

# SELECTIVE SEARCH

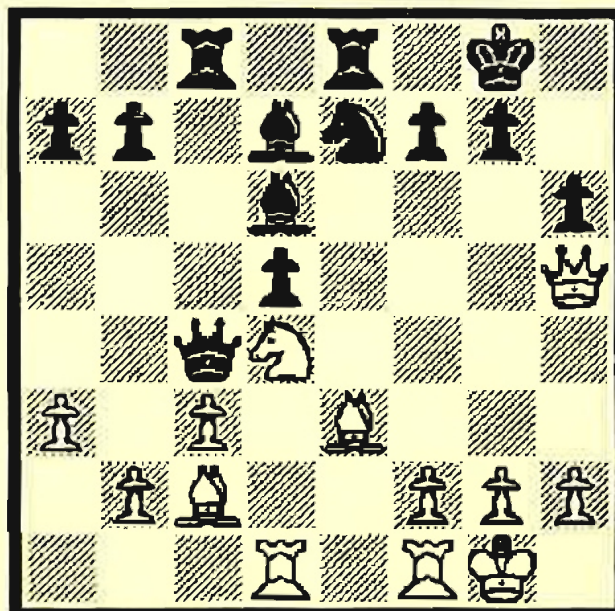
## THE COMPUTER CHESS NEWS SHEET

Issue 58 June-July 1995 £3.50  
Est. 1985 Editor: Eric Hallsworth

From the 'close encounter'  
between  
TRAVEL CHAMPION 2100 (White)  
and Novag JADE2.

Does 21.Bxh6 win?  
Will TC play it?

For this game and full Match  
coverage see pages 12-15



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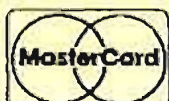
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## NEWS and WELCOME

We've DONE it at last! After 2½ years of inflicting two Chess Computer Magazines on our supporters we've finally brought them back together! Gladly this will be under the editorship of **Eric Hallsworth**, the founder of Britain's Computer Chess News Sheet back in 1985.

So that no-one feels hurt our new title is **SELECTIVE SEARCH, THE COMPUTER CHESS NEWS SHEET**, containing both names. Those faithful folk who were getting both will no doubt appreciate a small saving in their annual costs, whilst those who were getting either one or the other should find an improvement in article quality over the coming months as all those previously involved in the separate Magazines now combine their best endeavours.

In addition Ian Yareham, Chris Duncan and I.M Malcolm Pein will be contributing as we seek to incorporate some new ideas in forthcoming Issues: "This month on the Internet", "Glossary of Computer Chess terms", "The Week-end players Guide to using a Computer".

### A VERY PACKED ISSUE 58

This first combined Issue may contain one or two small items of news that readers of one Magazine have seen and which those from the other have not. We felt it important to make sure every one is fully up-to-date with all the latest major events, so do please bear with us this time if you find you have read something before "in the other one!" There was often a considerable overlapping with two Magazines, and the solving of this problem in the future will be just one of the benefits of the amalgamation.

And there is SO MUCH news! The finalised **AEGON** results and ratings - a very important Tournament to establish Computer progress, having been played at Game in 90 with 15secs added as each move played.

The **KASPAROV-GENIUS** re-match is covered too, with the key game analysed for us by I.M Malcolm Pein.

We have a fine **COMPUTER ENDGAME test** which I hope as many readers as possible will put to whatever model/s or program/s they have. This will help to establish both which programmers lead in this vital area of the Computer's game, and also how much scope

for improvement there is as processor power continues to increase!

With these and other items, sincere apologies are due to Monica Varrin for the lack of my promised review of **CHESS ASSISTANT**. Whatever else gets into Issue 59 I will make sure this doesn't get missed out next time!

Also I'm on the dreaded **Internet** now:  
[eric@elhchess.demon.co.uk](mailto:eric@elhchess.demon.co.uk)

This is proving both fascinating and time consuming! A main benefit is the facility to download PGN files from demon's rec.games.chess for many Tournys - these transfer into HIARCS3 where analysis etc can commence without my having to enter in a single move! Wonderful. Please don't ask for help for a couple of months though, I have to work out things on Internet for myself yet!.... then I'll do an ARTICLE!

Oh, yes... **the WORLD CHAMPIONSHIP!** The results came through just before we went to print, and I now have all the games (these also appeared on the Internet in PGN format!) so they will be dissected ready for Issue 59.

In the meantime the main news is what happened in the final Round (that's round 5 - why, oh why don't they make it over a minimum of 9 to give us a semblance of reliability in the result?). Anyway the top scores going into the last round were: 3½ Deep Blue; 3 Fritz, HiTech, Star Socrates; 2½ Genius, Frenchess, Junior, W Chess, Schach3.0.

**Fritz** had lost badly to Schach in round 1, so played 3 weak programs to now find itself with the unenviable task of facing **Deep Blue!** DB even had White, and play went...

**1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e5 6.Ndb5 d6 7.Bg5 a6 8.Na3 b5 9.Bxf6 gxf6 10.Nd5 f5 11.Bd3 Be6 12.Qh5.** All Sveshnikov theory so far. Usually we get either 12...Rg8 or Bg7 here. And if Rg8 13.g3, but not, not 13.0-0? f4! However someone had found out that, if Black reverses the move order and plays **12...f4!** first, whilst the move is probably bad (13.g3!) most programs will be out of book, err and play 0-0? And that's what happened: **13.0-0? Rg8 14.Kh1 Rg6 15.Qd1? Rc8 16.c4? Qh4!** and it was just about all over, though DB struggled on to move 39.

Star Socrates (NOT the commercial Socrates but another massive main-frame job) also won in R5, so the pair had a play-off decider, the main-frame again getting White!... and **Fritz** again winning, to become 1995 World Champ!

# Kasparov v GENIUS3 - the REVENGE Match! 3

## Report by Eric Hallsworth; Annotations by I.M Malcolm Pein

**A question!** WHAT do GENIUS3 and G.M Joel LAUTIER have in common? **Answer:** something very rare... a plus score against World Champion Gary KASPAROV! Or at least they did.

Bravely programmer Richard LANG agreed to risk this major claim to fame in a Game in 30 re-Match in Cologne, Germany during late May. As for the original INTEL TOURNAMENT in London (which was actually G/25), sponsorship was given by the mighty Intel themselves, who also provided the 120MHz Pentium for GENIUS3 to run on.

This generosity has resulted in the Computer being frequently called 'PENTIUM' in the Oracle and Newspaper reports, which all seems hardly fair to Richard. The Pentium at switch-on would believe 'e1c1' was a bit (or a byte) of binary code if it wasn't for the programmer's chess coding instructions... and they also do have to be just A LITTLE BIT SPECIAL!

Unfortunately not quite special enough this time (or do we blame the Pentium?!). A pity as it all started out well enough. Analysis by **I.M Malcolm Pein**, but some notes *in italics* by Eric

**G. KASPAROV (2800)-  
Chess GENIUS Pentium120 (2500)**  
Challenge Game 1. G/30

**1.c4 c6 2.d4 d5 3.Nf3 Nf6 4.Nc3 a6**

[Chess Genius' openings book is programmed by GM Gerald Hertneck from Munich and this is one of his favourites] **5.c5** [The critical reply; White asserts that the b6 square is weak and if Black cannot break out with ...e5 he will be squeezed]

**5...g6 6.Bf4 Bg7 7.h3 0-0 8.e3 Nbd7**

**9.Bd3** [After the game Kasparov said he should have played 9.Rc1 first because, after 9...Ne8 he could play 10.Be2 which, as we will see, would have been an improvement] **9...Ne8!?**

**10.Rc1 f6** [GP (Genius Pentium) is forcing its way out] **11.e4?! e5 12.dxe5 Nxc5** [This is computer territory - it's all tactics - not even Kasparov can handle it at speed chess]

**13.exd5 fxe5 14.Be3 Nxd3 +** [Had the White bishop been on e2 the Q/d1 would be attacking d5 and Black could not have broken out] **15.Qxd3 e4!** [Opening the game up for the bishops] **16.Qxe4 Nf6 17.Qc4 Nxd5**

**18.Nxd5** [If now 18...exd5 then 19.Qb3 and White has reasonable chances. But...]

**18...Be6! 19.0-0 Bxd5 20.Qg4 Bxf3**

**21.gxf3 Qd5 22.Rcd1** [*Due to Kasparov's possibly debatable 11th. move the GENIUS has a clear plus at this point. The question is, which Pawn should*

*it take?!*

[The critical moment of the game. Any human player would now take on f3 threatening a Queen exchange going a pawn up with the better position. Kasparov would have had faint chances to draw, but that's all.

However the program valued the healthy pawn on a2 more highly than the doubled pawn on f3. This was strange because the programmer Richard Lang told me afterwards it knows it should exchange when ahead on material. It's such a combination of factors that's so difficult to program into the evaluation function and ensures the best humans can still beat the beasties)

**22...Qxa2?!** [*Probably anticipating the win of the b2-Pawn also; however the f3-Pawn was the better choice 22...Qxf3! 23.Rd7 Qxg4+ 24.hxg4 Rf7 and GENIUS has good winning chances, and certainly should not lose*] **23.Rd7! Rf7?!** [The machine senses danger, yet it could have grabbed another pawn! I have yet to find a refutation. 23...Qxb2.

(A) 24.Rfd1 Rae8 25.Qc4+ Kh8 26.Rxg7 Qxg7 27.Bd4 Rf6 28.Qc3 Rf8 is good for Black. (B) 24.Qh4 (B1) 24...Qb3 25.Rxg7+ Kxg7 26.Qe7+ Qf7 (26...Rf7 27.Bd4+ Kg8 28.Qe5) 27.Bd4+ Kg8 28.Qe5 and Black must give up a piece with Qf6. (B2) 24...Qf6. (C) 24.Qc4+ Kh8 25.Rxg7 Qxg7 26.Bd4 Rf6 27.Qc3 Raf8 28.Re1 Qf7 29.Qc5 Rd8 30.Re7 Rxd4 31.Rxf7 Rd1+ 32.Kg2 Rxf7 is good for Black] **24.Rfd1 Qb3?**

[Bringing the last piece into play with 24...Raf8 was much better. GP's chance went with the missed opportunity at 23 and this - Malcolm & Eric] **25.R1d3 Qxb2?** [*25...Qa2 looks better to keep Kasparov's Queen off the diagonal's entry points!*]

[Many commentators attributed GP's loss to this move and advocated 25...Qa2 staying on the diagonal. But I think White still wins with 26.b3! If 25...Qa2 26.b3 Rxd7 27.Rxd7 Qxb3 28.Bd4 wins. (A) 28...Bxd4 29.Qxd4. (B) 28...Bh6 29.Qh4 Qe6 30.Re7 Qd6 31.Rxb7 and the B/h6 is lost]

**26.Qc4!** [*White is now winning, as many programs will confirm by a sudden evaluation jump after only a few moments looking at this position*] [The game is won] **26...Raf8 27.Rxf7 Rxf7 28.Rd8+ Bf8 29.Bh6 Qa3 30.Qe6** [Kasparov improves his position before winning the queen.

Indeed 30.Rxf8+ Qxf8 31.Bxf8 Kxf8 32.f4 Rf5 33.Qb4+ Kg8 34.Qxb7 a5 allows Black to get the draw by oscillating his rook between f5 and h5]

**30...Qc5 31.h4 Qb4 32.f4 Qb1+ 33.Kh2 Qb4 34.Kg2 Qa3 35.h5 gxh5 36.f5 Qb4 37.Rxf8+** [*37.Bxf8?? Qg4+ 38.Rf1 Qh3+=*] **37...Qxf8 38.Bxf8 Kxf8 39.f6** 1-0

The drawn Game 2 will be covered in NS59.

# 4 **FRITZ3 Pentium - an I.M performance?! By Andre Schulz**

For the first time in history a machine has achieved an International Masters norm, in a regular Grandmaster tournament held in Bonn Bad Godesberg. The program **Fritz3**, running on an Olivetti 90 MHz Pentium PC, scored 50% to achieve a performance rating of Elo **2452**.

This puts it in the bracket of the top 50 players in Germany. The performance was more than 100 points better than that achieved by the IBM research computer Deep Thought in Hanover in 1991, where it played in a GM tournament and was rated 2326. Deep Thought costs millions of dollars, whereas Fritz3 is available for less than 200 DM (if we ignore the Pentium/90!).

The most remarkable aspect of the Fritz/Pentium performance is that it was not achieved at Blitz or Rapid chess, but at a regular tournament speed (two hours for forty moves). These time controls are supposed to favour humans and Grandmasters were confident of beating computers when they had so much time to ponder their moves.

In Godesberg Fritz in fact scored a plus against the four GM opponents with an incredible performance of 2652 against them. The overall result was not so good because, somewhat ironically, the weaker IMs had prepared for the computer using identical copies of the program, which can of course be bought from any chess store or chess computer supplier.

## **Fritz and the Grandmasters**

Basically it was a GM tournament exactly like any other. Hectic activity; organisers scurrying around, solving the usual last minute problems; players slightly nervous, waiting for the pairings.

Only one participant was completely unaffected by all of this. Just two feet tall, and with only one request - to always play in the proximity of a 220 volt power socket! That's right: a regular commercial **Fritz3** program, taken out of the standard box, playing in a full Grandmaster tournament under normal time controls.

The chances seem anything but good for the computer. True, the same sleek Pentium-based Olivetti PC wreaked some havoc among the world's top players in Munich and London, but that was Blitz and Rapid chess. At two hours for 40 moves Grandmasters are able to avoid the

kind of mistakes made at faster speeds and use their strategic understanding to outplay the machine. Everyone knows that in the extended time controls of tournament chess humans still reign supreme.

The computer, we think, can expect to get very few points out of eleven rounds, maybe one or two where some poor fellow drops a piece, perhaps in time trouble.

However, some Grandmasters actually show traces of respect. "Computer beat Kasparov, no?" asks GM Glek. In Blitz games, he is told. "Okay, no problem."

## **The Tournament starts**

The first opponent, Edvins Kengis, Elo 2575, begins his game with 1.b3. "Who knows how much openings theory the machine knows. This is the way to take it out of 'book' and make it rely on its own primitive algorithms."

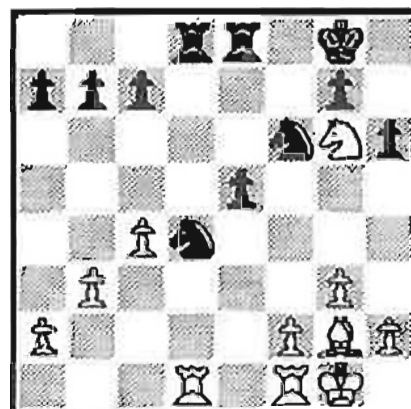
But Fritz holds its ground and even offers a pawn for compensation in the middlegame. Kengis is afraid of the complications and goes for a draw by repetition. Relieved he pats the Pentium monitor and asks, "Do you want to slay and analyse?" Laughter all around.

**Edvins Kengis - Fritz3:** [A01: Larsen Opening]

**1.b3 e5 2.Bb2 d6 3.d4 exd4 4.Qxd4 Nc6 5.Qe3+ Be6 6.Nf3 Nf6 7.Ng5 Qd7 8.Nxe6 fxe6 9.g3 d5 10.Bg2 Bb4+ 11.Nd2 0-0 12.0-0 Qe7 13.Nf3 Bc5 14.Qg5 h6 15.Qg6 Rad8 16.e3 e5 17.Nh4 Qf7 18.Rad1 Qxg6 19.Nxg6 Rfe8 20.c4 d4 21.exd4 Bxd4 22.Bxd4 Nxd4**

DIAGRAM  
22...exd4  
looks perfectly normal. Why does Fritz give up the pawn on b7? After 23.Bxb7!? we have:

A) 23...Kh7  
(probably best)  
24.Nh4 c6



25.Kh1 (25.Kg2 Rb8 26.Rxd4 exd4 27.Bxc6 Re2 28.Nf3 Rd8 29.Rd1 Ng4 30.Rd2 d3 31.Bd5) 25...Ne4 26.Rxd4 exd4 27.Bxc6 = ; or  
 B) 23...c6 24.f4 e4 25.Ne5; or  
 C) 23...Kf7 24.Nh4 c6 25.Kh1! g5 (25...Rb8 26.f4!; 25...Re7 26.f4!) 26.Nf3!! (Fritz) Nxf3 27.Bxc6.

**23.Rfe1 e4 24.h3 c5**

According to Kengis 24...c6 is better, with the idea 25...Kf7 26.Nf4 g5 27.Nd5 Nf3 28.Bxf3 cxd5 and 29...d4; or 27.Ne2 Nc2 28.Rf1 e3, in each case with an advantage for Fritz. But also after 25.Nf4 g5 26.Nd5 Nf3+ 27.Bxf3 cxd5 28.Bh1 d4 Black is better.

**25.Kh2 b6 26.g4 Kf7 27.Nf4 Nc2 28.Rxd8 Rxd8 29.Re2 Nd4 30.Re3 Nc2 31.Re2 Nd4 32.Re3 Nc2 33.Re2 draw**

In the second round the computer is faced with a Slav Queen's Gambit and a very well-prepared opponent. International Master Roman Slobodjan, Elo 2465, plays a fine novelty and Fritz loses touch with the position. Like a tigress it protects a totally irrelevant pawn on h2 instead of sacrificing it for the attack. The endgame is hopelessly lost.

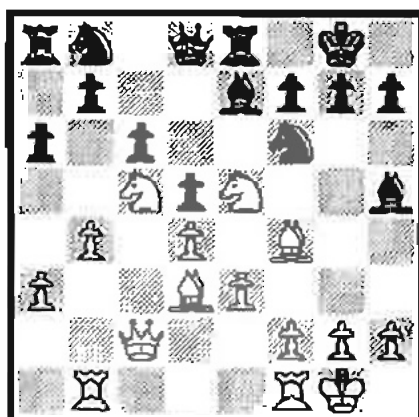
The third round is a fiasco for Fritz. In an exchange variation of the Queen's gambit a simple position arises with clear strategic elements and no tactical complications. IM Alfred Kertesz, Elo 2365, can cash in on all principle weaknesses of computer play and take Fritz apart like a beginner.

### Alfred Kertesz - Fritz3 [D35: Queen's Gambit, Exchange Variation]

**1.c4 e6 2.Nf3 Nf6 3.Nc3 d5 4.d4 Be7 5.cxd5 exd5 6.Bf4 c6 7.Qc2 Na6 8.a3 Qb6 9.e3 Bg4 10.b4 0-0 11.Ne5 Bh5 12.Bd3 Nb8 13.0-0 Qd8 14.Na4 a6 15.Rab1 Re8 16.Nc5**

DIAGRAM. A position that Fritz doesn't understand at all. There is nothing to calculate, the long-term threat is the entrapment of the bishop on h5, which the program will not recognise until material loss appears on the horizon. For the moment it has only one concern: to cover b7.

**16...Ra7 17.Rfc1 Bd6 18.Bf5 h6 18...Bg6 19.Nxg6 hxg6**



20.Bxd6 Qxd6.

**19.h3 b6 20.Na4 Bxe5 21.Bxe5 Nfd7 22.Bh2 Rb7 23.g4 Bg6 24.Bxg6 fxg6 25.Qxg6 Nf8 26.Qd6 Qh4 27.Qg3 Qf6 28.Qg2 Ng6 29.Bg3 Nh4**

Fritz offers the exchange of the knight in order to get rid of the troublesome bishop which is threatening b8. Perhaps it would have been wiser to retain the knight and with it some swindle chances.

**30.Bxh4 Qxh4 31.Nb2 h5 32.Nd3 hxg4 33.Qxg4 Qxg4 + 34.hxg4 g5 35.Ne5 Re6 36.Kg2 Rg7 37.Kg3 Kf8 38.f4 gxf4 + 39.exf4 Nd7 40.Nxd7 + Rxd7 41.Re1 Rde7 42.Re5 Rxe5 43.dxe5 Ke8 44.Rc1 Re6 45.g5 Rg6 46.Kg4 Re6 47.Kf5 Kf7 48.Rh1 Re8 49.Rh7 + Kg8 50.Rd7 c5 51.bxc5 bxc5 52.Rxd5 Rc8 53.Ke6 c4 54.Kd7 Rb8 55.Rc5 1-0**

Disaster. Was the draw in round one just a fluke?

In the ChessBase offices in Hamburg the makers of Fritz feverishly analyse the positions the program has misplayed. They issue new directives to Fritz for the opening: "With White only play 1.e4, with Black try to play the Tarrasch against 1.d4, 1.Nf3 and 1.c4. We need to avoid blocked positions and strive for positions with an isolated pawn."

The ChessBase people knew from past games that Fritz plays well with an isolated pawn - on either side! If it has the weak pawn it defends it imaginatively and at the same time develops dangerous play on the open lines. If it is the opponent then Fritz has a clear goal and attacks the isolated pawn viciously, developing something that looks remarkably like the deep strategic planning of strong human players.

Will the strategy work? In the fourth round the Pentium is paired against GM Yury Piskov, Elo 2540. Fritz plays 1.e4 and the game continues 1...e6 2.d4 d5 - the French Defence. But how do you get an isolated pawn in this opening? Very simple: 3.exd5 exd5 4.c4 and voila! Piskov plays his usual Grandmaster game, aesthetic and sound.

But Fritz is unrecognizable. Gone is the novice of rounds 2-3, the program really seems to understand things, it develops pieces, threatens, launches attacks, all the while deftly protecting its isolated pawn. In the endgame the GM presses too hard - why shouldn't he win like everybody else? - and Fritz capitalises on his pawn weaknesses. It is the first GM scalp of the tournament.

**Fritz3 - Yuri Piskov** (2540) [C01: French Defence, Exchange Variation]

1.e4 e6 2.d4 d5 3.exd5 exd5 4.c4 Nf6  
5.Nc3 Be7 6.cxd5 Nxd5 7.Nf3 O-O  
8.Bd3 Bg4 9.O-O Nc6 10.Bb5 Ndb4  
11.Be3 a6 12.Be2 Nd5 13.Bc4 Be6  
14.Bb3 Na5 15.Nxd5 Bxd5 16.Bxd5  
Qxd5 17.Bf4 Bd6 18.Bxd6 cxd6 19.b3  
Rfe8 20.Qd2 Nc6 21.Rfe1 h6 22.Rac1  
f5?! 23.Rcd1 a5 24.Qc3 b5 25.Rc1 Nb4?  
26.a3 Na2 27.Qc6

DIAGRAM. This is exactly the kind of position Fritz really likes: lots of points of attack, lots of calculation to do.



27...Qxc6  
28.Rxc6  
Rxe1 +  
29.Nxe1 Re8  
30.Kf1 b4  
31.axb4 Nxb4  
32.Rxd6 Rc8 33.Rb6 Rc1 34.Ke2 Rb1  
35.Rb5 Rb2 + 36.Kd1 Nc6 37.Nf3 Nb4  
38.Nd2 f4 39.Rxo5

Fritz knows it's winning by now.  
39...Nd3 40.f3 g5 41.d5 Kf7 42.d6 Ke8  
43.Rd5 Nb4 44.d7 + Kd8 45.Rd6 Ra2  
46.Rxh6 Nd5 47.Ne4 Rxg2 48.Kc1!  
Ne3 49.Rh7 g4 50.fxg4 f3 51.Rf7 f2  
52.Nxf2 Nxc4 53.Nd3 1-0. Fritz has won the game without any display of emotion; "So I beat a Grandmaster - great."

The players are puzzled. How is it possible that the computer can play like a rank amateur in one round and like a Grandmaster in the next? "Doesn't that happen to humans as well?" asks the Fritz operator. The strategic instructions from Hamburg are of course not revealed to the tournament participants!

In round five Fritz chooses an unsound variation of the Tarrasch, and Joachim Wintzer, Elo 2335, wins a pawn in the opening. The endgame is theoretically won for the human, but Wintzer is unable to overcome the tenacious defence of the computer. A pawn down, Fritz eventually even starts to play for a win. However, in the opponent's time trouble Fritz graciously accepts move repetition and a draw - it has not been instructed to relinquish its objectivity and try to swindle the opponent if he is running out of time.

**Joachim Wintzer - Fritz3** [D33: Queen's

Gambit, Tarrasch Defence]

1.c4 e6 2.Nc3 d5 3.d4 c5 4.cxd5 exd5  
5.Nf3 Nc6 6.g3 c4 7.Bg2 Bb4 8.O-O  
Nge7 9.e4 O-O 10.exd5 Nxd5 11.Nxd5  
Qxd5 12.Be3 Bg4 13.Ne5 Qxg2 +  
14.Kxg2 Bxd1 15.Nxc6 bxc6 16.Rfxd1  
Bd6 17.Rac1 Rfb8 18.Rxc4 Rxb2  
19.Rxc6 Rd8 20.Ra6 Rd7 21.Rd2 Rxd2  
22.Bxd2 f5 23.Kf3 g6 24.Ra4 Kf7  
25.Bf4 Be7 26.Ke3 Bd8 27.Kd3 Ke6  
28.Bd2 Kd5 29.Ba5 Be7 30.Bb4 Bd8  
31.Bc5 a5 32.Rc4 Rb7 33.Ba3 Rc7  
34.Bc5 Rb7 35.Rc2 Bf6 36.Re2 Rb1  
37.Rd2 g5 38.f3 f4 39.Ba7 Rb7 40.Bc5  
Rb1 41.Ba7 Rb7 42.Bc5 Rb1 draw.

The next two rounds against Maiwald and Podzielnny are fighting draws. Karl-Heinz Podzielnny, Elo 2455, tries for 100 moves to push the Pentium over the edge. Fritz appears somewhat preoccupied (*"It's probably flirting with the disk controller again,"* complained the operator) and must defend an unpleasant endgame, but it does so with great virtuosity, with study-like manoeuvres, driving the unfortunate Podzielnny to near distraction. *"I think I've forgotten how the rooks move"*, he said after the titanic eight-hour struggle.

The eighth round is very exciting. The top seed Igor Glek, Elo 2590, avoids his usual French (after what happened to colleague Piskov) and opts for a sharp Sicilian against Fritz.

The Russian GM usually covers his eyes with his hands, so the opponent cannot see where he is looking. But with the Pentium it is different and Glek's eyes dart around the castled king of his opponent. Then, like a bolt of lightning, the bishop is sacrificed on h3, with three pawns and a devastating attack in compensation. This is vintage GM tactics, and any normal human opponent would quickly succumb to the pressure

But of course Fritz is not human. The program coolly calculates: *"I got a bishop, worth three pawns. He got three pawns in return, so that's okay. I cannot see how he can mate me, but I do see a stray pawn on b7. Perhaps I can snap that up."* It plays its queen from d1 to b3, grabs the pawn and then returns with a flourish to h2. Glek stares in disbelief, like a puppy that had a bone moved back and forth in front of its face and doesn't get hold of it. Afterwards he complains of a headache. *"I've never had to do so much calculation before in a game. All that work, and in the end I had nothing."* GM Rainer Knaak

comments after playing through the moves: "It's a lovely game between two 2600 players."

**Fritz3 - Igor Glek**, Russia, Elo 2590 [B22: Sicilian Defence, Alapin Variation]:

**1.e4 c5 2.c3 e6 3.d4 d5 4.exd5 exd5 5.Nf3 a6 6.Be2 Nf6 7.dxc5 Bxc5 8.0-0 h6 9.Nbd2 0-0 10.Nb3 Bb6 11.Re1 Nc6 12.Nbd4 Re8 13.h3 Qd6 14.Be3 Bxh3 15.gxh3 Rxe3 16.Nf5 Qf4 17.Nxe3 Bxe3 18.fxe3 Qg3+ 19.Kh1 Ne4**

19...Qxh3+ 20.Nh2 Ne4 21.Qxd5.  
**20.Rf1 Qxh3+**  
20...Nf2+ 21.Rxf2 Qxf2 22.Qd2 Re8 23.R11 Qxe3 24.Qxe3 Rxe3 and White is better.

**21.Nh2 Qxe3 22.Bf3 Ng3+ 23.Kg2 Nxf1 24.Nxf1 Qg5+**

White must play very accurately if he is not to lose. But of course this is the strong point of the program.

**25.Kh1**

25.Kf2? Rd8 26.Qb3 Ne5 27.Nh2 Nd3+ with advantage for Black.

**25...Rd8 26.Qb3**

Of course Fritz is after the pawn on b7.

**26...Ne5**

26...b5!? 27.Rd1.

**27.Nh2 Nxf3 28.Nxf3 Qh5+ 29.Kg2 Rd6 30.Qxb7**

DIAGRAM.

"This simply cannot work," said Glek.

**30...Rf6**

**31.Qb8+ Kh7**

**32.Rf1 Qf5**

**33.Qh2**

"Unbelievable, now I have nothing" (Glek)

**33...Qe4**

**34.Qh3 Rf4 35.Kg3 f6 36.a3 g5**

**37.Qd7+**

The alternative 37.Nxg5+? is not possible because of 37...fxg5 38.Qd7+ Kg6 39.Qd6+ Kh5 40.Rxf4. After QxR and QxQ the endgame would be won for White. However there is also 40...Qe3+! 41.Rf3 Qg1+ 42.Kh3 g4# (Fritz).

**37...Kg6 38.Qc8 h5 39.Qg8+ Kh6 40.Qh8+ Kg6 41.Qg8+ Kh6 42.Qf8+ Kg6 43.Qg8+ draw.**

GM Rainer Knaak said later: "It was a lovely game between two 2600 players." In round nine it is Detlev Heinbuch's turn. The Elo 2355 IM has carefully prepared an anti-computer variation against his own personal copy of Fritz3, which

can be bought in any chess shop. He does everything correctly, locking the position, moving his pieces to the kingside and launching his g-pawn to smash open the opponent's king fortress. Just like he has done a number of times at home!

Well, almost. The problem is that Fritz refuses to castle. With the 40/2 time control on the Pentium processor the program seems to sense the danger. At one stage it plays Rh8-f8. Heinbuch thinks the operator may be mistaken and Fritz must have castled. But no, and when it plays Ra8-c8 he enquires yet again: "Not castles? Are you sure?" Sorry, Fritz needs its king in the middle.

Heinbuch's brutal attack wins a pawn, but Fritz finds all the tricks in the position. In the endgame the human still has the extra pawn, but Fritz uses its initiative and the bishop pair to full effect. It wins back the pawn and then boldly marches its king across the board to finish off the opponent.

"He was outfritzed," explains the operator, who has seen this kind of thing on numerous occasions before.

**Detlev Heinbuch - Fritz3** [D00: Queen's Pawn Game]

**1.d4 d5 2.e3 Nf6 3.Bd3 c5 4.c3 c4**

In positions like this all chess programs make the same strategical mistakes.

**5.Bc2 e6 6.Nd2 Be7 7.f4**

This is the typical anti-computer system that specialists employ.

**7...Qc7 8.Qf3 Nbd7 9.g4 h6 10.Qh3 Nb6**

Fritz is playing a bit like a beginner. It doesn't notice what is brewing.

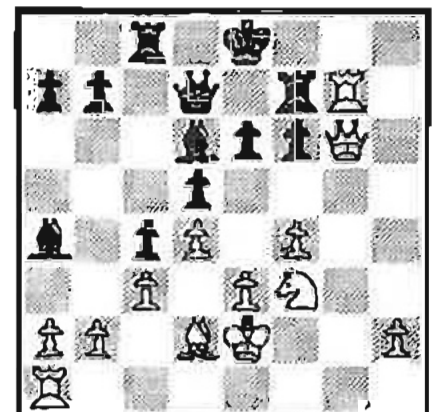
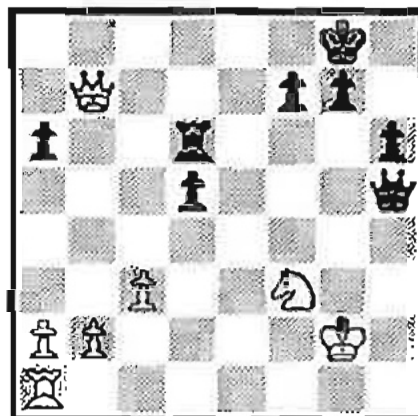
**11.Ngf3 Bd6 12.Ne5 Rf8**

By now Fritz can smell something fishy and will not commit itself to castling kingside.

**13.Ndf3 Bd7 14.g5 Ng8 15.gxh6 gxh6 16.Bh7 Nf6 17.Qxh6 Nxh7 18.Qxh7 Bc4 19.Bd2 Rc8 20.Rg1 Nd7 21.Nxd7 Qxd7 22.Ke2 f6!?**

Fritz decides to go for the endgame.  
**23.Rg7 Rf7 24.Qg6**

DIAGRAM  
**24...Bc2!**



With this tactical trick the program occupies the best diagonal for its bishop.

**25.Qxf7 +**

25.Qh5 Bf8 26.Rg8 Kd8 27.Rag1 Kc7 and Black is better.

**25...Qxf7 26.Rxf7 Kxf7 27.Be1 Bd3 + 28.Kd2 Be4 29.Ng1**

29.Ke2 Bd3+ 30.Kd2 - Fritz may have taken the draw, after all it's a pawn down.

**29...Rh8 30.Bg3 b5 31.Ne2 b4 32.Kc1 Bd3 33.Kd1 Rb8 34.Be1 bxc3 35.Bxc3 Rh8 36.Kd2 Rxb2 37.Re1 Kg6**

Fritz, with not a trace of fear in its 'heart' (chess is a romantic game is it not?), throws its king into the fray.

**38.Kd1 Kf5 39.Bd2 Ke4 40.Nc3 + Kf3**

"This program knows no fear," exclaims Heinbuch.

**41.Nb5 Bb8 42.Nc3 Bc7 43.No4 Kg3 44.Nc5 Bf5 45.Nd7?**

The endgame was unpleasant enough for White, but it is this move that actually loses.

**45...Bg4 + and White resigned because of 46.Kc1 Rxd2 47.Kxd2 Ba5 + . 0-1.**

Fritz has 50% and is on its best way to get an IM norm. In round ten Sascha Grimm (Elo 2315), the only untitled player in the tournament, tricks the program into committing a typical computer error. Fritz grabs a pawn on b7 and Grimm can trap its rook. Fritz finds all kinds of tricks to prevent the actual capture of the rook, but it gets a "lost" endgame, which it naturally holds to a draw.

In the last round Fritz needs just a draw for the IM norm. The opponent is the Lithuanian Grandmaster Aloyzas Kveinys, Elo 2525. He offers to assist operator Christoph Wulfken in unloading the Pentium: "Can I carry Fritz for you?" Christoph is a bright lad and refuses: "No, no, you might just drop it!"

In the game Fritz is never in any trouble and makes his GM opponent work hard. The program refuses a draw by repetition with the rook on the second rank, and receives an admonition from kibitzing GM Kengis: "Come on, Fritz, take the draw, then we go and drink to your IM norm!" Soon after Fritz does accept the draw and Kveinys breaths a sigh of relief: "I got a draw against Fritz!"

So Fritz3 on the Pentium is the first PC program to earn an IM norm in a regular Grandmaster tournament. In fact the International Computer Chess Association has no knowledge of any machine ever earning an IM norm, in any kind of tournament. The overall Elo performance is

**2452**, but interestingly it was much higher against the stronger players. If you take only the GMs (Glek, Piskov, Kengis, Kveinys) into account the performance is 2652. This is because the weaker players were in general the ones who undertook special preparations with their private copies of the program; the GMs tended to rely on their experience and general strength.

The tournament director is very pleased with the event, as are the players. They consider Fritz an interesting experience. The collective assessment after the tournament: "A very strong opponent, with a slightly unstable playing style, tactically extremely dangerous, incredibly tenacious in worse positions, good endgame treatment. Perhaps a bit uncommunicative, but generally quite pleasant. It doesn't smoke, sweat or smell, doesn't talk during the game, doesn't jiggle or totter, doesn't kick you under the chair or insult you after the game. It's fun to play against it, and a real challenge."

After the prize-giving ceremony there are some **blitz** games. Kveinys and Fritz have become friends and play a quick match. The result was 3:1 for Fritz, with one game going like this:

**Aloyzas Kveinys - Fritz3:** [C22: Center Gambit]

**1.e4 e5 2.d4**

A mistake against Fritz - the position is too open.

**2...exd4 3.Qxd4 Nc6 4.Qe3 Nf6 5.e5 Ng4 6.Qe4**

6.Qe2 d6!

**6...Ngxe5!?**

A theoretical novelty. But doesn't Black lose a piece? 6...d5 7.exd6+ Be6 8.Ba6 Qxd6 is better for White.

**7.f4 d5 8.Qe3?**

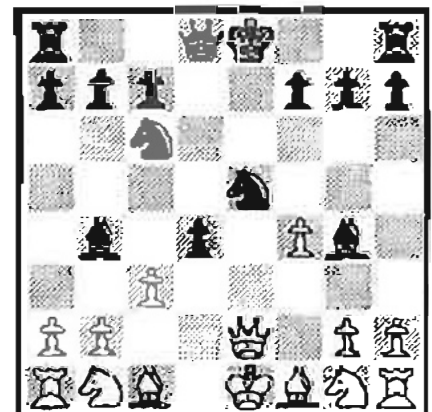
8.Qe2 had a better chance of punishing the greed of the program. 8...Bg4 9.Nf3 Bxf3 10.gxf3 Qe7\* (10...Qh4+ 11.Kd1 f6 12.fxe5 fxe5) 11.fxe5 Nd4 12.Qf2 Qxe5+ 13.Kd1)

**8...d4. 9.Qe2 Bb4 + 10.c3 Bg4**

DIAGRAM

**11.Nf3**

There was one more move that delayed winning the piece: 11.Qd2 dxc3 12.bxc3 (12.Qxd8+? Rxd8 13.Nxc3





Rd1+ 14.Kf2 Bc5+ 15.Kg3 Rxf1 16.fxe5 Bc6 is winning for Black) 12...Qe7 13.fxe5 Rd8 14.Qc2 Rd1+ 15.Qxd1 (15.Kf2 Qxe5+) 15...Bxd1 16.Kxd1 Qxe5 and Black can win.

**11...Bxf3 12.gxf3 dxc3 13.bxc3 Qh4 + 14.Qf2**

At last! After 14...Qxf2 15.Kxf2 two pieces, Ne5 and Bb4 are hanging.

**14...Bc5! 15.Qxh4 Nxf3 + 16. Kd1 Nxb4** and Kveinys resigned after a few more moves. 0-1.

What is the future going to bring? Are we soon going to see a full-blown official IM Fritz, or even a computer Grandmaster?

Will Fritz demand an appearance fee or threaten to leave the tournament site if special requests are not fulfilled? (A member of the Godesberg organisation claims that Fritz demanded a CD with pictures from the Caribbeans for relaxation in the hotel room). Perhaps we will have to stick a suitable pound note or dollar bill into the drive slot before it plays a tournament game against us patzers?

Gladly not. Whatever might happen to either operators or opponents, we expect that Fritz will remain the way it has always been - modest and unassuming - and always prepared to play a nice game of chess.

**From ERIC:** In NS/57 I referred to the brief report in BCM of this all-play-all Category 9 event, and the claimed I.M performance for FRITZ3.

Indeed 50% in a Category 9 event, as well as the actual Tournament grade of 2452, does equal an I.M Norm. However it was known soon after the event that the achievement was being queried, and I did ask the question "What grade they had given Fritz3 as its contribution towards the Category 9". I am sure that readers will be pleased to know exactly how officialdom will deny Fritz3 "a chance at the title", when it "could have been a contender!" as Marlon Brando would say.

-----  
From: Kevin O'Connell  
<ko-chess@dircon.co.uk>

To All:

Sorry to disappoint you all but Fritz 3 did NOT make an IM result in the Bad Godesberg tournament.

*Leaving aside the point that computers are not permitted to achieve human performance results and titles, and assuming that such things were permitted:*

*The tournament had a rating average of 2415 (Fritz3 counts as 2000 - the standard figure for any player without an official rating), which makes it a Category 7 tournament.*

*The IM performance level in a Category 7 tournament is 57% (technically 6.27 points, which is rounded to the nearest half point), and so 6½ would have been required (had it been an international title event).*

*Fritz3 scored only 5½ points. An excellent performance, but, oh my, how many title applications I have seen over the years where the player concerned was only half a point away, let alone a whole point.*

*Incidentally, performances over at least 24 games are generally required to gain a title.*

*-Kevin O'Connell - Chairman, FIDE Qualification Commission (that's the body which ratifies title performances and awards)*

Well there you go:-

1. Computers "ARE NOT PERMITTED to achieve human performance results or titles".
2. They will therefore always "count as 2000, THE STANDARD FIGURE for any player without an official rating" (which Computers can't get).
3. Tournament Categories will always be REDUCED because of any Computer's entry.
4. As Computers "are not permitted to achieve human performance results", they will never rise above 2000 as far as good old officialdom is concerned, even if they reach 'G.M playing standard - unofficially, of course'. A true chicken and egg situation indeed.

Actually I don't think O'Connell & Co. can stop them ACHIEVING their 'performance results' - it's the players who have to do that!

FIDE 'QC' may certainly create rules to refuse TITLES if that's what the current 'body' chooses to do, but when a result has been achieved in practice, then the RESULT itself can only really be ACCEPTED or IGNORED!

*Eric*

# AEGON 1995

## The **COMPUTERS** beat the **HUMANS!**

5½/6		5½ John van der Wiel	GM	2570	
5	HIARCS3	2631	5 Gert Ligterink	IM	2440
	Chess GENIUS X	2662	Yasser Seirawan	GM	2600
	MChess PRO4	2652			
	HiTech	2600			
	Meph PC-BOARD	2473			
	W Chess	2424			
	SOCRATES	2487			
4½		4½ Robert Cifuentes	GM	2535	
		Hans Ree	GM	2435	
4	QUEST (Fritz X)	2489	4 Nico Kuijff		2286
	FRITZ3	2378	Dr John Nunn	GM	2630
	REBEL6	2403	David Bronstein	GM	2435
	ZARKOV	2336	Sofia Polgar	GM	2500
	VIRTUA Chess	2305			
	CHESSICA	2367			
	ZUGZWANG	2257			
	NIGHTMARE N	2285			
	KALLISTO	2284			
	ARTHUR	2341			
	JUNIOR	2179			
3½	Meph GENIUS 68030	2445	3½ Herman Grooten		2355
	Mephisto MONTREAUX	2235	Erik Hoeksema		2415
	Tasc R30-1995	2249	Larry Christiansen	GM	2570
	The KING 2.5/30	2262	Zsuzsa Polgar	GM	2545
	HECTOR 2	2402	Martin Voorn		2116
	SCHAAKMEESTER 2	2219	Heleen de Greef		2165
	SCHACH 3.0	2228	Paul Boersma		2355
	GANDALF	2180			
3	CHESSMASTER 4000	2290	3 Jessica Harmsen		2170
	ISICHESS	2375	John Donaldson	IM	2420
	NOW	2297	Lex Jongma		1960
	NIGHTMARE D	2102	Wim van der Wijk		2210
	Meph BERLIN PRO	2247			
	CAPTURE	2225			
	PANDIX (C/Friend)	2182			
	CAMEL	2255			
2½	Saitek BRUTE FORCE	2023	2½ Michael Hoving		2206
	L CHESS	2109	Jannes van der Wal		2270
	DIOGENES	2038	P v. Voorthuisen		2300
			5 ors: 2177,2233,2258,2245,1803		
2	Novag SAPPHIRE	2066	2 Wim van der Pol		1973
	Saitek PRESIDENT	2038	Anne Marie Benschop		2210
	DAPPET	1928	Gert Legemaat		2179
	Chess SYSTEM-TAL	1984	Wim Wolhuis		2110
	FRENCHESS	1979	Dick van Geet		2320
	CENTAUR	1870	Fre Hoogendoorn		1924
			7 others: 1811,1790,2160,2031,1786,1940,2025		
1½	Saitek GK2100	1939	1½ P Baerenbroodspot		2211
	CHECK CHECK	1958	Rob Hartoch		2355
	MIRAGE	1870	Gunther Loewenthal		1977
			2 others: 1927, 2013		
1	BIONIC	1737	1 Herik Arnoldus		1999
½			Jos Timmer		1622
0	ANANSE	1373	0		

**COMPUTER** Entries and Scores on the left. The Elo figs. are their performance results at Aegon.

**PLAYER** Entries and Scores on the right. The Elo figs. are the players' official Ratings.

The ranking order follows that given in the Official Tournament Report and lists both Computers and Players according to their sum of opponents' scores.

*The **COMPUTERS** won the Event by 156-132.*

At the time of writing this report the following progs. were entered in the WORLD CHAMPS at the end of May:

Genius3, HiTech, W Chess, Socrates, Fritz3, Rebel6, Virtua, Zugzwang, Nightmare, Junior, Schach3.0, Gandalf, Pandix, L Chess, Frenchess.

They were to be joined there by hot favourite DEEP BLUE amongst others!

With **COMPUTERS** filling so many of the top places it will come as no surprise to readers that they shared a fair number of 'scalps' in games just demanding a place in the Computer Mags! For example...

GENIUS beat John Nunn; M Chess PRO beat Zsuzsa Polgar, as did the GENIUS 68030; HIARCS beat Yasser Seirawan and IM Erik Hoeksema. The list could be extended - and will be when I have copies of all the games!

For this Issue pride of place is given to wins by GENIUS and HIARCS.

### GENIUS3X (2500) - John NUNN (2630)

[E92] Aegon, 1995

**1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 e5 7.Be3 h6 8.0-0 Ng4 9.Bc1 Nc6 10.d5 Ne7 11.Ne1 f5 12.Bxg4 fxc4 13.Nc2 g5 14.Ne3 Rf4 15.f3 gxf3 16.Rxf3** [If Genius was using Graham White's book then it would have expected 16...Qf8 next] **16...c6 17.dxc6 bxc6 18.c5 Rxf3 19.gxf3 Be6 20.Qxd6 Qxd6 21.cxd6 Nc8 22.b3 Nxd6 23.Ba3 Bf8 24.Bb2 Nf7 25.Rc1 Rd8 26.Ncd1 Rd6 27.Rc2 h5 28.Nf2 Bd7** [As the Bishop leaves the a2-g8 diagonal Genius takes its chance to energise the 'Lang' knights!] **29.Nc4! Re6 30.Nd3 Bg7 31.Nc5 Re7 32.Na5 g4?!** [Black needed to keep his B/d7 to protect the lonely c/pawn. 32...Be8 33.Rd2 Bh8 34.Nc4 Kg7 seems better] **33.Nxd7 Rxd7 34.fxc4 hxc4 35.Nxc6 Ng5 36.Kg2 Rc7 37.Rc4! Nxe4 38.Bxe5 Bxe5 39.Nxe5 Rxc4 40.bxc4** [Now Genius has the c/pawn - and this one is dangerous rather than lonely now that only a pair of knights are left!] **40...a5 41.Nxg4 Kf7 42.Kf3 Nc3 43.Ne5 + Ke6 44.Nc6 a4 45.Nb4 Kd6 46.h4 Kc5** [46...Ke5 47.c5 Nb5 48.c6 or Kg4! looks equally decisive] **47.h5 Kxb4 48.c5** [48.h6 looked the obvious way to win, but Nunn recognises either is decisive in truth and resigned here] 1-0

### HIARCS3 (2500) - Yasser SEIRAWAN

[2600] [C16] Aegon, 1995

**1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 Qd7 5.Bd2 b6 6.Qg4** [6.Nf3 is the better known move here I believe. However H3 is very comfortable with White's position and shows a good + eval through to move 30 or so] **6...Bf8 7.Nf3 Ne7 8.Bb5 Nbc6 9.0-0 Bb7 10.Ne2 h6 11.a4 a6 12.Bd3 a5 13.b3 Nb4 14.Bxb4 axb4 15.c3 bxc3 16.Nxc3 Nf5 17.Rfd1 g6 18.Rdc1 c6 19.Qh3 Be7 20.Rab1 h5 21.b4 Kf8 22.Bxf5?!** [We think 22.Bc2 is better and H3 also chose this in analysis mode after the game] **22...gxf5** [So the key becomes White's Knights v Black's Bishops! If HIARCS can keep the position blocked it should be a good

struggle] **23.Rd1 Rh6 24.Ne1 Kg7 25.Nd3 Kh7 26.Nf4 h4 27.Qe3 Qd8 28.Rb2 Bg5 29.Qf3 Bc8 30.Nh3 Be7 31.Qe3 Qf8 32.Rdb1 Rg6! 33.Nf4 Rg8 34.Qf3 Qh6 35.Ra2 Bd7 36.a5 Rgb8 37.a6?** [Over-reaching and putting the a-Pawn at immediate risk] **37...b5! 38.Nd3 Ra7! 39.Rba1 Rba8** [H3 has recognised the error of its ways and is back to an = eval] **40.Qh3 Bc8 41.f4 Rxa6 42.Rxa6 Rxa6 43.Rxc6 Bxa6** [Now a Pawn down HIARCS main hope for a draw lies in the still-blocked position which leave Seirawan's Bishops seriously disadvantaged] **44.Qe3 Bc8 45.Ne2 f6 46.Qc1 Bd7 47.exf6 Bxf6 48.Nc5 Qg7 49.Qe3 Bc8 50.Kf2 Qa7 51.Qd2 Qa1 52.Qe3 Qb2 53.Nd3 Qb3** [53...Qb1!] **54.Qd2 Kg7 55.Ne5! Be7** [55...Bxe5? 56.fxe5 and White has the advantage] **56.Qc1! Bxb4?!** [I believe that HIARCS had offered a draw just before this but Seirawan, having won a Pawn and extricated one Bishop, feels that he can win. 56...Bb7 57.Nxc6 Bxc6 58.Qxc6 Kf7 would have held the draw] **57.Qxc6 Bd2 58.g3! Be3 + ?** [58...Qe3 + was the correct checking move, then 59.Kf1 Qb3] **59.Kg2 Qd1 60.Qc7 + I Kh6 61.Qxc8 Qxe2 + 62.Kh3** [And Black must play 62...Qg4 + to delay mate, then 63.Nxg4 + fxc4 + 64.Kxh4 and mate still follows soon. A tense and often very exciting game.] 1-0

### HIARCS3 (2500) - Van der WIEL (2570)

[C16] Aegon, 1995

**1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 b6** [Cp the HIARCS-Seirawan game, in which 4...Qd7 was played first] **5.Qg4 Bf8 6.Bg5 Qd7 7.h4 h6 8.Bf4 Ba6 9.Bxa6?! Nxa6 10.Nf3 Ne7 11.0-0 Nf5 12.a3 Nb8 13.h5 Nc6 14.Rfd1 Rg8 15.Kh2 0-0-0 16.b4** [Good strategy by H3 - a very interesting battle on opposite wings now develops] **16...Be7 17.Qh3 g5 18.hxc6 fxc6 19.g4 Ng7 20.Bxh6 Rh8 21.b5 Na5 22.Rh1 Rh7 23.Kg2 Rdh8 24.g5?!** [This helps the bishop but unfortunately gives Black's knight a fine square on f5. However the alternative 24.Bxg7?! looks doubtful: 24...Rxf3 25.Bxh8 Rxf1 26.Rxf1 Bxa3 and Black must be ahead] **24...Nf5 25.a4 Nc4 26.Ne2 Bxg5 27.Nxg5 Rxf6 28.Qc3 Qe7 29.Nf3 Qh7 30.Rxf6 Qxf6 31.Neg1 Qf4! 32.Kf1 g5 33.a5 bxa5 34.Rxa5 Nxa5 35.Qxa5 Kb8** [Now White probably has nothing better than 36.Qd2 (if 36.Qb4 g4!; or 36.Ne1 Ng3 +!) 36...Qxd2 37.Nxd2 Nxd4 which leaves Black able to win comfortably. A very interesting game worth further study] 0-1

## Novag JADE2 (and Zircon2) REVIEW and GAMES

After spending a couple of years struggling I thought to maintain a reputation for making the best portable and medium-priced computers for serious players, Novag has succeeded for the second time within 12 months in producing a very real competitor in that category.

Going back to 1993, we had seen the arrival of the Novag RUBY and EMERALD machines - a Calculator PORTABLE and a Press-Sensory TABLE-TOP respectively - programmer David KITTINGER's first efforts using the H8 RISC-type chip. They were in themselves an excellent 25 BCF jump forward for Novag over their pre-decessors in price and style (Super VIP and Supremo), but still left room for doubt in price and strength comparisons with the Kasparov TRAVEL CHAMPION and GK-2000 and the Mephisto MODENA for example.

Cut-down versions of the Ruby and Emerald programs, named Jade and Zircon were not as popular as it soon became apparent that the improvement here over Super VIP and Supremo was substantially less.

In the meantime the SCORPIO and DIABLO on 68000 processors continued as Novag's top of the range, but the cost was £399 for the press-sensory Scorpio compared with £149 for the similarly styled Emerald which is a big price gap. They were also competing with machines like the Mephisto BERLIN and Kasparov RISC 2500, another pair of £399 Computers but achieving higher grades (Scorpio 184 BCF, Berlin 200 BCF, RISC 2500 209 BCF).

Then came the SAPPHIRE and DIAMOND - an excellent pair of machines using a greatly improved Kittinger program for the H8 chip, and running both faster at 26.5MHz and utilising hash tables. Equally the prices of £199 and £249 for these almost 200 BCF rated Computers represented outstanding value for money.

Now, just a few months further on Novag has given us the JADE2 and ZIRCON2. The aim here is to produce incontestable value for money by cutting down on some of the less critical parts of the program and opening book size, and reducing the speed slightly to 20MHz. The result is a JADE2 at £99 and ZIRCON2 at £129 - so "the price is right"! producing a BCF grade certainly in excess of, not just the Jade1 and Zircon1, but also the Ruby and Emerald!

### Here is a PROGRESS SUMMARY:

Computer	Price	Proc	MHz	BCF/Elo
SuperVIP/Supremo	£99/£129	6301	8	143/1747
Jade1/Zircon1	£99/£129	H8	20	156/1849
Ruby/Emerald	£139/£149	H8	20	168/1950
Scorpio/Diablo	£399/£599	68000	16	184/2077
Sapphire/Diamond	£199/£249	H8	26	198/2184
Jade2/Zircon2	£99/£129	H8	20	---/----

(Incidentally the Jade1 and Zircon1 are both available while stocks last at much reduced prices: £79.99 and £89.99 respectively!)

Of course what readers now really want to know is what figures will go in where the ---/--- dashes are! On the basis of the Novag claim "*stronger than the Ruby*" I had opted for a cautious '175 BCF' in Issue 57 of my Magazine. However, before a closer look at the likely rating and a few of JADE2's early games, a brief review of the features:

**JADE2** (also see photograph) is a pocket plug-in portable with a very precise (though slightly small) peg-sensor board, 6" x 4½" total with a 3" x 3" playing area.

**ZIRCON2** is a light touch press-sensory board, just over 10½" square in total.

BOTH are on the H8 chip running at 20MHz, with 32K memory; 56 levels (incl. special levels and features for beginners); > 13,000 moves in opening book; twin display system for analysis, evaluations and clock times etc; 69 move take-back; mate in 8 announcement capacity. Both run on mains (negative polarity) or batteries (min. 60 hours claimed).

**GAMES:** I purchased the JADE2 in order to test the program, and decided to match it against the also new TRAVEL CHAMPION 2100 and the NIGEL SHORT. The standard TRAVEL CHAMPION (169 BCF) would be essentially the most direct competitor price-wise at £99, but I guessed that the newer £129 version GK21000 (180 BCF) might be needed to provide a really close playing match-up!

The TC2100 is also a plug-in portable of course, having one advantage in my view for the extra money in that it has a much bigger (almost 4½" square) playing area. Now 3½" cp. 4½" might not seem that much on paper, but the



Novag JADE2 £99.99

difference visually is quite dramatic in my view. Most features are almost directly comparable, though the TC2100 uses a single display and is a batteries only machine.

**JADE2 (2080) - T/CHAMP 2100 (2040)**

[A00] Eric's G/60 (2), 1995

1.b4! e6 [I hadn't realised before this game that the GK2000-2100 series has no Book prepared for 1.b4! This reply is not as popular as Nf6, and succeeds in putting the JADE2 out of Book as well!] 2.Bb2 d5 3.a3 Nf6 4.e3 c5?! [The programs have found Book moves on their own so far, but here 4... Be7 is the known move] 5.bxc5 Bxc5 6.Be2 0-0 7.Nf3 Nc6 8.0-0 b6 9.d3?! [I had expected a more positive Pawn push here; e.g 9.d4 Bd6 10.c4] 9...Bb7 10.Nbd2 d4! [10...Rc8! is also promising] 11.Bxd4 [Novag likes this unexpected method of capture, and shows +37. 11.e4 also looks possible, to avoid the exchange] 11...Bxd4 12.Nxd4 Nxd4 13.exd4 [By here, however, Novag had dropped to -25 which agrees closely with the TC2100 evaluation] 13...Qxd4 [As the exchanges end Black looks to have gained a small advantage] 14.Bf3 Bxf3 15.Nxf3 Qc3 16.Qd2 Rac8! 17.Ra2 Rfd8 18.Qxc3 [Slightly unpalatable, but JADE2 has probably made the best choice] 18...Rxc3 19.Re1 Kf8 20.a4?! [20.g3 h5 21.Re5 may have been slightly better] 20...Nd5! [A good choice, though 20...Rdc8 21.Re2 (21.Nd4!?) 21...Nd5 looks even stronger] 21.Ng5?! [21.Re4 Rdc8 (21...a5!?) 22.Ne1] 21...Nb4! 22.Nxh7 + Ke7 23.Rb2 Nxc2 24.Reb1 Rxd3 25.Ng5 Rd4 26.a5 Na3 27.Re1 Nc4 [27...b5 may have been better as JADE2 finds a good response to the move chosen] 28.Rb4! Rc2 29.axb6 axb6 30.Ra4! [Clever Novag play! The win for

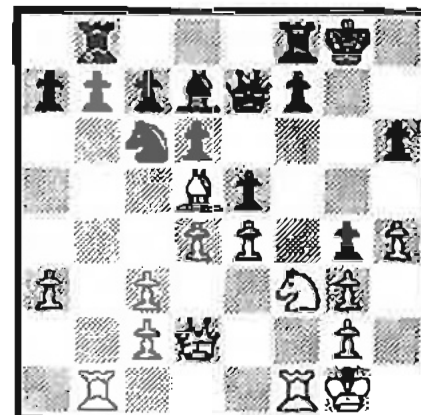
TC2100 looks somewhat further away than it did a few moves ago] 30...Kf6 31.Nf3 Rd5 32.h3 Nb2 33.Rd4 Rdc5 34.Ree4! [Novag Rooks are often dangerous in endgames - TC may have to play carefully for the next few moves if it is to keep winning chances in sight] 34...b5 [34...Nc4 was perhaps more secure] 35.Rd7! R5c4 36.Nd4 Rd2?! [36...Rc1 + 37.Kh2 Rd1 (or 37... Nd3) had to be played. The advantage swings over to JADE2!] 37.Rf4 + Kg6 38.Rg4 + Kh5 39.Rd8 [With Rh8 mate threat] 39...Rd1 + 40.Kh2 g5 41.f4!

f6 42.fxg5 f5? [TC2100 is actually losing now, and needed 42...fxg5 43.Rg8 Fcxd4 44.R4xg5 + Kh6 to realistically stay in the game] 43.g6! fxg4 44.g7 g3 + [44...Rdxd4 45.Rh8 + Kg5 46.g8Q + Kf4 doesn't turn out much better after 47.Qxg4 + Ke3 48.Qxe6 +] 45.Kxg3 Rc3 + 46.Kh2 Rxd4 47.Rh8 + Kg6 48.g8Q + Kf5 49.Qf8 + Ke5 50.Qg7 + Kd5 51.Rd8 + Kc4 52.Qxd4 + Kb3 53.Rb8 Nd3 54.Rxb5 + Kc2 55.Ra5 Nc1 56.Rc5 Rxc5 57.Qxc5 + Kb1 58.Qc3 e5 59.g4. Well, TC certainly had good chances in the earlier middle-game, but that's 1-0. Game 2 was a very even draw, so we move on to game 3.

**T/CHAMP 2100 (2040) - JADE2 (2080)**

[G28] Eric's G/60 (3), 1995

1.e4 e5 2.Nc3 Nf6 3.Bc4 Nc6 4.d3 Bb4 5.Nf3 d6 6.0-0 Bxc3 [JADE2 out of Book here] 7.bxc3 0-0 [TC had expected Na5, so also goes out of Book] 8.Bg5 h6 9.Bh4 Bg4 10.a3?! g5 11.Bg3 Na5 12.Ba2 Nh5 13.Rb1 Rb8 14.d4! [A well-timed central thrust] 14...Nxc3 15.fxc3 Nc6 16.Bd5 Bd7 17.Qd2 Qe7 18.h4! [A bit bold! 18.Ne1, then perhaps Qe3 was more solid, though less inspiring] 18...g4 [DIAGRAM. As we now show, TC had winning chances in this game too] 19.Nh2 [I had expected the follow-up to h4!? to be 19.Qxh6! gxf3 20.Qg6 + Kh8 21.Qh6 + Kg8 22.Rxf3 Nd8 23.Rf6 which is, I



believe, winning. But TC's horizon stops seeing a possible draw by repetition and so plays a different line, still looking for a win. 19.Nxe5! also works! 19...Nxe5 (19...dxe5 20.Qxh6!) 20.Qxh6] **19...Kg7 20.Qd1 h5 21.Qd3 a6 22.Rb2 f6 23.Rfb1 Na5 24.Rd1?** [24.Nf1 b5 (24...f5 25.Nd2 White -60) 25.Ne3 White -55 is better. 24.Rf1 returning the Rook to f1 is less embarrassing for Computers than humans, and was also possibly better] **24...f5! 25.dxe5?! dxe5 26.Rb4 Rbd8 27.Qe3 b6 28.Rd2 Nc6 29.Rc4 f4 30.gxf4!** [The TC eval, having been -110 a few moments ago, strangely improves to -10 with this good move. The JADE2 eval also starts to show temporary signs of uncertainty] **30...exf4 31.Qe2 b5 32.Bxc6 bxc4 33.Bxd7 Rxd7 34.Rxd7 Qxd7 35.Qxc4 f3! 36.gxf3 gxf3** [JADE2 reaches the height of its uncertainty here, with a mere +58 figure; TC has -100, but I believe either could have shown +/-200 quite reasonably!] **37.Qd4+** [Regrettable for TC, but unavoidable because of the f3/Pawn and the possibilities of Black's Queen reaching White's second rank] **37...Qxd4+ 38.cxd4 Rf4 39.Kf2 Rxh4 40.Nxf3 Rxe4 41.Ng5 Rg4 42.Ne6+ Kf6 43.Nxc7 h4! 44.Nd5+ Kg5 45.Ne3 Rxd4 46.c4 h3** [And Black completed the win easily at move 60] 0-1

### JADE2 (2080) - T/C 2100 (2040)

[D01] Eric's G/60 (4), 1995

**1.Nc3?! [JADE2 has a fascinating Opening Book!] 1...d5 2.d4 Nf6 3.Bg5 Nbd7 4.Nf3 h6 5.Bxf6** [JADE2 drops out of Book playing this. TC goes out as well, having expected Bh4] **5...Nxf6 6.e3 e6 7.a3 Be7 8.Bb5+ c6 9.Bd3 c5 10.dxc5 Bxc5 11.0-0 0-0 12.Qd2 b6 13.Nd4 e5** [13...Bb7 seems preferable, but I still felt that TC had a small plus and its eval was +40 in fact, with JADE2 showing =] **14.Nb3 Bb7 15.Rfd1!** [Not 15.Nxc5?! bxc5 16.Rfd1 which leaves Black with an imposing Pawn centre] **15...Qe7 16.Nxc5?! [16.Bf5!] 16...bxc5 17.b3 e4?! [17...d4 18.Ne2 Rfd8 was better] 18.Be2 Rfd8 19.Na4 Rac8 20.Qa5! Ba8 21.c3 Rd7 22.Ra2** [Preparing to double Rooks on the d-file one assumes, enabling a challenge on the centre with c4 to be made. A good plan which can bring JADE2 right back into the game] **22...Rcc7?! [22...Rdc7 would be better here; 22...c4!? 23.bxc4 dxc4] 23.Rad2! Rd8 24.c4! Rdd7 25.Nc3! dxc4** [If 25...d4 26.Nb5 Rc8 27.exd4 maybe Black is nearer to equal than in the game] **26.Rxd7 Rxd7 27.Rxd7 Qxd7 28.Bxc4 Qe7 29.Na4**

[JADE2 has completely outplayed its opponent over the last few moves, but TC's eval never actually drops below -50 right through to move 50!] **29...Ne8 30.Qxc5 Kf8 31.Kf1 g6 32.Ke2 f5 33.h3 Nd6 34.Bd5 Bxd5 35.Qxd5 Kg7 36.Qd4+** [Here JADE2 shows +237, T/C -20! Two completely different levels of understanding regarding the extra Pawn and the structure of distant passed Pawn. Incidentally I checked on GENIUS, and it has White +79!] **36...Kh7 37.Nc3 Ne8 38.b4 Nf6 39.Nd5 Nxd5 40.Qxd5 h5 41.g3 Kh6 42.h4! Kh7 43.Qd4 Kg8 44.Kd2 Kf8 45.a4 Ke8 46.Kc3 Kf7 47.Qd5+ Kf6 48.Qc6+ Kf7 49.Kc4 Qe5?** [Possibly not the best defence. But 49...Qd8 50.Qd5+ Ke7 51.Qxd8+ Kxd8 also fails finally to 52.Kd5! Another try is 49...Kg7 50.Kb5 Kh6 51.a5 Qe5+ which was the GENIUS3 proposal, but 52.Ka6 Qb2 53.Qa8! still wins clearly enough] **50.Qd7+! Qe7** [Even here TC still has that same -20?! Once the Queens come off next move it finally sees that it is indeed lost] **51.Qxe7+ Kxe7 52.Kb5 Kd6 53.Ka6 f4 54.gxf4 Ke6 55.Kxa7 g5 56.fxg5 Ke5 57.a5 1-0**

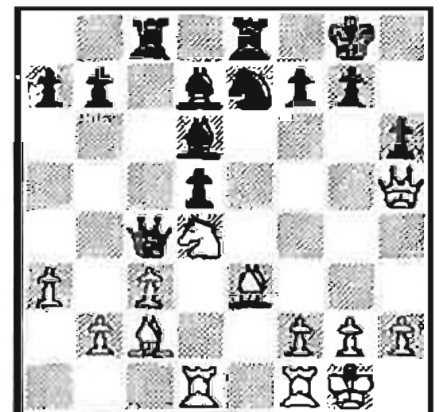
So it's a deafening 3½-½ for the JADE2, as TC seems able to get decent middle game positions for itself but is then outplayed either in complications or in the endgame.

### T/CHAMP 2100 (2040) - JADE2 (2080)

[C09] Eric's G/60 (5), 1995

**1.e4 e6 2.d4 d5 3.Nd2 c5 4.exd5 exd5 5.Ngf3 Nc6 6.Bb5 Bd6 7.0-0 Nge7 8.dxc5 Bxc5 9.Nb3 Bd6 10.Nbd4** [JADE2 goes out of Book here. The position is equal, but uneven due to (once more) an isolated Q-Pawn... this time Black's!] **10...0-0 11.a3 Bg4** [TC had expected Nxd4, so also goes out of Book. Both programs seem quite well prepared in the French] **12.Qd2 Qb6 13.Ba4 Nxd4 14.Nxd4 Rac8 15.c3 Qa5?! [15...Be5 is better] 16.Bc2 Rfe8 17.Qg5 Bd7 18.Be3 Qc7 19.Qh5** [Played with an = eval, expecting the unlikely f5?! As usual TC has acquitted itself well in the early middle game] **19...h6 20.Rad1! Qc4?!**

[DIAGRAM. TC is presented with a chance to gain a



winning position. 20...b6 or a5 were pleasantly quiet moves] **21.Rfe1?! [But TC misses the apparently marvellous chance to get a point back quickly with 21.Bxh6! g6 (21...g6 22.Qg5 W + 133; 21...Qc7 22.Be3 g6 [W + 140]) 22.Qxh6 W + 240!] 21...Qa2? [The JADE2 gets away with this only because White again fails to find the winning move. 21...Qc7 was correct] 22.Rd2?! [22.Bxh6 was again possible, and still gave White a good advantage. Is TC going to miss out again?] 22...Qc4 23.Bb3 Qa6 24.Rde2 Qa5 25.Bf4 Qc5 26.Bxd6 Qxd6 27.Bc2 [TC still showed +50 here, and JADE2 -25] 27...Ng6 28.Nf5 Rxe2 29.Rxe2 Qc5? [29...Qb6! was correct, maintaining protection along the 6th rank] 30.Nxh6 +! [Not hard to find, but still worth an !] 30...g6 31.Bxg6! Rf8 32.Be4 Qc4 [TC has +200 and a real chance after all of pulling one back after all; JADE2 showed -266] 33.Bxd5 Qd3 34.Re1 b6 35.Bb3 Kg7 36.Qe5 + Kg8 37.Rd1 Qb5?! [37...Qf5 was better, to keep the JADE2's Queen closer to the coming action] 38.Qg3 + Kh7 39.Bc2 + Bf5 40.c4 Qc5 41.Rd5 Qxd5 42.cxd5 Bxc2 43.Qc7 Bg6 44.h3 Bf5 [JADE2 actually resigned here - it's a feature many users like but I think Novag's are a little generous sometimes when there is still some piece-power on the board and I played on for a few more moves] 45.d6 a6 46.d7 Rg8? [46...Bxd7 47.Qxd7 b5 is better, though I would probably have still switched off any moment now!] 47.d8Q Rxd8 48.Qxf7 + Kh8 49.Qf6 + Kh7 50.Qxd8 1-0**

**JADE2 (2080) - T/C 2100 (2040)**  
[A43] Eric's G/60 (6), 1995

**1.d4 c5 2.dxc5 e6 3.Nc3 Bxc5 4.Ne4 d5 5.Nxc5 Qa5 + 6.c3 Qxc5 7.e4 Ne7** [TC is out of Book here, and JADE2 goes out with its next having expected 7... dxe] **8.Be3** [JADE2 spent a surprising 5 mins on this move, but reads +25 at this early stage of the game] **8...Qc6 9.Qg4 0-0 10.exd5 exd5 11.Qh5?! [11.Qf3 might have been better. Strangely, after the move actually played both Computers evaluate themselves as losing! each showing themselves around -30 11...Nf5 12.Bf4] 11...Nf5 12.Bf4?! [12.0-0-0!? looks like an improvement, especially when we see TC's fine reply to the move played in the game!] 12...d4! [Putting the question of who is to have the isolated Q-Pawn in this game. In fact it's a sharp little move all round!] 13.Qf3! [Reading -87, but this is an excellent find compared with some alternatives I looked at. 13.Be5?? Re8!; 13.Bxb8?**

**Re8 +!; 13.cxd4?! Qe4 +!** is also good for Black] **13...Re8 + 14.Kd1 dxc3** [TC has a rather conservative +40, JADE2 shows -100 which seems an accurate eval of the current state of affairs] **15.Qxc6 Rd8 + ?!** [I rather prefer the immediate and simple 15...Nxc6 16.bxc3 Be6 which evals at around B + 40] **16.Kc2! Nxc6 17.Kxc3** [17.bxc3 seems a good alternative, prophylactically reducing the scope of the enemy Knights to a great degree with the denial of access to d4] **17...Be6 18.b3** [White will be okay now IF he can complete his K-side development] **18...Rac8 19.Kb2 Nb4 20.Rc1 Rxc1 21.Bxc1 b6** [We now have TC showing +20, and JADE2 -20. How will this end up? Thus far my my view has been that the Novag is slightly better in the endgames - can it "prove" it and win from here in the final game?] **22.Bf4 Nd4 23.Bd2?! [23.Be3! was better 23...Ndc2 (23...Nxa2?? 24.Kxa2)] 23...Nxa2!! [A splendid find! JADE2 expected Nd5 and I thought TC might not have time to search deeply enough to find that Nxa2 works. In fact TC shows +60, and JADE2 immediately dropped to -125!] 24.Bg5 [24.Kxa2?! The difference now is that the Bishop is en prise at d2 after Black moves his d4/Knight, so material loss cannot be avoided. 24...Nxb3 25.Bc3 Rd1 26.Nh3 Nd2 +! 27.Ka3 Nxf1 and the a/b-Pawns should win from here] 24...f6 25.Bxf6!** [Excellent! One good surprise after another from both programs. However this doesn't change the fact that Black is clearly winning now] **25...gxf6 26.Kxa2 a5?! [Perhaps unnecessarily clever this time. 26...Nxb3! 27.Ka3 Rd2 was both simple and strong] 27.Bc4! Bxc4 28.bxc4 Rc8 29.Nh3 Rxc4 30.Rd1 [Can JADE2 yet salvage a draw?] 30...b5 31.Re1 Kf7!** [Can't be criticised. However let's look at an alternative and rather aggressive choice: 31...b4 32.Re7 b3 + 33.Kb1 a4 34.Ra7 Nb5 does indeed also look to be well on the way to the win] **32.Kb2 a4 33.Ra1 Rc2 + [33...Ke6 is also okay, as is; 33...Nc2! 34.Rd1 b4!] 34.Kb1 Ke7 35.Ra3! Re2! 36.Rg3?! Kd6! 37.Rg4 Kc5 [37...Ne6? The '?' was a note I made during the game. Afterwards I couldn't really see what was 'so' wrong with it! If 38.Rb4 Kc5 and Black should still win okay. 37... Rd2 was also strong!] 38.Nf4 Rd2 39.Rg3 b4 40.Kc1 Rc2 + 41.Kb1 Kc4 42.Ne6 Rxf2 43.Rg4 Rf1 + 44.Kb2 Rd1 45.Rh4 a3 + 46.Ka2 Rd2 + 47.Kb1 b3 48.Rxd4 + Rxd4 49.Nxd4 Kxd4** [And, as we sometimes like to say, "I could beat Kasparov from here"] 0-1 and a final score of just 3½-2½ to JADE2. Other scores in as I complete this article indicate a JADE2 grade of around 183 BCF/2065 Elo.

# Novag SAPPHIRE v Meph BERLIN PRO (from John Rhodes)

□ **Sapphire**

■ **Berlin Pro**

Match Game 1/10 (40 moves in 2 hours) 1995

1.b4 c6 2.d4 d5 3.Nf3 Bf5 4.Nbd2 e6 5.c3 Nf6  
6.Nh4 Bg4 7.h3 Bh5 8.g4 Bg6 9.Nxg6 hxg6 10.g5  
Nh7 11.Nf3 Be7 12.h4 a5 13.Bd2 axb4 14.cxb4  
Nd7 15.Bh3 Nh8 16.0-0 Bd6 17.Qc2 Qc7 18.Rfc1  
Nb6 19.a4 Nc4 20.a5 e5 21.dxe5 Nxe5 22.Re1  
Nxf3+ 23.exf3+ Be7 24.Be3 Nd7 25.Qe2 Qd8  
26.Qb2 Rh7 27.Qd4 f6 28.Be6 Ne5 29.Kg2 Qd6  
30.Bh3 Qxb4 31.Reb1 Qxd4 32.Bxd4 Nd3 33.Rxb7  
Nf4+ 34.Kg3 Ne2+ 35.Kg2 Nxd4 36.Re1 Kf8  
37.Rexe7 f5 38.Rf7+ Kg8 39.Rfd7 Ne6 40.Re7  
Nc5 41.Rbc7 Kf8 42.f4 Nd3 43.Kg3 Nc5 44.h5  
Rxh5 45.Rf7+ Ke8 46.Rxg7 Kd8 47.Rxc6 Rxa5  
48.f3 Ne4+ 49.fxe4 Ra3+ 50.Kg2 Ra2+ 51.Kg1  
Rxh3 52.Rb6 Kc8 53.exd5 Rg3+ 54.Kf1 Rf3+  
55.Kg1 Rg3+ 56.Kf1 Rf3+ 57.Kg1 Rg3+  
½-½

□ **Berlin Pro**

■ **Sapphire**

Match Game 2/10 (40 moves in 2 hours) 1995

1.Nf3 Nf6 2.g3 g6 3.Bg2 Bg7 4.0-0 0-0 5.d4 d6  
6.c4 Nc6 7.d5 Ne5 8.Nxe5 dxe5 9.Nc3 Qd6  
10.Nb5 Qd8 11.Bg5 h6 12.Be3 Bd7 13.Nxa7 e4  
14.Qb3 c6 15.dxc6 bxc6 16.Rfd1 Qc7 17.Qb6  
Qxb6 18.Bxb6 Rfb8 19.e5 Rb7 20.e3 Rbxa7  
21.Bxa7 Rxa7 22.a3 Nd5 23.Rd2 Rb7 24.Rb1 Bc3  
25.Rc2 f5 26.Rd1 Bf6 27.Rxd5 cxd5 28.c6 Bxc6  
29.Rxc6 Rxb2 30.Bf1 Kf7 31.Re1 Ra2 32.Rc5 e6  
33.Rc7+ Be7 34.Ra7 Kf6 35.Bb5 Bb4 36.Kf1  
Rxa3 37.Rxa3 Bxa3 38.Bc6 g5 39.Ke2 g4 40.Ke1  
Bb4+ 41.Kd1 Bc3 42.Ke2 Ke7 43.Kd1 Kd6  
44.Bb5 e5 45.Bf1 d4 46.h3 d3 47.hxg4 fxg4  
48.Bg2 Kd5 49.Bh1 Bb4 50.Bg2 Ba5 51.Bh1 Bc3  
52.Bg2 Bb4 53.Bh1 h5 54.Bg2 Ba5 55.Bh1 Bc3  
56.Bg2 Bb4 57.Bh1 Ba5 58.Bg2 Bc3 59.Bh1 Bb4  
60.Bg2 Be7 61.Ke1 h4 62.gxh4 Bxh4 63.Bh1 Be7  
64.Bg2 Bb4+ 65.Kd1 Be7 66.Bh1 Bc5 67.Kd2  
Be7 68.Bg2 Bb4+ 69.Kd1 Bc3 70.Bh1 Ba5 71.Bg2  
Bd8 72.Ke1 Bh4 73.Bh1 g3 74.fxg3 Bxg3+  
75.Kd2 Bh4 76.Bg2 Be7 77.Bh1 Bc5 78.Bg2 Bb4+  
79.Kd1 Ba5 80.Bh1 Be7  
½-½

□ **Sapphire**

■ **Berlin Pro**

Match Game 3/10 (40 moves in 2 hours) 1995

1.d4 d5 2.c4 dxc4 3.e4 Nf6 4.e5 Nd5 5.Bxc4 Nb6  
6.Bb3 Nc6 7.Nf3 Bg4 8.Bxf7+ Kxf7 9.Ng5+ Ke8  
10.Qxg4 Qxd4 11.Qe2 Qxc5 12.Be3 Nd5 13.Nf3

Qf5 14.0-0 e6 15.Nc3 Rd8 16.Nxd5 Rxd5 17.Rfd1  
a6 18.Qc4 Bd6 19.Qb3 Rb5 20.Qc3 Qg6 21.Nd4  
Rh5 22.Nxc6 Rxh2 23.g3 Qh5 24.Qc4 Rh1+  
25.Kg2 Rh2+ 26.Kg1 Rh1+ 27.Kg2 Rh2+ 28.Kg1  
½-½

□ **Berlin Pro**

■ **Sapphire**

Match Game 4/10 (40 moves in 2 hours) 1995

1.e4 c6 2.d4 d5 3.Nd2 dxe4 4.Nxe4 Bf5 5.Ng3  
Bg6 6.Nf3 Nd7 7.h4 h6 8.Bd3 Bxd3 9.Qxd3 Qc7  
10.Bd2 e6 11.0-0-0 Ngf6 12.Rde1 0-0-0 13.Qb3  
Bd6 14.Ne4 Nxe4 15.Rxe4 Nf6 16.Reel Bf4  
17.Bxf4 Qxf4+ 18.Kb1 Rhe8 19.g3 Qd6 20.c3  
Ng4 21.Ne5 Nxe5 22.Rxe5 f6 23.Re4 e5 24.Qf7  
Qd5 25.Qxd5 cxd5 26.Rg4 Re7 27.Re1 e4 28.h5  
Rd6 29.Rf4 Ree6 30.Rf5 Rd7 31.Kc2 Rdd6 32.e4  
dxc4 33.Kc3 Ra6 34.a3 Re8 35.Kxc4 Kd7 36.Rd5+  
Rd6 37.Re2 b6 38.Rxd6+ Kxd6 39.Rc2 Re8+  
40.Kb3 Rxc2 41.Kxc2 Kd5 42.Kc3 Kc6 43.a4 Kd5  
44.g4 a6 45.b4 a5 46.b5 Kd6 47.Kd2 Ke6 48.Ke2  
Kd6 49.f3 exf3+ 50.Kxf3 Kd5 51.Ke3 Kd6 52.Ke4  
Ke6 53.d5+ Kd6 54.Kf5 Kxd5 55.Kg6 Ke4  
56.Kxg7 f5 57.gxf5 Kxf5 58.Kxh6 Kf6 59.Kh7  
Kf7  
½-½

□ **Sapphire**

■ **Berlin Pro**

Match Game 5/10 (40 moves in 2 hours) 1995

1.d4 e6 2.c4 Nf6 3.Nf3 b6 4.a3 Bb7 5.Nc3 d5  
6.cxd5 Nxd5 7.Qc2 Nxc3 8.bxc3 Be7 9.e4 0 0  
10.Bd3 e5 11.e5 cxd4 12.cxd4 Bxf3 13.gxf3 Nd7  
14.Bxh7+ Kh8 15.Be4 Rc8 16.Qa4 Qc7 17.0-0  
Qc4 18.Qxc4 Rxc4 19.Bb2 Bg5 20.Bd3 Rcc8  
21.Bc1 Be7 22.Be3 Rc3 23.Bb5 Nb8 24.Rfc1 Rfc8  
25.Rxc3 Rxc3 26.Re1 Rxc1+ 27.Bxc1 a6 28.Bd3  
b5 29.f4 Nc6 30.Bb2 Na5 31.f5 Nc4 32.Bxc4 bxc4  
33.Kf1 exf5 34.Kc2 Bg5 35.d5 Kg8 36.Bd4 Kf8  
37.Kd1 Bd8 38.Kd2 Ba5+ 39.Bc3 Bb6 40.Bb4+  
Ke8 41.f4 a5 42.Bd6 Bd4 43.e6 fxe6 44.dxe6 a4  
45.h4 g6 46.Bb4 Bf6 47.Bc5 Bxh4 48.Kc3 Bg3  
49.Kxc4 Bxf4 50.Kd5 g5 51.Ke4 g4 52.Kd3 Bh6  
53.Bd6 Bf8 54.Bf4 Bxa3 55.Kc4 Bc5 56.Kxc5 a3  
57.Be5 a2 58.Bb2 f4 59.Kd4 g3 60.Ke4 g2 61.Bd4  
0-1

**ChessBase Printout.** John's report of the Match indicates he thought the **Sapphire** deserved a slightly closer final score, as the **B/Pro** was struggling to hold the ½ in some of the 7 (!) draws. The 3 conclusive games however all went to the Mephisto, which thus won 6½-3½.



□ Berlin Pro

■ Sapphire

Match Game 6/10 (40 moves in 2 hours) 1995

1.e4 e5 2.Nc3 Nf6 3.Nf3 Bb4 4.Bc4 0-0 5.0-0 Nc6 6.d3 Bxc3 7.bxc3 d5 8.exd5 Nxd5 9.Ng5 Na5 10.Bxd5 Qxd5 11.Ba3 Re8 12.c4 Qd7 13.Rb1 f6 14.Ne4 b6 15.Rc1 Nc6 16.Re3 f5 17.Ng5 h6 18.Nf3 Bb7 19.Bb2 e4 20.dxe4 Qxd1+ 21.Rxd1 fxe4 22.Rd7 Re7 23.Rxc7 Nxe7 24.Nd4 Kf7 25.Bc3 Rd8 26.g4 c5 27.Nb3 Rd1+ 28.Re1 Rxe1+ 29.Bxe1 Ng6 30.Bc3 Nh4 31.Nd2 Nf3+ 32.Nxf3 exf3 33.Bc5 Bc8 34.Bb8 Bxg4 35.Bxa7 Ke6 36.Bxb6 Kd6 37.Kf1 Bf5 38.Ke1 Bxc2 39.Kd2 Ba4 40.h4 g6 41.Bd8 Bd7 42.Bf6 h5 43.Kc3 Ba4 44.Bg5 Kc7 45.Bf4+ Kb6 46.Kd3 Bd1 47.Bg5 Be2+ 48.Kc3 Bf1 49.a4 Be2 50.Bd8+ Kb7 51.a5 Bf1  
½-½

□ Sapphire

■ Berlin Pro

Match Game 7/10 (40 moves in 2 hours) 1995

1.Nf3 e5 2.c4 Nc6 3.d4 cxd4 4.Nxd4 g6 5.Nxc6 bxc6 6.Qd4 Nf6 7.Nc3 Bg7 8.e3 Bb7 9.Bd2 0-0 10.c5 d5 11.cxd6 exd6 12.0-0-0 c5 13.Qa4 Qb6 14.Qb5 Bc6 15.Qxb6 axb6 16.Be1 Rfd8 17.Kb1 h6 18.f3 d5 19.Bb5 Be8 20.Bxe8 Rxe8 21.Bh4 g5 22.Bf2 Rad8 23.Rd2 h5 24.Rhd1 Re5 25.h4 g4 26.f4 Ree8 27.Nxd5 Nxd5 28.Rxd5 Bf6 29.Rxd8 Rxd8 30.Rxd8+ Bxd8 31.e4 Bc7 32.g3 Kf8 33.Kc2 Ke7 34.Kc3 Kd7 35.Kc4 Kc6 36.a4 Bd6 37.Be1 Be7 38.Bc3 Bd6 39.b4 cxb4 40.Bxb4 Bc7 41.e5 Bb8 42.Be1 Bc7 43.Bc3 Bd8 44.f5 Bc7 45.f6 Kd7 46.Kb5 Bd8 47.Ka6 Kc6 48.Ka7 Bc7 49.Bd4 b5 50.axb5+ Kxb5 51.Kb7 Ba5 52.e6 fxe6 53.Be5 Bd2 54.Kc7 Kc5 55.Kd7 Kd5 56.f7 Bh6 57.Bf4 Bg7 58.Bc7 e5 59.Ke8 e4 60.Bf4 Kd4 61.Bg5 Kd3 62.Bf6 Bh6 63.Bd8 e3 64.Bg5 Bg7 65.Bf6 Bh6 66.Bg5 Bg7 67.Bf6 Bh6 68.Bg5  
½-½

□ Berlin Pro

■ Sapphire

Match Game 8/10 (40 moves in 2 hours) 1995

1.Nf3 c6 2.d4 d5 3.c4 Nf6 4.Nc3 dxc4 5.a4 Bf5 6.e3 e6 7.Bxc4 Bb4 8.0 0-0 9.Nh4 Bg4 10.f3 Bb5 11.g4 Bg6 12.e1 Nbf7 13.g5 Nc8 14.Nxg6 hxg6 15.Be3 Qb6 16.Kg2 Rd8 17.Qe2 Qa5 18.Rfc1 Nb6 19.Bb3 Bd6 20.Qc2 Nc7 21.Ne2 Na6 22.Ng3 Nb4 23.Qe2 Rd7 24.f4 Kh7 25.f5 exf5 26.Nxf5 Bc7 27.Ng3 Re8 28.Rf1 Ree7 29.e5 N6d5 30.Bd2 Qb6 31.Qe4 Kg8 32.Ne2 Bb8 33.Rf3 a5

34.Qh4 Qa6 35.Ng1 Re8 36.Raf1 Ba7 37.Bc3 Rce7 38.Rh3  
1-0

□ Sapphire

■ Berlin Pro

Match Game 9/10 (40 moves in 2 hours) 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 Be7 10.Be3 Nc5 11.Bc2 Bg4 12.Nbd2 Ne6 13.Qb1 Bh5 14.a4 b4 15.Bf5 bxc3 16.bxc3 Bg6 17.Qc2 0-0 18.Bxg6 hxg6 19.Rfb1 Bc5 20.Qd3 Bxc3 21.Qxe3 Qd7 22.Nb3 Rab8 23.Nbd4 Rfe8 24.Nxe6 Rxb1+ 25.Rxb1 Qxe6 26.Re1 Qd7 27.Qc5 f6 28.exf6 Rxe1+ 29.Nxe1 gxf6 30.Nd3 Ne5 31.Qd4 Nxd3 32.Qxd3 Qe8 33.Qxd5+ Kg7 34.Qd1 Qc5 35.Qd7+ Kf8 36.Qd2 Kf7 37.f4 Qe8 38.Qa2+ Kg7 39.Kf2 Qe4 40.g3 Qh1 41.Ke3 Qe1+ 42.Kd3 Qd1+ 43.Kc4 g5 44.fxg5 fxg5 45.a5 Qf1+ 46.Kc5 Qf6 47.Qd2 Qc5+ 48.Kc6 Qxa5 49.Qd4+ Kg6 50.e4 Kh5 51.e5 Kg6 52.g4 Qa2 53.Kxc7 a5 54.Qd6+ Kh7 55.e6 a4 56.Kd8 Qg8+ 57.Kd7 Qg7+ 58.Ke8 Qg8+ 59.Kb7 Qb3+ 60.Ka7 a3 61.Qe7+ Kg6 62.h4 Qa4+ 63.Kb6 Qb3+ 64.Kc7 gxh4 65.Qe4+ Kg7 66.Qe5+ Kf8 67.Qh8+ Kf7 68.Qxh4 a2 69.Qh5+ Kg7 70.Qg5+ Kf7 71.Qf4+ Kg8 72.Qd4 Qb1 73.Qd5+ Kg7 74.Qg5+ Kf7 75.Qf4+ Kg6 76.Qd6+ Kg5 77.Qe5+ Kxg4 78.Qd4+ Kf3 79.Qc3+ Ke4 80.Qc4+ Ke3 81.Qc5+ Kd3 82.Qd5+ Ke2 83.Qh5+ Ke3 84.Qe5+ Kd2 85.Qd4+ Kc2 86.Qg4+ Kd3 87.Qf3+ Kc4 88.Qe2+ Kd5 89.Qh5+ Kc4 90.Qg4+ Ke5  
½-½

□ Berlin Pro

■ Sapphire

Match Game 10/10 (40 moves in 2 hours) 1995

1.e4 e5 2.Nf3 d6 3.c3 Nf6 4.Be2 c6 5.0-0 Be7 6.Qc2 Nc6 7.d4 cxd4 8.cxd4 0-0 9.Bg5 Qb6 10.e5 Nd5 11.Bxe7 Ndx7 12.Bd3 Ng6 13.Bxg6 hxg6 14.Rd1 Bd7 15.exd6 Nd8 16.Ne5 Qxd6 17.Qc5 Qxc5 18.dxe5 Ba4 19.Rd2 Be8 20.Nc3 Nc6 21.Nc4 Re8 22.Nd6 Rd8 23.Rad1 Rd7 24.h3 f5 25.Ncb5 Bf7 26.Nxf7 Rxd2 27.Rxd2 Rxf7 28.Rd6 Re7 29.h4 Kf7 30.Rd3 e5 31.Nd6+ Kg8 32.Rb3 Nd8 33.Re3 Nc6 34.Rg3 Kh7 35.Rb3 Nd8 36.Ra3 Re7 37.Rxa7 Rxc5 38.Ra8 Rc1+ 39.Kh2 Ra1 40.Rxd8 g5 41.Rb8 Rxa2 42.Rxb7 Kg6 43.h5+ Kxh5 44.Nxf5 Kg6 45.Nxg7 e4 46.Ne6 Kf5 47.Nd4+ Kf6 48.Rb6+ Ke5 49.Nc2 Ra8 50.Kg3 Re8 51.Ne3 Re1 52.Rg6 Rb1 53.Rxg5+ Kc6 54.Nc4 Kd7 55.Re5 Kc6 56.Rxe4 Kc5 57.Kf4 Rh1 58.g4 Rh2 59.f3 Rh8 60.g5 Rf8+ 61.Kg4 Rg8 1-0

## RESULTS SECTION

## FINAL STANDINGS OF THE THIRD GODESBERG GM TOURNAMENT

Player	Elo	1	2	3	4	5	6	7	8	9	10	11	12	Pts
1. GM Igor Glek (RUS)	2590	x	1/2	1/2	1/2	1/2	1	1/2	1	1	1	1	1	8 1/2
2. GM Yury Piskov (RUS)	2540	1/2	x	1/2	1/2	1/2	1/2	0	1	1/2	1	1	1	7
3. GM Edvins Kengis (LAT)	2575	1/2	1/2	x	1/2	1/2	0	1	1	1	1/2	1/2	1/2	7
4. IM Roman Slobodjan (GER)	2465	1/2	1/2	1/2	x	1/2	0	1	1	1	1/2	1/2	1/2	6 1/2
5. IM K.-H. Podzielny (GER)	2455	1/2	1/2	1/2	1/2	x	1	1/2	1/2	0	1/2	1	1	6 1/2
6. IM J.-U. Maiwald (GER)	2455	0	1/2	1	1	0	x	1/2	0	1/2	1/2	1	1	6
7. Fritz3 (GER)	xxxx	1/2	1	1/2	0	1/2	1/2	x	1/2	1/2	0	1/2	1	5 1/2
8. GM Aloyzas Kveinys (LIT)	2525	0	0	1/2	0	1/2	1	1/2	x	1/2	1	1	1/2	5 1/2
9. FM Joachim Wintzer (GER)	2335	0	1/2	0	0	1	1/2	1/2	1/2	x	1/2	1	1/2	5
10. IM Alfred Korczesz (GER)	2365	0	0	0	1/2	1/2	1/2	1	0	1/2	x	0	1/2	3 1/2
11. Sascha Grimm (GER)	2315	0	0	0	1/2	0	0	1/2	0	0	1	x	1	3
12. IM Detlev Heinbuch (GER)	2355	0	0	0	1/2	0	0	0	1/2	1/2	1/2	0	x	2

From **Bryan Whitby** whose new TRAVEL CHAMPION 2100 has been getting some good results against early FRITZ1/2 programs. Bryan also comments on how pleased he is with the design and board size (join the clan!):

Time Control: 60/15

TC2100 5 1/2-4 1/2 C'MASTER 3000 386

TC2100 7-3 FRITZ1 386

TC2100 8-2 FRITZ2 386 (!)

**David Egdoll** has been trying the new CD-ROM VIRTUA Chess with quite decent results. However he warns that his copy is "bug ridden and can crash for no apparent reason".

**Dave Burtonshaw** has e-mailed similar comments on the Internet. Both are using 486 machines.

**Goran Grotting** has completed 5 min Blitz games with HIARCS3 and W CHESS in his auto-test Tournament. Incidentally for folk with 2 PC's who wish to run PC prog-PC prog games at their choice of time control, the AUTO-TEST PC disk, link and manual is available on special order for £89.99. Goran's results and placings are now:

## BLITZ 5 min AUTOPLAY Tourny

1	GENIUS3	241
2	GENIUS2	230
3	GENIUS1	216
4	FRITZ3	206 1/2
5	HIARCS3	186
6	W Chess	182
7	REBEL6	161 1/2
8	MChess PRO4	144 1/2
9	MChessPRO3.5	139 1/2
10	KALLISTO	93

I (**Eric**) have completed more games with the Mephisto RISC2, at G/60. Current Match scores are:

RISC2 4-2 W Chess 486/33

RISC2 3-3 MChess PRO4 486/33

RISC2 2 1/2-3 1/2 HIARCS3 486/33

RISC2 2-0 FRITZ3 486/33

My NovagJADE2 results, also at G/60, are:-

JADE2 3 1/2-2 1/2 TC2100

JADE2 4-2 Mephisto NIGEL SHORT

JADE2 4-6 DIAMOND

JADE2 13 1/2-10 1/2 ACADEMY (from **Al Cargill**)

Promised games from these Matches, as with one or two other items, are forced out due to major news and events happening elsewhere.

I have the **Welser Tournament** result, but it is somewhat confusing (and unequal) due to vastly different hardware being used. The Event was run using Auto-Testers where PC programs were involved, and some were on Pentium 90's and 60's, others on lesser 486/66 machines. "Lucky" FRITZ3 got a Pentium 90 and won, but as readers browse over the Table which follows they are urged to compare the equipment in use as it makes a big difference. In the circumstances we would have to say that GENIUS3 did extremely well.

1	FRITZ3	P/90	8 1/2
2	MChess PRO4	P/60	8
3	GENIUS3	486/66	7 1/2
4 =	HIARCS3	P/60	6 1/2
4 =	REBEL6	P/90	6 1/2
6 =	W Chess	486/66	6
6 =	GENIUS2	486/80	6
8	C'MASTER4000	P/60	5 1/2
9	KALLISTO	P/90	5
10	Tasc R30-1993	Risc30	4 1/2
11	GREIF	486/100	1 1/2
12	MILOBARUS	P/90	1/2

Some games next time... if there's room!

# The PC Schach **ENDGAME TEST** by Franz Maresch

19

The excellent response to our production of Larry KAUFMAN's "ONE HOUR TEST" in Issue 56 of the Computer Chess NEWS SHEET was accompanied by many requests for "more please". So, as promised when we published those results, here is the **COMPUTER ENDGAME TEST**.

*(Readers wanting a copy of the "ONE-HOUR TEST" can obtain one by sending a note of their name and address, with a cheque or postal order for £2 to the address on the front of this Magazine)*

In Austria the method was to record the result after exactly 10 mins on each position (so it would be easiest to set your Computer/Program on Infinite at the outset). However I would like readers to also mark down what the selected move was as the program passes the 3 minute mark! I think it will be interesting to see what difference there is in the resulting total scores - we will have a score for a typical 40/2 performance AND the 10 minute result will then also give an indication of the general endgame improvement potential as speeds increase yet further in the coming years via faster processors and larger memory for hash tables.

In fairness I also need to warn readers using old models that they may spend 10 mins on MANY of the positions and get a scoring result only very rarely! For example when a closely comparable test was run a couple of years ago I believe some scores achieved were:

- 4\_\_ Mephisto2, Novag Constellation3.6, Sargon3
- 5\_\_ Mephisto3, Chessmaster 2000, Novag Supremo, SciSys Mark5
- 6\_\_ Fidelity Sensory12, Advanced Star Chess/Super Enterprise, Mephisto Mondial
- 7\_\_ Fidelity Excellence

Perhaps "achieved" isn't quite the right word?!

The scores at the time of that test had a few different positions and was out of 40. The reason for changes to the test (which is here being produced with 35 positions) is that Ken Thompson's endgame CD-ROMs have revealed the existence of a number of additional winning (or drawing) lines.

I will have a good look at those during the next few weeks, with a view to perhaps printing them with the various alternative solutions for readers to assess themselves. At the moment it appears that in two of them almost any first move wins! However the best choices get the win quicker and it is more than likely that Computers NOT finding the BEST move/s will also then fail to find the correct continuations following their initial inferior choices. I.e they'd be getting points for nothing. Anyway we can look at those 'for fun' in the next issue.

Here are the various THEMES for the current TEST:

## **1-9 Pawn endings**

- 1 Co-ordinate squares
- 2 The King shut on the edge of the board
- 3 Rule of the square/Promotion with check
- 4 Conversion to Queen ending/Queen against h-Pawn on 7th/Mating pattern
- 5 Pawn sac' to gain the opposition
- 6 "Triangular" manouvre
- 7 Distant opposition
- 8 Blockade
- 9 Breakthrough

## **10 Knight endings**

- 10 Weakness of the Knight against a Pawn on the a or h-file/Knight sac'

**11-16 Bishop endings**

- 11 Create a second passed Pawn on the other side of the board
- 12 An easy way of forcing the draw
- 13 "Good" Bishop against "bad" Bishop/Fixing the Pawns
- 14 Sacrificing to force a breakthrough
- 15 "Good" Bishop against "bad" Bishop/Zugzwang
- 16 "Wrong-coloured" Bishop

**17-19 Bishop v Knight endings**

- 17 Exchange into endgame with with superior Pawn structure
- 18 "Good" Knight against "bad" Bishop/Breakthrough
- 19 Avoiding the draw ("a Knight cannot win a tempo")/Zugzwang

**20-31 Rook endings (the most frequently seen in practical play)**

- 20 The King must go to the side where the enemy King is
- 21 Exchange into Pawn endgame (with distant passed Pawn)
- 22 Keep the King away from the Pawn
- 23 Prepare transfer of Rook to the other side of the board
- 24 Tarrasch's rule ("Rooks behind passed Pawns")
- 25 Building a "fortress"
- 26 Passed Pawns must be supported by the King
- 27 Don't dawdle... act quickly!
- 28 Not the number, but the quality of passed Pawns decides
- 29 Counter-attack is better than passive defence
- 30 Lasker's manouvre/Deflecting the Rook to achieve promotion
- 31 Lucena's position/"Building a bridge"

**32-35 Queen endings**

- 32 Stalemate pattern/Forcing promotion of a Pawn on the 7th/"Cross check"
- 33 Mating pattern
- 34 Perpetual check
- 35 Avoid stalemate/Exchange into Pawn endgame

The Endgame Positions currently 'removed' for the moment are one involving Knights, three from the Rook section (including Philidor's position), and one on Queen centralisation.

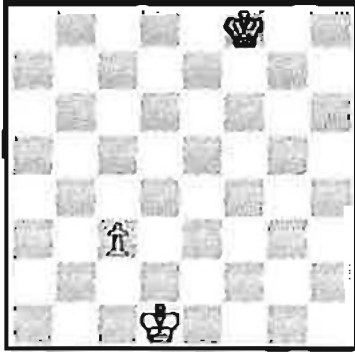
**PROCEDURE**

The Computer/Program should be set to INFINITE level, make sure that RANDOM is OFF, and perhaps set PERMANENT BRAIN to OFF, especially with Richard Lang's programs which can otherwise sometimes give differing results.

The moves the COMPUTER must find are marked in **bold** beneath each position. Some positions (19, 28 and 29 for example) require the Computer to find MORE THAN ONE KEY move. The moves that MUST be found in such continuations are also marked in **bold** print and should EACH receive 10 mins. This only applies in a few cases and where models FAIL to find the correct FIRST move they DON'T need checking further as they must find ALL bold moves in the continuation to score their one point! In all these continuations the moves in plain type are entered by the tester.

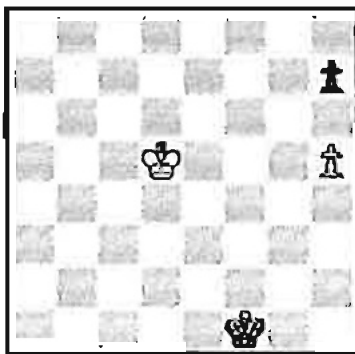
There is room under each position for noting your results, and following the TEST POSITIONS I have prepared a page where readers can SUMMARISE their COMPUTER DETAILS and RESULTS at both 3 mins and 10 mins. I hope readers will then be able to photocopy just that page and return it to me: *Eric Hallsworth, The Red House, 46 High St. Wilburton, Cambs CB6 3RA.*

Position 1. White to move



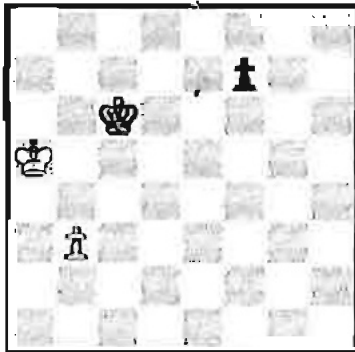
**1.Kc2**

Position 2. Black to move



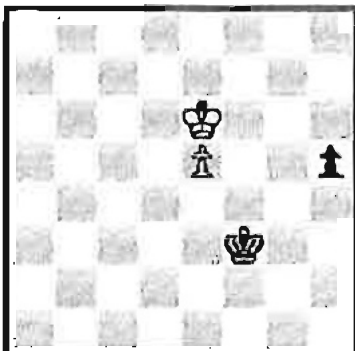
**1... Ke2**

Position 3. Black to move



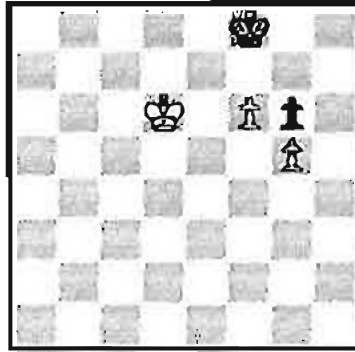
**1... Kd5**

Position 4. White to move



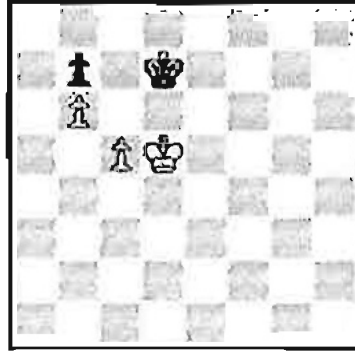
**1.Kf5**

Position 5. White to move



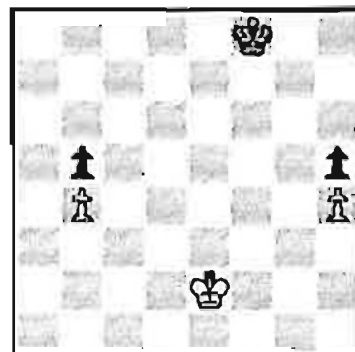
**1.f7**

Position 6. White to move



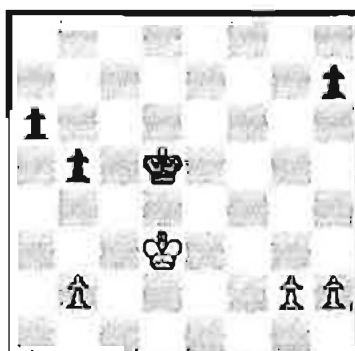
**1.Ke5/Kd4/Ke4**

Position 7. White to move



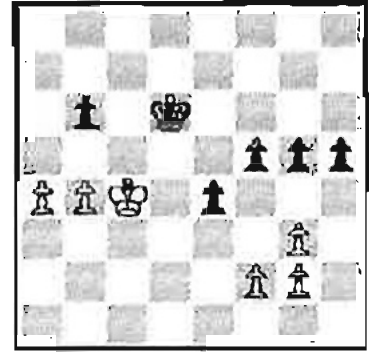
**1.Kd3**

Position 8. White to move.



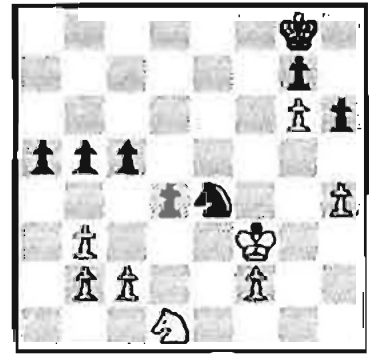
**1.b4**

Position 9. Black to move



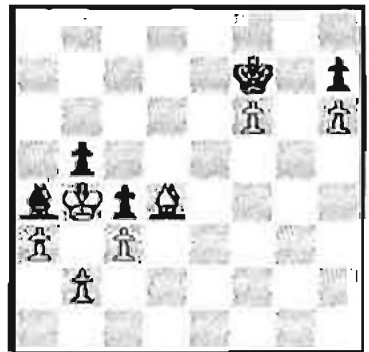
**1... f4**

Position 10. Black to play



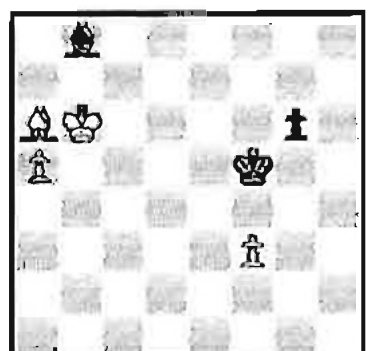
**1... Nc3**

Position 11. White to play



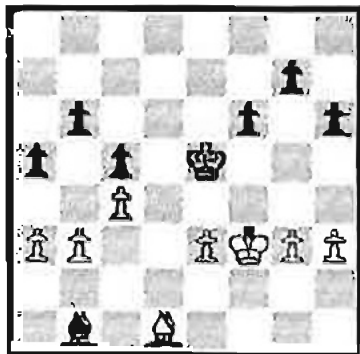
**1.b3**

Position 12. Black to play



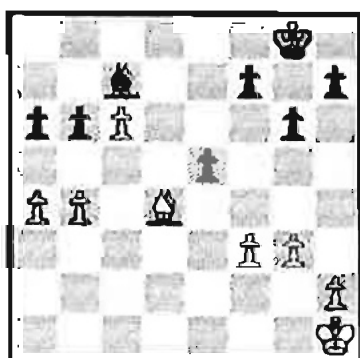
**1... Kf4**

Position 13. White to play



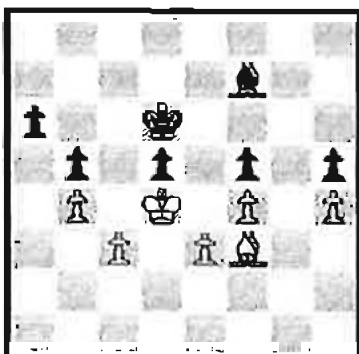
1.h4

Position 14. White to play



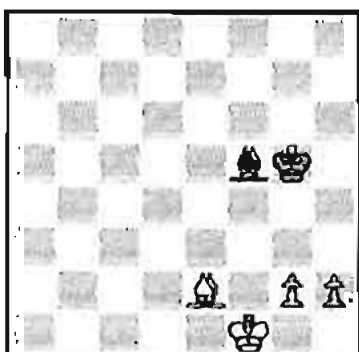
1.Bxb6

Position 15. White to play



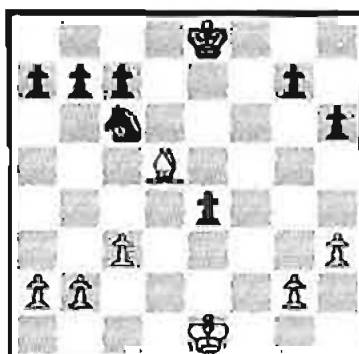
1.Be2 Be8 2.Bd3/Bd1  
or 1.Bd1 Be8 2.Be2/Bc2

Position 16. Black to play



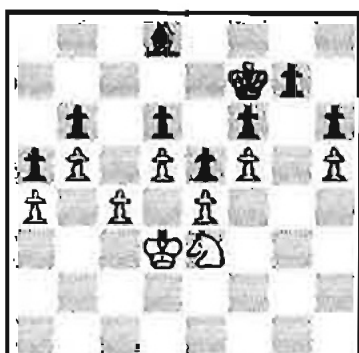
1... Bh3

Position 17. White to play



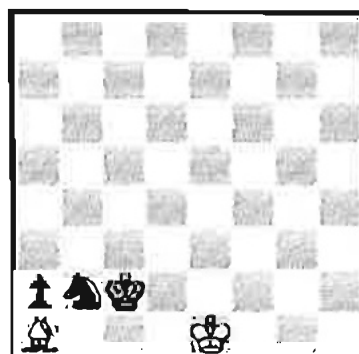
1.Bxc6+

Position 18. White to play



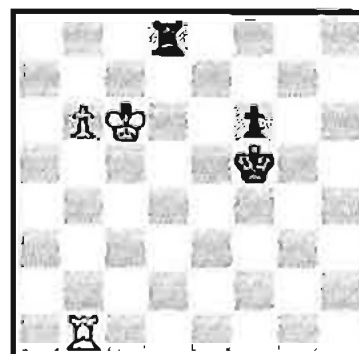
1.c5

Position 19. Black to move



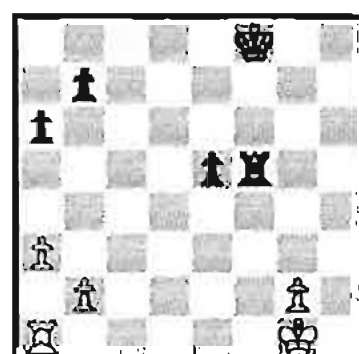
1... Kc1 2.Ke2 Nc4

Position 20. Black to move



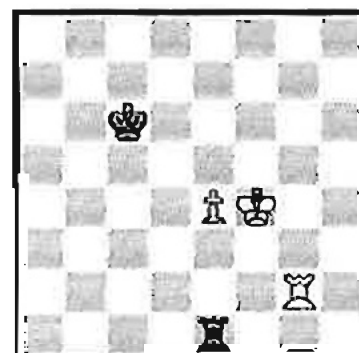
1... Ke4

Position 21. White to move



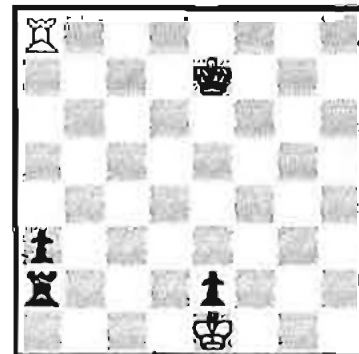
1.Rf1

Position 22. White to move



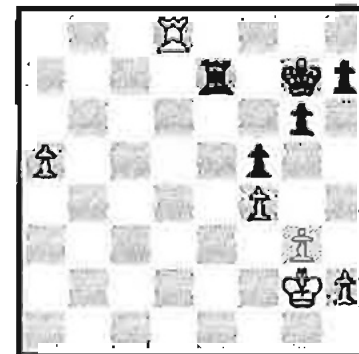
1.Rd2

Position 23. Black to move



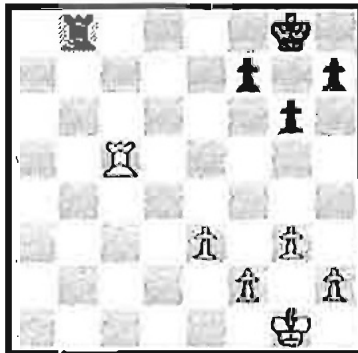
1... Ra1+

Position 24. White to move



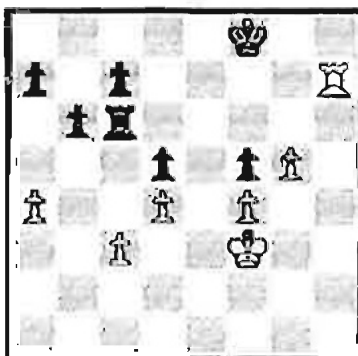
1.Rd2

Position 25. Black to move



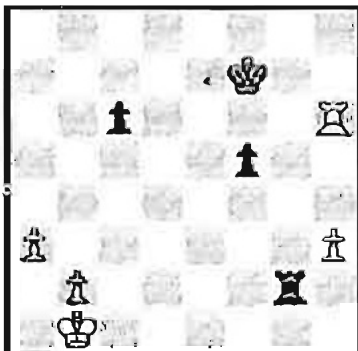
1... h5

Position 26. White to move



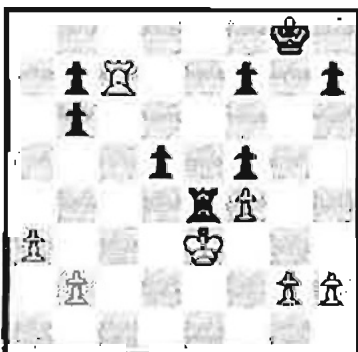
1.Kg3

Position 27. Black to move



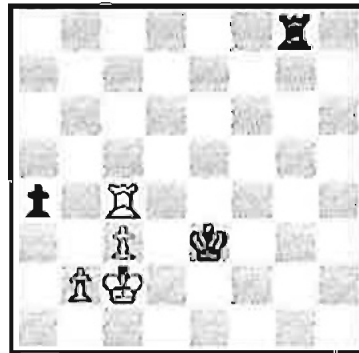
1... f4

Position 28. White to move



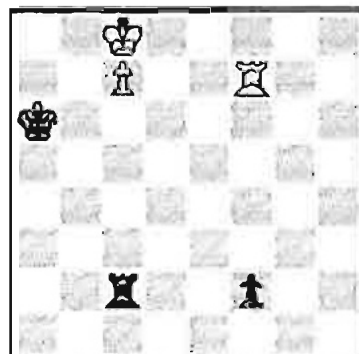
1.Kd3 Rxf4 2.Rxb7 Rf2  
3.Rxb6 Rxc2 4.a4

Position 29. Black to move



1... Rg2+ 2.Kb1 a3 3.bxa3  
Kd3 4.Rc8 Rg7/Rg6

Position 30. White to move



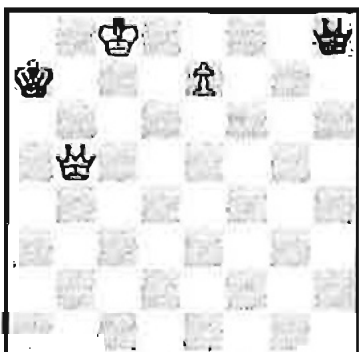
1.Kb8

Position 31. White to move



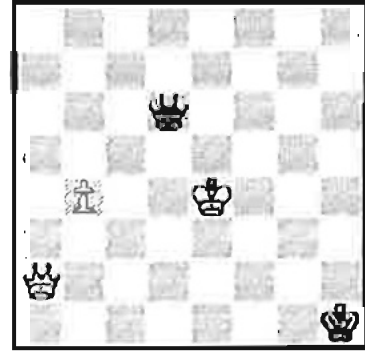
1.Re4 or  
1.Re5 Kd6 2.Kf7/Kf8

Position 32. White to move



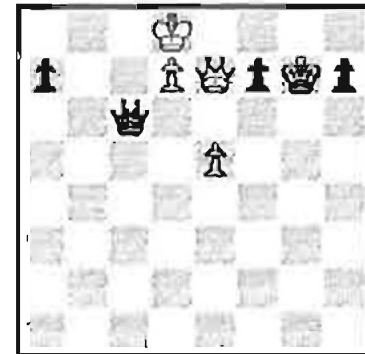
1.Kd7/Kc7

Position 33. White to move



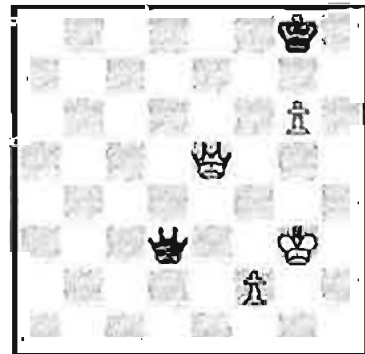
1.Qd5

Position 34. Black to move



1... Qb6+

Position 35. White to move



1.Kh4 Qxg6 2.Qg5 Kh8  
3.Qh5+

Well, there we have it - quite a bit for everyone to do (not forgetting this poor typist preparing and setting it out!).

I expect it will be some time before all the results are in, but hopefully there will be enough to warrant an initial list in the next Issue. I do have some figures for the 10 min timings from Austria's efforts, so they can be incorporated within ours at 3m and 10m in due course and should make for an interesting final read!

**Endgame Test - Results SUMMARY**

ENDGAME TEST RESULT for:

Computer/Program \_\_\_\_\_ MHz \_\_\_\_\_

If a PC program: PC processor \_\_\_\_\_ Hash Tables \_\_\_\_\_

Tester \_\_\_\_\_ Scores 3m \_\_\_\_\_ 10m \_\_\_\_\_

No	Pos	3min	Pts	Tot	10min	Pts	Tot	No	Pos	3min	Pts	Tot	10min	Pts	Tot
1	1							21	1						
2	1							22	1						
3	1							23	1						
4	1							24	1						
5	1							25	1						
6	1							26	1						
7	1							27	1						
8	1							28	1						
9	1							and 2							
10	1							and 4							
11	1							29	1						
12	1							and 4							
13	1							30	1						
14	1							31	1						
15	1							or... 1+2							
or... 2								32	1						
16	1							33	1						
17	1							34	1						
18	1							35	1						
19	2							and 2							
20	1							and 3							



# Correspondence Chess 20

## MEPH[isto] VANCOUVER 68020

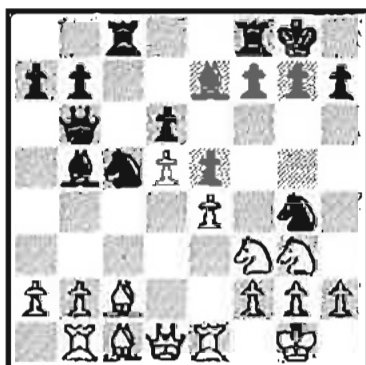
25

For new readers: 'MEPH' under the watchful eye of contributor **Phil Gosling** continues its successful BCCS campaign. Please note that MEPH is entered as a computer and all its opponents are aware of who they are playing!

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

16.Qd1 Ng4 [NS57 eval +21 > Nf5. [MEPH has played quite fearlessly for the 'Solid' settling!

There is a nasty threat our latest move, which goes 17...Nx12 18.Qd2 Ncxe4 19.Bxe4 Nxe4 + 20.Qe3 Nxc3 21.hxc3 Rc5. White's antidote will be the MEPH-expected 17.Nf5, or my choice Be3]. **DIAGRAM**



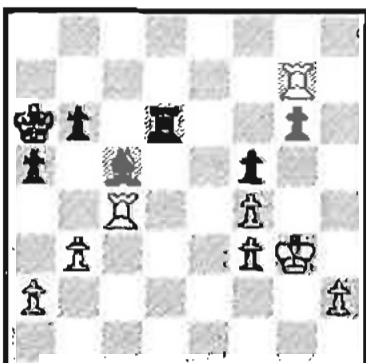
### **17.Be3 Nxe3 18.Rxe3 Bd7**

[#58 eval +51 > b4. MEPH seems pretty pleased with this position]

MEPH is representing the BCCS in 2 games on Board 8 against the Army. We don't know our opponent's grade, but he has admitted to "knowing a bit" about computers!

### **Vancouver 020 (2275) - Army (D27)** Corr.21, 1994

41.f3 [NS57 eval +245 > Bd4. The material count is +300 so MEPH seems to have some doubts. Phil hopes to see us double Rooks on the e-file and attack the f/g-pawns] **DIAGRAM**

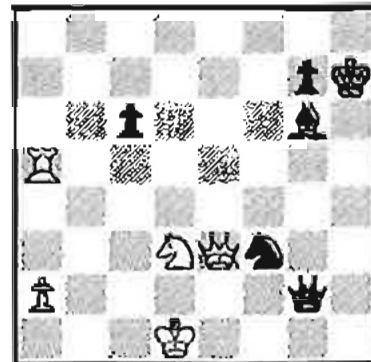


### **41...Bd4 42.Rg8 Kb7 43.Rc2 b5 44.Rd2 Kb6 45.Rg2**

[#58 +287 > Be3. MEPH is in 'grinding it out' mode - but the attack on the g-pawn may prove conclusive]

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

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!'] **DIAGRAM**



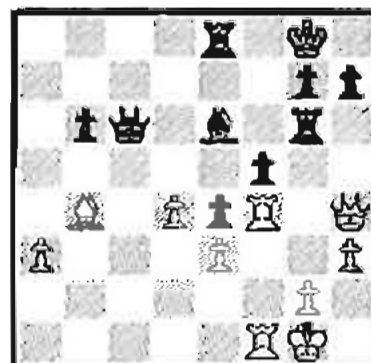
### **46.Ne1 Nxe1 47.Kxe1 Qh1 + 48.Kd2 Qh2 + 49.Kc3 Qc2 +**

[#58 eval -87 > Kb4. The series of checks comes close to the end. What next? Can MEPH get the draw and win his part of the match v. Army by 1½-½?!]

The opposition gets tougher, and here are 2 against a 'Top Ten' BCCS player. Phil even had the temerity to force MEPH to open with 1.h3 and 2.a3 in game 1... after which he let MEPH do its own work!

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

32.Qh4 [NS57 eval +21 > Rh6. Black has been harrassing MEPH's Queen, but we are still unsure as to what he has gained!? And whose King is the less secure? At the moment we are siding with MEPH despite our opponent's high 2466 rating] **DIAGRAM**



### **32...Rh6 33.Qg3 Rg6 34.Qh2 Rc8 35.R4f2 Qd5 36.Kh1 Rf6 37.Rb1 Qb3!?**

[MEPH expected this! Also 37...Bd7 38.Rfb2 Bb5 39.Bd2 Bd3 would have given MEPH an interesting time!]

### **38.Rxb3 Rc1 + 39.Qg1 Rxc1 + 40.Kxc1 Bxb3**

[MEPH emerges with a passed pawn - though it doesn't look strong enough to win at this time]

### **41.Be7 Rf7 42.Bd6**

[#58 eval +30 > b5]

Next we have the less hopeful 'return' game.

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

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!']  
DIAGRAM



**35.Rab1 a6 36.f4 f6 37.a4?!**

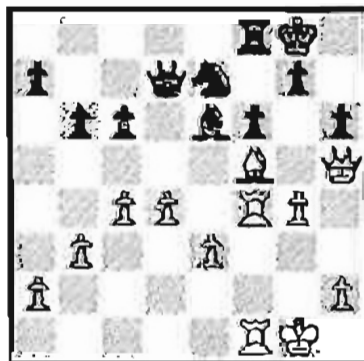
[37.Rb4 was MEPH's choice for White here with a -81 eval]

**37...Bxa4 38.Rxb7 Bb5 39.Re7 Rc6 40.Rd7! e5 41.fxe5 fxe5 42.Re7! Bxd3 43.Rxe5 Bb5 44.Re4 d3 45.Kf2 d2 46.Rd1 Rxc5 47.Rxd2 Kf7**

[#58 eval -66 > Ra2. MEPH has a passed pawn again, but his bishop is the wrong colour for queening and I believe we'll do well to draw this one against the 2 menacing rooks]

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

This has been an 'unfortunate' game in which our 2559 (!) rated opponent brilliantly opened the extremely congested f-file with a temporary sac'. The resulting attack on MEPH's king forced material losses giving our opponent a big advantage, but MEPH is desperately trying to hang on for the ½.



28.Bf5 arrived just at Phil was posting everything to me.  
DIAGRAM. MEPH

showed -281 but as it was 'us' to play I pretended I was MEPH and suggested 28...Nxf5 29.gxf5 Bf7 driving the Queen away. But should MEPH keep the Knight to help protect g7? Ignoring my ideas, play has gone:

**28...Qd6!? 29.Bxe6 + Qxe6 30.e4 b5**  
[30...Rd8?! 31.e5 fxe5 32.Qxe5 Qxe5 33.dxe5 led to unsatisfactory exchanges]  
**31.e5 bxc4 32.bxc4 Qxc4 33.exf6 Nd5 34.f7 + Kh7 35.Re4 Nf6?!**  
[35...Nc3! would be my choice. Then 36.Re8 (if 36.Qf5 + g6 37.Qe6 Qd3 38.Ree1 Qxd4 + and

Black has improved his position) 36...Qxd4 + 37.Kh1 g6 38.Qe5 Qxe5 39.Rxe5 Kg7! works out better for MEPH than the game]

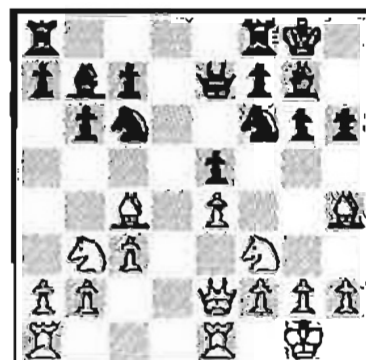
**36.Qf5 + Kh8 37.Qe6 Qxe6 38.Rxe6 Rxf7**

[#58 eval -272 > Rxc6. MEPH is being 'reeled in' and the eval looks sure to start dropping rapidly any moment (or rather, any day!)]

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

1.e4 g6 2.d4 Bg7 3.Nf3 d6 4.Bc4 Nf6 5.Nbd2 0-0 6.Qe2 Nc6 7.c3 e5 8.dxe5 dxe5 9.0-0 9...Qe7 10.Nb3 b6 11.Bg5 h6 12.Bh4 Bb7 13.Rfe1 [NS57 eval +48 > Rad8.

It's another strong opponent - and he's won a 'Best Game' Prize with this very Opening! Let's see how MEPH deals with two fianchettoed Bishops. DIAGRAM]



**13...Rfd8 14.Red1**

[Is there an argument for 14.Bxf6 Bxf6 15.Rad1]

**14...g5 15.Bg3 Nh5 16.Nfd2 Nf4 17.Qf3 Rd7 18.Nf1 Rad8 19.Rxd7 Rxd7 20.Ne3 Qf6 21.Nf5 Ne7 22.Nxg7 Kxg7**  
[We are still showing +36 playing our next]  
**23.Bxf4 exf4!?**

[Our opponent wrote that he preferred this to the more drawish 23...Qxf4, the move MEPH expected. BCCS2428 is "aiming to lure the computer into a position it can't assess objectively" to use his words. Mmmm!]

**24.Re1 c5 25.Qe2**

[#58 eval = > Ng6. For some reason I feel a bit concerned for MEPH in this one!]

**The BCCS TOP TEN graded players:**

- 2813 Our current game 26, was 2559 at start
- 2565 A.N.OTHER
- 2536 A.N.OTHER
- 2518 Current games 24 and 25
- 2497 MEPH!
- 2469 Roy Thomas; Mag. reader and game 15
- 2466 Finished game 23
- 2461 Finished games 6 and 12
- 2458 A.N.OTHER
- 2451 A.N.OTHER

The Vancouver 68020 is rated 2250 at time controls 60/60-40/2 - the higher figure for Correspondence Chess is interesting! As can be seen MEPH has met or is playing many of the BCCS 'Top Ten' so has had to earn this grade.

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.

**Pent-PC** will represent the programs on a Pentium (586) 90MHz with 8MB RAM.

**Users** will get slightly more (or less!) in each case, if the speed of their PC is significantly different. A doubling in **MHz Speed** equals approx. 60 Elo. A doubling in **MB RAM** equals approx. 10 Elo.

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**ARTICLES, RESULTS, GAMES etc should always be sent direct to Eric please**

BCF £'00	Computer	PC	PROGS	*58 +/-	June 1995 Games Pos	Human/Games	
232	CHES GENIUS3	486-PC	2463	17	726	1	
230	M CHES PRO4	486-PC	2445	20	514	2	
229	MEPH GENIUS2	486-PC	2432	13	1193	3	
227	HIARCS3	486-PC	2418	16	758	4	
225	REBEL6	486-PC	2413	18	634	5	
224	M CHES 486-PC		2402	25	341	6	
224	CHACHINE THE KING2/30-PC		2399	13	1214	7	
224	CHACHINE GIDEON3.1/30-PC		2397	18	648	8	
221	FRITZ3 486-PC		2371	16	809	9	
221	CHES GENIUS1	486-PC	2368	11	1753	10	
220	M CHES PRO3.5	486-PC	2367	15	865	11	
219	CHESMASTER 4000	486-PC	2358	18	657	12	
219	MEPH GIDEON PRO	486-PC	2354	20	529	13	
217	CHACHINE GIDEON3.0/30-PC		2343	25	326	14	
217	M CHES PRO3.1	486-PC	2341	12	1322	15	
215	HIARCS2.1	486-PC	2327	18	650	16	
213	CHES GENIUS1	386-PC	2307	28	261	17	
212	KALLISTO	496-PC	2301	16	771	18	
209	CHACHINE GIDEON2/15-PC		2278	13	1207	19	
207	M CHES 486-PC		2258	16	753	20	
206	FRITZ2	486-PC	2255	13	1168	21	
206	HIARCS2.1	386-PC	2250	48	93	22	
205	CHACHINE THE KING1/15-PC		2243	14	1085	23	
200	SOCRATES3	486-PC	2201	25	337	24	
200	ZARKOV2	486-PC	2200	20	523	25	
197	M CHES PRO3.1	386-PC	2179	32	206	26	
197	M CHES 386-PC		2177	12	1280	27	
197	SARGONS	486-PC	2177	58	64	28	
196	PSION2	486-PC	2173	38	145	29	
194	REX	486-PC	2157	30	226		
193	HIARCS1	486-PC	2150	26	306		
193	FRITZ1	486-PC	2145	21	456		
191	ZARKOV3	486-PC	2134	23	393		
189	FRITZ2	386-PC	2119	28	266		
189	KASPAROV GAMBIT	486-PC	2116	75	38		
189	NIMZO	496-PC	2115	23	408		
188	CHESMASTER	3000	486-PC	2104	32	209	
187	M CHES 286-PC		2103	18	610		
184	SARGONS	386-PC	2076	62	55		
183	C-CHAMPION	2175	486-PC	2071	42	121	
183	CHES FRIEND/PAND	486-PC	2070	99	22		
183	ZARKOV2	386-PC	2069	16	758		
183	HIARCS1	386-PC	2065	40	106		
183	PSION2	386-PC	2065	35	227		
181	COMPLETE C-SYSTEM1	486-PC	2048	29	247		
180	FRITZ1	386-PC	2040	26	316		
179	REX	386-PC	2034	19	570		

### The PENTIUM P/90 GAP... so far!

	486/66 P/90	Diff
Genius3	2463	66
MCPPro4	2445	73
Hiarcs3	2418	90
Rebel6	2413	82
<b>AVERAGE</b>		<b>78 Elo</b>

RATING	LIST (c)	Eric Hallsworth, #58	June	1995	Games	Pos	Human/Games	172	172	2	MEPH MEGA4/5	1982	9	2654	48	2029	169
BCF	'00	Computer	Elo	+/-	1208	1	2322	172	172	5	KASPAROV MAESTRO D/10	1977	12	1319	49	1956	109
223	15-	TASC R30-1993	2390	13	421	2	2342	171	171	3-	FID MACH2C	1976	8	2706	50	2059	127
223	14	MEPH GENIUS2 68030	2386	22	421	2	2342	170	170	3-	FID MACH2B	1973	26	302	51	1960	25
223	15	TASC R30-1995	2386	51	82	3	2249	170	170	1	FID TRAVELMASTER	1966	18	628	52	1968	63
219	12	MEPH RTS2 1MB	2355	34	184	4	2237	170	170	2	MEPH HODENA	1965	17	708	53		
218	6	MEPH BERLIN PRO	2347	18	635	5	2225	169	169	4-	MEPH HMA4/5	1960	8	2928	54	2006	97
217	45-	MEPH LYON 68030	2341	21	460	6	2225	169	169	2	KASP TRAVEL CHAMPION	1957	30	237	55	1864	2
216	6	KASP RISC 2500-512K	2334	30	231	7	2384	168	168	1	NOVAG RUGBY/EMERALD	1949	17	724	56	1981	48
215	45-	MEPH PORTOROSE 68030	2332	20	525	8	2340	168	168	2+	MEPH SUPERMOND2/MCARLO4	1944	27	287	57	2074	8
214	45	MEPH VANCOUVER 65030	2318	18	646	8	2347	168	168	3-	NOV SUPER FORTE-EXP A/6	1944	12	1413	58	2021	176
214	10	MEPH RISC] 1MB	2313	10	2159	9	2264	166	166	2	MEPH MONTE CARLO	1934	28	262	59	2046	10
213	20	MEPH LYON/VANC 68020/20	2310	35	176	11	2327	166	166	5-	KASPAROV MAESTRO C/8	1933	26	313	60	1999	98
211	8	KASPAROV SPARC/20	2292	17	729	12	2200	165	165	4	CONCH PLY-VICTORIA/5.5	1926	16	814	61	1870	15
209	4	KASP RISC 2500-128K	2276	9	2287	13	2270	165	165	2	CXG SPHINX/4	1925	9	2351	62	1943	155
205	10+	MEPH VANCOUVER 68020/12	2240	9	2238	14	2131	165	165	3-	FID MACH2A	1921	25	338	63	1912	35
203	10-	FID ELITE 68020/12	2229	8	3094	15	2250	163	163	3-	KASP TURBOING2	1920	14	1015	64		
203	50	FID ELITE 68040-V10	2228	53	75	16	2215	163	163	5-	NOV EXPERT/6	1904	31	222	65		
199	4	MEPH BERLIN 68000	2228	13	1175	17	2221	161	161	3-	NOV SUPER FORTE-EXP A/5	1895	11	1548	66	2026	22
199	10-	MEPH PORTOROSE 68020	2198	10	1865	18	2240	161	161	3-	FID CLUB B	1894	12	1459	67	1825	29
199	30	FID ELITE 68030-V9	2195	16	750	19	2169	160	160	4-	NOV EXPERT/5	1886	26	316	68	2012	68
198	8-	MEPH LYON 68000	2185	11	1642	20	2083	160	160	3-	NOV FORTE B	1881	10	1917	69	1965	208
197	8+	MEPH VANCOUVER 68000	2183	13	1186	21	2126	159	159	2+	FID PAR E/ELITE-DESS2100	1879	9	2619	70	1916	220
196	2	NOVAG SAPPHIRE/DIAMOND	2173	17	688	22	2164	159	159	4-	MEPH REBEL	1879	9	2313	71	1940	69
196	10-	MEPH ALMERIA 68020	2170	14	1053	23	2172	159	159	5-	FID AVANT GARDE/5	1878	11	1738	72	1852	80
193	9-	MEPH PORTOROSE 68000	2146	11	1633	24	2111	157	157	3-	KASP STRATOS-CORONA	1873	9	2186	73	1890	48
192	9-	FID MACH4/2325 68020-V7	2143	10	1857	25	2179	158	158	2-	NOV FORTE A	1871	9	2251	74	1921	134
188	15	FID ELITE 2*68000-V5	2110	27	290	26	1888	158	158	2-	MEPH SUPERMOND3A11	1866	11	1591	75	1990	6
187	5+	KASPAROV BRUTE FORCE	2102	15	958	27	2179	157	157	3-	FID CLUB A	1862	29	242	76	1767	6
186	7+	MEPH POLGAR/10	2095	17	698	28	2080	157	157	4-	KASPAROV MAESTRO A/6	1860	14	990	77	1863	123
186	10-	MEPH ROMA 68020	2094	14	1083	29	2041	157	157	4-	CONCH PLYMATE/5.5	1859	9	2332	78	1923	55
185	3	MEPN NIGEL SHURT	2081	46	102	30	2136	157	157	2-	KASP TURBOKING1	1858	24	364	79	1900	61
185	10-	MEPN DALLAS 68020	2080	14	996	31	2069	157	157	2	KASP SIMULTAN	1857	13	1149	80	1824	36
184	8-	MEPH ALMERIA 68000	2079	14	1025	32	2093	156	156	4-	CONCHESS/6	1850	45	106	81	2017	8
184	3+	NOV SCORPIO/DIABLO	2076	10	1937	33	2132	156	156	4-	NOVAG JADEI/ZIRCONI	1848	106	19	82		
183	1+	NOVAG JADE2/ZIRCON2	2066	62	56	34	1988	155	155	2-	FID EXCELLENCE/4	1844	11	1756	83		
181	2+	KASP PRESIDENT/TC+5K2100	2048	21	448	35	2107	154	154	3-	NOV EXPERT/4	1843	14	1059	84	1960	43
180	4-	FID MACH3/2265 68000-V2	2043	6	5728	36	2107	154	154	2-	SCI TURBO KASP/4	1833	20	524	85	1933	64
179	4+	MEPH MMS/5	2038	11	1609	37	1902	154	154	3-	CONCH PLYMATE/4	1833	24	372	86	2007	6
179	5+	MEPH POLGAR/5	2032	8	2713	38	2076	153	153	6-	FIDELITY ELITE C	1833	24	182	87	1869	11
179	8-	MEPH DALLAS 68000	2032	11	1555	39	1988	152	152	4-	FID ELEGANCE	1827	34	702	88	1852	40
178	3-	NOV SUPER FORTE-EXP C/6	2027	8	2943	40	2000	151	151	2-	SCI TURBOSTAR 432	1817	17	1407	89	1872	57
178	2	MEPH MILANO	2025	14	1033	41	2063	151	151	4-	MEPHISTO M2	1813	12	1407	89	1872	57
177	3	MEPH MONTREAL 68000XL	2018	15	857	42	2049	151	151	2	FID EXCELLENCE/DESS2000	1808	11	1654	90	1852	52
176	4	MEPH ACADENY/5	2013	9	2481	43	1968	150	150	4-	KASPAROV MAESTRO A/4	1802	74	39	91	1884	8
175	4	MEPH ANSTERDAH	2002	9	2321	44	2024	149	149	2	KASP PRISM/BLITZ	1802	26	318	92	1782	59
174	10-	NOV SUPER FORTE-EXP B/6	1993	9	2373	45	2054	148	148	3-	CONCHESS/4	1799	26	515	93	1875	28
173	3-	KASP GK2000/TURB ADV TR	1984	12	1430	46	2017	148	148	3-	NOV SUPER CONST	1786	7	3736	95	1833	284
172	2		1983	15	847	47		147	147	2-	NOV SUPER NOVA	1780	22	411	96		