaps 35.Rd4 + Kc3 eval around White +100.]

35.Rc2!

[Well done MEPH, this is better than 35.Nxg6?! Kc3. And 35.Rxg6? Rxg6 + 36.Nxg6 Kc3 would probably be drawn.]

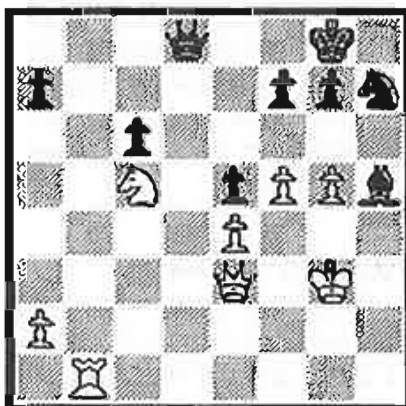


35...Ree6 36.Nd7

[NS56 eval +175 > Re1+. MEPH rates his latest move very highly - the eval had hovered around +120/130 up to here. An alternative to Re1+ for Black may be 36...Rc6, accepting some exchanges with 37.Rxc6 Rxc6 38.Ne5 Rc2]

Army - Vancouver 020 (2275) [A01] Corr.22, 1994

Our opponent, who hasn't revealed his grading but admits to being 'pretty conversant' with Computers, opened knowingly with 1.b3. It's been a struggle ever since getting an early set of doubled Pawns, suggesting that the Opening Book might need some work on the Black side of this.



31...Bh5 [NS55 eval -184 > g6]

32.g6 Nf8

[MEPH's eval has now dropped to -212 > Rb7, so our likely score against the ARMY seems to be 1-1 = 0]

33.Rb7!

[Probably best. 33.gxf7 + Bxf7 34.Rb7 Bxa2 35.Rxa7 Bc4 sees the eval drop to around White +80, as Black's drawing chances improve.]

33...fxg6

[Here MEPH showed -160 > Ne6]

34.Rxa7

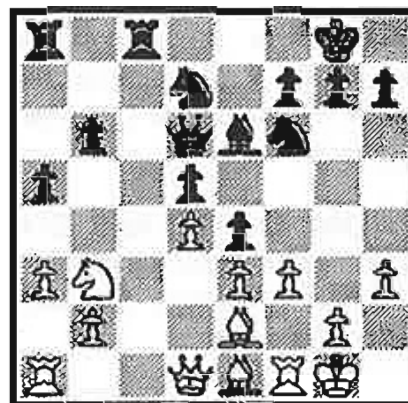
[34.Ne6 as expected by MEPH might continue 34...Nxe6 35.fxe6 g5 and with the Bishop covering the e8/Queening square, Black's chances of making the draw are definitely looking better.]

34...gxf5 35.exf5 Qf6 36.Nd3 Qxf5 37.Nxe5 Ng6

[NS56 eval -87 > Nxc6. 38.Nxc6 would get a couple of ?? because of Qg4, but 38.Nd3 might be playable. Phil thinks MEPH will go down, but things certainly look better than they did, and there are 'slight chances'!]

Vancouver 020 (2275) - BCCS 2466 (2465) [A00] Corr.24, 1994

Here is the game in which Phil has opened with 1.h3 and 2.a3 on MEPH's behalf (the Galactic Opening due to the black holes!). As it happens we're hanging in there against a very strong opponent.



17.f3 [NS55 eval +15 > exf3, then 18.Rxf3 says Phil]

17...exf3 18.Rxf3 Ne4 19.Nd2 Ndf6 20.Rf4 Qc6 21.Bd3 Rc7 22.Qe2 Rac8

[As Phil says, the sight of three major pieces firing down the c-file looks pretty frightening. MEPH hardly seems to have noticed and decides the time is now right to make the Knight exchange which has been in the offing since 19.Nd2]

23.Nxe4 Nxe4 24.b4 axb4 25.Bxb4

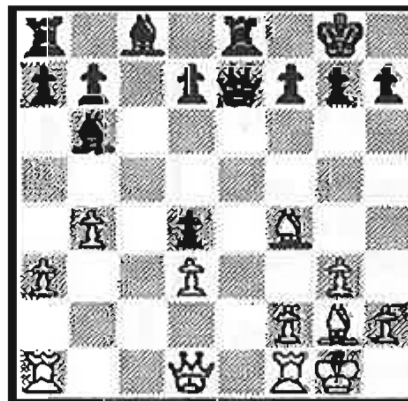
[NS56 eval +33 > f6. If so MEPH intends Bxe4 and then getting all his major pieces on the f-file, which will be fun if it happens. But Black may have, say, Qa4 and Rc2 if the d3/Bishop has gone... so we'll wait and see!]

BCCS 2466 (2465) - Vancouver 020 (2275) [A29] Corr.25, 1994

16...Bb6 [NS55 eval -48 > Re1]

17.Re1 Qd8

[Though the moves are as expected by MEPH, strangely its eval drops from -48 to -96. It looks about that bad to me, and maybe MEPH read our slightly concerned remarks in the last NS about his possible over-optimism in the early stages of this one!]



18.Bd5 Re6!

[Probably best! Here is an alternative we examined that doesn't look at all healthy, and as readers play through this line, in which we return the Pawn, they will clearly see just how restricted Black's choices are and how real the threatened dangers of Qe4, Re1 and the back rank problems. 18...Rxe1 + 19.Qxe1 d6 20.Bxd6. What now? It looks grim and for this reason MEPH's sac of the exchange for some freedom gets our approval.]

19.Qb3 Qe7 20.Bd2 Qf6 21.Rac1 Kf8

[Finally removing the back rank mate danger, and forcing White to ease the tension and take the exchange]

22.Bxe6 dxe6 23.Qa4 Qf3

[Mmm... very bold, though MEPH now shows -57 > Bf4 and is apparently somewhat happier]

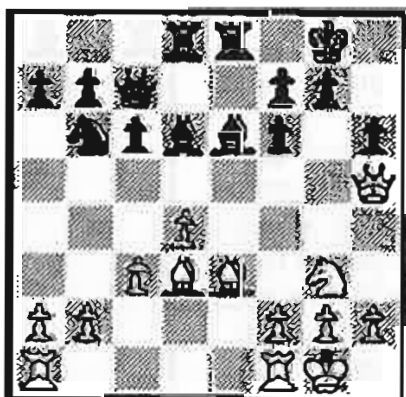
24.Bf4 Qd5 25.Re5 Bd7?!

[What symbol would readers put here? NS56 eval -48 > b5. But Phil and I think BCCS 2466 will exchange Queens and go into a superior endgame]

Here is a game which programmers and all those who like testing difficult positions should take fullest note of. In fairness we noted earlier that Phil took MEPH out of Book early on this, over-riding it's normal 8th. move. But what happens in THIS Issue is VERY interesting!

BCCS 2559 (2555) - Vancouver 020 (2275) [B15] Corr.26, 1994

14...Nb6 [NS55 eval -24 > Rf6]. In fact White's 14th. was Q(e2)-h5, which should have started to ring some alarm bells! Readers could well test their machines and programs on all of Black's moves from here!]

**15.Ne4 Bf4 16.Rae1 Nd5 17.g3 Bxe3**

[Well, it might all look calm enough at -21

> fxe3. As it happens better might have been 17...Nxe3 18.fxe3 and now a choice of Bg5, Rd5 or Be5 though whichever, Black stands worse.]

18.fxe3 b6?!

[For the record played showing -18 > a3. What is better?]

19.c4!!

[Removing the latest (move 16) protector of f6]

19...Ne7

[Would 19...Nb4 have reduced the damage which follows? Well, after 20.Nxf6 +! gxf6 21.Rxf6 (21.Qxh6?? is met by Nxd3) 21...Bf5 22.Bxf5 Rd6, estimated White +445 by Fritz3. If instead 21...Kf8 22.Qxh6 + White +373; if 21...Re7 22.Rxh6 White +464; finally if 21...Nxd3?? 22.Rxh6 m/7! So the answer is 'No', 19...Ne7 was best we think.]

20.Nxf6 + Kh8

[Suddenly Computer evaluations are in disarray. If 20...gxf6 21.Rxf6 Qd7 22.Bh7 + Kh8 23.Qxh6 and the end draweth nigh!]

21.Nxe8 Rxe8

[NS56 eval -315 > Rxf7. Mmm!]

RATING LIST and LATE NOTES

New to the PC list this time is **MChess PRO4**, which has made an optimistic start. I think Marty HIRSCH has made a forward step this time, both with the positional play and endgames as well as improved features and ease-in-use. Review of this and, hopefully, **Chess Assistant** in NS/57.

As expected in NS/55 the **GENIUS3** PC upgrade has now passed **GENIUS2**. Also **HIARCS3** has dropped a little but it's still so close at the top there may be further changes before we establish who's the real No.1!

Mephisto's **RISC2** has moved up, almost back at my original rating; also the **GENIUS 030** has closed right in on the Tasc **R30** as I've finally added some 60/60 results against the RISC 2500 which Alan GORE sent me some while ago, but I'd mislaid.



..... Eric

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

BCF: British Chess Federation Ratings. These can also be calculated from Elo figures by $(Elo-600)/8$, or from USCF figures by $(USCF-720)/8$.

£'00: Cost in Britain. [1] = £100, [10] = £1,000. = a '+' after the price shows it can cost more! E.g [10+] 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

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BCF	Elo	Computer	PC	PROGS	MS56	Games	Pos	Human/Games
176	176	176	176	176	176	176	176	176
231	2455	Computer	PC	2455	29	253	1	2153
230	2414	CHESS GENIUS3 486-PC		2414	49	88	2	2267
229	2437	M CHESS PRO4.0 486-PC		2437	14	983	3	2179
227	2423	MEPH GENIUS2 486-PC		2423	46	98	4	2392
225	2416	HIARCS3 486-PC		2416	23	394	5	2295
223	2406	REBEL6.0 486-PC		2406	14	1001	6	2199
221	2400	MACHINE THE KING2/30-PC		2400	18	608	7	2215
220	2388	MACHINE GIDEON3.1/30-PC		2388	23	400	8	2314
219	2372	FRITZ3 486-PC		2372	12	1452	9	2267
218	2369	CHESS GENIUS1 486-PC		2369	18	617	10	2276
217	2363	M CHESS PRO3.5 486-PC		2363	19	596	11	2276
216	2359	CHESMASTER 4000 486-PC		2359	21	489	12	2392
215	2346	MEPH GIDEON PRO 486-PC		2346	25	326	13	2295
214	2331	MACHINE GIDEON3.0/30-PC		2331	12	1311	14	2199
213	2311	M CHESS PRO3.1 486-PC		2311	18	650	15	2215
212	2307	HIARCS2.1 486-PC		2307	21	261	16	2153
211	2281	CHESS GENIUS1 386-PC		2281	13	1178	17	2267
210	2263	KALLISTO 486-PC		2263	14	1044	18	2276
209	2260	MACHINE GIDEON2/15-PC		2260	16	753	19	2276
208	2253	FRITZ2 486-PC		2253	48	93	20	2239
207	2245	M CHESS 486-PC		2245	14	1054	21	2226
206	2225	HIARCS2.1 386-PC		2225	25	337	22	2228
205	2205	MACHINE THE KING1/15-PC		2205	20	523	23	2218
204	2202	SOCRATES3 486-PC		2202	20	206	24	2118
203	2182	ZARKOV2 486-PC		2182	32	206	25	2138
202	2179	M CHESS PRO3.1 386-PC		2179	12	1280	26	2138
201	2178	M CHESS 386-PC		2178	58	64	27	1870
200	2176	SARGONS 486-PC		2176	38	145	28	2198
199	2159	PSION2 486-PC		2159	30	226	29	2198
198	2153	REX 486-PC		2153	26	306	30	2113
197	2148	HIARCS1 486-PC		2148	22	410	31	2206
196	2137	FRITZ1 486-PC		2137	23	393	32	2206
195	2128	ZARKOV3 486-PC		2128	28	260	33	1995
194	2119	FRITZ2 386-PC		2119	23	408	34	2087
193	2119	NINZO 486-PC		2119	75	38	35	2086
192	2107	KASPAROV GAMBIT 486-PC		2107	32	209	36	2086
191	2104	CHESMASTER 3000 486-PC		2104	18	610	37	2052
190	2078	M CHESS 286-PC		2078	62	55	38	2030
189	2072	SARGONS 386-PC		2072	42	121	39	2052
188	2071	C-CHAMPION 21/5 486-PC		2071	99	22	40	2052
187	2071	CHESS FRIEND/PAND 486-PC		2071	16	758	41	2030
186	2067	ZARKOV2 386-PC		2067	30	227	42	2030
185	2047	HIARCS1 386-PC		2047	30	237	43	2030
184	2044	PSION2 386-PC		2044	26	310	44	2030
183	2035	COMPLETE C-SYSTEM1 486-PC		2035	19	570	45	2030
182	2012	FRITZ1 386-PC		2012	19	75	46	2030
181	2012	REX 386-PC		2012	53	47	47	2030
180	2012	HIARCS1 286-PC		2012	53	47	47	2030

