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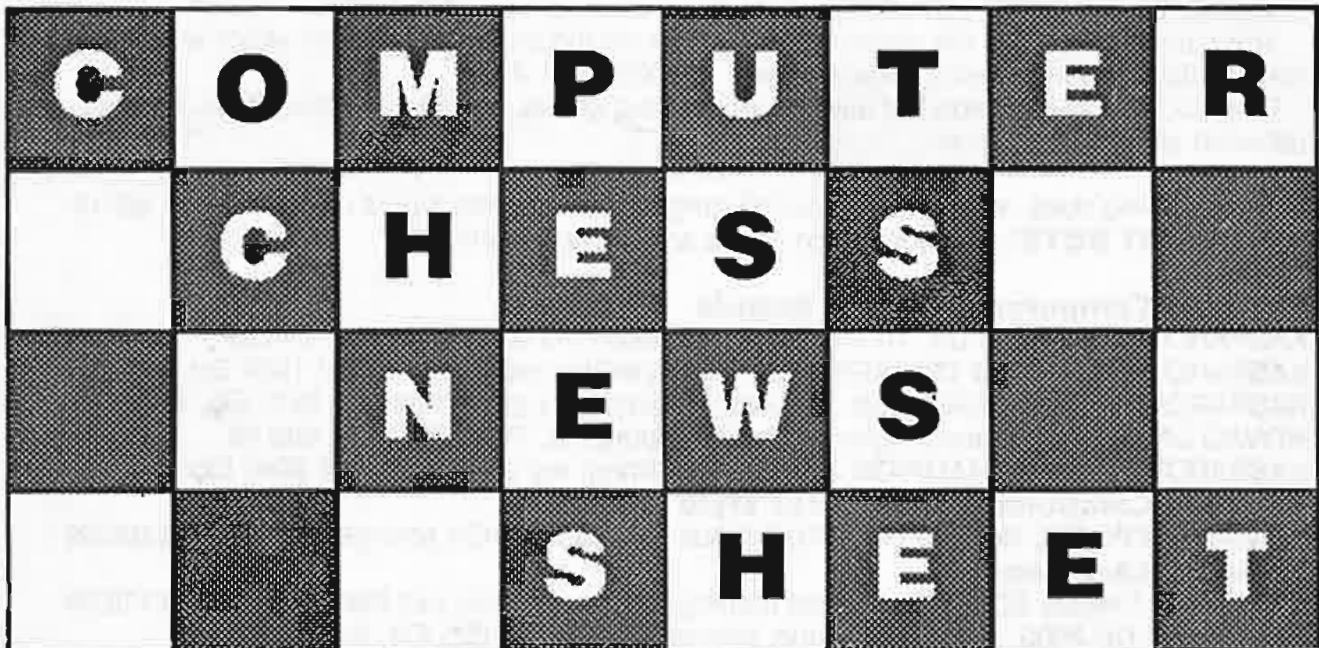
COMPUTER
CHESS
NEWS
SHEET

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 (NS57)

Colin NEWBY reported on his ONE-HOUR TEST results for the Kasparov RISC 2500 and Novag DIAMOND, and included the following very interesting results between the pair:

At 60/60
RISC 2500 6-4 DIAMOND
At 30/15 RISC 2500 3-7 DIAMOND

I'm not quite sure what to make of that, except it is further confirmation that the DIAMOND is a very strong competitor. Incidentally the SAPPHIRE and DIAMOND should always be played on a TOURNAMENT or a GAME IN time control for computer-v-computer/human results. NEVER use it on a casual time control, such as 1 min per move, as it then plays a bit like Vishy ANAND and moves much more quickly than it needs to, with inevitably disappointing results.

Frank HOLT has sent me his latest results using the Tasc R30 against GENIUS3 and HIARCS3. Frank's valuable work has enabled us to reach what must now be very accurate conclusions concerning the Rating difference between the various R30 playing styles. An updated TABLE showing all of his results will appear separately in this Issue.

For inclusion in the NS RATING LIST, however, the scores under suitable time controls and with the R30 on Normal, Active and Solid totalled:

Tasc R30 16-20 HIARCS3 486/66
Tasc R30 16½-19½ GENIUS3 486/66

Amazingly GENIUS3 did less well than predecessor Genius2 in Frank's games. For the record the NS RATING LIST scores went in as:

Tasc R30 15½-20½ GENIUS2
Tasc R30 17-19 GENIUS1

Mike HURD gave me the following scores when returning his ONE HOUR TEST results:

G/60
GENIUS3 486/66 8-2 RISC 2500-512k
40/2
GENIUS3 486/66 6-4 RISC 2500-512k

Mike is obviously an avid NS researcher. He next takes me back to a 'mind boggling puzzle' in the PRIZE COMPETITION in NS43B, in which I commented in the SOLUTIONS COVERAGE of NS44 that 'only folk who were willing to leave their machines on overnight would get help from their Computers'.

Here is the position again.
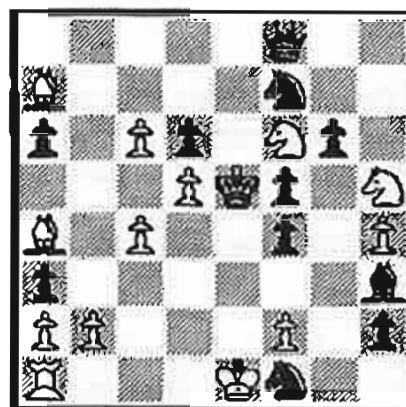
Mike tells me that GENIUS3 on his 486/66 takes just 6mins 52secs to announce mate in 8 for this! Such is the progress in PC Software AND Hardware since the beginning of 1993!

Next he reminds me of comments in Issue 40 in which I referred to a phone conversation I had enjoyed with **Alastair CARGILL**. Alastair had forecast that 'Kasparov will lose a game to a Computer before the end of 1995, and a proper Match by the end of 1999'. Mike says "I think he deserves at least a credit mention in a future NS for being correct". Quite right! Actually I have since mentioned this to Alastair himself who admits that he really meant a 40/2 game, and 40/2 Match, but was nevertheless delighted that someone had drawn attention to his at least half-successful prediction.

I should have asked Alastair if his mind had been on one of the Dedicated or PC-programs, or if he'd really been anticipating a DEEP BLUE achievement! So with that in mind I need to answer a request sent by **Carl BICKNELL**: "The *World Computer Championships* sound interesting with Deep Blue and co. Do you think the commercial programs have caught up with IBM's pet monster enough for there to be some doubt about the outcome? NS Readers would

be grateful for your prediction...."

Mmmm. I know in the past I have referred to my conviction that, if Deep Blue could be put on standard PC equipment (which it can't) then it would probably not be in the top 4 or 5 PC programs, because its strong results are obtained by its brute speed and not by its chess knowledge! Equally if Genius or Hiarcs, and one or two others, could be made to run at 'Deep Blue' speed, then they would outperform Deep Blue.

Because Deep Blue lacks early and middle-game positional understanding, I believe top G.M's, as long as they have studied its games and style, will still be able to outplay it for some time yet (as Kasparov proved pretty conclusively a couple of years ago).

What would be interesting is Kasparov -v- Deep Blue, and Kasparov - v- Genius3/Hiarcs3 on a Pentium/90, over say 6 games each Match. I firmly believe Kasparov would win both Matches if they are played at Game in 30 or slower, despite Genius3's wonderful Intel result. But I also think the PC program would put up a closer fight.

However, when it comes to Computer -v- Computer, Deep Blue's sheer brute speed is likely to keep it ahead of the PC programs I think. But does that mean there is 'no doubt' about the outcome of the World Computer Championships?

I think Deep Blue is probably now around 2600 Elo. The very top PC programs are around 2425-2450 on 486/66 machines, but in the World Championships they are likely to be on Pentium/90's. We now have a pretty good idea what difference that makes!

The SWEDISH testers have been playing Genius3 and MChess Pro4 versions on Pentium/90's, enabling us to directly compare their performance results with the 486/66 gradings.

Program	486/66 results		Pentium/90 results	
	Rating	Games	Rating	Games
Genius3	2362	448	2440	221
MCPro4	2352	417	2418	150

Using these results, from a fairly substantial number of games, we can calculate the gap to go from a 486/66 to a Pentium/90:-

> **RATING IMPROVEMENT for 486/66 to Pentium/90**
> For Genius3 it is 78 Elo.
> For MCPro4 66 Elo.
> *An AVERAGE of 73 Elo.*

Incidentally this probably indicates that Pentium/60/66 machines will give around 50 Elo improvement over a 486/66.

Then we have to deal with the vexed question of Rating List variations - in Britain we add 80 Elo to the Swedish figures, so the NS figure for GENIUS3 486/66 being 2449 at the time of writing this Article, equates very closely with the Swedish figure 2362 + the British 80 = 2442.

Equally we can add 73 Elo to 'our' 2449 (for the 486->Pentium adjustment) giving 2522. Sweden's Pentium figure is 2440 + the British 80 = 2520. Almost exactly the same! These adjustments should apply to MChess Pro4, HIARCS3, Rebel6, Fritz3, WChess etc as well, and the resulting figures can then be compared with my estimate of 2600 for Deep Blue.

Well, if the calculations so far are right it means GENIUS3 is within a 4-6 or 4½-5½ score of Deep Blue, head-to-head over 10 games. That would be another Match to really look forward to, wouldn't it!?

2 or 3 other programs at the top of the NS Ratings are equally close. As the World Championships will only be played over (probably) 5 Rounds, there IS a chance that Deep Blue wont win! It should start as favourite, but there are a handful of PC programs definitely able to beat or draw with Deep Blue in individual games 'on a good day'! I hope it happens.

Clive MUNRO has been hard at work with his Novag RUBY, Mephisto MONTREAL and Kasparov GK2000. Here are his results:

G/60
MONTREAL 13-11 RUBY

GK2000 6-6 RUBY
40/2
MONTREAL 6-4 RUBY
60/10 MONTREAL 13½-10½ RUBY
GK2000 8-4 RUBY

Readers will enjoy the following three games from Clive's matches so far:

MONTREAL (2015) - RUBY (1950)
[A40] Clive Munro, G/60, 1995

1.d4 b5 2.e4 Bb7 3.f3 a6 4.c4 c6 5.Bg5 d6 6.Nc3 Nf6 7.e5 dxe5 8.dxe5 Nfd7 9.e6?!

[An interesting idea - especially for a Computer - aiming to disrupt Black's development plans. Note that 9.f4 f6 10.e6?! doesn't really work after 10...fxg5 11.exd7+ Nxd7 12.Qh5+ g6 13.Qxg5 e5!. If, after 9.f4 f6, 10.exf6 exf6 11.Bh4 looks equal]

9...fxe6 10.Be2 e5 11.cxb5?!

[11.Qc2! emphasises Black's development difficulties and makes the most of the earlier sacrifice]

11...cxb5 12.a4 b4 13.Nd5 Nc6 14.Bc4 Rc8 15.Qd3?!

[15.Ne2 Qa5! 16.0-0! looks better]

15...Nc5 16.Qd1 Na5! 17.b3 Ne6 18.Nh3 Nxc4 19.bxc4 Rxc4 20.Ne3 Rd4 21.Qb3 Nc5 22.Qc2 Nd3+ 23.Ke2 e4! 24.f4

[24.fxe4 Bxe4 was not a palatable option!]

24...Qb8 25.Rhf1 a5 26.Nf5 Rd5 27.Ne3 Rc5 28.Qb3 Qd6 29.Ng4?

[29.Rfd1 was best, though not sufficient to save the game one imagines. E.g 29...Ba6 30.Rxd3 What else?! 30...exd3+ 31.Kd2 (31.Kf2 Bc8 32.Rd1 Bxh3 33.gxh3 Rxg5! 34.fxg5 Qf4+ wins) 31...Rc3 32.Qd1 g6 and the f8/Bishop is about to join the Black's winning forces just in time for the death]

29...Ba6! 30.Ke3 Rc3 31.Qxc3

[There is nothing else]

31...bxc3 32.Rg1 Qc5+ 0-1

MONTREAL (2015) - RUBY (1950)
[D20] Clive Munro, G/60, 1995

1.d4 d5 2.c4 dxc4 3.e3 e5 4.Bxc4 exd4 5.exd4 Nf6 6.Nc3 Be7 7.Nf3 0-0 8.Ne5 Nbd7 9.0-0 Nb6 10.Bb3 Nbd5 11.Be3

a6 12.Qc2 Be6 13.Rac1 Re8 14.Bg5 Nb4 15.Qd1 Nfd5 16.Bxe7 Qxe7 17.a3 Nxc3 18.Rxc3 Nd5 19.Rg3 Rad8 20.Re1 Nf4 21.Qf3 Bxb3

[DIAGRAM]
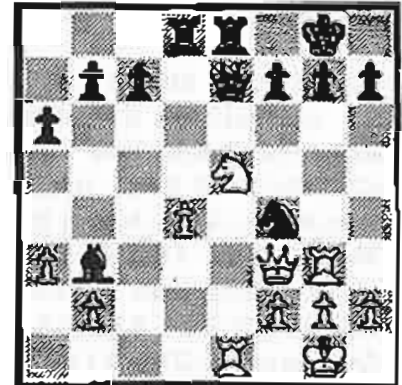
22.Qxf4

[22.Qxb3 was probably okay as well, as 22...Rxd4? allows 23.Rge3! Rd6 24.Nxf7! Re6 25.Rxe6 Nxe6 26.Ng5 and White is winning, making this a little trap worth setting over the board perhaps!]

22...Bd5 23.Ree3 Qd6

[Until the last move or two the question has been mainly the usual one: is White's isolated Queen Pawn a good or bad feature. But regular NS readers will recognise here that the Montreal is setting up a direct attack on the King]

24.Qg5 g6

[24...Qf8 25.Ng4 Rxe3 26.Nf6+ Kh8 27.fxe3 h6 28.Qf5 gxf6 29.Qxf6+ Kh7 is a draw, though NS readers might find something better for White. Even if someone does, this would still have been a better try for Black]

25.Ng4 Kh8?

[25...Re6 was much better. Then perhaps 26.Rh3 with continuing pressure, but no absolutely clear-cut win yet that I can see]

26.Nf6! Rxe3 27.Rxe3 Bc6??

[27...Kg7 seems best, which rather confirms that 25...Kh8 wasn't, if you know what I mean! Then 28.Nh5+

A) 28...Kh8?! 29.Re6! gxh5 (29...Qxe6?? 30.Qxd8+ is mate next; 29...fxe6?? 30.Qf6+ is also mate next; 29...Bxe6 30.Qf6+ and once more mate next) 30.Rxd6 Rxd6 and all is not quite over... yet!;

B) 28...Kg8 29.Nf6+ (29.Re6?? doesn't work now, simply because there is no check when playing Qf6. E.g 29...Bxe6 30.Qf6 Qxd4 oops! and Black wins) 29...Kg7 30.Rh3! Qxf6 31.Rxh7+ Kxh7 32.Qxf6 and White should win okay, but will need time and care]

28.Rh3 Kg7 29.Rxh7 +

[Announcing mate in 6 for a great win] 1-0

GK2000 (1985) - RUBY (1950)

[D02] Clive Munro, G/60, 1995

**1.Nf3 d5 2.d4 Nf6 3.Bf4 c5 4.dxc5
Qa5+ 5.Nbd2 e6 6.c3 Qxc5 7.e3 Be7
8.Nb3 Qb6 9.Bd3 0-0 10.0-0 Nc6
11.Qe2 Bd7 12.Rfd1 Rfc8 13.Nbd4 Ne4
14.Bxe4 dxe4 15.Nxc6 Bxc6 16.Ne5 f6
17.Nxc6 Qxc6 18.Rd2 Rd8 19.Rad1
Rxd2 20.Rxd2 Rd8 21.Rxd8+ Bxd8
22.h3 Qd5 23.b3 Bb6 24.c4 Qd3
25.Qh5 g6 26.Qb5 Kf7**

[Well, the simple trap of Qe8 mate having been safely negotiated, it is hard to believe there are only a few moves of this game left for Black!]

27.Kh2 Qd2??

[Allowing White's c/Pawn to move is a real blunder. In fact 27...g5 is probably fine, and virtually equal]

28.c5! g5

[Trying to correct the error by 28...Qd3 here would not have been sufficient. 29.Qxd3 exd3 30.cxb6 axb6 (30...d2 31.bxa7 d1Q 32.a8Q Qd7 33.Qh8! wins nicely) 31.e4! making sure the d/Pawn is stopped, and winning the game]

29.Bd6 Qxf2

[29...Bc7 30.Qxb7 Qxf2 31.Qxc7+ Kg6 32.Qb8 followed by Qg8+ is also a comfortable win]

30.Qd7+ Kg6 31.Qe8+ 1-0

| **Another FRITZ3 SUCCESS - early details** |

FRITZ3 on a fast Pentium/90 is reported to have made an extremely successful debut in the BAD GODESBURG Tournament, an all- play-all Category 9 event. According to the latest BCM it scored 5½/11 for 7 = placing... and thus made an I.M norm!

Alastair CARGILL has promised to send me a fuller report and the Fritz3 games, though he did tell me that there was some dispute as to whether it had actually made an I.M norm or not.

Our figures earlier, seeking to establish the Rating improvement gained by running a program on a Pentium/90 instead of a 486/66,

indicated a 73 Elo figure. If these are correct then taking the NS figure for FRITZ3 of 2374 on a 486/66 should give us, with the +73, a 2447 Grading on a Pentium/90.

Therefore it should definitely be capable of getting I.M norms on the Pentium processor, and Category 9 means an average Rating of 2450-2475 (though I wonder what they gave Fritz3?!). Therefore the Fritz3 50% score should give it a norm. We'll have to wait for Alastair's report to find out what the problem is!

Having calculated as closely as we can the likely Rating improvement going from 486/66 -> Pentium/90, it is well worth printing **Larry KAUFMAN**'s list from his very helpful publication CHESS COMPUTER REPORTS.

He considers the DX2/66 and DX/50 to be so close that he rates them as EQUAL and, as these are currently the most popular processors in use, sets them at the ZERO figure and compares other processors to them. Do bear in mind that most of the new, strong programs require at least a 386 processor to run!

Processor	Elo change
Pentium/90	+ 65
Pentium/66	+ 50
Pentium/60	+ 40
486DX4/100	+ 20
486DX2/66	=
486DX/50	=
486DX2/50	-25
486SXorDX/33	-25
486SXorDX/25	-60
486SX/20	-80
386DX/40	-80
386DX/33	-95
386DX/25	-120
386SX/25	-140
386SX/20	-160
386SX/16	-180
286 0wait state/16	-180
286 0wait state/12	-205
286 1wait state/12	-230
286 1wait state/10	-245
286 1wait state/8	-265
8088/10	-320
8088/8	-340
8088/4.77	-385

WCHESS Review and Games
New Kittinger PC program!

Readers are, I'm sure, already aware of my liking for the Novag DIAMOND and SAPPHIRE computers. it is good news to see programs by David Kittinger operating again on hardware which, whilst still not as powerful as the very top dedicated machines, is certainly more competitive for Novag than it has been for quite some time... and yet remains inexpensive! The chess too has proved to be most satisfying, with clear signs still of the Novag lively play and sharpness, but now supported by better knowledge and endgame play on the 26MHz H8 RISC- type chip with Hash Tables (the Manuals say 20MHz, but have not been re-printed to update to the finished actual speed it seems).

I had therefore been really looking forward to the arrival of the PC program **WCHESS**, which enables us to directly compare Kittinger's effort on our 486 processors with the various Lang-Uniacke-Schroder- Hirsch-Morsch programs.

The extra speed on 486/66 should mean WCHESS is 'the DIAMOND' running some 5 times faster, and this calculation together with the WCHESS results in the Harvard Cup and Uniform Platform Events certainly whet the appetite. I use the word 'should' because most of us are fairly convinced now of the particular suitability of the true RISC and RISC-style H8 chips for chess, and their results on those processors have often been better than our 'speed calculation' methods have initially indicated.

FEATURES

The report in Larry Kaufman's *CHESS COMPUTER REPORTS* warned that the features, or bells and whistles, weren't quite up to the standard of the other leading and established PC programs, but that all the 'necessities' are there. The screen board size is a little larger than GENIUS, and though Larry considers the pieces *'a bit unusual... the Knights in particular need to go on a diet'*, I think it looks okay. However it is not possible to adjust screen appearance or colour etc as with most programs, so if you don't like it....!

A full range of playing 'levels' is available, the standard Database functions are there for storing and replaying games, together with overnight analysis and game printout of created files etc.

One has to be aware In using this that, if a game has been played using [P3] - which means ALL analysis updates are shown on screen - then the resulting file of an analysed game is likely to be 250-400K long as ALL the changing analysis throughout the search will be printed. So one has to remember to swap to [P1] before operating the Analysis command, to keep the file manageable and just obtain the evaluations and moves which are the WCHESS final recommends for each move of the game. Forgetting to do this can result in rather a large amount of paper being consumed or, possibly but not necessarily worse still, a file that ends up too large for your Computer's Editor to print.

However there are no pull-down Menus, and the idea of pressing the [F1] button to obtain a 'Help' listing takes one back somewhat to various early Shareware efforts.

Finally I should mention that, whilst 3 Installations are allowed, there is NO de-install feature.

The Review in *COMPUTER CHESS REPORTS* commented that *'a conscious decision was made to market essentially the same version of this program that won the Uniform Platform and Harvard Cup tournaments. It was decided not to hastily add features which could possibly slow down the program and thus weaken its play'*.

I'm not sure what 'essentially' means, but wonder if this point has been made because of an awareness that the results in the 2 events mentioned might lead purchasers to expect more than they will get in terms of strength. I haven't played enough games yet to be totally convinced one way or the other, but confess to being slightly disappointed so far. However the SWEDISH 'PLY' LIST has WCHESS as the 5th. rated PC Program, behind GENIUS3,

MChessPRO4, REBEL6, and HIARCS3, so possibly I can expect some improvement in my results.

GAMES SELECTION

In the following games the light notes consist of various move evaluations (e.g ! or ?), occasionally supported by alternative suggestions. This is to allow me to squeeze all the conclusive games in, but hopefully is sufficient to direct readers to the most critical moments in each game.

MATCH against Mephisto RISC2

In the first game the RISC2 had obtained an apparently winning advantage by around move 25, which it just about maintained for another 10 moves. Then WCHESS, in typical Kittinger style, took advantage of a couple of slack moves to create threats against the RISC2 King and succeeded in equalising. Between moves 45-55 further inaccuracies allowed WCHESS to gain control and win nicely.

WCHESS 486/33 (2400) - RISC2 (2350)
Eric's G/60 (game1), 1995

1.f4 d5 2.Nf3 g6 3.g3 Bg7 4.Bg2 Nf6 5.0-0 0-0 6.d4 Bf5 7.Ne5 Nc6 8.c4 Nb4 9.Na3 Ne4 10.Bd2 a5 11.cxd5 Qxd5 12.Bxb4?!
   [12.e3!]

12...axb4 13.Nc2 Rfd8 14.g4 Be6 15.Qd3 f5 16.e3 c5 17.Rfd1?!
   [17.Qb5!]

17...Bxe5!
   [Better than 17...Rxa2]

18.fxe5 Rxa2 19.Rxa2 Qxa2 20.gxf5 gxf5 21.Bxe4 fxe4 22.Qe2 Qxb2 23.dxc5 Rxd1+ 24.Qxd1 Qxe5 25.Nxb4 Qg5+ 26.Kf2 Kf7?!
   [Black appeared to be winning comfortably, but here we consider 26...Qxc5! definitely better]

27.Qd4 Qg4 28.c6 Qf3+ 29.Ke1 Bg4 30.Kd2 bxc6 31.Kc3 Qh1 32.Qc4+ Be6 33.Qd4 Qc1+?
   [33...Qa1+! 34.Kd2 Qxd4+]

34.Nc2 Bd5?! 35.Qh8 Ke6?
   [35...Qb1!]

36.Qc8+ Kf6 37.Qh8+ Kf7 38.Qxh7+ Ke6 39.Qg6+ Kd7 40.Qf5+ Ke8
   [By now a B+200 evaluation had dropped to equal]

41.Qc8+ Kf7 42.Qf5+ Kg7 43.Qg5+ Kf8 44.Qf5+ Bf7?!
   [44...Kg7!]

45.Qc8+ Kg7?
   [But not now! 45...Be8 46.Qh3 Qg1 is still close to =]

46.Qxc6 Qh1 47.Qc7 Qd1 48.Qe5+ Kg8 49.Qxe4 Kf8 50.h4 Qd6 51.Nd4 Qa3+ 52.Kd2 Qa5+ 53.Ke2 e5?
   [53...Bh5+ shows B-94 on Fritz3, but the move played puts this immediately closer to W+200. It's all downhill for the RISC2 from here]

54.Nf3 Qa2+ 55.Ke1 Qa1+ 56.Kf2 Be6 57.Qxe5 Qa2+ 58.Kg3 Qd5 59.h5 Qxe5+ 60.Nxe5 Kg7 61.Ng4 Bf7 62.Kh4 Bd5 63.Kg5 Bf7 64.h6+ Kh8 65.Nf6 Bc4 66.e4 Bb3 67.e5 Bc4 68.Nh5 Kg8 69.Nf4 Ba2 70.e6 Bb1 71.e7 Kf7 72.Ng6 Bxg6 73.e8Q+ Kxe8 74.Kxg6 1-0

Once you have seen a program come back like that, and knowing the Kittinger/Novag style in this respect, you half-expect it in every game. However it didn't happen again.

RISC2 (2350) - WCHESS 486/33 (2400)
Eric's G/60 (game2), 1995

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.d3 Nf6 5.c3 d6 6.Bb3 0-0 7.0-0 a6 8.Nbd2 Ba7 9.Nc4 Be6 10.Bg5 h6 11.Bh4 g5 12.Bg3 Ne7 13.Ne3 Qd7 14.Qe2?!
   [14.Bxe6 fxe6 15.Re1 looks a little better]

14...Bxb3 15.axb3 Nh5 16.d4 exd4 17.Nxd4 Bxd4 18.cxd4 Nxg3 19.fxg3 Qe6 20.Qf3 c6 21.Rae1 f6 22.Ng4!
   [A strong move, better than 22.d5!? We start to see now that White has a small advantage]

**22...Kg7 23.d5 Qc8 24.Nxf6 Ng8
25.Nh5+ Kg6**
[The play and choices around here seem quite tricky, and are worthy of some careful analysis]

**26.Qe2 Qd7 27.dxc6 bxc6 28.Rxf8
Rxf8 29.Rd1 Qe6 30.Ra1**
[Would g4 have given White more, either here or on the next move?!]

**30...Qe5 31.Kh1 Ne7 32.h3 a5 33.Kh2
Rf7 34.Ra4 Rf8 35.b4 axb4 36.Rxb4
Kh7 37.Rb7 Rf7 38.Qg4 d5?**
[38...Rf8 evaluates at B-40, but this allows an exchange which is definitely good for White]

39.exd5 cxd5 40.Qd7 Qe4??
[Loses. Though 40...d4 would have left Black struggling after 41.Rb6, the move played allows a winning check]

**41.Nf6+ Rxf6 42.Qe8 Rf1 43.Rxe7+
Qxe7 44.Qxe7+ Kg6 45.Qe6+ Kg7
46.Qxd5 Rf2 47.b4 Rf6 48.b5 g4
49.Qd7+ Kg6 50.Qxg4+** 1-0

The next 2 games were drawn, though WCHESS had B+5P against B+4P in a very long game3 (same coloured Bishops). However it was unable to find a break through method in a blocked Pawn centre.

WCHESS 486/33 (2400) - RISC2 (2350)
Eric,s G/60 (game5), 1995

**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.0-0 Nxe4 6.d4 b5 7.Bb3 d5 8.dxe5
Be6 9.c3 Bc5 10.Nbd2 0-0 11.Bc2 Nxf2
12.Rxf2 f6 13.exf6 Bxf2+ 14.Kxf2
Qxf6 15.Nf1 Ne5 16.Be3 Rae8 17.Bc5
Nxf3 18.gxf3 Rf7 19.Kg2 c6 20.Qd3?**
[20.a4 Bf5 21.Bxf5 Qxf5 22.axb5 seems pretty equal. Of course in Rook v minor Piece endings, the side with the minor Piece needs to avoid exchanges, so the WCHESS choice makes strategic sense]

**20...Qg5+! 21.Ng3 Bf5 22.Qd1 Bxc2
23.Qxc2 h5 24.Kh1 Qf4 25.Qd3 Qxf3+
26.Qxf3 Rxf3 27.Rg1 h4 28.Nh5 Kh7
29.Bd4 c5 30.Nxg7?**
[The wrong piece? 30...Bxg7 31.Re6 31.b4

seems better. The Bishop covers more ground, but only one square colour]

30...Re7 31.Bxc5?
[31.Kg2 Rff7, then 32.Bxc5 probably offers better chances. WCHESS is struggling now to hold the RISC2 Rook at bay!]

**31...Rxg7 32.Rxg7+ Kxg7 33.Kg2 Rd3
34.h3 Kg6 35.Bf2 Rd2!**
[A simple move, not deserving of an ! in itself; but the Rook controls the game and wins the ! for its overall effort}

**36.b3 Rxa2 37.Kf3 Rc2 38.Bd4 Kf5
39.b4 Rh2 40.Bf2 Rxh3+ 41.Kg2 Rxc3
42.Bxh4 d4 43.Kf2 Rc4 44.Be7 d3
45.Bc5 Re4 46.Be3 Kg4 47.Bc1 Re2+
48.Kf1 d2 49.Bxd2 Rxd2** 0-1

In game 6 the RISC2 has the advantage from the Opening, wins a Pawn and refuses to let go. However WCHESS puts up a stubborn rearguard action and, for quite a while it seems RISC2 is not going to find a winning method. Readers may prefer to join the game at the DIAGRAM, just before the moment of breakthrough after a long series of repetitive Bishop, Rook and Queen moves.

RISC2 (2350) - WCHESS 486/33 (2400)
Eric's G/60 (game6), 1995

**1.c4 c5 2.Nc3 Nc6 3.Nf3 Nf6 4.g3 e6
5.Bg2 Be7 6.0-0 a6 7.d4 cxd4 8.Nxd4
0-0 9.Bf4 Nxd4 10.Qxd4 d6 11.Bg5 h6
12.Be3 Bd7 13.Bxb7 Rb8 14.Bxa6 Rxb2
15.Rab1 Rxb1 16.Rxb1 Qa5 17.Bb7
Rb8 18.Rb3 Qc7 19.Qa7 Bf8 20.Bd4
Ne8 21.e4 Be7 22.Qa6 Nf6 23.Ba7 Re8
24.Bb6 Qb8 25.f3 Kf8 26.Nd1 Kg8**

**27.Rb2 Nh7
28.f4 Nf6
29.Bd4 Qc7
30.Rb3 Ng4
31.Bb6 Qb8
32.h3 Nf6
33.Be3 Qc7
34.Kh2**
[DIAGRAM]
White is about to break-through

with his Pawns, a series of moves well worth following.

**34...Kh8 35.Bb6 Qb8 36.Ba7 Qd8
37.e5! dxe5 38.fxe5 Ng8 39.Rd3 Rf8
40.c5! Qe8 41.c6 Bc8 42.Bd4 h5 43.c7
Bxb7 44.Qxb7 h4 45.gxh4 Qd7 46.Nf2
Qc8 47.Qxc8 Rxc8 48.Bb6 Bxh4 49.Ne4
Ra8 50.Rd8 Bxd8 51.cxd8Q Rxd8
52.Bxd8 Nh6 53.a4 Nf5 54.a5 Nd4
55.a6 Nc6 56.Bb6 Kg8 57.a7 Nxa7
58.Bxa7 f6 59.exf6 gxf6 60.Bd4 e5
61.Nxf6+ Kf7 62.Bxe5** 1-0

So the final score was:

WCHESS 486/33	1	0	½	½	0	0	= 2
Mephisto RISC2	0	1	½	½	1	1	= 4

I have now started a Match with **MChess PRO4** against the Mephisto RISC2. Here is game 1.

MCPRO4 486/33 (2440) - RISC2 (2350)
Eric's G/60 (game1), 1995

**1.e4 e5 2.Bc4 Nf6 3.d4 exd4 4.Nf3
Nxe4 5.Qxd4 Nf6 6.Bg5 Be7 7.Nc3 c6
8.0-0-0 d5 9.Rhe1 Be6 10.Qh4 0-0**

[RISC2 is now 'on its own', but MCP4 stays in Book for quite a while longer, with moves apparently prepared specifically for the known RISC replies!?]

**11.Bd3 h6 12.Bxh6 gxh6 13.Qxh6
Nbd7 14.Rxe6 fxe6 15.Ng5**

[Only now does MCP4 come out of its book, immediately evaluating +624 with an already won game!]

15...Nc5 16.Bh7+

[With m/7 announcement, second move out of Book]

**16...Kh8 17.Bf5+ Kg8 18.Qg6+ Kh8
19.Rd4 Nb3+ 20.cxb3** 1-0

It was often said that MCP3 was 'heavily' booked up for Computer games against Lang, Schroder, de Koning and other top programs. Games like the above will add to the MCP4 rating, but are to the credit of the Book programmer only.

Perhaps Schroder will put 10...h6 in. Also 12...Ne4 would be useful in the RISC2 Book for occasions where 10...0-0 has still been played.

So to game 2. *"Here we go again"*, I thought, as MCP4 again outbooks the RISC2 and obtains another apparently winning position.

RISC2 (2350) - MCPRO4 486/33 (2440)
Eric's G/60 (game2), 1995

**1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Bb7
5.Nc3 d5 6.cxd5 exd5 7.g3 Be7 8.Bg2
0-0 9.0-0 c5 10.Bf4 Na6 11.Ne5 Nc7
12.dxc5 bxc5 13.Nc4 Rb8 14.Bxc7
Qxc7 15.Bxd5 Rbd8 16.Ne3 c4 17.b4
Qe5**

[MCP4 at last comes out of Book, it being some moves since RISC2 has been playing chess. By 20...Rd8 we have MCP4 showing itself at +151. It's probably a slightly optimistic evaluation, and this time it doesn't last]

**18.Bxb7 Rxd1 19.Nexd1 a5 20.b5 Rd8
21.Ra2 Bxa3 22.Rxa3 Qe7 23.Rxa5
Qxb7 24.Ne3 Qc8?!**

[24...Ne4 25.Nxe4 Qxe4 is approx. equal I think]

25.Rfa1 Ne8 26.Ncd5 Qd7?!

[26...Qb7 is recommended]

27.b6! Nd6 28.Ra8 Nc8??

[Sometimes programs drift into lost positions - MCP4 has been doing a little of that already. And sometimes they make a real mistake. Here 28...c3 needed to be played, though I would put that at around -200]

29.Rd1!

[29.Rb8! also looks strong: 29...h6 30.Raa8]

29...Nd6

[MCP4 was showing itself -513 here, and the rest is fairly straightforward of course]

**30.b7 Nxb7 31.Nf6+ gxf6 32.Rxd7
Rxa8 33.Rxb7 c3 34.Rc7 Ra2 35.Rc8+
Kg7 36.Nf5+ Kg6 37.e4 h5 38.Rxc3
Ra4 39.Nd6 Ra6 40.Rd3 Ra7 41.f4 Ra6
42.h3 Ra7 43.h4 Rc7 44.Ne8 Rc1+
45.Kg2 Rc6 46.Rd6 Rxd6 47.Nxd6 f5
48.e5 Kg7 49.Nxf5+** 1-0

Well, that's where we are at present: 1-1. I intend to take this through to 6 games in all, as in the WCHESS match, and then play RISC2 in 6 against each of HIARCS3, GENIUS3 and FRITZ3 for inclusion in the next Issue of NS.

Meanwhile Mephisto RISC2 continues to impress as a strong, lively and challenging opponent!

Correspondence Chess 19
MEPH[isto] VANCOUVER 68020

For new Readers: '**MEPH**' is partnered by NS contributor **Phil GOSLING** and continues its successful BCCS campaign. It currently stands in 7th. place on their list with a BCCS Grading of 2479, and represents them on Board 8 in Matches.

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

[With 36.h6?? we felt that our Iranian opponent, already struggling, had slammed the door shut in his own face! MEPH played 36...Qc6 threatening m/2 by Qg2 and Rh3. NS56 eval +1100 >Rg1]

Resignation arrived in the last couple of days after a 'postless' 8 week period that had worried us slightly. But our opponent says he enjoyed MEPH's chess and would like to play us again. Incidentally this game lasted just over 3 years, partly due to encountering occasional postal problems to and from Iran!
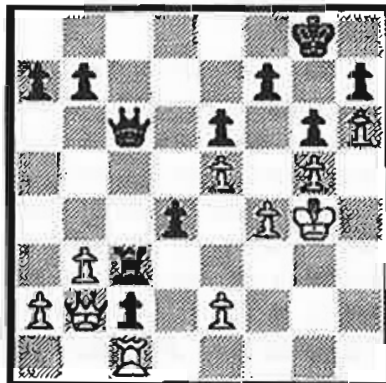
BCCS 2494 (2490) - Vancouver 020 (2275) [B00] Corr.20, 1994

14.Ng3 Rac8 [NS56 eval +12 >a3]
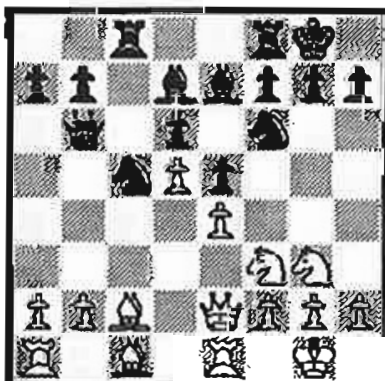
15.Rb1 Bb5 16.Qd1 Ng4
[NS57 eval +21 >Nf5. 16...Ng4 represented

pretty fearless play for 'Solid' and there is a nasty threat behind MEPH's latest move, which goes 17...Nxf2 18.Qd2 Ncxe4 19.Bxe4 Nxe4+ 20.Qe3 Nxg3 21.hxg3 Rc5. White's antidote will be the expected 17.Nf5, or Be3]

Here are 2 'MEPH' games where he/it is on Board 8 in the BCCS Match against the ARMY. Our opponent's Grade is not known to us, but he has admitted to *'knowing a bit'* about Computers!

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

36.Nd7 [NS56 eval +175 >Re1+, MEPH rates his latest move very highly - the eval had hovered around +120/130 up to here]
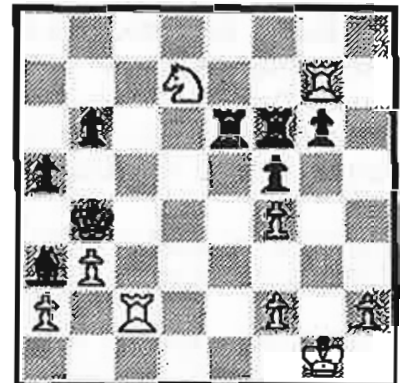
36...Kb5?
[We were expecting 36...Re1+, which has to be better. Phil wondered at first if our ARMY opponent had produced a stratagem beyond MEPH's horizon, but our Computer doesn't think so!]
37.Nxf6
[With eval +248]
37...Rxf6 38.Kg2 Rd6 39.Kg3 Bc5 40.Rc4 Ka6 41.f3
[NS57 eval +245 >Bd4. It is interesting that the material count is +300, so MEPH does seem to have some doubts. If Bd4 he/it plans 42.Re7 and Phil hopes to see us double Rooks on the e-file and attack the f and g-Pawns]

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

37.Nxe5 Ng6 [NS56 eval -87 >Nxg6. 38.Nxc6 gets a couple of ?? because of Qg4, but 38.Nd3 might be playable. This game has been a

struggle ever since our opponent, opening with 1.b3, had us 'on the hop' in the Opening. Phil thinks MEPH will still go down, but things look very much better than they did, and there are 'slight chances'!]
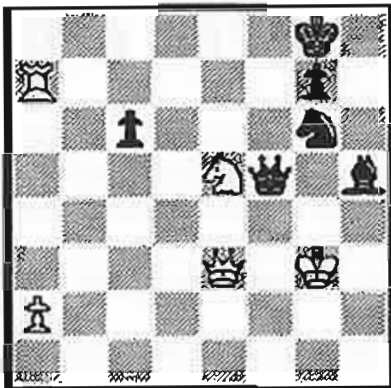
38.Nd3! Qg4+ 39.Kf2

[39.Kh2 was expected]

39...Qh4+ 40.Kg1 Qg4+ 41.Kf1 Nh4 42.Ra8+ Kh7 43.Ra5 Qg2+ 44.Ke1 Nf3+ 45.Kd1 Bg6

[NS57 eval -45 > Ne1. Recalling that we were showing -212 at one stage of this game, the 'slight chances' of a draw in NS56 now 'look on'!]

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

A game which began 1.h3 d5 2.a3?! by Phil's choice, so MEPH has played since 'on it's own'!

25.Bxb4 [NS56 eval +33 > f6]

25...f5 26.Bxe4 dxe4 27.Qh5 Rf7?!

[27...Qc2 was expected by MEPH and looks a better move we think]

28.Raf1!

[In NS56 we referred to Black's 3 major pieces at one time on the c-file, and wondered if MEPH might try for the same on the f-file! Well, this makes 2!]

28...Rf6 29.Qh4 Rh6 30.Qe7 Re8 31.Qg5 Rg6 32.Qh4

[NS57 eval +21 > Rh6. What has Black gained by his attacks on MEPH's Queen? Whose King is the less secure? At the moment we are siding with MEPH against this very strong 2466 rated opponent!]
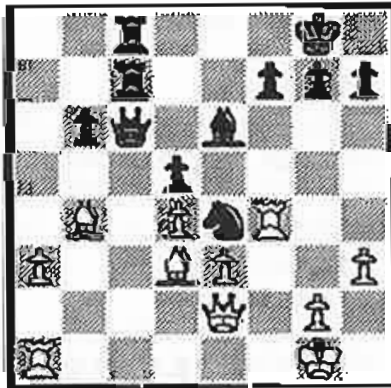
BCCS 2466 (2465) - Vancouver 020 (2275) [A29] Corr.25, 1994

25.Re5 Bd7?! [What symbol would readers have put here? NS56 eval -48 > b5. BCCS 2466 cleverly kept MEPH very much restricted for choice as he pretty much dominated this one in the early middle game. Thus MEPH sacrificed the exchange a few moves ago, but things still look difficult]
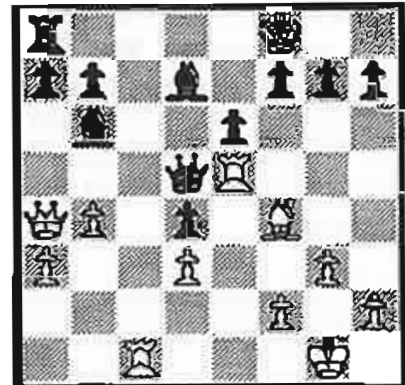
26.Qd1!?

[Well, we were 'all' wrong in our expectations for White's choice of move! MEPH expected 26.b5 whilst Phil and I thought our opponent would exchange Queens and head for a superior endgame with 26.Rxd5 Bxa4 when the Rook would usually be better than Bishop and Pawn, though it actually doesn't seem so clear looking at this particular position on the Board!)]

26...Qa2 27.Ra1 Ba4

[MEPH offers the Queen exchange again, and this time it's taken]

28.Rxa2 Bxd1 29.Re1 Ba4 30.Rc1 Kg8 31.Bd6 h6 32.Bc5 Rc8 33.Raa1 Bxc5 34.bxc5 Bb5

[NS57 eval -84 > Rab1. The material count is White +100, so MEPH's 84 suggests he prefers his own Pawn structure. Where are White's entry points for the Rooks? Still BCCS 2466 writes 'I fancy my chances strongly in this one']

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

21.Nxe8 Rxe8 [NS56 eval -315 > Rxf7]

22.Rf2

[As we rejoin this rather 'unfortunate' game we remind Readers of
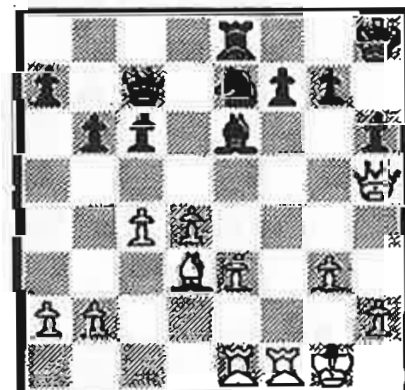
thedramatic turn of events in NS56 when White opened the apparently congested f-file and gained a 'sudden' big advantage. Here MEPH had expected 22.Rxf7 Bxf7 23.Qxf7 simplifying into a clear 2 Pawn advantage. After our BCCS 2559 opponent's dynamics he now ventures forth cautiously for a while!]

22...Qd7 23.Ref1 Rf8 24.Rf6 Ng8 25.R6f4 Ne7 26.b3 f6 27.g4 Kg8 28.Bf5

.[This arrived just at Phil was posting everything to me. We had intended printing here NS57 eval -281 >Kh1. Instead it's MEPH to play, so let's see: 28... Nxf5 29.gxf5 Bf7 drives the Queen away, but should MEPH keep his Knight to help protect g7? We'll all find out what the Computer plays in NS58!]

Here are the opening moves of a new game which started recently. We've got yet another very strong opponent - and he has already won a 'Best Game' Prize with this very Opening! a sort of Modern Robatsch or Pirc Defence.

Vancouver 020 (2275) - BCCS 2428 (2425) [B07] Corr.28, 1995

1.e4 g6 2.d4 Bg7 3.Nf3 d6 4.Bc4

[MEPH is out of Book here, but it's a correct move! 4.c3 and 4.Nc3 are also known]

4...Nf6 5.Nbd2 0-0 6.Qe2

[Back in Book!]

6...Nc6 7.c3 e5 8.dxe5 dxe5 9.0-0

[And out of Book finally here, with an eval of +51 >Qe7]

9...Qe7 10.Nb3 b6 11.Bg5 h6 12.Bh4 Bb7 13.Rfe1

[NS57 eval +48 >Rad8. It will be interesting to see how MEPH deals with two fianchettoed Bishops]

Travel CHAMPION 2100, GK2100 and PRESIDENT info

Looking back over the past couple of Issues of NS, I realise I haven't included a photograph of the new TRAVEL CHAMPION 2100. I should have, as you will see by reading on... yes the playing program for both it and the GK2100 are the same as that for the excellent PRESIDENT (readers will have seen photographs of the latter's lovely wood board I'm sure). Also the GK2000 and GK2100 are pretty much identical in appearance, but NOT the original TRAVEL CHAMPION and the new TC-2100 version.

Incidentally, digressing briefly, I have also found out that the Opening Book size for the 2100 programs is 35,000 positions! The width (i.e the range of Openings played by the PRESIDENT & Co) is excellent with plenty of 'less frequently' seen lines cropping up, as well as good coverage for the most popular Openings. I say 'less frequent' - of course less frequent in G.M Tournament and Match play is quite different to Club and Week-end Tournament play, where the so-called 'less frequent' is tried out rather more often! So it is good to see the 2100-range offering some of these for customer benefit.

Back to the TC and TC2100 matter! The original TC has an almost clear clip-on perspex lid, the display is at the bottom left, and captured piece-storage is in a compartment at the front. The playing area is 4"x4". The **TC-2100** is presented in black plastic, with a hinged lid, the display is at the top right which makes it easier to avoid seeing if you don't want to be influenced by its hints or clock. The captured pieces go into holes on the left of the board, and the playing area is almost 4½"x4½". I like it!

Prices: *T/CHAMPION £99.99, T/CHAMPION 2100 £129.99; GK2000 £139.99, GK2100 £169.99; PRESIDENT* (the same, stronger 2100 program) *£299.99*. The 2 portables are battery only, ALL the others are mains or battery operated.

Travel CHAMPION 2100

The CCR ONE-HOUR TEST..... RESULTS!

Many thanks to all readers for the **massive response to the ONE-HOUR TEST** by **Larry Kaufman**, which we printed in NS/56. Quite a few readers also noted that the formula presented there ((Score x 8) +1880), based on Larry's ((Score x 8) + 2000 for the USA) produced a slightly inflated rating for most programs. So in the printed RESULTS LISTING I have shown the figure at both the +1880 AND the corrected figure of +1848. The discrepancy actually proved to be 33.5 Elo, but I rounded that to 32 as it fits in nicely with BCF equivalents.

PC PROGRAM RESULTS are for 486/50-66MHz machines, except where shown otherwise. Some returns received for the same COMPUTERS produced slightly differing results! I have listed machines in an order based on their BEST score, but also shown all other results in brackets.

Charlie GOLD, now resident back in his homeland (the USA) after many years over here during which time he both visited and maintained regular correspondence, sent me an interesting listing. Charlie is something of a COMPUTER COLLECTOR, and sent me the results for the TOP PROGRAM for EACH YEAR from his collection. An interesting idea, and the visible progress is most informative!

Year	Program	Score
1979	Sargon2.5	8
1980	Fidelity Voice Challenger	9
1981	SciSys Mark5	11
1982	Fidelity Elite A	12
1983	Conchess Princhess 4MHz	15
1984	Fidelity Elite C	12
1985	Mephisto Amsterdam	24
1986	Mephisto Dallas 6000	25
1987	Mephisto Roma 68000	27
1988	Mephisto Almeria 68000	41
1989	Mephisto Portorose 68020	51
1990	Mephisto Lyon 68000	46

Pts	Orig	NSlevel	NSRate	COMPUTER
80	2520	2488		
79	2512	2480		
78	2504	2472	2449	GENIUS3active (Pentium 79)
77	2496	2464		
76	2488	2456	2449	GENIUS3solid
75	2480	2448	2433	GENIUS2active (also 75)
74	2472	2440		
73	2464	2432	2449	GENIUS3risky
72	2456	2424	2416	HIARCS3
71	2448	2416		
70	2440	2408		
69	2432	2400		
68	2424	2392		
67	2416	2384		
66	2408	2376		
65	2400	2368	2393	Tasc R30
64	2392	2360	2361	ChessMASTER4000 (also 63, and 52 on 486/25)
			2353	Berlin PRO (also 59)
63	2384	2352	2345	CMachine GIDEON3.0/30MHz
			2383	Mephisto GENIUS 68030
62	2376	2344	2374	FRITZ3
61	2368	2336	2444	MChess PRO4
60	2360	2328		
59	2352	2320		
58	2344	2312		
57	2336	2304		
56	2328	2296	2345	MChess PRO3.1
			2259	CMachine GIDEON2/30MHz
55	2320	2288	2354	FRITZ2 (and 51)
			2278	GideonPRO
54	2312	2280	2367	Kasp RISC2500 (also 52)
			2312	MChess PRO3.5
				KALLISTO
53	2304	2272		
52	2296	2264		
51	2288	2256	2399	WCHESS
50	2280	2248	2199	Meph PORTOROSE 68020
			2316	Mephisto RISC1
49	2272	2240		
48	2264	2232	2185	Meph VANCOUVER 68000 (also 46)
			2280	GIDEON2 15MHz
47	2256	2224	2147	FRITZ1 (also 41 on 486/33)

Year		
1989	Mephisto Portorose 68020	51
1990	Mephisto Lyon 68000	46
1991	Mephisto Vancouver 68020	60
1992	Mephisto RISC1	50
1993	Mephisto GENIUS 68030	63

Note the big steps: [1] the arrival of the Mephisto Amsterdam (68000 hardware); [2] the Almeria (hash table system); [3] the improvement from 68000 to 68020 showed a jump, which would have applied also to the Almeria but shows in Charlie's figures a year later with his Portorose.

In **NS/58**.... the **ENDGAME TEST** from Austria's *PC SCHACH Magazine* - an equally fascinating set of positions!

LAST MINUTE NEWS: NOVAG

As we go to press, I am just hearing of a new set of Novag machines. First the **JADE2** plug-in portable, which is a version of the SAPPHIRE/DIAMOND program. Note the differences:-

	JADE1	RUBY	JADE2	SAPPHIRE
H8 Speed	20MHz	20MHz	20MHz	26.6MHz
Program Size	32K	32K	32K	64K
HashMemory	no	no	no	yes
O/Book	12,000	12,000	13,000	36,000
Levels	48	48	56	56

We expect that the JADE2 will be 'a little stronger' than the RUBY and EMERALD (168 BCF), so perhaps 175 BCF. The price remains **£99.99**, as was JADE1.

The **SUPER EMERALD DE LUXE** is not priced, and not available yet. It WILL be in a good-looking wood board, and MAY be the JADE2 program, OR possibly the DIAMOND-SAPPHIRE! Ring for latest info if you can't wait for NS/58!

Rank			
48	Meph VANCOUVER 68000 (also 46)	2204	2232
47	GIDEON2 15MHz	2256	2224
46	FRITZ1 (also 41 on 486/33) / NIMZO	2248	2216
45	Meph LYON68000 (also 45)	2240	2208
44		2232	2200
43	Mephisto BERLIN	2224	2192
42	Meph PORTOROSE 68000	2216	2184
41	Novag DIABLO/SCORPIO (also 40)	2208	2176
40	Meph ALMERIA 68020	2200	2168
39	Novag SAPPHIRE/DIAMOND (also 38)	2192	2160
38		2184	2152
37		2176	2144
36		2168	2136
35	HIARCS2 286	2160	2128
34		2152	2120
33		2144	2112
32		2136	2104
31	MChess 286	2128	2096
30	PRESIDENT/T-CHAMPION2100 / Mephisto NIGEL SHORT / Meph ALMERIA 68000 / Fidelity MACH4/2325	2120	2088
29		2112	2080
28		2104	2072
27	Mephisto ROMA 68000 / Mephisto MONTREAL	2096	2064
26	Meph DALLAS 68000 / Mephisto AMSTERDAM	2088	2056
25		2080	2048
24		2072	2040
23		2064	2032
22	Fidelity MACH3/DESIGNER2265 (also 19 and 14 (?)) / Mephisto MM5 / Mephisto POLGAR	2056	2024
21	Mephisto MM4 (also 15)	2048	2016
20	Mephisto ACADEMY	2040	2008
19	Mephisto SUPERMONDIAL2	2032	2000
18	GNU Chess (Shareware) / PSION2 Atari	2024	1992
17		2016	1984
16		2008	1976
15	Conchess PRINCHESS 4MHz	2000	1968
14	Fidelity EXCELLENCE (also 13)	1992	1960

Centre rating column:

2185	
2280	
2147	
2118	
2187	
2202	
2148	
2077	
2172	
2184	
2105	
2040	
2094	
2080	
2146	
2015	
2015	
2033	
1994	
2045	
2040	
2034	
1962	
2002	
1946	
1919	
1790	
1809	

Scheduled for **NS/58**:- The **ENDGAME Positions**; Did **FRITZ3** get an I.M Norm?; Match (which I will be starting next week) between **JADE2** and **T/CHAMP 2100!**; **Chess Assistant** Review; Further **Mephisto RISC2** games v MChess PRO4, HIARCS3 etc.

Tasc R30 against		Normal	Active	Solid	Defens	Offens	TOTAL Match Score	Opp. Match Grade v R30	
Genius2 486	2433	5	4½	6	3	1½	R30 20-40	Gen2	2477
Genius3 486	2449	3½	6½	6½	6	3	R30 25½-34½	Gen3	2404
Hiarcs3 486	2416	5½	6	4½	4½	5½	R30 26-34	H3	2397
Genius1 486	2369	7	5½	4½	6	3½	R30 26½-33½	Gen1	2390
Berlin PRO	2353	6½	6	3½	4½	7	R30 27½-32½	BPRO	2377
Fritz3 486	2374	7	4	5	4½	8	R30 28½-31½	F3	2364
Fritz2 486	2259	7½	8½	6½	5½	2½	R30 30½-29½	F2	2337
MChess PRO3 486	2367	5½	5½	8½	6	7	R30 32½-27½	MCP3	2310
Meph RISC1	2316	7½	6.6	7½	6½	7	R30 35-25	MR1	2277
Average Rating....... 2370 of Opponents									

R30 Totals	Avge	Normal	Active	Solid	Defens	Offens	Average		
Score/108	2370	55	53	52½	46½	45			
R30 Style Grading		2378	2363	2359	2315	2304	2344		

—R30 scores from each 12 games—

The Tasc R30 has a current NS Grading of 2393, so may appear to have underperformed slightly in Frank's games. However Frank's PC is a 486/66 and NS Ratings, though coming mainly from 486/50:66 MHz computers, do include some 486/33 results as well.

For the R30 NORMAL continues as the best and correct setting, but Active and Solid are close enough for practical use.

NEWS: Tasc R30 UPGRADE! - Kasparov MONTREUX

Tasc R30 UPGRADE now available!
The army of owners, some of whom have been patiently waiting for 2 years, will be delighted to know that the R30 UPGRADE became available to ORDER in late March.

Obviously it is too early to indicate what the playing strength improvement might be, but there is great hope that, being the result of 2 years work (though done alongside other things), it will be well worthwhile! The UPGRADE PRICE is a very reasonable £129. Owners are recommended to let 'the experts' fit the upgrade, for which an extra £10 will be charged to include return Postage, making a total of **£139**. ONLY the DISPLAY UNIT/Operator Module needs to be sent in.

NEW ORDERS for the Tasc R30 will obtain the UPGRADED 1995 program automatically, and this will continue at the same price of **£1495!**

However please note that the BOARD which will be supplied in future will have a single LED in each square, instead of LEDs in each square corner. Thus it will be of the 'standard' 64 LED type, rather than 81 LED.

Kasparov MONTREUX. This will also be a Johan de Koning program, in a press-sensory board. We believe it will contain the R30 UPGRADE program, running at 14MHz with 512K Hash. Therefore it is to be a type of RISC 2500-512K upgrade, but in the form of a brand new fully-tested product. I don't have price information for it yet, but *interested Readers are welcome to ring me and 'put their names down' for full information to be sent as soon as we have it!*

Auto Blitz Tournament in Gothenburg - By Göran Grottling -

Since the middle of November, I have been playing blitz-games with my two 486/66- computers. Every night I have played 20 games.

'Why night?' you might ask! Well, the computers have many other things to do during the days... I have a wife, who is using Excel and plays the cardgames in Windows for fun, and I have three teenagers (boys), who have no understanding for the importance of chess. They want to play Doom and such games through my local network!

And how do I manage to play so many?!

Well, every night, when I'm about to go asleep, I connect the cable between the computers and instruct them to play 20 auto-test games at the 5 secs/move- level. The first thing for me in the morning is to go down in the cellar (where my computers are situated) and collect that night's result.

It is very nice to get so many games at this fast level. I think that many players never have time to play tournament games and are interested to know how the chess programs behave in blitz. As you know, human rating is measured at slower games, and that is why all games on The Swedish Rating List are played at the 40/2 level.

'I' have now played 1120 games, and I can report from a full tournament with 8 programs. They have played 280 games each (40 games vs all the others). Here are the results:

	G3	G2	G1	F3	R6	M4	M3	Ka	
Genius3	*	21	25½	22	25½	30	30	34	= **188**
Genius2	19	*	20½	24½	26½	28	28½	30	= **177**
Genius1	14½	19½	*	30½	27½	23	29	27	= **171**
Fritz3	18	15½	9½	*	26	35	27½	31½	= **163**
Rebel6	14½	13½	12½	14	*	20½	19½	30½	= **125**
MCPro4	10	12	17	5	19½	*	19	31	= **113½**
MCPro3.5	10	11½	11	12½	20½	21	*	26	= **112½**
Kallisto	6	10	13	8½	9½	9	14	*	= **70**

What conclusions can we get from this? For instance that the relative strength between the computers in faster games is not always the same as it is at the tournament level.

It is obvious that Richard Lang's programs are superior at blitz- level than at tournament level. Genius 1 is behind Rebel and MChess in the SSDF Rating List, but well ahead at this speed.

Fritz3 is known to be a good blitz-player, and I think that my results confirm this. It is not as good as the Genius programs, but it's clearly better than Rebel6, MCPro4 and MCPro3.5.

All these results will be included in the Blitz-List, which is published twice a year in the Swedish magazine PLY. This list will now be more reliable for the PC-programs, due to our new autotesting possibilities.

I am now starting to include Hiarcs3 in this blitz-tournament. It will take 16 more nights to get the 320 additional games! Don't worry - the computers are doing most of the work...

After Hiarcs3 I can possibly go on with WChess, that is if I can come over (across?) an installation! *(I am unsure whether Goran has an installation problem with his copy of WChess, or if his problem is in getting hold of a copy. NS readers will be kept informed about this very interesting series of results when I get the up-dated results. Eric).*

COMPUTERS meet SK Kamraterna
(A leading Swedish team from Gothenberg)

**SSDF vs SK Kamraterna in
Gothenburg, Sweden,
January 21st 1995**
                    - By Göran Grottling -

On the 21st of January The Swedish
Chesscomputer Association (SSDF) challenged
one of the best human teams in Gothenburg
(Sweden's second largest city at the West
Coast). The players from SK Kamraterna
(means "Chess Club The Friends") were not
difficult to persuade. Most of them like
computer chess and are using computers for
training purposes.

We wanted this event to be fun and interesting
for the audience, so we chose to play fast
games (30 minutes per game, for each side of
course). In fact, we played four rounds. Eight
humans played one game each against four
different PC-programs, so there where 32
games totally.

For SSDF it was also an opportunity for a
membership gathering. About 30 members
attended, including the eight operators. Close to
one hundred people visited the event, which
was given good publicity in the local daily paper
of Gothenburg, Göteborgs-Posten (where Göran
Grottling works as a journalist...).

We decided to use 486DX2/66MHz computers
for all programs. We could have used a couple
of Pentiums, but we felt that this was "overkill".
Everybody knows what happened in London in
August/September. It is also a good thing to
come back next time with Pentiums, in case of
a loss for the computerteam.

The COMPUTER TEAM

We picked **Genius3** (naturally!), **MChess
Pro4, Fritz3.0** and **WChess** as "our"
participants. Of course we also could have used
Hiarcs 3.0, Chess Master 4000, The Chess
Machine, Rebel 6 or Kallisto, but this was our
choice. Three of the chosen programs made
some spectacular results last year against
Kasparov and the other Super GM's (Fritz and
Genius) and in Harvard Cup (WChess). And
MChess is the present No 2 on The Swedish
Rating List (after Genius 3).

The time settings were a problem for us. We

had decided to give the humans every chance,
so the time was measured on normal chess
clocks and the moves were carried out on a
normal chess board. The computer had 30
minutes for the whole game on this outer clock,
but we had to count with at least 5 seconds
operator time for each move.

If we had set the computers to play the whole
game in 25 minutes, we certainly would lose
every game longer than 60 moves (which takes
about 5 minutes to operate - if the operator
doesn't fall asleep!). Fritz and WChess couldn't
be set on 25/game, the choice is between 15
and 30 minutes/game.

*[Note by Eric: Forgive me for interjecting a brief
note here, but prospective FRTIZ3 purchasers
might be wrongly put off by this remark. In fact
almost ANY no. of mins for the game can be
set under Levels = F4 using the 'Blitz Clock'.
However the method subsequently chosen by
the SSDF shows worthwhile ingenuity!]*

Subtle TIME SETTINGS!

After long discussions we decided to gamble a
little. We used the settings 30 minutes/game for
all four programs. When the chess clock
showed only six minutes left, the operator was
instructed to change the time setting to 5
seconds/move.

This decision showed to be wise. The
computers didn't lose any games on time, and
in most cases the game was over before the
operator had to change the time settings.

We were also a bit afraid that the operators
would carry out a wrong move at the chess
board. This never happened, thank goodness!
During the whole event there was no quarrel
about anything, and we all had a good time.

The average rating for the eight humans was
2307 (Swedish rating). The current rating for the
PC-programs is 2371 (Genius3), 2351 (MChess
Pro4) and 2266 (Fritz3.0). WChess is not yet
rated. If we guess that the rating for WChess
will be 2250, the average rating for the
PC-programs was 2309 at this event.

As we know that computers play relatively
stronger in faster games, we had expectedthem

to win with something like 20-12. But the result was even better: 23½ - 8½! The computers only lost 4 games out of 32 (+19 =9 -4).

The computers scored better in each successive Round. I suppose that this is due to the simple fact, that humans get tired and are less concentrated after some hours.

	Rnd 1	Rnd 2	Rnd 3	Rnd 4
Computers	4	5½	6	8
Humans	4	2½	2	0

Genius3 only lost half a point, beating the humans with 7½-½!

Results:				Perf
Pos	Program	Score	Rating
1	Genius3	7½/8	2737
2 =	MChess PRO4	5½	2443
2 =	Fritz3	5½	2443
4	WChess	5	2395

Five of the humans with ratings between 2472 and 2230 took 1½ points each. One player (2264) took 1 point, and two players (2198 and 2192) lost all four games.

Player:	Swedish rating:	Points:
Bengt Svensson	2472	1½/4
Ingvar Andreasson	2415	1½
Gösta Svenn	2406	1½
Daniel Ronneland	2276	1½
Matti Svenn	2264	1
Michael Andersson	2230	1
Tom Borvander	2198	0
Leif Svensson	2192	0

After the match, the human team asked us for an opportunity to arrange a similar match once more! But they want to play longer games, maybe on tournament conditions. Yes, why not? Testing computers vs computers can only show the relative strength for the different programs. It's neccessary to play against humans with known ratings, so we can be sure about the level for the list.

And games between humans and computers are much more interesting to play through than computer games, isn't that so? So here is what you have been waiting for: a big selection of games from Gothenburg.

Now it's back to Eric... in fact nearly all of the decisive games are covered in the NEWS SHEET here, with light notes by myself.

Svenn,Gösta (2405) - Fritz3.0 486/66
[D02] Match 30/min, 1995

1.d4 d5 2.Nf3 Nf6 3.Bf4 Nbd7
[What is this?! 3...c5/Bf5/c6/g6/e6/Bg4 can be found in my files at home, but not this!]
4.e3 e6 5.Bd3 c5 6.0-0 Be7 7.c3 0-0 8.Ne5 Nxe5 9.dxe5 Nd7 10.Nd2 c4 11.Bc2 Re8 12.e4 b5 13.exd5 exd5
[Fritz3 was reading +45 at this point, but it is a mis-evaluation. Viewing the position from White's side it shows as almost equal and, within a couple of moves, actually has White around +30]
14.Nf3 Bb7 15.Nd4 Qb6 16.Re1 Bc5 17.Re3
[The beginning of a well-known anti-Computer method]
**17...Nf8 18.Rh3 b4 19.Nf5 Bxf2+**
[Like some of its brethren, Fritz3 is not concerned about the gathering of the clans around its own King - it shows B+117 making this capture]
20.Kh1 Re6
[DIAGRAM]
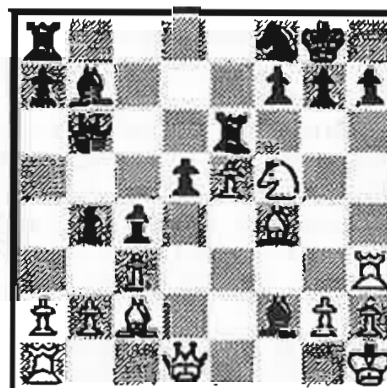
21.Nd4 h6?
[Curious. On my 486/33 Fritz3 is still cheerful, after a couple of mins, with the following:
21...bxc3
22.bxc3 Bxd4
23.cxd4 Re7 showing B+83, and wouldn't play 21...h6? at all (I have the latest Fritz3 'patch' file, provided with the Chess 232 PC Board)]
22.Bf5 Re7 23.Qg4 bxc3 24.bxc3 Qc7
[Here 24...Bxd4 25.cxd4 Qxd4 is the firm choice of 'my' Fritz3]
25.Rxh6 Rb8 26.Rh3! g6 27.Bg5 Re6
[27...Qxe5 looks a useful and combative move here!]
28.Bxe6 Nxe6 29.Bf6 Ng7 30.Qg5 Be3 31.Qxe3 Nh5 32.Rxh5 gxh5 33.Qg5+
[If 33...Kh7 34.Qg7# mate; or 33...Kf8 34.Qg7+ Ke8 35.Qg8+ and mate soon] 1-0

### Andreasson,Ingvar (2415) - Fritz3.0 486/66
[A25] Match 30/min, 1995

1.c4 e5 2.g3 Nf6 3.Bg2 Nc6 4.Nc3 Bb4 5.Nd5 Bc5 6.e3 0-0 7.Ne2 Re8 8.0-0

Nxd5 9.cxd5 Ne7 10.b3 b6 11.Bb2 Nf5
12.Bxe5 Rxe5 13.d4 Bxd4 14.Nxd4
Ba6 15.Re1 Nxd4 16.Qxd4 Re8
17.Rac1 Bb7 18.Re2 Rc8 19.Rec2 a5
20.h4 h6 21.Kh2 Ba8 22.a4 Bb7 23.Qf4
g5 24.hxg5 hxg5 25.Qd4 f6 26.Kg1
Kh8 27.f4 Kg8 28.Kf2 Rf8 29.Rh1 Rf7

[The game was all set for an exciting finish at
move 30.... DIAGRAM]

30.Be4 Qf8
31.Bf5 Qd6
32.Rd2 gxf4
33.exf4 Rg7
34.Rh6 Rf8
35.Ke1!?

[35.g4
appears the
'right' move, but
White is
deliberately
luring the
program's pieces away from the defence]
35...Rxg3 36.Rdh2! Rg7 37.Bg6 Re7+
[With an eval. of B-231!]
38.Kf2
[38.Kd2 was slightly better, then 38...Bxd5
(38...Ba6?? 39.Rh8+ mate in 5) 39.f5 winning]
38...Ba6
[And White lost on time - a shame for him as
Rh8 leads directly to mate:- 39.Rh8+ Kg7
40.R8h7+ (40.R2h7+ Kxg6 41.f5+ m/5)
40...Kg8 (40...Kxg6 41.f5+ m/3) 41.Bf7+ Rfxf7
42.Rh8+ Kg7 43.R2h7+ Kg6 44.f5+ Kxf5
45.Rh5+ Kg6 46.Qg4#] 0-1
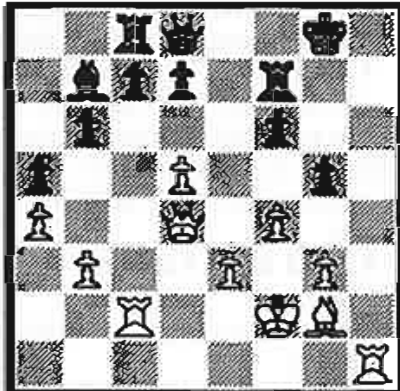
Fritz3.0 486/66 - Svenn,Matti (2260)
[B22] Match 30/min, 1995

**1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nc6
5.Nf3 Bg4 6.Be2 cxd4 7.cxd4 e6 8.Nc3
Qd7**
[8...Qa5 9.0-0 Rd8 (or Nf6) is more popular
currently]
**9.Be3 Nf6 10.0-0 Be7 11.Ne5 Nxe5
12.dxe5 Bxe2 13.Qxe2 Nd5 14.Qg4
Nxc3 15.bxc3 g6 16.Rfd1 Qc6 17.Bh6
Bf8**
[17...Rd8 aiming for d5 to provide some
protection for his King looks sounder]
18.Bxf8 Rxf8 19.Rd6! Qc5
[19...Qc7 20.Qa4+ Ke7 21.Rad1 Rfd8 would
have provided stiffer opposition, as we shall see]
20.Rad1! Qxe5?
[Black needs to protect too many points,
including his 2nd. rank. However by allowing
Fritz3's next, this has to be classed as the actual
losing move! 20...a5 21.Qa4+! b5 22.Qxa5!

obviously doesn't work, so Black probably needed
to play something weedy, like 20...h6, though
21.Qa4+ b5 22.Qa5 f5 23.Rxe6+ Kf7 24.Qa6
should be enough to guarantee White the win]
21.Qb4! b5
[21...b6 22.Rd7! threatening Qe7 mate, as in
the actual game. 22...Qc5 23.Qe4! Qc8 24.Qa4!
wins convincingly as well]
22.Rd7! Qg5
[22...Qe1+ 23.Rxe1 Kxd7 was the only way to
delay the inevitable]
23.Re7+
[Announcing mate in 3] 1-0

Fritz3.0 486/66 - Svensson,Leif (2190)
[D31] Match 30/min, 1995

**1.d4 d5 2.Nf3 c6 3.c4 e6 4.Nc3 f5
5.Bg5 Nf6 6.c5 Be7 7.e3 0-0 8.Qa4
Nbd7 9.Bd3 h6 10.Bf4 g5 11.Bg3 Ne4
12.Ne2 Qe8 13.Rd1 Bf6 14.Bc2 Qg6
15.0-0 h5 16.b4 a6 17.Ne5 Qh6
18.Nxd7 Bxd7 19.Be5 Be7 20.f3 Nf6
21.a3 h4 22.Qa5 Rae8 23.Bd6 Bxd6
24.cxd6 Rf7 25.Qc5 h3 26.gxh3 Qxh3
27.Rf2 Rh7 28.Kh1 Kf7 29.Rg1 Qh4
30.Rg3 Reh8 31.Qb6**
[DIAGRAM]
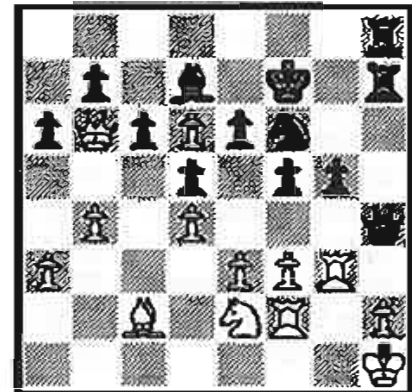
31...f4?
[31...Qxh2+ 32.Rxh2 Rxh2+ 33.Kg1 Rxe2
looks pretty equal]
**32.exf4 gxf4 33.Rgg2 Rh6 34.Qxb7
Rg8 35.Qxa6 Rxg2 36.Rxg2 Qe1+
37.Ng1 Nh5 38.Qb7 Ng3+ 39.Rxg3
fxg3**
[39...Qxg3 would not have been enough either,
as Black would never get a chance to play his
mate move: 40.Qxd7+ Kf8 41.Qe7+ Kg8
42.Qh7+ Rxh7 43.Bxh7+ Kf7 (43...Kxh7?
44.hxg3 Kg6 45.d7 and it can't be stopped!)
44.hxg3 wins]
**40.Qxd7+ Kg8 41.Qe8+ Kg7 42.Qe7+
Kg8 43.Qg5+ Kf8 44.Qxh6+** 1-0

FRITZ3 continues to impress everyone as a well-
worthwhile upgrade from FRITZ2 - its knowledge
and endgame particularly are a big improvement.

Fritz3.0 486/66 - Borvander,Tom (2195)
[E68] Match 30/min, 1995

1.Nf3 Nf6 2.d4 g6 3.c4 Bg7 4.g3 0-0
5.Bg2 d6 6.0-0 c6 7.Nc3 Nbd7 8.e4 e5
9.dxe5 dxe5 10.b3 Qc7 11.Ba3 Re8
12.Bd6 Qa5 13.b4 Qa6 14.Qb3 b6
15.Rad1 Qb7 16.Rfe1 Bf8 17.Bxf8 Rxf8
18.Rd6 Ne8 19.Rd2 Ng7 20.Red1 Qc7
21.Rd6 Ne8 22.R6d3 Ndf6 23.a3 Be6
24.Ng5 Ng7 25.b5 cxb5 26.Nd5 Bxd5
27.cxd5 Qc4 28.Qb2 h6 29.Nf3 Qxe4
30.Nxe5 Qf5?

[30...Qa4 31.d6 Rad8 was better]

31.Nc6 Rfe8 32.Rf3 Qg4

[32...Qg5 33.h4 Qg4 34.Qxf6 is little different]

33.Qxf6 Nf5 34.Ne5

[The Knight has to be taken, so 34...Rxe5
35.Qxe5 a6 36.d6 and the extra Rook with the d6
Pawn are far too much for Black.] 1-0

We can't include all of Genius3's wins - there
were 7 of course! The players seem to have
taken some chances in the Opening against
Genius, certainly more than they did against the
other programs, but its score and grading cannot
be faulted.

**Svensson,Bengt (2470) - Genius3
486/66.** [B99] Match 30/min, 1995

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 a6 6.Bg5 e6 7.f4 Be7 8.Qf3 Qc7
9.0-0-0 Nbd7 10.g4 b5 11.Bxf6 Nxf6
12.g5 Nd7 13.f5 Bxg5+ 14.Kb1 Ne5
15.Qh5 Qe7 16.Nxe6 Bxe6 17.fxe6 g6
18.exf7+ Kxf7 19.Qe2 Kg7

[The Sicilian Najdorf is one of the trickier
problems faced by all the Opening Book
programmers. GENIUS3's opponent, however,
has sprung no surprises in this one, and the Book
has seen 'us' safely to here!]

20.Nd5 Qd8 21.Bh3 Rf8 22.Rhf1 Rxf1
23.Rxf1 Nc4 24.Ka1 Qa5 25.c3 Bh6
26.Qf2 Kh8 27.Qh4 Bg7 28.Ne7 Ne5
29.Nd5 Nc4 30.Ne7 Ne5 31.Nd5 Nc4

[And the game peters out into a tame draw,
but is included as it was the only ½ point
dropped by Genius, against the strongest
opponent] ½-½.

Now we'll look at some GENIUS3 wins!

**Ronneland,Daniel (2275) - Genius3
486/66** [C49] Match 30/min, 1995

1.e4 e5 2.Nf3 Nf6 3.Nc3 Nc6 4.Bb5
Bb4

[I find it interesting that, when White has
refused the Petroff and then played Bb5 as here,
Black never seems to play 4...a6, turning it into a
Ruy Lopez in a position where White has played
Nc3 rather than the preferred 0-0. Do NS readers
know of any examples of 4.Bb5 a6, or is there
analysis against it which I don't know of?!
Probably 5.Bxc6 is strong!]
5.d3

[Here 0-0 is preferred by most]
5...Nd4 6.Ba4 b5 7.Bb3 d5 8.a3?!

[8.Nxe5 Nxb3 9.axb3 is better known]

8...Nxb3 9.cxb3 dxe4 10.Nxe5 Bd6
11.d4 b4 12.axb4 Bb7 13.0-0 Qe7
14.Qe2 0-0 15.Bf4 Qe6 16.Qc4 Nd5
17.Bg3 Nxb4 18.Qxe6 fxe6 19.Nb5?

[19.Rfc1 probably kept White slightly ahead]

19...Ba6 20.Ra5 Bxe5 21.Bxe5?!

[21.dxe5 Rad8 (21...Rab8?! 22.Nxc7 Bxf1
23.Kxf1 White +39) 22.Nxc7 Bxf1 23.Kxf1 Rd2!
Black +80]

21...Rab8! 22.Rc1!?

[22.Rxa6? Nxa6 23.Nc3 Rxb3 Black +140; or
22.Nxc7!? which is possibly best at this point:
22...Bxf1 23.Kxf1 e3 B+40]

22...Rxb5 23.Rxb5 e3 24.f4 Bxb5
25.Rxc7 Rf5!

[This leads to a similar idea/conclusion to my
preferred move, i.e 25...Rd8! which looks
'obvious' and seems strong to me. 26.Rxg7+ Kf8
gets White nowhere, for example: 27.Rc7 Nd3!]

26.Rxg7+ Kf8 27.Rxa7 Rxe5! 28.dxe5
Nc2! 29.f5 e2 30.Ra8+ Kg7 31.Ra7+
Kh6 32.g4 e1Q+

[Announcing m/3]

33.Kg2 Bf1+ 34.Kf3 Qe3# 0-1

Svenn,Gösta (2405) - Genius3 486/66
[D03] Match 30/min, 1995

1.d4 Nf6 2.Nf3 d5 3.Bg5 e6 4.e3 c5
5.c3 Nc6 6.Bd3 Bd6 7.Nbd2 0-0 8.0-0
h6 9.Bh4 e5 10.e4 Be6 11.dxe5 Bxe5
12.Nxe5 Nxe5 13.Bc2 d4 14.cxd4 cxd4
15.Bg3?!

[15.f4 Neg4 is about = (15...Nc6?! 16.e5)]

15...Nc6 16.Nf3 Nb4 17.e5

[17.Bb1 was better - it was more correct to
avoid the exchange]

17...Nxc2 18.Qxc2 d3 19.Qa4 Nh5
20.Rfd1

[The battle now centres on Black's d3 Pawn]

20...Nxg3 21.hxg3 Qb6 22.Rd2 Rad8
23.Rad1 Rd7 24.b3

[24.Rxd3 Rxd3 25.Rxd3 Qxb2 26.Rd2
evaluates at White -50 approx]

24...Rfd8 25.Qf4 Rd5 26.Ne1 Qb5
27.Nf3 Qa5 28.g4 Qc3 29.Kh2 b5

30.Re1 a6
[DIAGRAM]
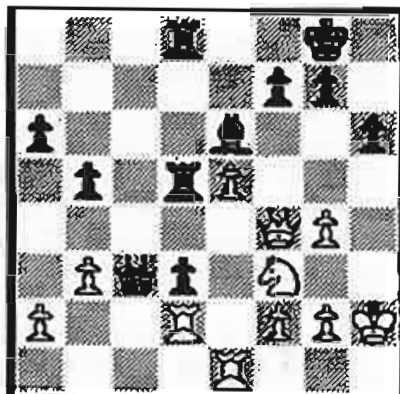
**31.Re3 Rd4
32.Re4 Rxe4
33.Qxe4 a5
34.Kg3 a4
35.bxa4 Qc4
36.Qf4 bxa4
37.Qxc4
Bxc4 38.Kf4
a3 39.Ne1**

[39.Ke3 was vital here. Then perhaps 39...Rb8 40.Nd4 and Black's advantage is minimal and perhaps not enough to win]

39...Bxa2 40.Rxd3

[40.Nc2 dxc2 41.Rxd8+ Kh7 42.Rc8 Bb3! and Black still wins easily]

40...Rxd3 41.Nxd3 Bb3 42.Nc5??

[42.Nc1 Bd5 43.Kf5 a2 44.Nxa2 Bxa2 45.g5 was more obstinate]

42...Bd5

[And the Pawn can no longer be stopped] 0-1

Genius3 486/66 - Svensson,Leif (2190)

[D06] Match 30/min, 1995

1.d4 d5 2.c4 Bf5?

[I know there is some theory on this, but it is not a particularly good move and unwise against GENIUS unless you're both VERY strong AND well prepared]

3.Qb3 e5 4.Qxb7

[This is okay, it is not in any way a poisoned Pawn]

4...Nd7 5.dxe5 Bxb1?

[To get any sort of counter-attack opportunities from this opening he probably needed to try 5...Rb8 here and see if he could embarrass the Genius Queen]

6.Rxb1 dxc4 7.Nf3 Bc5 8.Qe4 Nb6 9.e6 fxe6 10.Qc6+! Nd7 11.Qxe6+ Ne7 12.e4 Rf8 13.Bxc4 Rf6 14.Qg4 Rg6 15.Qh5 Bb4+ 16.Ke2 Nf6 17.Qb5+

[All too easy for GENIUS] 1-0

### Genius3 486/66 - Borvander,Tom (2195) [C58] Match 30/min, 1995

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 Na5 6.Bb5+ c6 7.dxc6 bxc6 8.Be2

[8.Qf3! Rb8! 9.Be2 is also possible here]

8...Bd6

[This brings GENIUS to the end of its Book, in what we consider again to be an altogether favourable position for White]

9.Nc3 Bf5 10.0-0 0-0 11.d3 h6 12.Nge4

Nd5 13.Nxd6 Qxd6 14.Bd2 Nb7 15.Bf3 Rab8 16.Bxd5?! cxd5 17.Qf3 Be6 18.Qg3 Kh7 19.d4 f6 20.Rfe1 Nd8 21.dxe5 fxe5 22.Rxe5 Rxb2 23.Nxd5

[DIAGRAM. Black's position is precarious now that his central Pawns have been removed, and he must tread very carefully]
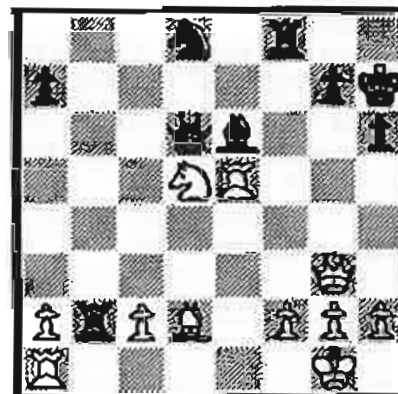
23...Bf5?

[This was NOT 'treading carefully! 23...Nc6 24.Qd3+ (24.Bc3 Rb7 25.Qd3+ Kh8) 24...Kh8 25.Rxe6! Qxe6 26.Nf4 Rxf4! 27.Bxf4 Nb4 is around Black -140 or so]

24.Bxh6!!

[An easy find for a Computer nowadays]

24...Qxh6 25.Qa3 Bxc2 26.Qxb2 Qd2 27.Rf1 Nf7 28.Re7 a5? 29.Nc7 Kg8 30.Ne6

[Avoiding the mate on g7 will cost Black even more material] 1-0

We now turn our attention to MChess PRO4. It's massive Book is, in the opinion of many (and I am counted with them) a specifically prepared anti-Computer endeavour. It is pretty narrow in its Tournament Book setting and has (it seems) been carefully tuned for the known responses of some of its main Computer opposition.

Nevertheless the general playing program also shows welcome signs of positional improvement which should bode well for games against humans! Here we go, starting with its game against Bengt Svensson, the top-rated player and the only one to take a ½-point from GENIUS3:-

MChess PRO4 486/66 - Svensson,Bengt (2470) [B96] Match 30/min, 1995

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Nbd7 8.Qf3 Qc7 9.0-0-0 b5 10.Bd3 Bb7 11.Rhe1 Be7

[11...Qb6 and 0-0-0 are also well known Book moves in my listings]

12.Qg3 b4 13.Nd5

[This is Book and a well-enough known sacrifice]

13...exd5 14.exd5 Kd8 15.Qe3 Nb6 16.Nf5 [DIAGRAM]
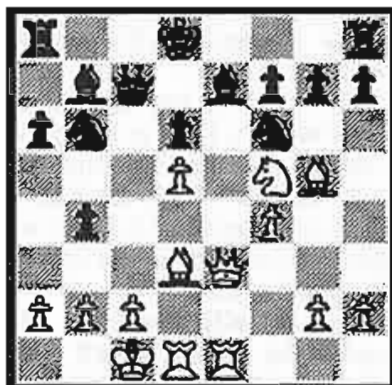
16...Nc8?

[16...Nbxd5 has to be played, and 17.Qe2 Bc8 18.Nxe7 Nxe7 19.Bxf6 gxf6 is the main line]

17.Nxg7 Nxd5 18.Qd4 Rf8 19.Bxh7 Bxg5 20.fxg5 Qa5 21.Rf1 Nc3?

[21...Qxa2 22.Ne6+ fxe6 23.Rxf8+ Kc7 24.g6 should win okay for White]

22.bxc3 bxc3 23.Ne6+! fxe6 24.Rxf8+ Kc7 25.Qg7+ Kb8 26.Rd3 Qa3+ 27.Kd1 Qxa2 28.Rxd6 Qb1+ 29.Ke2 Qg1?

[29...Qb5+ 30.Bd3 Qc5 was much better, though Black is still struggling of course]

30.Be4! Bxe4?

[30...Qb1 lasts somewhat longer, but 31.Bxb7 Qxb7 32.Rxc8+ Kxc8 33.Qf8+ Kc7 34.Qe7+ Kb8 35.Rd8+ forces the win for White]

31.Rxc8+

[Announcing mate in 4]

31...Kxc8 32.Qf8+ 1-0

**MChess PRO4 486/66 -
Ronneland,Daniel (2275)** [C26] Match 30/min, 1995

1.e4 e5 2.Nc3 Nf6 3.g3 Nc6 4.Bg2 Bc5 5.Nf3 d6 6.d3 h6 7.Na4 Bb6 8.0-0 0-0 9.Nxb6 axb6 10.a3 Nh7 11.Bd2 f5?! 12.exf5 Bxf5 13.Nh4 Be6 14.f4?!

[14.Re1 was probably best]

14...exf4 15.Qe1

[Actually best I think! 15.Bxf4? g5 16.Bd2 gxh4]

15...Qd7 16.Ng6!?

[16.gxf4 Rfe8 17.Bc3 looks very even]

16...fxg3 17.Nxf8 gxh2+ 18.Kxh2 Nxf8

[18...Rxf8 19.Rxf8+ Nxf8 is also okay]

19.Bc3 d5 20.Qg3

[See DIAGRAM at the top of the next column]
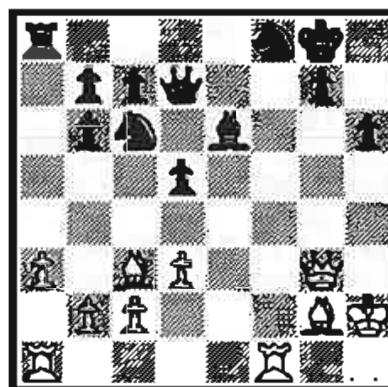
20...Kh8?!

[20...Ra4 threatening Rg4 as an attempt to counter the growing threats on the e, f and g-files looks a better try]

21.Rae1

[21.Rf4 was also possible]

21...d4 22.Bd2 Bd5?

[22...Bg8 was best. Black should avoid exchanges of the minor pieces, as each such event only enhances the value of the White Rooks!]

23.Bxd5! Qxd5 24.Qxc7 Qh5+ 25.Kg2 Ng6 26.Qg3!

[26.Rf7? Nce5! 27.Rxe5 (27.Rxg7 Qg4+ and Black is sure of at least a draw) 27...Nxe5 28.Rxg7 Qe2+ and Black is winning!]

26...Nce5?

[26...Nh4+ 27.Kg1 Nf5 28.Qf3 Qg6+ would have offered more to keep MCP on its toes]

27.Rh1! Qf5 28.Bxh6! Ng4

[28...gxh6? 29.Rxh6+ Kg7 30.Rxe5!]

29.Ref1 Qd5+ 30.Kg1 Nxh6 31.Qxg6 Rc8 32.Rxh6+! gxh6 33.Qxh6+ Kg8 34.Qg6+

[Which is m/7]

34...Kh8 35.Rf4 Qd8 36.Qh6+ Kg8 37.Rg4+ Kf7 38.Rg7+ Kf8 39.Qh8# 1-0

Svensson,Leif (2190) - MChess Pro4 486/66 [A07] Match 30/min, 1995

1.Nf3 d5 2.g3 Nf6 3.Bg2 c6 4.0-0 Bg4 5.d3 Nbd7 6.Nbd2 e6 7.Qe1 Be7 8.e4 dxe4 9.dxe4 0-0 10.Nc4 Bxf3 11.Bxf3 a5 12.Qe2 b5 13.Ne3 Qb6 14.h4 Ne5 15.Bg2 Rfd8 16.Kh2 Bc5 [DIAGRAM]

17.f4?!
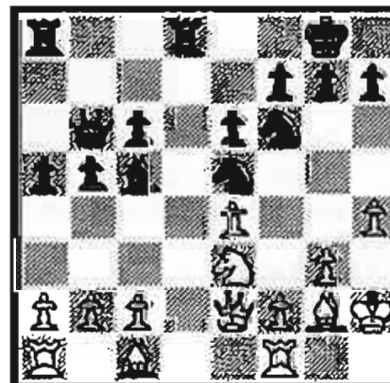
[A bold plan, but sadly it gets White into trouble. The position needed something quiet, like 17.Kh1]

17...Bxe3 18.Bxe3??

[The build-up of pressure tells. With 18.fxe5 Bxc1 19.Raxc1 Qe3 the eval. is W-98, so he'd still be in the game]

18...Neg4+! 19.Kh3 Nxe3

[Black has emerged a full piece up, so White resigns] 0-1

The following is a slightly disappointing loss by MChess PRO4, which otherwise had quite a good Tournament. Even though it may have been running short of time near the end, it should still have been able to save the endgame easily enough.

Andersson,Michael (2230) - MChess PRO4 486/66 [A07] Match 30/min, 1995

1.g3 d5 2.d3 e5 3.Nf3

[Successfully putting MCP out of Book, without playing anything too weird!]

3...Nc6 4.Bg2 Nf6 5.0-0 Bg4 6.c3 e4 7.Nd4 Nxd4 8.cxd4 exd3 9.Qxd3 c6 10.Nc3 Be7 11.Bg5 0-0 12.a3 h6 13.Bxf6 Bxf6 14.b4 Qd7

[MCP seems to have come out of the unusual opening with a reasonable enough position]

15.Rfc1 Bf5 16.Qd2 Rfe8 17.e3 Rab8 18.Na4 Bg4 19.Qc2 Qf5 20.Qxf5 Bxf5 21.Rc3 Be7 22.Kf1 h5 23.h4 g6 24.Ke2 Bf6 25.Kd2 Re7 26.Bf1 Bg7 27.Nc5 Rbe8 28.Racl a6 29.a4

[29.Nxb7!? Rxb7 30.Bxa6 Ra7 31.Rxc6 also looks possible here]

29...Kh7 30.Ra1 Bg4
[DIAGRAM]
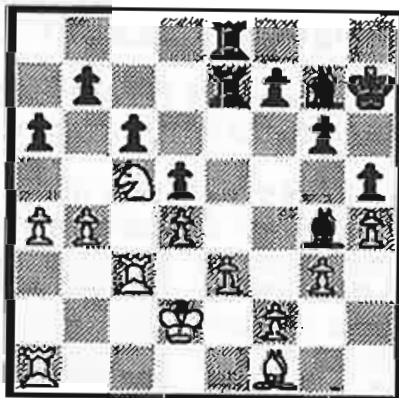
31.Ra2?!

[31.b5 axb5 32.axb5 b6 33.Na4 c5 seems to be headed for a draw after 34.dxc5 bxc5 35.Nxc5 Rc8]

31...Bxd4!

_[I wonder if White had missed this tactic, which certainly seems to give MCP the advantage at this point]

**32.exd4 Re2+ 33.Bxe2 Rxe2+ 34.Kd3 Rxa2 35.Nxb7 Rxa4 36.Rxc6 Rxb4 37.Nd6**

[One would have to expect MCP to at least draw from here, so what went wrong?]

37...Rb3+ 38.Rc3 Be2+ 39.Kd2 Rxc3 40.Kxc3

[With the Rooks off we now see that the proximity of White's King to the once deadly a-Pawn means that now it cannot be saved]

40...Kg8 41.Kb4 Kf8 42.Kc5 a5?!

[42...Bf3 to protect the d-Pawn was possibly better, though certainly this is not the point at which the game is lost]

43.Nb7 a4 44.Kb4 Bd1 45.Nc5 Ke7 46.Nxa4 Kd6 47.Nc3 Bc2 48.Kb5 f6 49.Kb6 Bd3 50.Na4 Bc4 51.Nc5 g5 52.Nb7+ Ke6 53.Kc5 gxh4 54.gxh4 Bb3 55.Nd6 Ba4 56.Nb5! Bxb5 57.Kxb5 [DIAGRAM]
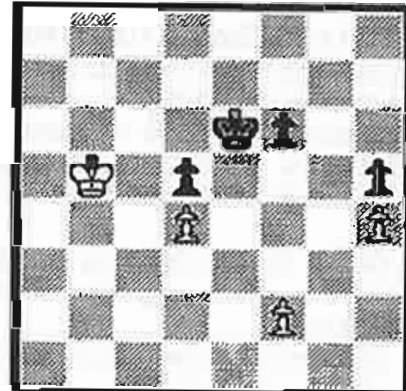
Black should certainly still be able to hold the draw from here]

57...Kf5

[57...Kd6? 58.f4!]

58.Kc5 Kg4??

[58...Ke4! 59.f3+ I think this must be White's best (only) move, even though giving his opponent the chance to exchange on f3 (instead of f2 in our earlier) analysis gives Black the tempo that saves the day! Here we go: 59...Kxf3 60.Kxd5 f5! 61.Kc5 f4 62.d5 Kg2 63.d6 f3 64.d7 f2 65.d8Q f1Q appears to draw okay. Note that 58...Ke6?? 59.f4 f5 60.Kc6 also wins for White]

59.Kxd5 Kxh4

[If 59...f5 60.Ke5 f4 61.d5 and Black is a couple of tempos behind and loses]

60.Ke6 Kh3 61.d5 h4 62.d6 Kg2 63.d7 h3 1-0

WChess 486/66 - Ronneland,Daniel (2275) [C33] Match 30/min, 1995

1.e4 e5 2.f4

[David Kittinger programs have always been more than willing to play the King's Gambit]

2...exf4 3.Bc4 Nf6 4.Nc3 Nc6

[4...Bb4 and 4...c6 are probably more popular, though I'm not personally a great fan of the Bishop move here]

5.d3

[5.Nf3 Bb4 6.0-0 is the line seen more often, but White's d3 comes out quite well in fact!]

5...d6 6.Bxf4 Be7 7.Bb5 0-0 8.Nge2

[8.Nf3 seems the better way to develop this Knight]

8...Bg4 9.h3 Bh5 10.Bxc6 bxc6 11.0-0?! h6 12.Qc1 Nh7 13.Be3 Qd7 14.Nf4 Nf6 15.Nxh5

[Although the logical outcome of the last couple of moves, the Bishop has nowhere to run and I would have preferred 15.Bd4!]

15...Nxh5 16.Rf2 g5 17.Bd4 c5 18.Be3 c6!

[A nice little prophylactic move, stopping White thought of Nd5] 19.Rf3 f5 [DIAGRAM]
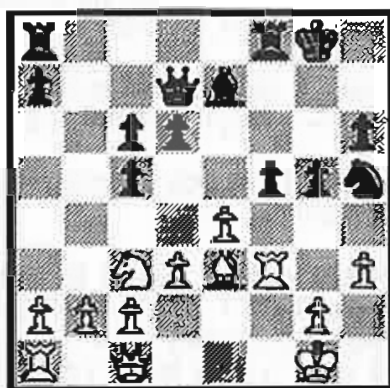
20.Qf1?!

[Seems reasonable, though 20.exf5 Rxf5 21.Rxf5 Qxf5 22.Qd2 works out better and gives equal chances to both sides]

20...f4! 21.Bf2 Bf6 22.Rb1 a5 23.Kh1?! Be5 24.Ne2 Ng7 25.Be1 Ne6 26.Bc3?!

[26.Bf2 is not far from equal]

26...h5 27.Bxe5 dxe5 28.Rf2 g4 29.Nc3 Ng5 30.Na4?

[White's last two moves represent a serious misunderstanding of where the main area of combat is]

30...Qe7 31.Nb6 Rab8 32.Nc4 f3! 33.Nxa5?

[33.hxg4 hxg4 34.g3 would have been applying itself to the situation in hand, though after 34...Kg7 preparing Rh8, things would not have been good for White]

33...Rbc8 34.Nb3? fxg2+ 35.Qxg2 Rxf2 36.Qxf2 Rf8 37.Qe3

[37.Qxc5 Qxc5 38.Nxc5 Rf2 also wins easily for Black]

37...Nxh3 38.Nd2 Qh4 39.Kg2??

[39.Rf1 was the best try, though 39...Nf4+!

still wins easily enough]

39...Nf4+

[Missing 39...Rf2+! which was mate in 4!]

40.Kg1 g3

[Here 40...Nh3+! won more quickly]

41.Nf3 Qh3 42.Qd2 g2 43.Qe1 Qxf3

[Black made slightly heavy weather of the last 3 or 4 moves, but it's clearly over now] 0-1

WChess 486/66 - Andreasson,Ingvar (2415) [A85] Match 30/min, 1995

1.d4 e6 2.c4 f5 3.Nc3 Nf6 4.Nf3 Bb4

[A Classical Dutch - a slightly unusual choice with which to try and beat a Computer]

5.Bd2

[I think 5.Qb3 and Bg5 are more usual, so WChess seems to have an especially prepared Book for this line]

5...Bxc3 6.Bxc3 Ne4 7.Rc1 d6 8.e3 Nd7 9.Bd3 Ndf6 10.Nd2 0-0 11.f4 Nxc3 12.Rxc3 e5 13.0-0?!

[13.fxe5 dxe5 14.dxe5 Ng4 15.Nf3 looks playable and approximately equal]

13...e4 14.Be2 c5 15.Qb3 Qe7 16.dxc5?!

[16.d5 to block the centre seems better. Then perhaps 16...b6 17.Bd1 which is quiet but sound in a suddenly drawish position]

16...dxc5 17.Qa3 Be6 18.Nb3 b6 19.Rc2 Rf7 20.Rd2 h6 21.Rfd1 g5
[DIAGRAM]
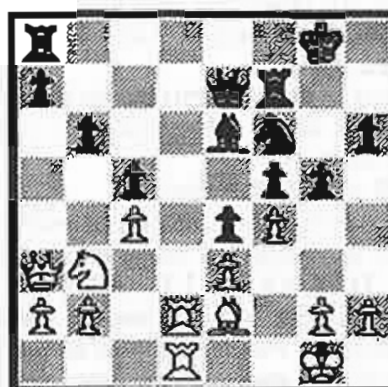
A typical and classic set-up against Computers. However it isn't really anti-Computer play... the program itself has almost invited the attack by moving its pieces to the wrong side of the board. Look at White's Queen!]

22.fxg5 hxg5 23.h3 f4 24.exf4 gxf4 25.Bf1

[Only around here does the program's evaluation become negative, though we think the potential of Black's attack has been evident for some moves]

25...Rg7 26.Nc1

[Trying belatedly to get its Queen back into pay. If 26.Rf2 Bxh3 27.Rxf4 Qe5 and Black has an equally winning attack]
26...e3 27.Rd6 Bxh3 28.Qd3 Bxg2 29.Rd8+
[29.Bxg2 f3!]
29...Rxd8 30.Qxd8+ Qxd8 31.Rxd8+ Kf7 32.Bxg2 f3! 33.Kf1 Rxg2 34.Ra8 Ng4 35.Rxa7+
[A somewhat comprehensive thrashing!] 0-1

The overall performance of WChess must be classed as somewhat disappointing after its all-conquering performance in the Harvard Cup. There it rated at 2895 USCF at the same Time Control setting, but using a Pentium/90 processor. Indded at that event the American G.M's had talked of WChess as a 'tactical monster' which they had not been able to handle at 30 mins per game. The Swedish Club's Computer 'experts' have therefore shown another side to the story.

However WChess actually did better with Black than White, and we can finish with 2 of its wins, the first of which I particularly like!

Andersson,Michael (2230) - WChess 486/66 [B25] Match 30/min, 1995

1.g3 c5 2.Bg2 Nc6 3.e4 g6 4.d3 Bg7 5.Nf3 d6
[5...e5 6.0-0 Nge7 are well known to theory, giving White the choice of 7.c3/Nbd2/Be3]
6.0-0 Nf6 7.Nc3
[7.c3 and Nbd2 are also in the Books here, but Nc3 brings us into a transposition to a different line of the Benko]
7...0-0 8.h3 Rb8 9.Be3
[WChess only goes out of its clever Benko Book here. 9.a4 was the move known to it]
9...Qa5 10.Qd2 e5 11.Bh6 Be6 12.Bxg7 Kxg7 13.Ng5 h6 14.Nxe6+ fxe6 15.h4
[The Kingside Pawn-attack strategy begins to appear in almost every game - but not always with the same success!]
15...Nd4 16.f3 Rf7 17.Rf2 Rbf8 18.Raf1 Qb4 19.b3 Qa5 20.a4 a6 21.Bh3 Kh7
[WChess seems to have a propensity for moving its King onto the h- file, which sometimes seems a pointless exercise as it often likes to bring it back again!]
22.Kg2 b5 23.axb5 axb5 24.f4 exf4 25.Rxf4 e5 26.R4f2 Kg7!? 27.g4 Qa6 28.Nd1
[28.g5 hxg5 29.hxg5 Nh5 doesn't seem to give White anything, and the Computer's position already looks as if it will hold this time]

28...Qa7 29.Ne3 Qe7 30.Kg3 Qb7 31.Qd1 Qa6 32.c3 Ne6 33.Ng2 c4! 34.b4 cxd3 35.Qxd3 Qc8!

[DIAGRAM]

[Threatening 36...Qxc3 37.Qxc3 Nxe4+]
36.Rf3
[36.Rxf6 Rxf6 37.Rxf6 Rxf6 38.g5 hxg5 39.hxg5 Rf8 40.Kh2 was probably White's best, though 40...Rh8 leaves WChess still ahead]
36...Qxc3 37.Qb1??
[37.Qxc3 Nxe4+ 38.Kh2 Nxc3 is of course good for Black, but was still White's only choice. If now 39.Rxf7+ Rxf7 40.Rc1 he would have some, admittedly slim, chances of getting a draw]
37...Nh5+!
[37...Nh5+ if 38.Kh2 Rxf3 39.Rxf3 Rxf3 40.Qd1 Rxh3+ 41.Kg1 Nef4 mates soon] 0-1

Svensson,Leif (2190) - WChess 486/66
[A04] Match 30/min, 1995

1.Nf3 Nf6 2.g3 g6 3.Bg2 Bg7 4.0-0 0-0 5.d3 d6 6.e4 c5 7.Nbd2 Nc6 8.a4 Be6 9.Ng5 Bg4 10.f3 Bc8 11.f4 Bg4 12.Ngf3 Qd7 13.c3 Rfc8 14.Nc4 Rab8 15.Ne3 Bh3 16.f5 Bxg2 17.Kxg2 d5 18.e5
[18.exd5! Nxd5 19.Nxd5 Qxd5 20.Bf4 gives a small plus]
18...Ne8 19.fxg6 hxg6 20.d4 Nc7 21.Ng5 cxd4 22.cxd4 f6 23.exf6 exf6 24.Nf3 Re8 25.Qd3 Re4 26.Bd2 Rbe8 27.Rae1 Bf8 28.Bc3 Bh6 29.Nc2 Kg7 30.Nh4 Qg4 31.Qf3 Qxf3+ 32.Nxf3 Kh7!? 33.Kf2 f5 34.Bd2 b5 35.b3?
[35.Bxh6 Kxh6 36.axb5 Nxb5 37.h3 leaves the Computer with just a small endgame advantage]
35...bxa4 36.bxa4 Nxd4 37.Ncxd4 Bxd2 38.Nxd2?
[38.Rxe4 Rxe4 39.Nxf5! gxf5 40.Nxd2 still kept drawing chances for White]
38...Rxd4 39.Rxe8 Nxe8 40.Nf3 Rxa4 41.Re1 Nf6 42.Re7+ Kh6 43.Re6 Ne4+ 44.Ke3?
[44.Ke2 is correct, but still with an eval. W-250 approx]
44...Ra3+ 45.Kf4 Rxf3+
[45...Rxf3+ and if 46.Kxf3 the Knight fork with check 46...Ng5+ 47.Ke2 Nxe6 gives Black the win] 0-1
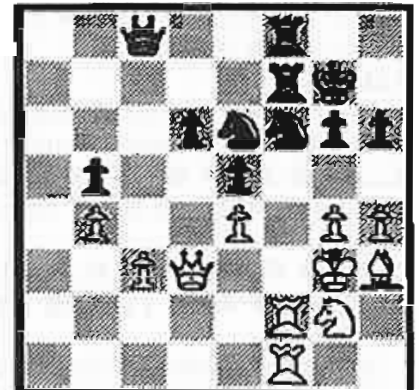
A brief guide to the purpose of each of the HEADINGS should prove helpful for everybody.

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 Portorose 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. 50-60 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.

RATING LIST (c) Eric Hallsworth, PC PROGS — NSS7 April 1995

BCF	£'00	Computer	Elo	+/-	Games	Pos	Human/Games
231	1	CHESS GENIUS3 486-PC	2449	19	585	2391	21
230	1	M CHESS PRO4.0 486-PC	2443	22	425		
229	1	MEPH GENIUS2 486-PC	2433	14	1087		
227	1	REBEL6.0 486-PC	2417	19	560		
227	1	HIARCS3 486-PC	2416	21	447	2394	13
225	6	CMACHINE THE KING2/30-PC	2403	13	219		
224	1	CMACHINE GIDEON3.1/30-PC	2399	18	611		
221	1	FRITZ3 486-PC	2374	18	630		
221	1	CHESS GENIUS1 486-PC	2369	11	1645	2267	12
220	1	M CHESS PRO3.5 486-PC	2366	16	795	2314	44
220	1	CHESSMASTER 4000 486-PC	2361	16	644	2179	12
219	1	MEPH GIDEON PRO 486-PC	2354	20	509		
219	6	CMACHINE GIDEON3.0/30-PC	2345	13	326	2392	7
218	1	M CHESS PRO3.1 486-PC	2345	25	1311	2295	6
218	6	HIARCS2.1 486-PC	2329	12	650	2199	20
216	1	KALLISTO 486-PC	2312	17	671	2215	6
214	1	CHESS GENIUS1 386-PC	2310	17	261	2153	7
213	1	M CHESS 486-PC	2280	20	1202		
210	1	CMACHINE GIDEON2/15-PC	2260	16	753		
207	2	CMACHINE THE KING1/15-PC	2259	13	337		
207	1	ZARKOV2 486-PC	2252	48	93		
206	1	M CHESS PRO3.1 386-PC	2246	14	1148		
205	2	M CHESS 386-PC	2204	25	523		
200	1	SARGON5 486-PC	2202	20	206		
200	1	PSION2 486-PC	2181	12	1280		
197	1	REX 486-PC	2179	32	145		
197	1	HIARCS1 486-PC	2179	32	226	2138	153
196	1	FRITZ1 486-PC	2175	26	306	2118	16
194	1	ZARKOV3 486-PC	2159	30	456	2238	12
194	1	FRITZ2 386-PC	2152	38	393	2226	17
193	1	KASPAROV GAMBIT 486-PC	2147	21	260	2276	28
192	1	NIMZO 486-PC	2136	23	38	2239	53
191	1	CHESSMASTER 3000 486-PC	2128	28	408		
189	1	M CHESS 286-PC	2120	75	209		
188	1	SARGON5 386-PC	2118	23	610		
188	1	C-CHAMPION 2175 486-PC	2118	32	55	2087	6
184	1	CHESS FRIEND/PAND 486-PC	2106	30	121	1995	12
184	1	ZARKOV2 386-PC	2105	31	758	2206	12
183	1	HIARCS1 386-PC	2078	99	22	2213	6
183	1	PSION2 386-PC	2073	42	209	2198	24
183	1	HIARCS1 386-PC	2071	16	106	1970	1
181	1	ZARKOV2 386-PC	2071	45	227	2030	8
180	1	COMPLETE C-SYSTEM1 486-PC	2067	30	247	2052	6
180	1	FRITZ1 386-PC	2051	29	310		
180	1	FRITZ1 386-PC	2045	46	310		
179	1	REX 386-PC	2035	47	570	2125	10

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BCF	£'00	Computer	Elo	+/-	Games	Pos	Human	Games
224		TASC R30	2392	13	1	1	2331	50
222	15	MEPH GENIUS2 68030	2383	25	1139	2	2286	11
219	14	MEPH BERLIN PRO	2353	20	338	3	2214	11
218	6	MEPH RISC2 1MB	2353	20	516	3	2214	11
217	12	MEPH LYON 68030	2351	36	165	6	2237	6
216	45-	MEPH RISC2 1MB	2343	22	430	5	2392	51
215	6	KASP RISC 2500-512K	2335	31	225	6	2384	10
215	45-	XEPH PORTOROSE 68030	2323	20	525	7	2340	82
216	6	XEPH VANCOUVER 68030	2320	18	646	8	2347	54
214	10	MEPH RISC1 1MB	2316	10	2126	9	2327	55
213	20	KASP LYON/VANC 68020/20	2311	35	176	10	2264	10
213	10	KASPAROV SPARC/20	2293	17	707	11	2200	18
211	8	XASP RISC 2500-128K	2278	9	2266	12	2270	67
209	4	MEPH VANCOUVER 68020/12	2242	9	2236	13	2131	32
205	10+	MEPH LYON 68020/12	2232	8	3053	14	2250	80
204	10-	FID ELITE 68040-V10	2230	53	75	15	2215	21
203	50	MEPH BERLIN 68000	2202	13	1865	16	2221	25
200	4	MEPH PORTOROSE 68020	2199	10	750	17	2240	198
200	10-	FID ELITE 68030-V9	2197	16	1639	18	2169	13
199	8-	MEPH LYON 68000	2187	11	559	19	2083	33
198	8-	MEPH VANCOUVER 68000	2185	13	1186	20	2126	23
198	2	NOVAG SAPPHIRE/DIAMOND	2184	19	1051	21	2312	4
196	8-	MEPH ALMERIA 68020	2172	14	1643	22	2172	215
193	9-	MEPH PORTOROSE 68000	2172	11	1830	23	2179	25
193	8-	FID MACH4/2325 68020-V7	2148	14	290	24	2179	130
190	15	FID ELITE 2x68000-V5	2111	27	290	25	1988	2
188	5+	KASPAROV BRUTE FORCE	2105	15	928	26	2210	30
188	7+	MEPH POLGAR/10	2097	17	698	27	2080	54
187	10-	MEPH RONA 68020	2096	14	1083	28	2041	64
187	3	MEPH NIGEL SHORT	2094	47	96	29	2136	5
186	10-	MEPH DALLAS 68020	2082	14	996	30	2069	197
185	8-	MEPH ALMERIA 68000	2080	14	1025	31	2093	31
185	3+	NOV SCORPIO/DIABLO	2077	10	1917	32	2132	129
184	4-	FID MACH3/2265 68000-V2	2045	6	5728	33	2107	229
180	2+	KASP PRESIDENT/GK2100	2045	24	364	34		
180	4+	KASP MM5/5	2040	11	1609	35	1902	11
180	4+	MEPH MM5/5	2040	8	2713	36	2076	17
179	5+	MEPH POLGAR/5	2034	8	2713	36	2076	17
179	8-	MEPH DALLAS 68000	2033	11	1555	37	1988	50
178	3-	NOV SUPER FORTE-EXP C/6	2029	8	2936	38	2000	24
178	2	MEPH MILANO	2027	14	1033	39	2063	13
177	3	MEPH MONDIAL 68000XL	2020	40	857	40	2049	77
176	4	MEPH KONTREAL/ROMA 68000	2015	15	2481	41	1968	56
176	8-	MEPH ACADEMY/5	2002	9	2277	42	2024	109
174	10-	MEPH AMSTERDAM	1994	9	2373	43	2054	182
173	3-	NOV SUPER FORTE-EXP B/6	1986	12	1430	44	2017	84
173	2	KASP GK2000/TURB ADV TR	1985	16	835	45		
172	2	MEPH MEGA4/5	1983	9	2654	46	2029	169
172	5	KASPAROV MAESTRO D/10	1979	12	1319	47	1956	109
172	3-	FID MACH2C	1978	8	2706	48	2059	127
171	3-	FID MACH2B	1975	26	302	49	1960	25
170	1	FID TRAVELMASTER	1968	18	628	50	1958	63
170	4-	MEPH MODENA	1967	17	708	51		
169	1	MEPH MM4/5	1962	8	2928	52	2006	97
168	1	KASP TRAVEL CHAMPION	1959	30	237	53	1864	2
168	2+	NOV SUPER FORTE-EXP A/6	1950	17	714	54	1981	48
168	3-	MEPH MONTE CARLO	1946	27	287	55	2074	176
168	3-	NOVAG RUBY/EMERALD	1935	12	1413	56	2021	10
167	5-	KASP SUPERMOND2/MCARLO4	1934	28	262	57	2046	98
166	4	CONCH PLY-VICTORIA/5.5	1928	59	313	58	1999	15
166	5-	KASPAROV MAESTRO C/8	1928	16	814	59	1870	15
166	2	CXG SPHINX/4	1927	9	2336	60	1943	155
165	3-	FID MACH2A	1922	25	338	61	1912	35
165	5-	KASP TURBOKING2	1922	14	1015	62		
163	2	NOV EXPERT/6	1905	31	222	63	2026	22
162	3-	NOV SUPER FORTE-EXP A/5	1897	11	1548	64	1825	29
162	4-	FID CLUB B	1896	26	316	65	1827	18
160	4-	NOV EXPERT/5	1887	12	1459	66	2012	68
160	3+	NOV FORTE B	1882	10	1917	67	1916	220
160	5-	FID PAR E/ELITE+DES2100	1881	9	2619	68	1965	208
160	4-	MEPH REBELL	1880	11	1738	69	1852	80
159	2	FID AVANT GARDE/5	1874	9	2251	70	1940	69
159	3-	KASP STRATOS-CORONA	1873	9	2186	71	1921	48
158	2+	NOV FORTE A	1868	11	1579	72	1990	134
158	3-	MEPH SUPERHONDIAL1	1864	29	242	73	1767	6
157	4-	FID CLUB A	1861	14	990	74	1990	6
157	4-	KASPAROV MAESTRO A/6	1861	9	2332	75	1863	123
157	2-	CONCH PLYMATE/5.5	1859	24	364	76	1923	55
156	2-	KASP TURBOKING1	1858	13	1149	77	1900	61
156	4-	KASP SIMULTANO	1852	45	106	78	1824	36
154	3-	CONCHESS/6	1849	106	19	79	2017	8
154	3-	NOVAG JADE/ZIRCON	1845	11	1756	80		
155	4-	NOV EXPERT/4	1845	14	1059	81	1960	43
155	3-	FID EXCELLENCE/4	1834	24	372	82	2007	6
154	2-	CONCH PLYMATE/4	1834	20	524	83	1933	64
153	5+	SCI TURBO KASP/4	1829	34	182	84	1869	11
153	4-	FID ELITE C	1818	17	702	85	1852	52
152	2	FID ELEGANCE	1814	16	791	86		
151	4-	HEPHISTO MM2	1814	12	407	87		
151	2-	SCI TURBOSTAR 432	1809	11	524	88		
151	2	FID EXCELLENCE/DES2000	1809	11	1654	89		
150	4-	KASPAROV MAESTRO A/4	1803	74	39	90	1884	8
149	2	KASP PRISMA/BLITZ	1794	26	318	91	1782	59
148	3-	CONCHESS/4	1790	20	515	92	1875	28
148	2-	NOV SUPER CONST	1787	7	3736	93	1833	284
147	4-	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