SELECTIVE SEARCH
THE COMPUTER CHESS NEWS SHEET

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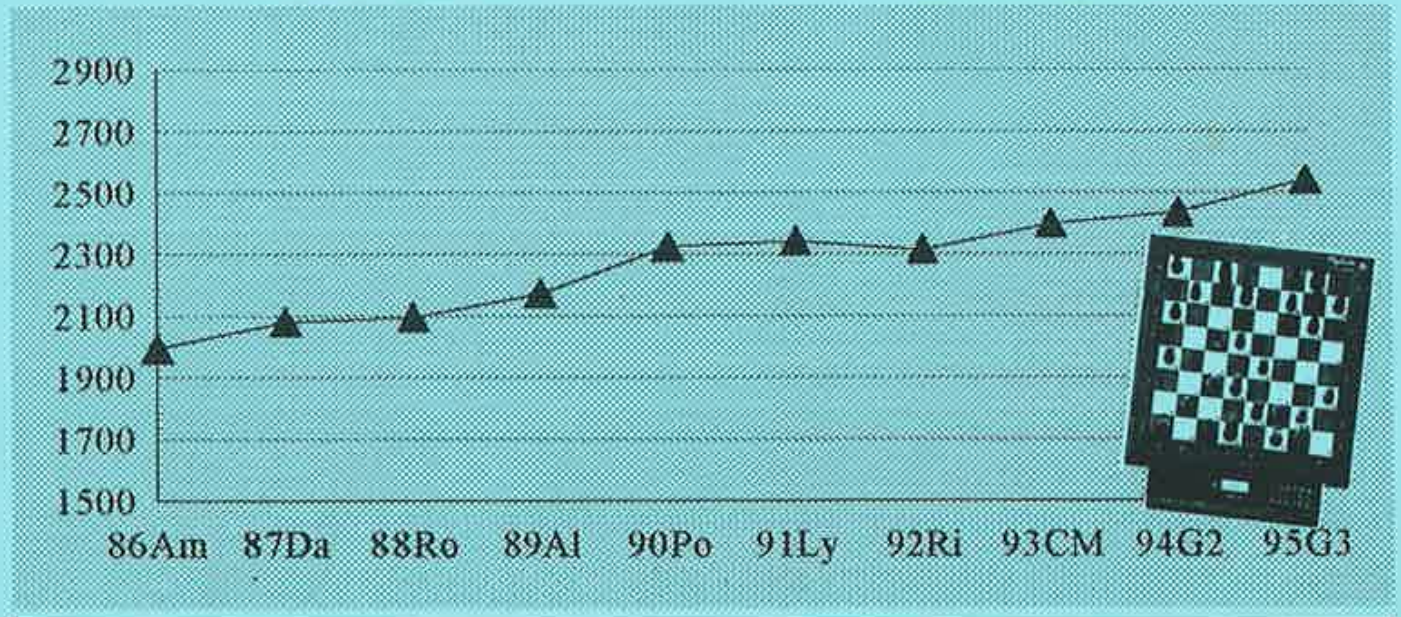

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CONTENTS (Issue 60)

NEWS and RESULTS

First a piece of disappointing news: the closure of **PC SCHACH** (previously MODUL) - the excellent Austrian Magazine edited by good friend **Thomas Mally**.

The reason given by Thomas was *"private and professional pressures, which have escalated to a point where continuing with PC SCHACH on a regular basis seems quite impossible"*.

This is a great shame - although written in German which I cannot read very well, both MODUL and PC SCHACH have been a constant source of valuable information, results, games and tests over the years, especially as Thomas always followed-up the arrival of each Issue with a 2 page letter in good old English indexing and explaining the main contents for me.

We'll miss you Thomas - maybe the bug will bite again when you've had a well-deserved rest and you'll be back!? Hope so sometime.

Holger Ulbricht in a recent Issue of Germany's Schach & Spiele Magazine reported a destructive win by the new Tasc R30 over Novag's DIAMOND. Played at G/90 the score was:

Tasc R30 9-1 Novag DIAMOND.

It was 8-0 for the R30, with 2 draws.

Another one-sided result comes from **Andreas Braun** in the same issue. He played 10 games at G/30 between his Genius3 on a 486/40 against the Kasparov RISC 2500-128.

Genius3 486/40 8½-1½ RISC 2500

This from a 7-0=3 split. It will be interesting to see how the newest version of de Koning's program at 14MHz, in the Mephisto MONTREUX on an Arm-6 processor compares when it meets the Genius3 program.

Rudiger Hartmann ran a small Tournament using his Pentium/60 and Pentium/90! Games were played at G/30, and the program with White always had the 'disadvantage' of his Pentium/60.

		G3	CM	MP	R6	
1	**Genius3**	*	3	3½	2½	= 9
2	**CMaster 4000**	1	*	3½	2½	= 7
3=	**MChessPro3.5**	½	½	*	3	= 4
3=	**Rebel6.0**	1½	1½	1	*	= 4

The Schach & Spiele review of **W CHESS** gives the following 486 scores at 40/2:

W Chess 2½-3½ Genius3
W Chess 1½-4½ MCPro4
W Chess 2-4 Rebel6
W Chess 2-4 Hiarcs3
W Chess 3½-2½ Fritz3

Once again these are not terribly inspiring and the euphoria generated some months ago by the W Chess performance in the Harvard Cup has long since died away.

While I am on the subject of **W Chess**, the confusing ratings in our Issue 59 can be explained a little now. Our List showed W Chess on a 486 1 Elo higher than W Chess on a Pentium! However the **486/66** results all used W Chess version **1.03**, whilst the **Pentium/90** results were obtained with a later version **1.06**. One hopes we are not set for a repeat of the M Chess farce a few years ago, with new versions coming out almost every week. The **1.03** version is claimed to be *"nearly the same" (?!)* as the Harvard Cup version. Perhaps the peculiarity in the ratings is caused by our old friend *'small sample'* but we had results from over 200 games in, so the more likely

reason seems to be that 1.06 is not as good! Mmm! The scores given above were obtained by version 1.03.

Still with Schach & Spiele I spotted Jurgen Faas' results from his review of **MChess PRO4**. Rather belated I'm afraid, but it's always helpful to see specific scores and relate them to the actual Rating List. All games were played on a 486/50 at the 40/2 time control:

MCPro4 2-4 Genius3
MCPro4 3-3 Hiarcs3
MCPro4 3-3 Fritz3
MCPro4 2½-3½ Rebel6

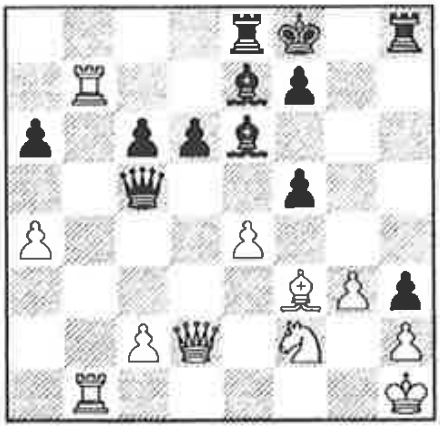
Here was one of the games which I found particularly interesting!

MChessPRO4 (2430) – HIARCS3 (2420)
[B97]S&S, 1995

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♕b6 8.♕d2 ♕xb2 9.♖b1 ♕a3 10.♗xf6 gxf6 11.♗e2 ♘c6 12.♘xc6 bxc6 13.0–0 ♕a5 14.♔h1 ♗e7 15.f5 h5 16.♗f3 ♔f8!? 17.fxe6 ♗xe6!?

One would have expected 17...fxe6 and perhaps 18.e5 dxe5 19.♗xc6∓

18.♖b7! ♖e8 19.♖fb1 ♕c5 20.a4 h4 21.♘d1 h3 22.g3 f5 23.♘f2



23...♗g5!

23...fxe4 was the move expected by MCP, when 24.♘xe4 leaves him only marginally behind

24.♕e2?!

24.♕xg5 ♕xf2 25.♕f4 fxe4 26.♗xe4 ♕xf4 27.gxf4 d5∓

24...♗c4 25.♘d3

I prefer 25.♕e1 d5 26.♘d3

25...♕d4 26.♖b8?!

An awful move to have to make, but what else?

26...♔g7 27.♖xe8 ♖xe8 28.♖e1 fxe4 29.♕f2 e3! 30.♕e2 ♗d5 31.♗xd5 ♕xd5+ 32.♔g1 ♖e4 33.♖a1 ♕a5 34.♖d1 ♖xa4 35.♖f1 ♕d2 36.♕f3 f5 37.♖d1

37.♕xc6? ♖e4! taking the Queen out of it altogether

37...♕xc2 38.♘e1 ♕c5 39.♔h1 ♕b5 40.♘c2 e2 41.♖g1 ♕c5

If 42.♘e1 *(42.♘a1? ♕xg1+ 43.♔xg1 ♖xa1+ 44.♔f2 e1♕# mate)* 42...♗e3 wins
0–1

The following Article appears in the latest edition of the USA's ***COMPUTER CHESS REPORTS*** and refers to FRITZ3's shock win in the World Championship, reported on at length in our Issue 59.

Does FRITZ deserve to be World Champion?

by Larry Kaufman

What is the meaning of FRITZ3 becoming the World Computer Champion, ahead of several Supercomputers and machines like HiTech and IBM's Deep Blue Prototype built solely for chess, as well as ahead of higher-rated PC programs?

It is my understanding that the version of FRITZ that played in Hong Kong was the same or essentially the same as the

commercial FRITZ3, except for the opening book which was modified for use in this Event with lines prepared for individual opponents. This is more or less necessary in such an Event since otherwise your opponents may prepare lines against your own book! FRITZ managed to beat DEEP BLUE because the book produced a position in which the tactics were too deep even for the supercomputer, and it made a fatal error on its very first move out of book.

The book lines are one of the reasons for FRITZ's success, but another factor is simply the huge chance element in a tournament of five rounds (or six counting the play-off game). FRITZ3 is a strong program, especially tactically (it is considered the deepest searching, though at the expense of chess knowledge), but after 673 games on fast 486 computers the latest Swedish 'PLY' rating list had it from 45 to 104 points behind W Chess, Hiarcs3, Rebel6, MChess Pro4 and Genius3 on the same hardware. 'PLY' will not even publish a rating for a program until it has played 100 games as it considers smaller samples to be too inaccurate. In a tournament of 5 or 6 rounds, any strong program may emerge the winner due to chance factors, which is why I always pay more attention to long events such as the Uniform Platform tournament of some 30 rounds.

It is also my opinion that testing with fixed opening lines, each side playing one white and one black, is more valid than free-style games, because of the possibilities of opening preparation. FRITZ3 is to be congratulated for winning the event, but anyone who gives more weight to a five round result than to the 673 games played by FRITZ3 for 'PLY' magazine is fooling himself.

*[**Eric's view**: "I agree entirely with Larry's views here. In our own Rating List FRITZ3 on a 486 had no less than 876 games as the basis for its rating and was behind the W Chess->Genius3 group by from 28-93 Elo. However the gap was less on the Pentium ratings, a max. of 69 Elo in fact, though these are based on 'only' around 200 games for each program as yet.*

*There was considerable discussion on the Internet **rec.games.chess.computer** pages re the merit of FRITZ's performance. In the light of its wins against both DEEP BLUE and STAR SOCRATES it was generally agreed that FRITZ had performed above itself on the occasion and in that sense deserved the title. But it was equally felt that a doubling of the number of games played or a 20 game match against either of these opponents, or probably GENIUS3 or REBEL6, would see FRITZ beaten nine times out of ten].*

Still with the **INTERNET**, a name you will see plenty of as you browse through the rec.games.chess.* pages is **Robert HYATT**. Bob has been involved in computer chess for about 25 years and is the principal author of the well-known CRAY BLITZ. The 'junior' of this program which he runs on his own PC is CRAFTY and there is often reference by Robert to how these respond to various positions etc.

CRAY BLITZ itself twice won the World Computer Chess Championship, in 1983 and 1986, using multiple Cray processors in parallel search.

Robert is often fairly bold/outspoken in his comments, and occasionally comes under tremendous verbal attack from other Internet users who dislike his authoritative approach. However he is the ONLY major chess computer programmer who contributes with any regularity. Much of what he says is of both interest and value, and I view the chess.computer section in particular as being all the better for his involvement.

I still have some **AEGON games** desperately determined to get themselves into print! Here are another couple well worth looking at.

JUNIOR is the leading Israeli chess playing PC program by Amir Ban and Shay Bushinsky. Originally developed solely as a hobby it made a giant breakthrough in 1984 coming 4= in a Major Open Tournament in Israel, beating G.M Leonid Gopstein en route. Readers of Issue 59 will have seen that it came 3= with DEEP BLUE and FRENCHESS in the recent World Championships. Its AEGON performance of 4/6 for a 2179 rating was less impressive, but here is the shortest game from that event showing what can happen to a sleepy 1803 grade!

E VOORTMEYER (1800) – JUNIOR Pent (2300) **[A18]**Aegon, 1995

1.c4 ♘f6 2.♘c3 e6 3.e4 d5 4.e5 ♘e4 5.♘xe4 dxe4 6.♘e2?

[6.♕g4 is the usual move in the Mikenas Variation of the English. Play might continue 6...♗d7 *(6...♘c6?! 7.♕xe4 ♕d4 8.♕xd4 ♘xd4 9.♗d3±)* 7.♕xe4 ♗c6]

6...♘c6 7.♘c3 ♘xe5 8.♘xe4 f5 9.♘c3 ♗c5 10.h3 0–0

11.f4?? ♕h4+ and mate in 3! **0–1**

Susan (or is she still Zsuzsa officially?) **POLGAR** plays Zie JUN for the Ladies World Championship quite soon. How did she fare against **MChess PRO4**?!

MCHESS PRO4 Pent (2500) – Susan POLGAR (2545) **[B35]**Aegon, 1995

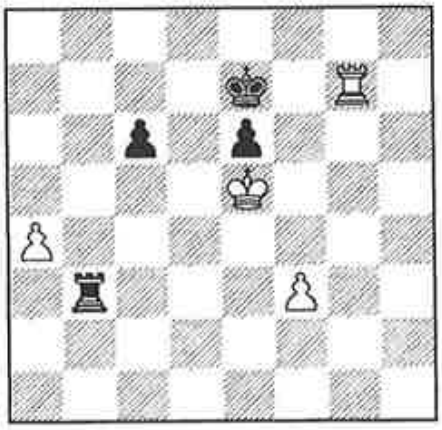
1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 g6 5.♘c3 ♗g7 6.♗e3 ♘f6 7.♗c4 0–0 8.♗b3 a5 9.f3 d5 10.♗xd5

[10.exd5 ♘b4 is more usual I think]

10...♘xd5 11.♘xd5 f5 12.♘xc6 bxc6 13.♘b6 ♖b8 14.♕xd8 ♖xd8 15.♖d1 ♖xd1+ 16.♔xd1 fxe4 17.♘xc8 ♖xc8 18.b3 exf3 19.gxf3 a4 20.♖e1 ♖a8 21.♖e2 ♔f7 22.♗c5 e6 23.♖d2 ♔e8 24.♔e2 ♗e5 25.♔e3 g5 26.♔e4 ♗f4 27.♖g2 ♔f7 28.h4 h6 29.♗b4 ♖b8 30.♗c3 ♖a8 31.♗d4 ♖a5 32.hxg5 hxg5?!

[32...♗xg5 was better]

33.♗c3 ♖a8 34.♗e5! axb3 35.cxb3 ♗xe5 36.♔xe5 ♔e7 37.a4 ♖b8 38.♖xg5 ♖xb3 39.♖g7+



39...♔d8?!

[39...♔f8 forcing the Rook to move, probably to c7, is much better: 40.♖c7 ♖xf3 41.♔xe6 *(41.♖xc6 ♔e7* est. White +78*)* 41...♖a3 est. White +63]

40.f4!

[40.♔xe6 ♖xf3 41.a5 ♖a3 does not look as good]

40...♖b4 41.a5 ♖a4 42.♔xe6 ♖e4+??

[42...♖xa5 must have retained better drawing chances for Susan, though 43.f5 ♖a3 44.f6 ♖e3+ 45.♔f7!+−]

43.♔d6 ♖d4+ 44.♔xc6 ♖xf4 45.a6 ♖c4+
[45...♖f6+ 46.♔b7!]

46.♔b5 ♖c7
[A worthwhile last−gasp trap, but..]

47.♖g8+! ♔d7 48.a7! 1–0

Dietmar Christoph in Dortmund has played a valuable series of games on his PC Autoplayer - 5 programs playing 10 games against each opponent at 60/60. The PC used was a 486/66.

	H3	G2	M4	WC	F3	
Hiarcs3	*	6½	6½	5	4½	= 22½
Genius2	3½	*	5	6½	6½	= 21½
MCPro4	3½	5	*	6½	6	= 21
WChess	5	3½	3½	*	5½	= 17½

Regular contributor **Frank HOLT** has sent me latest scores from his marathon series with the **Tasc R30-1993** against a range of PC programs on his 486/66. The latest test was vs **MChess PRO4** and, as usual, Frank tested it at various time controls from G/30-G/120 and 60/60-40/20, with the R30 on its full range of styles.

The breakdown of these scores is:

MChess PRO4		
on normal	6½-5½	**R30** normal
on normal	5½-6½	**R30** active
on normal	8-4	**R30** solid
on normal	6½-5½	**R30** defensive
on normal	10½-1½	**R30** offensive
on aggress	5-7	**R30** normal
on aggress	7½-4½	**R30** active
on aggress	7½-4½	**R30** solid
on aggress	7½-4½	**R30** defensive
on aggress	5½-6½	**R30** offensive

As is seen 90% of the time, the Tasc R30 again gets its best result total on the normal setting, with active not far behind. The difference in the scores with the R30 on offensive are rather interesting!

The RANKING for all opposition against Frank's R30, and taking all games into account is now as follows:

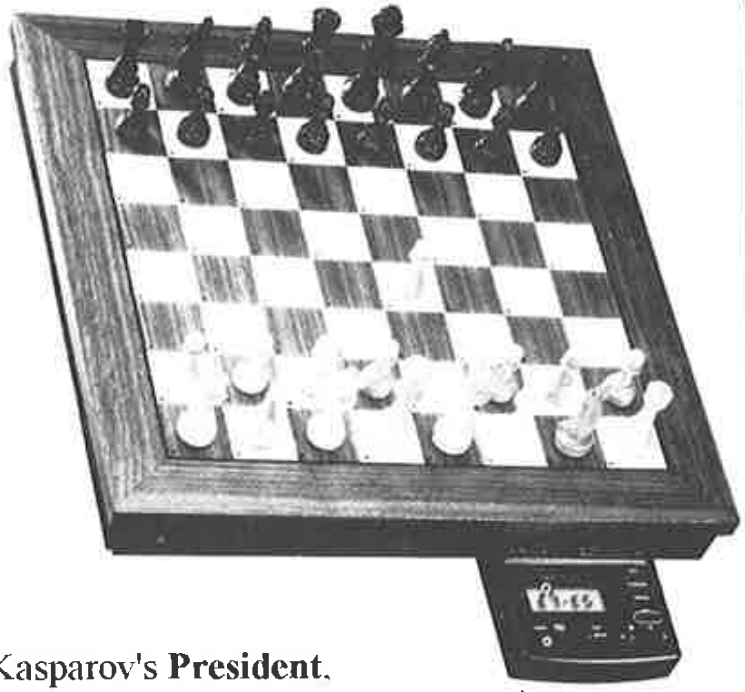
Genius2 active	**40/60**
MCPro4 normal	**37**
Hiarcs3 normal	**36½**
Hiarcs3 solid	**35**
Genius3 active	**34½**
Hiarcs3 aggress	**34**
Genius1 active	**33½**
MCPro4 aggress	**33**
Meph Berlin Pro	**32½**
Fritz3	**30½**
Fritz2	**29½**
MCPro3.1	**27½**

Do NOT try to calculate any Tasc R30 ratings from this set of scores! Remember these results include often quite 'ordinary' scores on defensive and aggressive settings (viz. the offensive 1½-10½ vs MCPRO4 normal opposite).

I am just starting a G/60 match between the **R30-1995** version against **MCPRO4** on my 486, so am hoping some comparisons and conclusions between the 1993 and 1995 programs may prove possible. The first 2 games have gone to the R30-1995, and the extra chess knowledge of the new version (at the expense of a small loss in tactical speed) has appeared to me to be of benefit in both.

We shall see, but I also have a **Tasc R30-1995** result vs. **Meph Berlin PRO** from **Catherine Martin**, time control 40/1hr, and that has gone to the R30 by a large **9½-2½**! This Match is the subject of a separate Article elsewhere in this Issue.

An **Official CRA Test** run during the recent U.S Open gave the **Kasparov PRESIDENT** (and thereby the **GK2100** and **Travel Champ 2100**, which carry the same program) a substantial boost!



Kasparov's **President**,
excellent value wood auto-sensory!

I don't have details yet, but the PRESIDENT's US Active chess grade achieved from the 40 games was no less than **2320 USCF**! I'm sure readers are aware that we deduct 120 from USA figures to obtain our British Elo equivalents. Equally to adjust the grade to our Magazine Rating List (set for 60/60-40/2 time controls), there should be a further deduction of some 60 Elo. The net result is **2140**, suggesting that the PRESIDENT group of programs is stronger than the 2041 in our Issue 59 list.

Novag's JADE2/ZIRCON2 was also entered for a CRA Test recently, again at Active chess. This did less well than the PRESIDENT but, in getting a **2232 USCF** grade and after 'our maths' of -120 and -60, it still came out at **2052**, compared with the 2066 on our list. Almost dead on! The theory propagated in some quarters that Dave Kittinger programs do better against humans is not damaged by this result, but perhaps the same is now true of Franz Morsch? A strength comparison between the two portables (JADE2 vs TRAV CHAMPION 2100) and the table-top press-sensories (ZIRCON2 vs GK2100) comes out strongly favouring Franz Morsch's Kasparov programs based on the CRA Test performances.

For reference the **Novag RUBY** got **2181 USCF**, the **Novag SAPPHIRE/DIAMOND 2285 USCF**.

The AUSTRALIAN **Human vs Computer** challenge last month resulted in a whopping win for the Computers. All programs were on Pentium/75's and the time control of G/30 also favoured the silicon team which won **19½-5½**.

Genius3 got 5/5, Fritz3 and MCPro4 both got 4/5, Hiarcs (presumably 3, but could have been 2.1) got 3½, and Desperado (an Australian program in development) scored 3. The gradings of the opposition are not known, so the real value of the performances are not known. The following against a player who scored 0/5 hardly encourages us to believe they were 2000+.

N Steffenson vs Fritz3 Pentium. G/30

1.d4 e6 2.Nf3 d5 3.c4 c6 4.cxd5?
[Mixing up his openings after arriving at a Semi-Slav?]

4...exd5 5.Nc3 Bd6 6.Qc2 Na6 7.Ne5 Nb4 8.Qb1 Ne7 9.a3 Bxe5
[9...f6 also looks good!]

10.dxe5 Na6 11.e4 Nc5 12.Bd3?
[12.Qc2 was needed here]

12...Nb3 13.Ra2 d4 14.Ne2 Qa5+ 15.Kf1 Be6 0-1. If 16.Bf4 Ng6! with material gains, a big attack and an easy win!

Hsu (the DB main-frame programmer) shares his WCC 'Deep' Disappointment

Internet Report from Feng-Hsiung Hsu

A major announcement was made at the closing ceremony of the 8th WCCC: IBM has accepted an invitation by ACM to play a 6-game match at regular time control with **Gary Kasparov**. The match will be played in Philadelphia as part of ACM's 50th Anniversary celebration. I don't have the press release with me, but if my memory is right, the match is to take place from Feb 10 to 17, 1996. *(Correct, Eric)*

WCC preparation, then it's Gary!

During the past 6 months, DT-2 was powered down most of the time, so that the new chip could be simulated on the only machine we have that has enough memory. The new chip was searching about one node per second (roughly the same speed as Gary Kasparov... joke), when running in simulation. When we play him it should be running at 3-5 million nodes/sec per chip. The plan is to use an SP2 as the host and somewhere between 128-512 chess chips as the slave processors!

The WCC result

With that out of the way, I will say something about the 8th WCCC:- first, I would like to congratulate the FRITZ team on their winning the WCCC. The only annoying thing is that Frederic (Friedel) will be intolerable when I talk to him next time. I first met members of the Fritz team back in '93. Very nice chaps. Never did meet the new guy who prepared Fritz's opening book for this event! From what happened in the last two games, and from talking with GM Robert Byrne, I would have to say *"a job well done"*.

Fritz played a tricky transposition in the game against Deep Blue Prototype (DT-2). The normal book line is to play Bg7 before f4. Our game database did contain the transposition, and gave the verdict that 0-0 0-0-0 is no good in the position, and g3 or c3 is called for. The automatically generated book unfortunately cut off right after the early f4, and our luck ran out. Normal book line is Bg7, 0-0, f4 and then g3, by the way. This loss is probably good for us in the long run. Book preparation will be taken far more seriously from now on. One additional side note. Instead of c4? allowing Qh5, the immediate g3 appears to hold - might still be lost against the likes of Kasparov, but I doubt Fritz can push it through. The machine did play g3, but the phone was disconnected at the worst possible time, and when it was restarted, it did not have enough time to rediscover the move.

I have not really seen the Star Socrates-Fritz game, but Grandmaster Robert Byrne has done some analysis in the past on the ancient line that Fritz played and is quite familiar with the line. His opinion is that unless white is prepared for the line, they are likely to get into deep trouble - as Star Socrates did. Yes, book preparation will be taken VERY seriously from now on.

The Tournament arrangements

Next, I would like to make some random comments about the competition itself. There were a surprising number of draws in this event. Before the last round, there was an ICCA/players' meeting. Players, or rather programmers, were not happy with the chancy nature of the format, and were asking that future events use a 7-round swiss format instead of the 5-round swiss format that has been used in the past few years. I would much prefer a double round-robin format myself, but it is probably logistically impossible.

The tournament location, Hong Kong, was fairly interesting. I was born in Taiwan, about 2-hour flight from Hong Kong, but this was my first trip to Hong Kong. Even though it was only May, the weather was quite hot and humid. The temperature was not really too bad. High was around 32 C, or 89 F, but the relative humidity was hovering around 90%. Food is excellent, but somewhat oilier than I would like.

One pleasant surprise is that smoking is not as popular as most places outside of North America. Signs are in both English and Chinese. The Chinese written language is roughly the same as in Taiwan.

The spoken dialect, Cantonese, however, is mostly incomprehensible to me. Once in a while, I did hear Mandarin being spoken.

There is fast growing trade with Mainland China, and Hong Kong will be reverting to Chinese rule in 1997.

We managed to do some sightseeing, but not enough to do the place justice. The playing site, the Chinese University of Hong Kong, is on a train route that connects directly into China. Some of the players took a train into China the day after the closing ceremony. We had a plane to catch and had to pass. The University is on a hill, and the playing hall has a spectacular view looking out from the window. The Guest House, where the closing ceremony was held, had an even better view. Almost like looking at a Chinese Painting.

The Internet connection

There were some mishaps with the internet connection from the University. The three main universities in Hong Kong use a common carrier for internet connection. Before the event, the remote teams tried out the connections remotely and the connections appeared ok. As it turned out, the connections into the Hong Kong universities appear fine, but getting out of the universities is almost impossible, at least during the tournament. IBM Hong Kong, as chance would have it, announced internet service for Hong Kong area the day before the tournament. The remote teams got to learn how to install OS2/Warp on PCs as a result.

How 'Disappointed'?!

Finally, some comments on the "Deep Disappointment". Yes, we are disappointed, but not too deeply. Given the format of the tournament, our chance to win it was around 50%, while any other team's chance was at around 4%, with the possible exception of Star Socrates. Going into the last round, our winning chance was up to around 90% (we pretty much clobber Fritz in test games). As Murphy's law would have it, Fritz grabbed the 10% chance. In hindsight, there were a bunch of things that we could have done to avoid the disaster, but hindsight is always 20-20.

The tournament also highlighted some of the deficiencies of the current hardware. The current hardware does not detect repetition, and effectively we are losing 4 plies as far as repetition is concerned. Repetition detection is not only important to hold draws, but also serves as an early warning system. In the game against WChess, the move Ra8? by DT-2 forcing rook trade was positionally incorrect, and it was also tactically bad as it allowed at least a repetition draw. The 0-0? move in the game against Fritz also allowed at least a repetition draw and would have been avoided if the hardware was capable of detecting repetition. In the past, we had not been burned by this deficiency, and it is a testimony to how far the other programs have advanced that we did get burned by it.

We will see how far we have or will have advanced, especially with regard to Kasparov... next February!

World Championship 1995 - Computers vs Hong Kong Olympic team

The Saitek Challenge (Human vs Computer Match on Sunday 28 May 1995)

As reported in Issue 59 the **Human vs Computers** match was won by the computers 4½-1½ (the computers had 3 wins and 3 draws) - another fine result for Computer Chess as the opposition was the official Hong Kong Olympiad team, though the programs were all on fast Pentiums!

Interestingly **Fritz** was held to a ½-½ by International Master Dr M.K.Wong, but he didn't know he was playing the future World Computer Champion at the time!

The Hong Kong National Champion, X.Yang (rated 2425) was managed to get a draw against **Chess Genius**. But the current Hong Kong Open Champion, H.Tsang (noticeably rated much lower on 2200) was defeated by the **Mephisto Advantage**, a commercial version of a previous world champion, Rebel 6.0, designed for use on a PC for connection to the new Mephisto AutoBoard.

Here, as promised, are all of the games:

Wong Meng Kong (IM, 2430) - Fritz (Pentium 90MHz)

1.c3 d5 2.Nf3 Nf6 3.d3 Nbd7 4.g3 e5 5.Bg2 Bd6 6.0-0 0-0 7.Qc2 b6 8.a4 Bb7 9.a5 bxa5 10.Nbd2 c5 11.e4 Rb8 12.Nh4 Bc7 13.Nf5 g6 14.Ne3 d4 15.Nec4 Bc6 16.b3 Re8 17.Ra2 dxc3 18.Qxc3 a4 19.bxa4 a6 20.Nb3 Qe7 21.Bh3 Red8 22.Be3 Bb7 23.Rc1 Kg7 24.Nca5 Bd6 25.Nxb7 Rxb7 26.Na5 Rb6 27.Nc4 Rb4 28.Qd2 Rdb8 29.Bh6+ Kg8 30.Bg5 Qf8 31.Kg2 Bc7 32.Bh6 Qe7 33.Bxd7 Nxd7 34.Ne3 Qd6 35.Nd5 Rd4 36.Be3 Rxd5 37.exd5 Qxd5+ 38.Kg1 Ba5 39.Qc2 Bc3 40.Rb1 Rxb1+ 41.Qxb1 Bd4 42.Bxd4 cxd4 43.a5 f5 44.Rc2 Kf7 45.Qb4 g5 46.h3 Ke6 47.Rc7 Kf6 48.Qa4 Ke7 49.Ra7 Kd8 50.Qb4 g4 51.hxg4 f4 52.Rxa6 fxg3 53.Qc4 Qf3 54.Qg8+ Kc7 55.Ra7+ Kd6 56.Rxd7+ Kxd7 57.Qxh7+ Kc6 58.Qf5 gxf2+ 59.Kf1 Qg3 60.Qxf2 Qxg4 61.Qf6+ Kd7 62.Kf2 Qh3 63.Qg7+ Kc6 64.Qf6+ Kd7 65.Qf7+ Kd6 66.Qf3 Qh2+ 67.Kf1 Kc5 68.a6 Qh7 69.Ke2 Qh2+ 70.Kd1 Qg1+ 71.Kc2 Qe1 72.Qf8+ Kb6 73.Qd6+ Ka7 74.Qc6 Qe2+ 75.Kc1 ½-½

Yang, Xian (FM, 2425) - Chess Genius (Pentium 120MHz)

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.cxd5 Nxd5 5.e4 Nxc3 6.bxc3 Bg7 7.Bc4 c5 8.Ne2 0-0 9.Be3 Nc6 10.0-0 Bg4 11.f3 cxd4 12.cxd4 Na5 13.Bxf7+ Rxf7 14.fxg4 Rxf1+ 15.Kxf1 Qd6 16.Kg1 Qa3 5 Qxd1+ 22.Rxd1 bxc3 23.Nxc3 Rc8 24.Nd5 Kf7 25.Re1 Rc6 26.h4 Nc4 27.Nf4 e6 28.g5 Ra6 29.Rc4 Nb6 30.Re2 Ra4 31.g3 Nd7 32.Kf1 Ra5 33.Rb2 Ra3 34.Ke2 Nxe5 35.Rb7+ Kg8 36.Nxe6 Rxa2+ 37.Ke3 Ra6 38.Nc5 Ra3+ 39.Kf4 Nd3+ 40.Nxd3 Rxd3 41.Rxa7 Rd1 42.Rb7 Ra1 43.Kg4 Ra4+ 44.Kh3 Ra1 45.Rd7 Ra4 46.Rc7 Rb4 47.Re7 Ra4 ½-½

WChess - John Ady (FM, 2325)

1.c4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nf6 5.Nf3 Nc6 6.Be2 e6 7.0-0 Be7 8.Be3 Ng4 9.Bf4 0-0 10.Re1 Rd8 11.h3 Nh6 12.Bxh6 gxh6 13.dxc5 Qf5 14.Qc1 e5 15.Bb5 e4 16.Bxc6 bxc6 17.Nd4 .Qg6 18.Qf4 Bxc5 19.Rc3 Kf8 20.Qxe4 Qxe4 21.Rxe4 Bxd4 22.Rxd4 Rxd4 23.cxd4 Rb8 24.b3 Rb4 25.Nd2 Rxd4 26.Nf3 Rd5 27.Rc1 Bd7 28.Kh2 Ke7 29.Kg3 Kd6 30.Rc4 c5 31.Rf4 Ke6 32.Rh4 h5 33.Re4+ Kd6 34.Kh4 f6 35.Rf4 Ke6 36.Kg3 Bb5 37.Re4+ Kf7 38.h4 h6 39.Kf4 Bf1 40.g3 Bd3 41.Ra4 a6 42.Ke3 Ke6 43.Nd2 Bb5 44.Re4+ Kf7 45.Nc4 f5 46.Rf4 Ke6 47.Ke2 a5 48.Ke1 a4 49.bxa4 Bxa4 50.Ne3 Rd4 51.Rxf5 c4 52.Rc5 Rd3 53.Ra5 Ra3 54.Nd5 c3 55.Nxc3 1-0

Dave Carless (FM, 2240) - Schach 3.0

1.Nf3 d5 2.g3 c5 3.Bg2 Nc6 4.d4 Bf5 5.0-0 e6 6.c4 Nf6 7.Nc3 Be7 8.cxd5 Nxd5 9.Re1 Nxc3 10.bxc3 Be4 11.Bf4 0-0 12.Ne5 Bxg2 13.Kxg2 Nxe5 14.Bxe5 Bd6 15.Bxd6 Qxd6 16.e3 Rfc8 17.Qf3 cxd4 18.cxd4 Rab8 19.Rec1 b5 20.Rab1 Rc7 21.Qf4 Qxf4 22.gxf4 Rxc1 23.Rxc1 g6 24.Kf3 Rb6 25.Ke4 Ra6 26.Kc5 Kg7 27.Rc2 f6+ 28.Ke4 Ra4 29.Kd3 Ra3+ 30.Kd2 Kf8 31.Kc1 h6 32.Kb2 Rd3 33.Rc8+ Ke7 34.Kc2 Ra3 ½-½

Virtua Chess - Kaarlo Schepel (2240)

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.a3 Bxc3+ 5.bxc3 dxe4 6.Qg4 Nf6 7.Qxg7 Rg8 8.Qh6 c5 9.Ne2 Nc6 10.dxc5 Ne5 11.Bg5 Nfg4 12.Bxd8 Nxh6 13.Bc7 Nd7 14.Bd6 Rg5 15.Nd4 Nxc5 16.Nb5 Na6 17.Bf4 Rg6 18.Nd6+ Ke7 19.Nxe4 e5 20.Bxe5 Bf5 21.Bd3 Re6 22.f4 Bxe4 23.Bxe4 f6 24.Bxb7 Rg8 25.Bxa6 Rxa6 26.Bd4 Rxg2 27.0-0-0 Ke6 28.Kb2 Nf5 29.Rhe1+ Kf7 30.Bc5 Ra5 31.Bb4 Ra6 32.Rd7+ Kg6 33.Re8 Nh6 34.Rh8 Re6 35.Rdxh7 Ng4 36.Rh5 Ne3 37.Bc5 Nc4+ 38.Kb3 Nd2+ 39.Ka2 f5 40.R8h7 1-0

Tsang, Hon (2200) - Mephisto Advantage (Rebel 6.0)

1.Nf3 d5 2.g3 c6 3.d4 Bf5 4.Bg2 Nf6 5.c4 e6 6.0-0 Nbd7 7.b3 Be7 8.Nc3 0-0 9.h3 Re8 10.Bb2 Ne4 11.Nd2 Nxd2 12.Qxd2 dxc4 13.e4 Bg6 14.f4 cxb3 15.axb3 e5 16.dxe5 Qb6+ 17.Kh1 Nc5 18.Qc2 Qxb3 19.Qxb3 Nxb3 20.Rad1 h6 21.f5 Bh7 22.Ne2 Rad8 23.Nf4 Nd2 24.Rfe1 Bb4 25.Re2 Nc4 26.Rd3 Rxd3 27.Nxd3 Bd2 28.Bf1 Rd8 29.Rh2 Ba5 30.Bc1 Nxe5 31.Nxe5 Rd1 32.Rc2 Rxf1+ 33.Kg2 Rd1 34.Bf4 Bc7 35.g4 Bd6 36.Kf2 f6 37.Ke2 fxe5 38.Kxd1 exf4 39.Rd2 Be5 40.Rd7 b5 41.Rxa7 b4 42.Ra8+ Kf7 43.Rc8 f3 44.Rxc6 Bg8 45.Rc4 b3 46.h4 b2 47.Rb4 Ke8 48.Rb5 f2 0-1

HUMOUR IN CHESS!? Don't Make Me Laugh!

For those who think perhaps that chess players have little humour, here is a short sample list of the **TEAM NAMES** entered in the recent U.S AMATEUR TEAM CHAMPIONSHIPS:

- Dr. Quark and the Passed Pions
- If Rooks could Kill
- Two IMs and Two I Aints
- Castle Long Hoppity
- You Rook Mahvelous
- Baked Elasker
- Michael Rohde the Boat Ashore
- Tals from the Crypt
- Scotch on the Rooks
- Rook Shields
- The Master Maters
- Don't Throw in the Tal
- 1...KxQ+N: The Simpson Defence
- Chess Nuts Roasting on an Open File

And here are one or two rather nice **DEFINITIONS** seen on the Internet.

■ADJOURNMENT: an interruption in play to enable both players to obtain analytical help from their strongest chessmaster friends. their endgame libraries or their computer endgame ROMS.

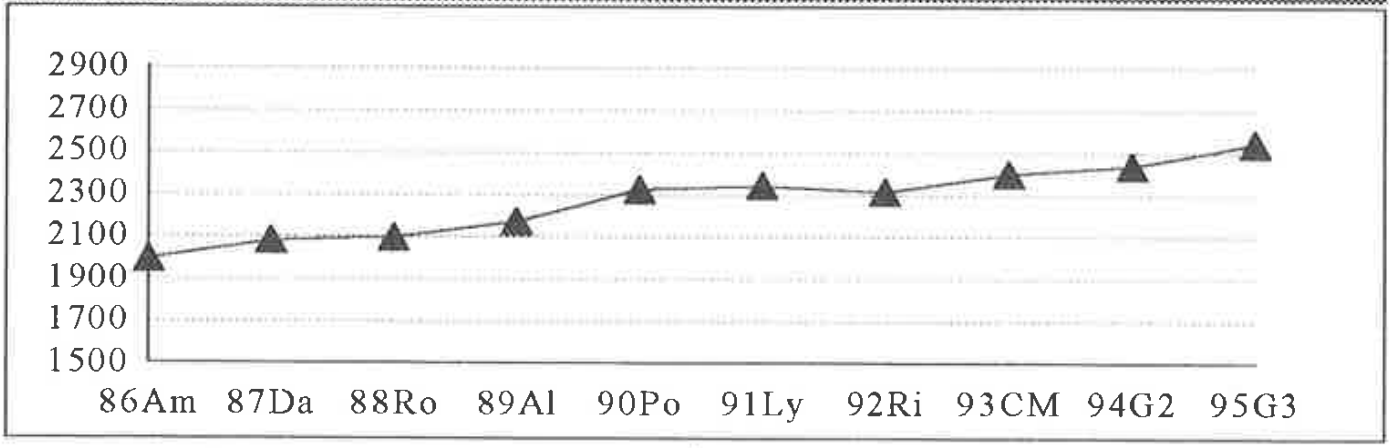
■ADJUDICATION: a binding decision about the outcome of an unfinished game, made by someone who is rated 200 Elo points below you and who renders his decision after spending a total time equal to only 5% of the time you devoted over the board to the game!

■BRILLIANCY: a combinative sequence which is understandable to anyone once the solution has been revealed.

■CHESS CLOCK: a mechanical device use to time tournament games which no-one ever pays attention to until a little red marker is about to fall!

■THE HYPERMODERN CENTRE: the squares a1, a8, h1 and h8.

COMPUTER PROGRESS: closing in on... 2600?... 2700?... 2800?!



It is generally agreed that future COMPUTER rating increases will come from:-

1. Improved programming/chess.
2. Increased computing power/speed.

In discussing SPEED increases the view is that there is and always will be a relationship between search depth and strength.

But it leaves a major point open to question. Yes, *"deeper search yields better play"*, but do we expect that the relationship **charting the progress in play strength** and using the same program where only speed increases are made, will be roughly linear (a straight line) or exponential (in this case a decreasing curve)?!

If it continues to be linear, then the computers **will** eventually have a rating that is significantly higher than Kasparov's. But here's the point: this can **only** happen if we are also able to maintain linear increases of the **search depth** as we have been in the past - **that is** the problem (and a big, possibly insurmountable one at that).

In fact we **can't** continue increasing the search depth as we have been because it already depends on exponential speed increases! If a computer was **able** to search, say, 40 plies deep, I'm sure it would beat Kasparov every time (and everyone around him), in which case it's rating **would** be significantly higher than his. But, **can** a program **ever** search accurately 40 plies deep?? Many don't think that's ever going to be possible.

Some mathematics

Let's see: if 14 ply was 268 x 10^6 positions, then 40 ply would be 1.2 x 10^24 positions - that is 4.4 x 10^15 times faster! Do you believe this is possible?! Indeed **each** advance of 1 ply requires an exponential increase in speed.

So we can't continue increasing the search depth as we have in the past, because it depends on exponential speed increases, and that will inevitably (?) eventually slow it all up, even if it doesn't seem to be doing so just yet! If we can maintain **linear** increase in speed **it** will **not** equate to linear increase in strength because linear increases in **speed** do not give us linear increases in **search depth**. An exponential increase in speed is needed to obtain a linear increase in search depth, which is not going to keep happening. Therefore the progress from **computing speed** alone WILL fall off. Note: I am **not** saying that I expect us to reach a standstill in the progress of computing power (not in my lifetime anyway!), but I don't believe it can be maintained exponentially.

A second point, often made in this Magazine, is the fact that **each extra ply** takes us further away from the root position on the board, and is therefore successively

less likely to have an impact on that position. We will return to this point. First...

Robert HYATT commented on the Internet: *"I am not assuming either a linear increase in playing strength, or a linear movement up the playing scale. I suspect that to get past the last few humans, even though they are 'only' 200 points or so above the group just below them, is going to be a difficult task. I.e, the rating scale might just be **logarithmic** without our yet knowing it. It might, just **might**, take a significant increase in speed to close this last gap. As a result, **don't** plot the playing strength progress achieved over tha past few years on normal graph paper and try to predict when the point on the program's performance curve/line will exceed the best human. It isn't that easy.*

Things might have been true near the bottom of the line or curve, but as we have gotten better and better, it has become clear that the curve begins to flatten out at the top".

Not everyone agrees! Another Internet user aired his view in replying to the comment that 'exponential computing speed increases were **not** happening': *"For the last two or three decades, this is precisely what **has** been happening: the state of the art computers **have** increased their speed exponentially over this time. And for the same period people have been saying that this trend 'has to stop sometime'! However it is still not stopping, and may not level off for the next decade in my view. This means that every 3 years or so, you **will** add another ply to the search, without changing the software very much".*

Back now to a brief discussion on the **strength value** of each extra **ply** gained. The effect of this extra ply does diminish. In its simplest form we can certainly say that there is a large difference between playing at 1 ply, 2 ply or 3 ply. But changing between 13, 14 or 15 ply obviously gives a lesser improvement.

- If 1 ply **wasn't** enough in a given position, what are the mathematical possibilities that 2 or 3 ply will be....? Good!
- If 13 ply **wasn't** enough in a given position, what are the chances that 14 or 15 ply will be....? I don't know the answer in either case, but in the first case the % must be pretty high, and in the second pretty low I would think.

If a strong G.M tells us that a particular move, chosen at 7 ply by a program such as Genius or Hiarcs, was *"not good enough"*, how often will that move be corrected if the search can go to, say, 8 or 9 ply?... or 14 ply! What about the miriads of 20+ply positional plans in **chess**?

Jonathan Schaeffer's experiments with **Chinook**, the World Champion (of humans and computers!) Checkers program shows a definite leveling off with increasing depth. Chinook can search **21 ply** in tournament time constraints, and is on a par or marginally ahead of the world's best humans, but barely advancing now.

Now we're not talking about 6 or 7 ply, nor even 14 or 15, but 21! Will an accurate 21 ply search give us **Kasparov's crown**? How long to 21 ply? Before answering we must consider that Chess is somewhat different to Checkers and that searching is much simpler.... note that **(a)** the size of the checkers board is 1/2 the size of the chess board (players have 12 pieces each placed on the black squares only), and **(b)** the number of legal moves is always substantially lower than in chess because there are only 2 types of piece including crowns, and their movement is comparatively restricted compared with those in chess.

Lots of questions, a few answers. Enough to tell me that my lovely graph doesn't work after all!

ENDGAME TEST RESULTS from 35 positions in ISSUE 58

COMPUTER/PROGRAM	10m	3m
Genius 3 PC-P/90MHz--32MB/ht	30	...
TASC R30-1993(normal)/30MHz	30	28
Hiarcs 3.0 PC-P/90MHz--48MB/ht	29	...
M- Chess 4.0 PC-P/90MHz--10MB/ht	29	...
The King 2.2 PC-RISC/32MHz	29	...
The King 2.0(aggr) PC-RISC/32MHz	29	...
MChess Pro 3.50 PC-486DX2/76MHz--16MB	29	...
Meph. Genius 2.0 PC-486DX2/80MHz--36MB	29	25
Hiarcs 3.0 PC-486DX2/66MHz--8MB/ht	28	25
Genius 3 PC-P/90MHz--7MB/ht	28	...
Genius 3 PC-486DX2/66MHz--15MB/ht	28	26
M- Chess Pro 4.0 PC-486DX2/76MHz--10MB/ht	28	23
Chessmaster 4000 PC-486DX/50MHz--8MB	28	...
MChess Pro 3.11 PC-486DX/50MHz--8MB	28	...
Mephisto Lyon 68030	28	...
Hiarcs 3.0 PC-486/33	27	24
Mephist Berlin Pro 68020	27	26
Mephisto Vancouver 68030/36MHz	27	...
Chess Genius 1 PC-486DX/50MHz--8MB	26	...
MChess Pro 3.10 PC-386DX/40MHz--8MB	26	...
Rebel 6.0 PC-486DX2/76MHz--20MB	26	...
Hiarcs 3.0 PC-386/25MHz--224K	26	19
Hiarcs 2.0 PC-486DX2/76MHz--6MB	26	...
Mephisto Lyon 68020	26	23
Meph. Portorose 68030/36MHz	26	...
The King PC-RISC/30MHz	26	...
W Chess PC-486DX2/66MHz--8MB	25	...
Nimzo Guernica PC-P/60MHz--8MB	25	...
Mephisto Gideon 1 PC-486DX2/76MHz--16MB	25	...
Meph. Vancouver 68020	25	22
Mephisto Lyon 68000	25	...
Meph. Portorose 68020	25	24
Kasparov RISC 2500-128K	25	22
Novag Diamond/Sapphire	25	22
Fidelity Elite V.9 68030/32MHz	24	...
Mephisto Almeria 68020	24	...
Rexchess V.2.30 PC-386/16MHz	15	...
Mephisto Roma 68000	14	11
Saitek Leonardo Analyst Modul/8MHz	14	...
Novag Super Expert B/6	13	...
Saitek Turbo King+E-ROM	13	...
Turbostar 432+ KSO/6MHz	13	...
Turbostar 432	12	...
Mephisto Amsterdam	12	10
Mephisto Supermondial	12	...
Mephisto Milano	12	...
Mephisto Academy+TurboKit20/18MHz	12	...
Sargon IV PC-386SX/25MHz	11	...
The Final Chesscard PC-Comm64	11	...
Kasparov Simultano	11	...
ColossusX Chess PC-Amiga 500	11	...
Leonardo-Galileo Analys C-Modul	11	...
Psion Chess PC-Atari 1040ST	11	...
Mephisto Supermondial2	11	10
Mephisto Polgar/10MHz	11	...
Mephisto MM IV/5MHz	11	...
Mephisto MM V/5MHz	10	...
Chessmaster 3000 PC-386/16MHz	10	...
Conchess/8MHz	10	...
Conchess/4MHz	10	11
Saitek Turbo King	10	...
Novag Super Expert A	10	...
Kasparov GK-2000	10	9
Mephisto MM V/10MHz	10	...
CXG Sphinx 2.03	10	...
MM IV+Turbo Kit20/18MHz	10	...
Mephisto MM II	10	...
Meph. Polgar(sel.5)/4.9MHz	10	...
Mephisto Mega IV/4.9MHz	10	...
Kasparov Travel Champion 2100	9	8
Kasparov Blitz	9	7
Mephisto B+P	9	...
Mephisto Rebell	9	...

Schroder 3.0 PC-RISC/50MHz	24	...
Schroder 3.1 PC-RISC/32MHz	23	...
Socrates 3.0 PC-486DX2/66MHz--16MB	23	...
Fritz3 PC-486DX2/66MHz--16MB/ht	23	23
Mephisto Vancouver 68000	23	20
Mephisto Portorose 68000	23	...
Mephisto Almeria 68000	23	23
Kallisto(sel.2) V.1.82 PC-486DX2/66MHz--16MB	23	...
Meph. Risc 1MB V1.1	23	...
Fidelity Mach IV 68020	22	...
Zarkov 3.0 PC-486DX2/76MHz--16MB	22	...
Zarkov 2.6 PC-486/50MHz	22	...
Fritz 2 PC-486DX2/80MHz--32MB/ht	22	...
Novag Diablo-Scorpio 68000	21	20
MChess 1.57 PC-386/16MHz--2MB	21	...
Nimzo V.7/93 PC-486DX/50MHz--8MB	21	...
Virtua Chess PC-486/25--2MB	21	19
Fritz 2 PC-486DX/50MHz--4MB/ht	21	...
Fritz 2 PC-486DX2/80MHz--8MB/ht	21	...
Fritz 3(sel5) PC-386DX/40MHz--3MB/ht	20	...
MChess 1.04 PC-386/25MHz	20	...
Fidelity Mach III 68000/16MHz	20	...
Fidelity Mach IIC	19	...
Fidelity Mach IIA	19	...
Fritz 2 PC-386DX/40MHz--8MB	19	...
Schroder 2.0 PC-RISC/16MHz	19	...
Leonardo Maestro B+E-ROM/6MHz	18	...
Novag Super Forte C(sel.7)/6MHz	18	...
Novag Super Expert C(sel.5)/6MHz	17	...
Novag Diablo(sel.4) 68000	17	...
Fritz 2 PC-386/16MHz--2MB	17	...
Fidelity Elite V.5 (2x68000/16MHz)	16	...
Leonardo Maestro/6MHz	16	...
Zarkov V.2.50 PC-386/16MHz	15	...
Mephisto Roma 68020	15	...
Mephisto Dallas 68020	15	...
Mephisto Dallas 68000	15	12
Fidelity Excel Club 68000	15	...

Novag Super Forte A	9	...
Novag Forte B	9	...
Novag Super VIP	9	7
Fritz1 PC-386/16MHz	9	...
Colossus Chess 4 PC-Comm64	9	...
Mephisto Polgar/5MHz	9	...
Saitek Superstar 36K/2MHz	8	...
Kasparov Travel Champion 2000/14MHz	8	7
Novag Super Constellation	8	...
Mephisto Academy	8	...
Novag Constellation Expert/5	7	...
Fidelity Par Excellence	6	...
Fidelity Elite C/5MHz	6	6
Mephisto Mobil	6	...
Kishon Chesster	5	...
Fidelity Excellence/5MHz	5	...
Champion and Voice Sensory Challenger	5	4
Deep Thought PC-Atari 1040ST	5	...
CXG Advanced Star Chess & Super Enterprise	5	...
Mephisto Mondial	5	...
Novag Constellation/2MHz	5	...
Mephisto III&ESB/12MHz	5	...
SciSys Mark V	5	5
Novag Supremo	5	...
Fidelity Excellence/3MHz	4	...
Fidelity Sensory 12	4	6
Chessmaster 2000 PC-Atari 1040ST/8MHz	4	...
Mephisto II	4	...
Chess Champion Super System III	4	...
Mephisto I/10MHz	4	...
Sargon III PC-Atari 1040ST	3	...
Novag Constellation/3.6MHz	3	...
SciSys MK VI Philidor/20MHz	2	...

READERS wanting a copy of the **ENDGAME TEST**, send £1 (in stamps if you wish) to **Eric Hallsworth**, The Red House, 46 High St. Wilburton, Cambs CB6 3RA.

MATCH REPORT:
The new Tasc R30-1995 vs Mephisto BERLIN PRO

The **Tasc R30–1995 upgrade** has been the subject of one or two previous discussions due to the fact that its very earliest results were slightly confusing.

The main cause of confusion was a discrepancy between 2 results at G/60: Simon Knight reported an 8½–1½ win for the **R30**, whilst Keith Kitson had reached 18½–16½... for the **BERLIN PRO**! Other results, including good ones from Peter Marriott and my own tests, have suggested the new R30 is a definite improvement.

Even so it is always good to have as much confirmation as possible, so we were very pleased when R30–1995 purchaser Catherine Martin offered to play a Match with it against her ownBERLIN PRO. The proposal was for a 12 game Match, and the slightly slower time control suggestion of 40 moves per hour was particularly welcome. After an early draw the match quickly swung in favour of the R30 with a string of wins including this one in game 5. Catherine herself comments that she *'particularly liked game 5 as I love the "romantic" openings – in fact I was amazed that the Tasc played this'.*

R30–1995 (2420) – BPRO (2340) [C34]
C Martin. G5 40/1, 1995*[ELH]*

1.e4 e5 2.f4

[I always delight to see an Opening Book exhibiting a programmer's courage for the King's Gambit!]

2...exf4 3.♘f3 d6 4.d4 g5 5.h4 g4 6.♘g1 ♗h6 7.♘c3 c6 8.♘ge2 ♕f6 9.g3 f3 10.♘f4 ♕e7 11.♗d3 f5 12.♔f2

[12.0–0 is also playable. Either way all Computers evaluate Black's position as 'virtually won' as they end their Books around here!]

12...♗g7 13.♗e3 fxe4 14.♘xe4 d5 15.♘g5 ♘f6 16.♖e1 0–0 17.♗c1 ♕d6 18.♘fe6 ♗xe6 19.♗f4!

[19.♖xe6?! looks tempting, but what next? If 19...♕d8 20.♖e3 ♖e8 must be better for Black]

19...♕b4

[The popular move for most computers, but strategically her majesty might have been better placed elsewhere in the long term. E.g. 19...♕d7 20.♘xe6 ♖f7]

20.♘xe6 ♖f7 21.♖b1 ♕a4

[21...♘bd7 is preferred, 22.c3 ♕a5]

22.c3!

[My first thought was that this was wrong – a pawn behind and exchanging off Black's misplaced queen. But it proves correct so is my note at 19 suspect?!]

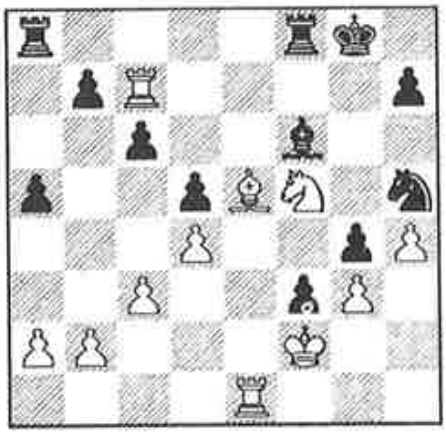
22...♕xd1 23.♖bxd1 ♘bd7 24.♘g5 ♖ff8 25.♗f5 ♘e4+

[25...h5!?]

26.♘xe4

[26.♗xe4 dxe4 27.♘xe4 looks an even better move order!?]

26...♖xf5 27.♘d6 ♖ff8 28.♖e7 ♘f6 29.♖de1 ♘h5 30.♗e5 ♗f6 31.♖c7 a5 32.♘f5!



32...♗g5

[32...♗xe5? 33.♘h6+! ♔h8 34.dxe5±]

33.♘g7! ♗d8 34.♖xb7 ♘f4?!

[Full marks for creating a complication, which could work against some opposition. However 34...♘f6 35.♘f5 h5 was probably wiser]

35.♗xf4

[35.gxf4? loses most of the newly gained advantage to 35...♗xh4+ 36.♔f1 ♗xe1 37.♔xe1 ♖f7 38.♖xf7 ♔xf7]

35...♖xf4 36.gxf4 ♕xh4+ 37.♔f1 ♕xe1 38.♔xe1 ♖f8 39.♘h5 ♖f5

[39...♔h8 40.♖c7 is no better]

40.♖g7+ ♔f8

[40...♔h8 is better, 41.♖g5 ♖xg5! *(41...♖f8 42.♖xg4)* 42.fxg5 g3! 43.♘xg3 ♔g7 44.b4! though White still wins]

41.♖xh7 ♖f7 42.♖h8+ ♔e7 43.♔f2 ♔e6 44.♖h6+ ♔e7 45.♖xc6 a4 46.♖c7+ ♔e6 47.f5+ ♖xf5 48.♘g7+ ♔d6 49.♘xf5+ ♔xc7 50.♘e3 ♔d6 51.♘xg4 1–0

Game 6 is selected as my favourite: it is quite brilliant in places, and the play around moves 15–18 reminds me of that in the recent World Championship game, DEEP BLUE vs FRITZ3 (see #59).

BPRO (2340) – R30–1995 (2420) [B83]
C Martin. G6 40/1, 1995*/ELH]*

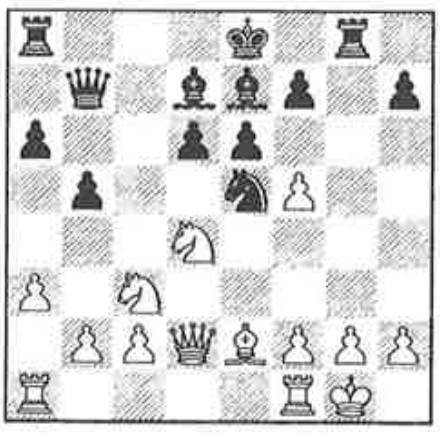
1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 d6 6.♕e2 ♘c6 7.0–0 ♕e7 8.♕e3 ♕d7 9.♘db5 ♕b8 10.♕f4 ♘e5 11.♕g5 a6 12.♕xf6 gxf6 13.♘d4 b5

[Scheveningen's frequently result in sharp struggles when the computers come out of Book before 'too much' theory has killed the game, as can sometimes happen. 13...Qa7 was the expected 'Book' move and now both programs are on their own]

14.♕d2 ♕b7 15.a3 f5!? 16.exf5

[16.f4?! ♘c6! 17.♘xc6 *(17.exf5?! ♕b6!∓)* 17...♕xc6=]

16...♖g8



[This and the following moves evoke memories of the World Championship game between Deep Blue and Fritz!]

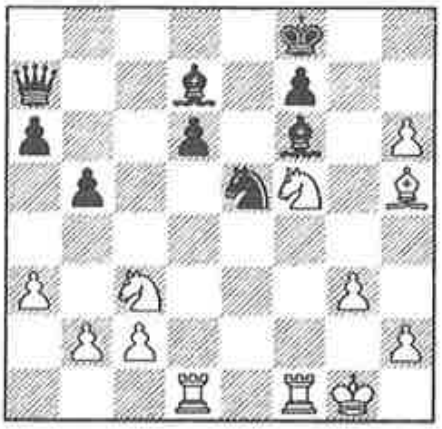
17.g3 exf5 18.♕h6 ♖g6 19.♕xh7 ♕f6 20.♕h5 ♖g7 21.♕h6

[The BP eval. reaches +300 here; the R30 shows −339 with its next!]

21...♔e7!

[21...♘g4?! 22.♖fe1+! ♔d8 23.♕xg4 ♕xd4 24.♕xf5 ♔c7 25.♖e7!+−]

22.♖ad1 ♖g5 23.f4 ♖h8 24.fxg5 ♖xh6 25.gxh6 ♔f8 26.♘xf5 ♕a7+



[How do readers evaluate this? How strong/weak is White's h6 pawn? Is Black's queen a match for the rooks? Our computers have White around +250, but events soon show that this is not the case]

27.♘d4

[27.♔g2 ♕b7+ 28.♔h3 ♘c4 29.g4!?]

27...♕g5 28.♘d5

[28.h7 ♔g7!]

28...♕xh6 29.♖f2 ♕c5 30.♘b3?!

[30.♘f6 ♕c8 31.♘e4 ♕b6± or =]

30...♕a7 31.♕e2 ♘c4 32.♘f4?!

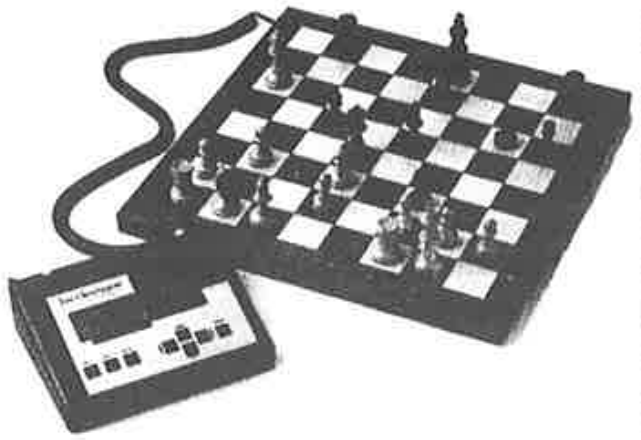
[32.♕xc4 seems better though 32...bxc4 33.♘a5 leaves this knight badly placed, 33...♕g4 34.♖e1 ♕c5]

32...♕g7! 33.c3 ♘xb2 34.♖xd6 ♕xc3 35.♔g2 ♘c4 36.♕xc4

[Making the previously mentioned exchange in the end, but with an evaluation now close to =].

36...bxc4 37.♘c5?

[Played expecting the coming exchanges, but strangely showing itself at +87 which is no longer correct! Better was 37.♘d2 when I would expect 37...♕d4



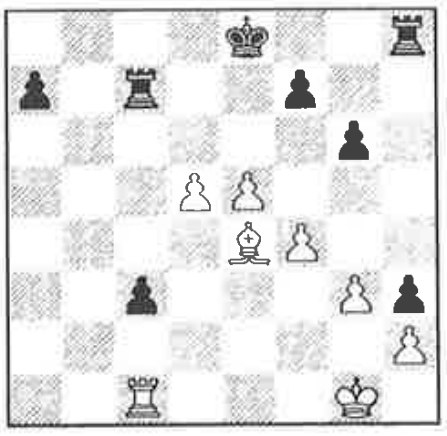
Tasc's R30 - top dedicated computer

38.♖e2 ♕b7+∓]
37...♕xc5 38.♖xd7 ♕c6+ 39.♖d5 ♔e5
[Of course the R30 is winning now!]
40.♘g6+ ♔e8 41.♘xe5 ♕xd5+ 42.♘f3 ♕d3 43.♖d2?!
[43.h4 creates a counter–threat which might give better practical chances. 43...c3 *(43...♕xa3!? 44.h5)* 44.♘e1]
43...♕xa3 44.♔f2 a5! 45.♖e2+ ♔f8 46.♖d2 a4 47.♖d8+?!
[White is not going to be able to stop both pawns, but throwing away a tempo wont help. The better try was 47.♔e2 ♕e7+ 48.♔d1 ♕e4! 49.♘e1 though 49...♕b1+ 50.♔e2 a3 seems terminal for BP]
47...♔g7 48.♖d2 c3 49.♖c2 ♕c5+ 50.♔e2
[50.♔g2 avoids a check, though to no avail: 50...a3 51.g4 a2 52.♖xa2 c2 53.♖a1 c1♕ 54.♖xc1 ♕xc1–+]
50...a3 51.♔d3 a2 52.♖xa2 ♕d5+ 53.♔xc3 ♕xa2 54.♔d3 ♕f2 55.♔e4 ♕e2+ 56.♔f4 f5 57.♘g5 ♕g4+
...winning the knight and this very interesting game **0–1**

The coverage thus far seems unfair to the **Berlin PRO** and I must re–inforce the fact that it IS a very strong, excellent and popular machine. Packed full of features, incl. the 50 game save/retention much loved by Correspondence players, BP is not only excellent value for money but well worth its 2340 Elo grade on our Lists. The perfect introduction to game 7, in which the Lang program asserts itself!

R30–1995 (2420) – BPRO (2340) [D15]
C Martin. G7 40/1, 1995*/ELH]*

1.d4 d5 2.c4 c6 3.♘c3 ♘f6 4.♘f3 dxc4 5.e4
[A typically bold R30 choice compared with the more conservative 5.e3]
5...b5 6.e5 ♘d5 7.a4 e6 8.axb5 ♘xc3 9.bxc3 cxb5 10.♘g5 ♗b7 11.♕h5 g6 12.♕g4 ♗e7 13.♗e2 ♗d5 14.♗f3 h5 15.♕g3 b4 16.♘e4 ♘c6
[Both computer books end here, having shown good depth. The position again is very double–edged, the programs at present just favour Black]
17.0–0 bxc3 18.♗e3 c2 19.♘c3 h4 20.♕g4 h3
[20...♗xf3 21.♕xf3 ♘b4 is also strong]
21.♘xd5 exd5 22.g3 ♘b4 23.♗d2 ♘d3 24.♗a5 ♕c8 25.♕xc8+ ♖xc8 26.♗xd5 ♗b4 27.♗xb4 ♘xb4 28.♗b7?!
[This allows the rook to improve its position marginally. White should have played Be4 straightaway]
28...♖c7 29.♗e4 ♘d3 30.d5 c1♕ 31.♖axc1 ♘xc1 32.♖xc1 c3 33.f4
[White's pawn phalanx looks threatening and deserves a diagram!]



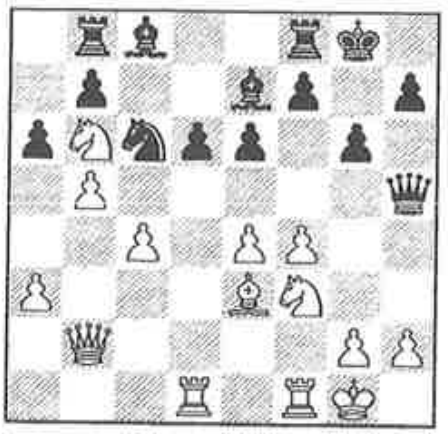
33...♖c4 34.♗c2 a5! 35.♗b3 ♖c5 36.d6 0–0 37.e6
[Just overdoing it this time? Probably wiser was 37.♔f2 ♖b8 38.♗a4!? *(38.e6?! fxe6 39.♗xe6+ ♔f8 40.d7 ♔e7!)* 38...♖b2+]
37...fxe6 38.♗xe6+ ♔g7 39.d7 a4! 40.♔f2
[40.♗xh3? a3 41.♗e6 ♔f6 42.♗b3

♖d8!–+]
40...a3 41.♔c3 ♔f6 42.♔d4 ♖c7 43.♗c4
[43.♗xh3 a2 44.♗g4 ♖b8!]
43...♖xd7+ 44.♔xc3 ♖c8 45.♖a1 ♖dc7 46.♖xa3 ♖xc4+ 47.♔d3 ♖c2 48.♖a6+ ♔g7 49.♖a7+ ♔h6 50.♖a6 ♖xh2 51.f5 ♔g5 52.fxg6 ♖g2 53.♖a5+ ♔g4 54.♖a1 h2
...a powerfully played conclusion by BP to another very exciting game! **0–1**

Choosing which games to include is often a particularly hard task. There were many very close struggles, with first one side and then the other gaining small plusses before one of them managed to gain a decisive advantage. No less than 7 games went beyond 60 moves and the draws were all closely fought. Space forces us to make decisions, and the choice is: print all the games without notes, or use your editor's favourites! Inevitably there is a tendency for these to be the shorter ones, perhaps with specific 'mistakes' which I am capable of spotting and pointing out! So here is my final choice.

<u>R30–1995 (2420) – BPRO (2340)</u> [E79]
C Martin. G9 40/1, 1995*[ELH]*

1.d4 ♘f6 2.c4 g6 3.♘c3 ♗g7 4.e4 d6 5.f4 0–0 6.♗e2 c5 7.♘f3 cxd4 8.♘xd4 ♘c6 9.♗e3
[The programs come out of their Books a little earlier this time, in a position both consider to be level. However the R30 expertly forces BP into a very passive set–up in the next few moves]
9...♕d7 10.0–0 ♘g4 11.♗xg4 ♕xg4 12.♕d2 ♖d8 13.♘d5 ♖d7 14.♖ad1 e6 15.♘c3 a6 16.♘a4 ♖b8 17.♘b6 ♖d8 18.♘f3 ♗f6 19.b4 ♕h5 20.a3 ♗e7 21.♕b2 ♖f8 22.b5



[The R30 has quietly but firmly taken control of the game and is nearly ready to reap material rewards for cramping Black's game to a great degree]
22...♘d8
[22...axb5 23.cxb5 ♘a7 might have been better, though 24.a4 would leave Black more cramped than ever]
23.e5
[23.c5 also looks interesting, 23...d5 *(23...dxc5!?* might be better *24.♘d7 ♗xd7 25.♖xd7 ♖e8 26.bxa6!)* 24.exd5+–]
23...dxe5 24.fxe5 ♕g4?
[A critical mistake I think, though Black's position is difficult. Two alternatives: 24...♖e8, but 25.♕d2 threatens Bg5 which is very strong; and 24...f5, though allowing 25.♘d7, has to be best. However 25...♗xd7 26.♖xd7 ♖f7 27.bxa6 ♗xa3! *(27...♗c5 28.♖xd8+ ♖xd8 29.♗xc5 bxa6 30.♘d4+–)* 28.♖xd8+ ♖xd8 29.♕xa3 bxa6 would look much like a win for White]
25.♖d4! ♕h5 26.♘d7 ♗xd7 27.♖xd7 axb5 28.♖xe7 bxc4 29.♖c7 b5
[I prefer 29...♘c6 trying to make the c7/rook's life miserable!]
30.♖xc4 f6
[30...bxc4?! 31.♕xb8 c3 32.♗c5 looks like big trouble! If 32...♖e8 33.♕b5!]
31.♖f4 ♖a8 32.♕xb5 ♖f7

[32...♖xa3? 33.♕c5]
33.a4 ♖e7 34.♖h4 ♕f5 35.♕c5 ♖f7 36.♕e8+ ♔g7 37.exf6+! ♖xf6 38.♕e7 ♖f7 39.♖xh7+ ♔xh7 40.♘g5+ ♕xg5 41.♕xg5 ♔g7 42.♕xd8 ♖aa7 43.♖xf7+ ♖xf7 44.♕a5

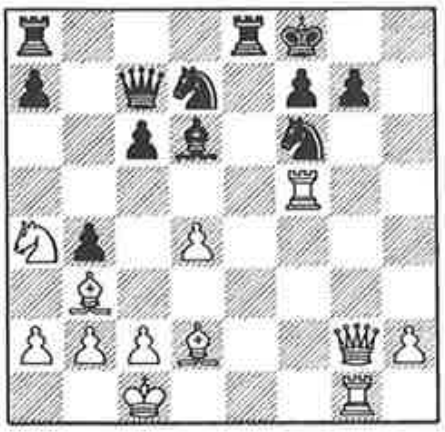
...and the R30 upgrade completes an impressive game in powerful style **1–0**

40/1 hr Match														
R30–1995	½	**1**	**1**	**1**	**1**	**1**	**0**	**1**	**1**	½	**1**	½	=	9½
BPro	½	**0**	**0**	**0**	**0**	**0**	**1**	**0**	**0**	½	**0**	½	=	2½

Which generously leaves us with just enough room to include one of the early games from my G/60 Match between the **Tasc R30–1995 upgrade** and **MChess PRO** on my 486/33.

MChessPRO4 486 (2430) – R30–1995 (2420) [B01]Eric's. G2 G/60, 1995

1.e4 d5?! [More programs than ever seem willing to play the Centre Counter] **2.exd5 ♕xd5 3.♘c3 ♕a5 4.d4 ♘f6 5.♘f3 ♕f5 6.♕c4 c6 7.♕d2 ♕c7** [7...♘bd7 is popular here; also 7...e6. MCP has been well prepared for the specific moves played by other programs] **8.♘e5 e6 9.♕e2 ♕d6 10.0–0–0 b5 11.♕b3** [MCP was showing a somewhat unwarranted +119 here!] **11...♘bd7 12.g4! ♕g6 13.f4 b4 14.♘a4 0–0?! 15.♖hf1 ♖fd8 16.f5! exf5 17.♘xg6 hxg6 18.gxf5 gxf5 19.♖xf5 ♖e8** [19...♕xh2 20.♖h1! ♕d6 21.♕f1!+–] **20.♕g2!** [A fine move with which MCP jumped to +240] **20...♔f8 21.♖g1**



21...g6 22.♕xf7 gxf5 [22...♔xf7 23.♕xg6+ ♔e7 24.♕g5!] **23.♕g7+ ♔e7 24.♖e1+ ♔d8 25.♕xe8 ♘xe8 26.♕g5+ ♔c8 27.♖xe8+** [During the exchanges MCP briefly went >+300 (?!), but as they are completed it shows +166, perhaps still slightly optimistic but not by too much. This good + eval stays for a further 10 moves] **27...♔b7 28.♖e3** [Ignoring the theory of exchanging pieces when you're ahead. 28.♖xa8 ♔xa8 29.h4 would emphasise the advantage White has] **28...f4!** [Which in turn draws attention to Black's main counter–threat!] **29.♖h3 ♖e8 30.♖h7?!** [Although it would leave either the a or d–pawn isolated, I believe White should give attention to energising his badly placed knight with, say, [30.c3 ♖e1+ 31.♔c2 bxc3 32.♘xc3] **30...f3 31.♕h4** [31.♕xd7?! f2! 32.♘c5+ ♔b6 33.♕xc7+ ♕xc7 34.♖f7 ♖e1+ 35.♔d2 f1♕ 36.♖xf1 ♖xf1 would have made for an interesting finish] **31...♔c8 32.♕g4?** [32.♘c5 is best – White must get the knight free soon to compete on equal or better terms] **32...♖f8! 33.♕f2 ♕xh2 34.♕h3 ♕d6 35.♔b1 ♕d8 36.♘c5?!** [Suddenly not the best, in spite of my remonstrations. I think 36.d5! cxd5 37.♕xa7 ♕c7 38.♘c5! looks quite unpleasant!] **36...♕xc5 37.dxc5 ♕e8 38.♕g4 ♖g8 39.♕h4?!** [39.♕xb4? ♕e2–+; but 39.♖e7! ♕xe7! 40.♕xg8+ ♔b7 41.♕g4=] **39...♕e2 40.b3 ♖d8 41.♕g3 ♕e3 42.♕h1 a5 43.♖g7 a4 44.bxa4 ♕e2 45.♕d6 ♖e8 46.♖f7 ♕g2! 47.♕h4?!** [47.♖h7 is best, 47...♕d2 48.♖e7 ♖xe7 49.♕xe7] **47...f2!** [Black is winning now] **48.♕xf2 ♕h1+ 49.♔b2** [49.♕f1?? ♖e1+!] **49...♖e1 50.♖f8+ ♔b7 51.♕xe1** [Necessary to prevent 51...Rb1 mate] **51...♕xe1 52.♖f7 ♕c3+ 53.♔b1 ♔c8 54.a5 ♕e1+ 55.♔b2 ♘e5 56.♕xe5 ♕xe5+ 57.♔b1 ♕h5 58.♖f4 ♕e8 59.♖g4 ♕e1+ 60.♔b2 ♕c3+ 61.♔b1 ♔b7 62.♖g5 ♕f3 63.♖g8 ♕d1+ 64.♔b2 ♕d4+ 65.♔b1 ♕xc5...** a remarkable turnaround achievement by the **Tasc R30, 0–1.**

LATE NEWS: MONTREUX (R30 prog. on Arm6 14MHz) just got **2495 USCF** in an **official CRA Test!**

Subjects covered:

- **Win95 (... incl. boot.up)**
- **ChessBase for Windows**
- **ChessMaster 5000**
- **Chessica 1.01**
- **Virtua Chess**
- **Rebel 7.0**

•**The launch of Win95**, intended to replace **Windows3.1**, is causing quite a storm, at least among chess computer folk.

Requiring 8MB RAM for a start ensures that many folk will need to upgrade their PC's just to run it (*"perhaps it is designed to?"* he said naively). In addition Win95 will take up a minimum of 60MB of your hard disk... 85MB is recommended for the whole thing and no doubt more when all the obligatory extra utilities that *"you can't manage without"* become available.

I wonder how much money is spent each year by we computer ~~suckers~~ buffs, constantly purchasing new hardware and equipment to keep up with the constant flow of 'state of the art' operating systems. And for what in the way of objective results?! The *Daily Telegraph* and *PC Magazine* have produced figures showing that *"Windows 95 is **slower** than its predecessor, Windows 3.11, when run on six popular personal computers"*. The bold print is mine, but the *'slower'* is by between 11% and 18% and the machines tested running 13 popular software applications ALL had 16MB RAM!

The primary (only?) beneficiaries are the hardware and software vendors! I think we are being hypnotised by technology and have forgotten that the purpose of a computer is to get things done. And to think I used to worry about whether **we** were giving value for money if a chess program upgrade only achieved 40 or 50 Elo!
Regardless of whether there are 'bugs' or not in **Win95**... some say there are plenty, some say it's o.k - and probably the 'bugs' are nothing more than folk needing to get used to what is, by all accounts, almost a completely new operating system... the main question readers will need to check on is the compatability between Win95 and whatever their current chess and other programs is. It seems that booting with Win95 overwrites some areas currently used by dear old MS-DOS, meaning that a few (or is it many?) programs may not work from it, and all should be checked.

Users would be wise initially to keep their MS-DOS and Windows3.1 files on their hard disk and create either a **multi.boot config** for switch-on, or have floppy boot.up disks for occasions when they want to bypass Win95 at switch on. This is done by installing **Win95** in a new directory (e.g. \WIN95) and then boot.up to a START menu by pressing ***[F8]*** after switch-on. From here DOS or Win3.0/1 can be selected.

•**Richard LANG** was very quick to let me know how Win95 users could run **GENIUS3** (and with full hash tables!).

1. 'UPGRADING' to Win95 with GENIUS already installed. There is NO need to de-install Genius.

2. Win95 users STARTING your PC. **Here** is the **key** to running probably all of your PC chess programs which can set-up their own hash tables.

► Switch on PC.
► As soon as you see *'Starting Windows 95'* press the ***[F8]*** key.
► From the resulting Menu press the ***[6]*** key for the *'safe mode'* command prompt. You will now see the good old MS-DOS prompt!
► Load your MOUSE driver. E.g. if your

path is c:\mouse type: ***c:\mouse\mouse*** and press the ***[ENT]*** key. Substitute the correct path if yours is different.
►Change to the Genius directory: ***cd\genius3*** and start GENIUS by typing ***cg3 /x*** in the usual way.

Okay, so this isn't running GENIUS or any of the other programs yet from within Win95, but at least we know we can get it to run, and properly, in this way.

Thanks, Richard, for this speedy bit of guidance! I wont be able to upgrade my 486 4MB PC for at least some while, and certainly not just to get Win95, so I'd be pleased to hear from others who do get it, and will pass on to readers what **will** and what **wont** work with it, and any tips such as the above if there are ways round the problems! However this coverage will be minimal - the purpose of our magazine is to cover **chess computers and programs**, and some readers already feel there is too much PC content, even where it directly concerns chess.

•Here is an immediate little warning:-
..... **Win95** will definitely NOT work with **ChessBase for Windows1.0**.

This is due to the copy protection scheme used by CBWin1.0, which allows you 3 installs. However by keeping the disk handy you can actually do temporary installs, say at your Chess Club or at a Congress, to check something out, say on someone else's machine! This possibility is in addition to your chosen permanent installs.

However as this copy protection method will not work under Win95, **an upgrade to CBWin1.1** has already been released! With this you will get a somewhat old-fashioned form of copy protection called a 'dongle' which will need to be plugged into your parallel port when you want to use CBWin1.1! (I'll bet the G.M's with their laptops just love that as they travel around - can you imagine Mrs. Kasparov shouting down the road as Gary trundles off to his match with Anand, *"Have you got your dongle, dear?"*).

Early reports are that some other programs dont run correctly when the CBWin dongle is attached, so users may need to remember to unplug it after use etc, and some are even experiencing printing difficulties within CBWin itself if reports on the Internet are correct. Almost certainly the culprit is Win95 as I have no reported difficulties from Win3.0/1 users! Internet users also report that another 'Windows specific' program, **ChessMaster 4000,** causes a General Protection Fault under their new Windows operating system.

There is a good plus in the new **CBWin1.1** which will now read the popular **PGN files**.

•And now we move on to ChessMaster 5000.

On 16 August 1995 **Eric Schiller** announced officially that *"**ChessMaster 5000** for Windows95 will be released on October 15"*.

That information, not surprisingly, landed a steady flow of correspondence on certain desks at ChessWorks! What about Windows3.0/1, which ChessMaster 4000 runs under? (and which itself caused some annoyance due to the fact that no MS-DOS version was made available).

"There are NO plans to support either of those platforms. Certainly no DOS version. The decision to go Win95 only was taken last week. There is no way that Win3.1 could perform all the functions of the Win95 version".

The ChessWorks company had earlier requested, via the Internet, the help of all subscribers there in making known what

features and quality etc. would be welcomed by prospective purchasers, but no-one mentioned this restriction! Naturally there was a storm of protest in true Internet style!... :-(...after all NOT everyone wants to buy new 8MB RAM PC's with 520MB hard drives... and Win95.

Then on 25 August 1995 came a further official announcement from Eric Schiller at ChessWorks. *"ChessMaster 5000 is being delayed, significantly. No new date has been announced. I'll post information as I receive it, but **don't look for it in 1995**"*. Bold print mine!

•**Tasc** has announced that a new version of **CHESSICA, v1.01**, is now available, and that **it** is *'the exact chess engine'* that was used in the World Championships as FRITZ. Presumably the speed slow-down of 30%-70% compared with FRITZ3 under MS-DOS as reported in #59still applies.

•**VIRTUA Chess** has been almost 'ignored' here so far.. for the very simple reason that it is only available on CD-ROM, and I don't have the appropriate drive.

All I have been able to report is comments by a couple of users who have been experiencing quite a few 'niggles' getting some things to run properly, including time control faults. The French distributors are aiming to transfer the program to a disc for me so that I can do a Review! I've warned them that their generosity could rebound on them!... but they seem fairly certain that I'll like it, so we'll see.

In the meantime I have initial results, though no games yet, of VIRTUA Chess' result in the *Grand Prix de Megeve* (France). Time control G/25 with a fair smattering of G.M's, I.M's and F.M's.

1=	A Vaisser (GM, 2555)	8½/11
	S Conquest (GM, 2520)	8½
3=	E Bacrot (FM, 2395)	8
	G Flear (GM, 2480)	8
	E Relange (IM, 2455)	8
	VIRTUA Chess P/120	8

VIRTUA, on a Pentium 120, lost to Vaisser, but beat Conquest.

•**Finally we come to REBEL7.0** which will be out 'any day', in fact probably before this Issue reaches readers! I am looking forward to this eagerly, having noted REBEL6.0's charge up the Rating List, especially on the Pentium PC.

Ed Schroder anticipates an increase of 50 Elo (would make it **no.1**!) for REBEL7.0's chess program, which also runs up to 25% faster on 486 and Pentium machines. An even greater attraction still will be the list of advanced features which includes:

- No copy protections restrictions!
- VESA support graphics
- Full Internet PGN support
- 5 playing styles
- ChessBase support
- AutoBoards and Auto232 support
- 500,000 Main O/Book
- Programmable Openings
- Can convert and USE Genius, MChessPro and Fritz opening books!?
- Extra multi-million size specialist books by Jeroen Noomen available
- ECO support
- Database can include comments, annotations and analysis
- Runs under Win95 (!).

A mouth-watering list! Computer chess aficionados will find a ***Warroom*** enabling a deeper look into the programs 'brain' - real ply depths incl. extensions; the search selectivity in %; hash table %; time usage. I will, of course, report on these features in the Magazine, probably next Issue. At the time of writing the disc is on its way to me according to an e-mail from Ed just received, so maybe there will even be something in this time... if there's room!

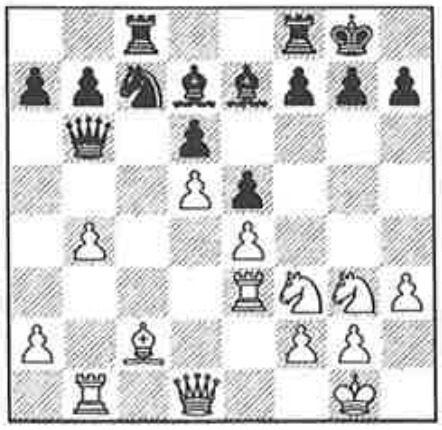
Correspondence Chess 22
MEPH[isto] Vancouver 68020

For new readers: '**MEPH**', under the watchful eye of **Phil GOSLING**, continues its successful BCCS campaign. Please note that MEPH is entered as a computer, so all of its opponents know exactly what they are playing!

The latest figures showing the BCCS '**Top Ten**' players are on page 26.

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

20.h3 ♘c7

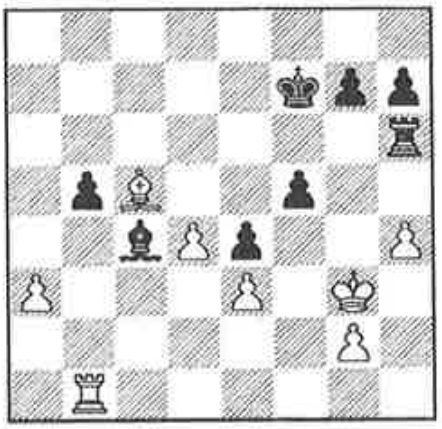


[#59 eval +48 >Qd2. MEPH's QN has moved 6 times already and may even now be thinking of c7–e8–f6]
21.♘e2 a6 22.♖eb3
[22.a4 was expected by MEPH, and looks slightly better we think]
22...♘e8
[#60 eval +63 >Qd2. The plan is, if 23.Qd2, the good–looking 23...f5 24.exf5 Bxf5 25.Bxf5 Rxf5. However Phil notes that the eval. is much lower when viewed after the exchanges] ∓

We are playing 2 tough games against the current BCCS 'no.2':–

Vancouver 020–BCCS 2466 (but **2606** latest list!) **[A00]**Corr.24, 1994

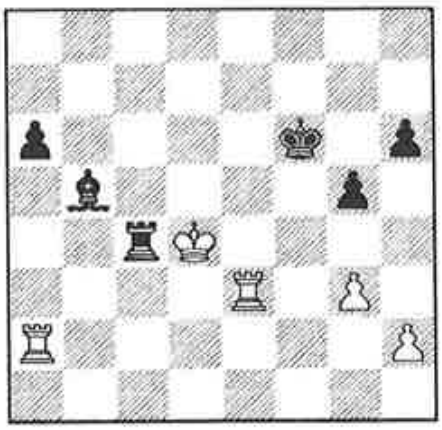
50.♔g3



[#59 eval +6 >Rg6]
50...♖g6+ 51.♔f2 ♔e6 52.g3 ♔d5 53.♖b2 ♕d3 54.♕f8 ♖a6 55.♔g2
[#60 eval +9 >h5. Kasparov and Anand would have agreed the draw long ago if their first 5 games are anything to go by! With opposite coloured Bishops it would require something rather remarkable for it to be anything else it seems. It would be a good draw for MEPH and Phil may offer it before #61] =

BCCS 2466 (2606) – Vancouver 020
[A29]Corr.25, 1994

57.♖e3 ♖c4+



[#59 eval –72 >Kd5. 57...♖d6+ would have allowed 58.♔c5 though 58...♖c6+ 59.♔d5 ♔f5 may not be much different in evaluation to the game]
58.♔d5 ♖c7 59.♖f2+ ♔g7 60.h3 a5 61.♖a3

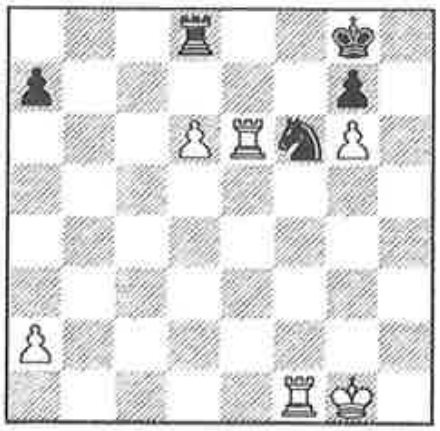
a4 62.♖b2 ♔e8

[#60 eval −63 >Rb8. Despite a minus eval. from the moment MEPH left its Book (a long time ago!) it seems more and more likely that we'll scramble the draw and score 1−1 against our illustrious opponent!] ±

For a short time MEPH actually reached TOP (!) place on the BCCS charts during 1994. The opposition quite naturally got tougher and tougher and MEPH has slipped down slightly to 4th. Here is our game against the current **no.1**!

BCCS 2559 (now 2613) − Vancouver 020 [B15]Corr.26, 1994

46...♔g8



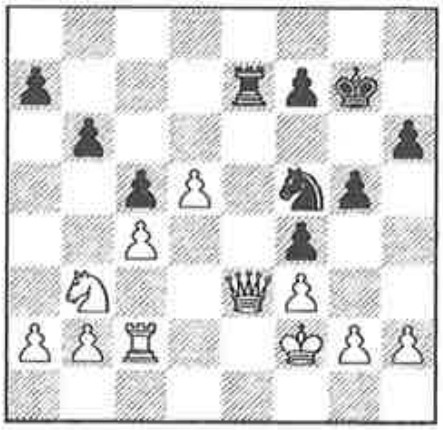
[#59 eval −378 >a4. Phil reckons MEPH's best chance will be to show off a little by announcing a mate against itself before our opponent spots it! I think my intro should have said "Here ***was*** our game against the no.1 BCCS player!"]
47.♖fe1 ♔f8 48.♖c1 ♘e8 49.♖c6 a5 50.♖a6 ♘f6 51.♖xa5

[White suggested we finish the game here. MEPH read −593 with its last move, so Phil readily agreed. A well−deserved victory and a fine game by our opponent who has had us on the hop ever since his apparently innocuous (eval −18 at the time) but excellent 15.Ne4!] **1−0**

Our opponent in the next game told us quite early on that he was looking to create quiet and subtle positions which the computer cannot necessarily 'understand' (i.e evaluate correctly!). True enough we found ourselves out of Book after 1.e4 g6 2.d4 Bg7 3.Nf3 d6. A couple of moves later MEPH came back into Book, but not for long after the second bishop was fianchettoed. Neat exchanges resulted in an unbalanced pawn structure and MEPH's early +30 to +50 optimism evaporated.

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

34.♕xe3



[#59 eval −21 (and the rest! Eric) >fxe3+]
34...fxe3+ 35.♔e1 ♔f6

[Black wants to block our d−pawn with his king, leaving the rook and knight free for more active duty]
36.♘c1 ♔e5 37.♖c3 ♔d6 38.♘e2 ♘h4 39.♔f1

[39.♘g3 f5 *(39...♘xg2+?! 40.♔f1 ♘h4* (stopping the winning fork Nf5) *41.♘e4+ ♔e5 42.♖xe3∓)* 40.♔f1 f4 much as in the game]
39...f5 40.♖a3

[MEPH has −9 here, >f4]
40...f4 41.♖d3 h5 42.b3

[42.♘c3? ♘xg2 43.♔xg2 e2 44.♘xe2 ♖xe2+∓]
42...♘f5 43.h3

[#60 eval −45 >a6. Our concern expressed in #59 seems to have been spot on,

as MEPH dislikes the implications of Black's pawn advance! The blockading knight at e2 looks distinctly uncomfortable, but can hardly move whilst Black has Ng3 or Nd4 available. However we might still hold the draw I think?!] ∓

We don't usually name our opponents (to protect the innocent), but we make an exception with Roy Thomas who is a long-standing reader of our magazine. Roy is after a spot of revenge after losing Corr 15 to MEPH in a Blackmar Diemer Gambit.

Roy THOMAS, BCCS 2448 – Vancouver 020 [B09]Corr 29, 1995

The early moves were given in #59 and are repeated here instead of a diagram.

1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.f4 ♗g7 5.♘f3 c5 6.dxc5 ♕a5 7.♕d3 ♕xc5

[With #59 we were still in Book]

8.♗e3 ♕a5 9.♕b5+ ♕xb5 10.♘xb5 ♘a6 11.♗d3 0–0 12.♗xa7 ♘h5

[MEPH remained in its Book to here. Roy has 'threatened/warned' us that he is going to *"be busy doing nothing, and let the computer come at him"* in these 2 games.

In Corr 15 with Roy as White (at his own request) in the BDG, he had necessarily been forced into constantly applying pressure, but never won his pawn back against MEPH's fine defence]

13.♗e3 ♗xb2 14.♖b1 ♗h8?!

[14...♗g7 looks 'normal'!]

15.0–0 ♘c5 16.e5?!

[MEPH expected this. But I would have thought 16.♘c7 ♖xa2 17.♘d5 e6 18.♘e7+ ♔g7 19.♗d4+ ♔h6 20.♗e3 would have been simpler... or just 16.a3]

16...♘xd3 17.cxd3 dxe5

[#60 eval +63 >fxe5. Of course Nxe5 is also possible, so let's see what Roy has in mind to take advantage of our h8–bishop's poor scope. MEPH should be a plus pawn whatever the e5 exchanges, because of Rxa2] ∓

BCCS TOP TEN

2613	Current Game 26
2606	Current Games 24,25
2536	A.N.Other
2468	**MEPH**
2458	A.N.Other
2455	Current Game 20
2452	A.N.Other (we went 1–1)
2451	A.N.Other
2448	Roy Thomas, games 29,30
2444	A.N.Other

Vancouver 020–Roy THOMAS, BCCS 2448 [D03]Corr 30, 1995

1.d4 ♘f6 2.♘f3 d5 3.♗g5 ♘e4 4.♗f4 ♗f5 5.♘bd2 e6

[Roy shows his computer awareness early – MEPH goes out of Book!]

6.e3

[#59 eval +3 >Bd6]

6...♘d7 7.♘xe4 ♗xe4 8.♘d2 ♗f5 9.c4 c6 10.♗e2 ♗b4 11.0–0 0–0 12.♘f3 ♗e7 13.♗d3

[Do readers feel MEPH is right to exchange off this pair of bishops?]

13...♗xd3 14.♕xd3 ♘f6 15.♖fc1

[#60 eval +15 >Nh5. At this early stage MEPH appears to be up in one game and even in the other. But as we've said, Roy's out for revenge, and I think both of these games could be very interesting knowing that our opponent is both highly rated and very computer chess aware!] =

FORTHCOMING EVENTS:

The Challenge Match
6 Games at 40/2
Garry Kasparov vs Deep Blue
10–17 Feb 1996 in Philadelphia, USA. $500,000 prize, split 80–20 to the winner.

World Commercial Computer Chess Championship.
8–15 Oct 1995 in Germany

RATING LISTS and notes

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.

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

RATING LIST (c) Eric Hallsworth. PC PROGS Issue 60 Oct 1995

BCF	£'00		Computer	Elo	+/-	Games	Pos	Human/Games
232	1	1	CHESS GENIUS3 486-PC	2458	14	963	1	2596 4
228	1	1	MEPH GENIUS2 486-PC	2431	12	1313	2	2391 21
227	1	1	M CHESS PRO4 486-PC	2417	16	806	3	2596 4
226	1	1	HIARCS3 486-PC	2412	14	966	4	2096 4
225	1	1	REBEL6 486-PC	2406	16	837	5	2277 9
224	6	6	CMACHINE GIDEON3.1/30-PC	2394	18	658	6	
223	1	1	M CHESS 486-PC	2386	19	546	8	
221	1	1	FRITZ3 486-PC	2370	14	1032	9	
221	1	1	CHESS GENIUS1 486-PC	2368	10	1833	10	
220	1	1	M CHESS PRO3.5 486-PC	2362	14	965	11	2267 12
219	1	1	CHESSMASTER 4000 486-PC	2359	17	698	12	2193 13
218	1	1	MEPH GIDEON PRO 486-PC	2350	20	537	13	2392 7
217	6	1	CMACHINE GIDEON3.0/30-PC	2341	25	326	14	2295 6
217	1	1	M CHESS PRO3.1 486-PC	2339	12	1322	15	2199 20
215	1	1	HIARCS2.1 486-PC	2325	18	650	16	2215 6
213	1	1	CHESS GENIUS1 386-PC	2305	28	261	17	
212	1	1	KALLISTO 486-PC	2299	16	838	18	2184 18
209	2+	1-	CMACHINE GIDEON2/15-PC	2276	13	1207	19	2267 21
207	1	1-	M CHESS 486-PC	2256	16	753	20	2239 63
206	1	1	FRITZ2 486-PC	2251	13	1188	21	2276 28
205	1	1	HIARCS2.1 386-PC	2247	48	93	22	
205	2+	1-	CMACHINE THE KING1/15-PC	2241	14	1085	23	2226 17
199	1	1	SOCRATES3 486-PC	2199	25	337	24	2238 12
199	1	1	ZARKOV2 486-PC	2198	20	523	25	2118 16
197	1	1	M CHESS PRO3.1 386-PC	2177	32	206	26	
197	1	1	M CHESS 386-PC	2176	12	1280	27	2138 153
196	1	1	SARGON5 486-PC	2175	58	64	28	
196	1	1	PSION2 486-PC	2171	38	145	29	1870 1
194	1	1	REX 486-PC	2156	30	226	30	2198 24
193	1	1	HIARCS1 486-PC	2148	26	306	31	
192	1	1	FRITZ1 486-PC	2143	21			
191	1	1	ZARKOV3 486-PC	2131	23			
189	1	1	FRITZ2 386-PC	2117	28			
189	1	1	KASPAROV GAMBIT 486-PC	2114	75			
189	1	1	NIMZO 486-PC	2113	23			
187	1	1	CHESSMASTER 3000 486-PC	2103	32			
187	1	1	M CHESS 286-PC	2101	18			
187	1	1	SARGON5 386-PC	2074	62			
184	1	1	C-CHAMPION 2175 486-PC	2070	42			
183	1	1	CHESS FRIEND/PAND 486-PC	2068	99			
183	1	1	ZARKOV2 386-PC	2067	16			
183	1	1	PSION2 386-PC	2066	45			
182	1	1	HIARCS1 386-PC	2063	30			
180	1	1	COMPLETE C-SYSTEM1 486-PC	2047	29			
179	1	1	FRITZ1 386-PC	2039	26			
175	1	1	REX 386-PC	2032	19			
			HIARCS1 286-PC	2007	53			

The PENTIUM P/90 GAP

	486/66	P/90	Diff
Genius3	2458	2546	88
Rebel6.0	2406	2521	105
Hiarcs3	2412	2518	106
MCPro4	2417	2487	70
Fritz3	2370	2463	93
WChess	2386	2395	9 (!)
AVERAGE			**ELO 79**

RATING LIST (c) Eric Hallsworth. Issue 60 Oct 1995

BCF	£'00	Computer	Elo	+/-	Games	Pos	Human	Games
228	15	TASC R30-1995	2428	30	239	1	2249	6
223	14	MEPH GENIUS2 68030	2387	21	453	2	2342	17
223	15-	TASC R30-1993	2387	13	1256	3	2322	56
218	12	MEPH RISC2 1MB	2351	34	184	4	2237	6
217	45-	MEPH LYON 68030	2339	21	480	5	2392	51
216	6	MEPH BERLIN PRO	2331	16	837	6	2225	17
216	6	KASP RISC 2500-512K	2330	30	231	7	2384	10
215	45-	MEPH PORTOROSE 68030	2321	20	525	8	2340	82
214	45	MEPH VANCOUVER 68030	2317	18	646	9	2347	54
213	10	MEPH RISC1 1MB	2310	9	2241	10	2264	55
213	20	MEPH LYON/VANC 68020/20	2308	35	176	11	2327	10
211	8	KASPAROV SPARC/20	2293	16	795	12	2200	18
209	4	KASP RISC 2500-128K	2273	9	2325	13	2270	67
204	10+	MEPH VANCOUVER 68020/12	2239	9	2256	14	2131	32
203	50	FID ELITE 68040-V10	2227	53	75	15	2215	21
203	10-	MEPH LYON 68020/12	2227	8	3114	16	2250	80
199	4	MEPH BERLIN 68000	2197	13	1175	17	2221	25
199	10-	MEPH PORTOROSE 68020	2196	10	1865	18	2240	188
199	30	FID ELITE 68030-V9	2193	16	750	19	2169	13
197	8+	MEPH VANCOUVER 68000	2183	13	1206	20	2126	23
197	8-	MEPH LYON 68000	2182	11	1657	21	2083	33
196	2	NOVAG SAPPHIRE/DIAMOND	2172	15	900	22	2100	50
196	10-	MEPH ALMERIA 68020	2168	14	1053	23	2172	215
192	8-	MEPH PORTOROSE 68000	2143	11	1683	24	2111	25
192	9-	FID MACH4/2325 68020-V7	2141	10	1877	25	2179	130
188	15	FID ELITE 2*68000-V5	2108	27	290	26	1888	2
187	5+	KASPAROV BRUTE FORCE	2097	14	1018	27	2179	36
186	7+	MEPH POLGAR/10	2094	17	698	28	2080	54
186	10-	MEPH ROMA 68020	2093	14	1083	29	2041	64
184	3	MEPH NIGEL SHORT	2079	46	102	30	2136	5
184	10-	MEPH DALLAS 68020	2079	14	996	31	2069	197
184	8-	MEPH ALMERIA 68000	2077	14	1025	32	2093	31
184	3+	NOV SCORPIO/DIABLO	2074	10	1957	33	2132	129
181	1+	NOVAG JADE2/ZIRCON2	2051	47	96	34	2032	40
180	2+	KASP PRESIDENT/TC+GK2100	2046	19	593	35	2089	52
180	4-	FID MACH3/2265 68000-V2	2041	6	5733	36	2107	229
179	4+	MEPH MM5/5	2037	11	1658	37	1902	11
178	5+	MEPH POLGAR/5	2030	8	2713	38	2076	17
178	2	MEPH MILANO	2030	13	1107	39	2063	13
178	8-	MEPH DALLAS 68000	2030	11	1580	40	1988	50
178	3-	NOV SUPER FORTE-EXP C/6	2026	8	2955	41	2000	24
177	3	MEPH MONDIAL 68000XL	2016	15	862	42	2049	77
176	4	MEPH MONTREAL/ROMA 68000	2012	9	2481	43	1968	56
175	4	MEPH ACADEMY/5	2001	9	2361	44	2024	109
173	10-	MEPH AMSTERDAM	1991	9	2373	45	2054	182
172	3-	NOV SUPER FORTE-EXP B/6	1983	12	1430	46	2017	84
172	2	KASP GK2000/TURB ADV TR	1981	15	847	47		
172	2	MEPH MEGA4/5	1980	9	2654	48	2029	169
172	5	KASPAROV MAESTRO D/10	1976	12	1319	49	1956	109
171	3-	FID MACH2C	1975	8	2706	50	2059	127
171	3-	FID MACH2B	1972	26	302	51	1960	25
170	1	FID TRAVELMASTER	1965	18	628	52	1968	63
170	2	MEPH MODENA	1965	17	748	53		
169	4-	MEPH MM4/5	1959	8	2928	54	2006	97
169	1	KASP TRAVEL CHAMPION	1956	30	237	55	1864	2
168	2	NOVAG RUBY/EMERALD	1948	17	724	56	1981	48
167	2+	MEPH SUPERMOND2/MCARLO4	1943	27	287	57	2074	8
167	3-	NOV SUPER FORTE-EXP A/6	1942	12	1413	58	2021	176
166	2	MEPH MONTE CARLO	1932	28	262	59	2046	10
166	5-	KASPAROV MAESTRO C/8	1932	26	313	60	1999	98
165	4	CONCH PLY-VICTORIA/5.5	1925	16	814	61	1870	15
165	2	CXG SPHINX/4	1924	9	2356	62	1943	155
165	2	KASP TURBOKING2	1921	14	1035	63		
165	3-	FID MACH2A	1920	25	338	64	1912	35
162	5-	NOV EXPERT/6	1903	31	222	65	2026	22
161	3-	NOV SUPER FORTE-EXP A/5	1894	11	1548	66	1825	29
161	3-	FID CLUB B	1893	12	1459	67	1827	18
160	4-	NOV EXPERT/5	1885	26	316	68	2012	68
160	3-	NOV FORTE B	1880	10	1917	69	1965	208
159	2+	FID PAR E/ELITE+DES2100	1878	9	2619	70	1916	220
159	4-	MEPH REBELL	1878	9	2313	71	1940	69
159	5-	FID AVANT GARDE/5	1877	11	1738	72	1852	80
158	2	KASP STRATOS-CORONA	1871	9	2186	73	1890	48
158	3-	NOV FORTE A	1870	9	2251	74	1921	134
158	2-	MEPH SUPERMONDIAL1	1864	11	1591	75	1990	6
157	3-	FID CLUB A	1861	29	242	76	1767	6
157	4-	KASPAROV MAESTRO A/6	1859	14	990	77	1863	123
157	4	CONCH PLYMATE/5.5	1858	9	2332	78	1923	55
157	2-	KASP TURBOKING1	1856	24	364	79	1900	61
156	2	KASP SIMULTANO	1855	13	1149	80	1824	36
156	4-	CONCHESS/6	1849	45	106	81	2017	8
155	1	NOVAG JADE1/ZIRCON1	1846	106	19	82		
155	2-	FID EXCELLENCE/4	1842	11	1756	83		
155	3-	NOV EXPERT/4	1842	14	1059	84	1960	43
154	2-	SCI TURBO KASP/4	1832	20	524	85	1933	64
153	3-	CONCH PLYMATE/4	1831	24	372	86	2007	6
153	6-	FIDELITY ELITE C	1826	34	182	87	1869	11
151	4-	FID ELEGANCE	1815	17	702	88	1852	40
151	2-	SCI TURBOSTAR 432	1812	12	1407	89	1872	67
151	4-	MEPHISTO MM2	1812	16	791	90	1776	8
150	2	FID EXCELLENCE/DES2000	1806	11	1654	91	1852	52
150	4-	KASPAROV MAESTRO A/4	1801	74	39	92	1884	8
149	2	KASP PRISMA/BLITZ	1792	25	338	93	1782	59
148	3-	CONCHESS/4	1788	20	515	94	1875	28
148	3-	NOV SUPER CONST	1785	7	3736	95	1833	284
147	2-	NOV SUPER NOVA	1779	22	411	96		
146	4-	MEPH BLITZ	1770	27	278	97	1892	7
143	2-	NOVAG SUPREMO/SUPER VIP	1744	22	419	98	1816	10