SELECTIVE SEARCH
The COMPUTER CHESS News Sheet

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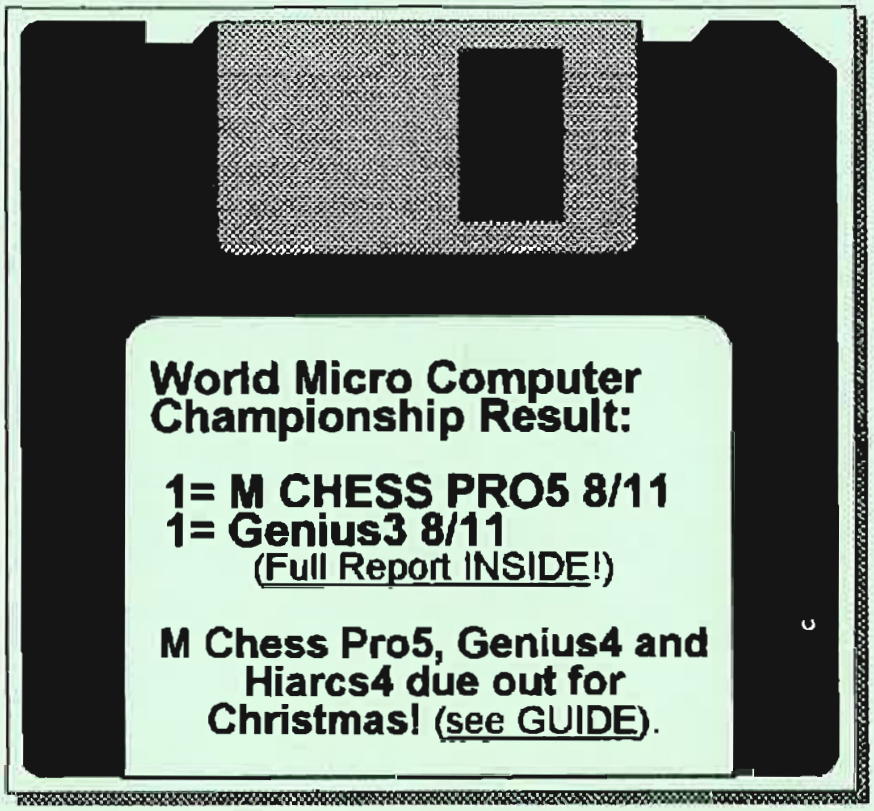

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NEWS and RESULTS

All connected with the Magazine join me in wishing you a very Happy CHRISTMAS. *Eric*

WORLD MICRO COMPUTER CHAMPIONSHIP

This is the most important result in the current Issue, and the FINAL TABLE with some early comments and a couple of games are included on pages 8-11. There will be more in Issue 62 plus analysis, discussion and the main games.

NEW PROGRAMS!

1■ GENIUS4 for Windows

New features announced include ▪ Windows only program ▪ re-sizable windows ▪ on-line help ▪ choice of piece sets ▪ ChessBase, PGN and EPD compatible ▪ user may add own game comments ▪ printing of games, comments and diagrams ▪ improved database searching ▪ 200,000 position book ▪ more aggressive playing style. **£89**.

2■ M CHESS PRO5

New features announced include ▪ self-improving 400,000 position opening book ▪ ability to learn from mistakes ▪ EPD and PGN capability ▪ analysis of multiple games ▪ DOS, OS/2, Windows and Win95 compatible ▪ openings classification and ECO codes ▪ drop down menus ▪ tracks users win/loss record. **£89**.

3■ HIARCS4

New features announced include ▪ improved graphics ▪ 10% speed-up ▪ DOS based but PIF and icon provided for Windows users ▪ EPD and PGN compatible ▪ 100,000 position opening book ▪ more middle game knowledge ▪ improved endgames for K+R+Pawns and K+Pawns ▪ monitor mode simultaneous analysis of 1, 2 or 3 top moves ▪ add own notes and comments. **£89**.

4■ CHESSMASTER 5000 for Windows

The latest news is that this is on schedule for release in March 1996. I don't know what's gone wrong to cause such a staggering delay but it can hardly be good for business!

PLY MAGAZINE

The most recent Issue contained an interesting comparison of **MChess PRO4** results using Tournament and Standard book. It has always been strongly asserted by the MChess PRO folk that only the Tournament book should be used in competition, computer vs computer etc.

One or two folk have wondered if the narrowness of this book would, after being effective against other computers for the first few months of its life, then become of doubtful value as later releases of other programs found anti-MCP responses (which is not so hard to do given the limited variations in its Tournament book).

The PLY comparison suggests the strength gap is just 3 BCF/27 Elo.

MCP4	Tourn book	Stand book
vs Genius3	9½-12½	7-15
vs Genius2	10-10	7½-12½
vs Genius1	13-7	7½-12½
vs Rebel6	14½-13½	14½-13½
vs Hiarcs3	11-9	9½-10½
vs W Chess	11-9	13-7
vs MCP3.5	13-9	15-7
vs Fritz3	12-9	12-9
vs Kallisto	16½-3½	18-2
Total	**110½-82½**	**104-89**

We see that the Tournament book is vital against Richard Lang programs (so

presumably it is against Genius that most booking-up has been done), whilst other results are more equal (indeed the wider Standard book actually does better against W Chess and Kallisto!).

MAN vs MACHINE in New Zealand

Bruce Barnard sent me this result recently, in which the Computers won 9½-6½, games being at Game in 30 as far as I know.

The individual scores were, with the players first to establish grading calcs:

Robert Smith 2275	**2/4**
Martin Dreyer 2320	**1½**
Ewen Green 2290	**1½**
Ortvin Sarapu (IM) 2300	**1½**

And now the computer programs

Genius3 486	**3½/4**	**2596**
MChess Pro4 486	**3½**	**2596**
Rebel6.0 486	**1½**	**2196**
Hiarcs3 486	**1**	**2096**

NEW CHESS RULES!

The World Chess Federation has just announced its intention to make some significant changes to the Rules of Chess.

It is believed that a major purpose behind these changes is to increase the complexity of programming in an attempt to arrest the constant advance of Chess Computers closing in on the top Grandmasters!

The proposed new rules are:-

1■ There will be no more **stalemate** games. If the king can't move without getting into check then the game is lost.
2■ **En passant** captures will no longer be allowed.

This is intended to help newcomers to the game as this is a rule which often causes great confusion. The number of queries we get from new computer owners who can't understand what the computer has just done after an en passant move is quite astonishing. Mind you we find some have got the king and queen on the wrong squares as well and think the computer is cheating when it plays a subsequent Kh5+!
3■ **Castling** is to be allowed even if the squares which the king must pass over are attacked.

Other changes considered but **not** likely to be included were:
- The king can castle out of check.
- The queen, which can already move like a rook or bishop, to be allowed to incorporate the knight's move.
- A newly promoted queen cannot be captured on the next move. If someone's gone to all the effort of getting that poor little pawn all the way up there then they should get the benefit of keeping it for at least one turn!

I don't think the changes will create a major problem for the programmers, but unfortunately everyone wanting a computer which will play to all the forthcoming chess rules will have to buy a new one! Perhaps it's time to mention there's only 25 shopping days to Christmas!

Of course, I'm only joking! :-) ...but I liked the idea so much I couldn't hang on till April 1st.

KASPAROV-ANAND... dull!??

Following on from the above the lengthy series of 'dreary' draws in the recent **Kasparov vs Anand** World Championship Match provoked considerable comment in the Chess Magazines and on the Internet. It was the refusal *'to even try'*, or *'to play out uncertain positions'*, and the very short draws at the end which caused most annoyance - especially for spectators, with their not-so-cheap tickets, arriving after 2 of the games had already been 'played'!

Once an early theory had been jettisoned (that Kasparov was secretly a werewolf and needed to get back to his hotel before dark!), various ideas to brighten up chess started to come in. After all, that's what GK has continually insisted his PCA was formed for.

Some felt that football's so-called solution of 3 points for a win and 1 for the draw - to 'end the dull draw' - was needed, overlooking the simple mathematical truth that this makes no difference whatsoever in a 2-player Match... and if you count the number of draws it hasn't made a difference in football anyway!

Another idea was 1-0 White win, ½-½ draw, and 0-1½ Black win. Or a draw offer, once made, stands for the duration (so your opponent can go for a win at no risk).

A TOURNAMENT!... with Computers?

Others felt that a Tournament was the better way to decide the Championship, assuming that the break-up of the Soviet Union now ensures there could be no repeats of the Fischer era and the repeated claims of 'cheating'.

A final, excellent suggestion (!?), motivated by the earnest desire to remove all possible human conspiracies, was that the qualifying human Finalists should each play a series of Matches against 4 selected top Computer programs, and the World Champion would be the one with most points against the programs.

To put icing on the cake they could also play a Match against each other at the same time, and that score would be included in the final result. The player doing worst against the Computers would have to go for wins in the human Match, which could liven things up. 2001 perhaps?!

"Chess is, above all, a fight"
- Emanuel LASKER

Open Dutch COMPUTER CHESS CHAMPIONSHIPS 1995

This Event was played over two week-ends - 11/12 and 18/19 November - and is of interest due to the participation of some top commercial programs alongside various amateur and weak amateur efforts. The time control was 60/1½hrs then 40/1hr.

The 6 rounds of the first week-end saw **Kallisto** jump into an early lead with **5/6** after wins over Bionic, Dappet, Zarkov, The King, and draws with Schaakmeester3 and Quest-Fritz.

The King and **Arthur** (by Walter Ravanek) were on **4½**, the latter having lost to The King, but beaten the well-known Schach3.0. Those on **4/6** were **ZarkovX**, **Quest-Fritz**, **Schach3.0** and **Goldbar**.

To start the second week-end rounds 7 and 8 saw **Kallisto** beat both **Goldbar** and **Quest-Fritz** so, with **7/8** stood ½ ahead of **The King** (also with 2 wins) but well ahead of others due to Arthur, Quest-Fritz, Schach3.0 and Goldbar all losing at least one game.

Then, in round 9, **Kallisto** finally stuttered with a defeat by **Schach3.0**. **The King** and **Quest-Fritz** both won, so the stage was set for a good finale, with **The King** holding a tiny lead which it just kept to the end.

9/11	**The King**
8½	**Kallisto**
8	**Quest-Fritz, Arthur**
7½	Zarkov
7	Schach3.0..... (20 participated)

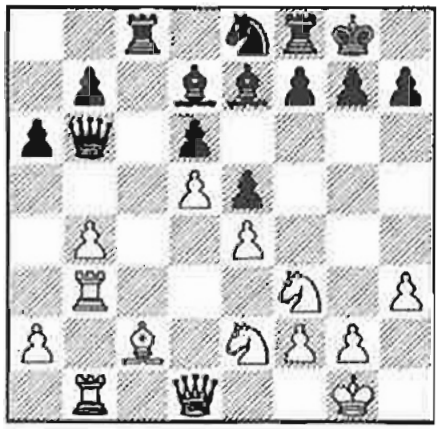
FORTHCOMING EVENTS
27-28the December 1995
Harvard Cup, USA: **Comps vs GM's.**
10-17th February 1996
Garry Kasparov vs Deep Blue
6 games at 40/2; Philadelphia, USA
$500,000 prize fund.

Correspondence Chess 23
MEPH(isto) Vancouver 68020

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

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

22...♘e8



[#60 eval +63 >Qd2. The plan was, if 23.Qd2, the good-looking 23...f5 24.exf5 Bxf5 25.Bxf5 Rxf5, though the eval. comes out somewhat lower when viewed after the exchanges]

23.♘c3 f5! 24.exf5 ♗xf5 25.♗xf5 ♖xf5 26.♘a4 ♕b5

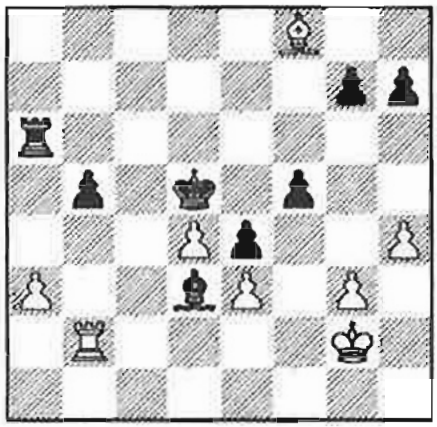
[#61 eval +18 >Nc3 and intending, if so, 27...Qc4. Also 27.Rc3 is possible for White I think] =

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

[This game has been played with MEPH using the Basmanic 'Global Opening' 1.h3 and 2.a3. Not Richard Lang's Book I hasten to add... it's a Phil Gosling special!

MEPH did emerge with a passed pawn late in the middle game, but it has never looked enough to win]

55.♔g2



[The #60 eval was +9 >h5, and we commented that Kasparov and Anand would have agreed the draw long ago if their first 8 games were anything to go by! With opposite coloured Bishops it would require something rather remarkable for it to be anything else]

55...g6 56.♔f2 ♖c6 57.♗c5

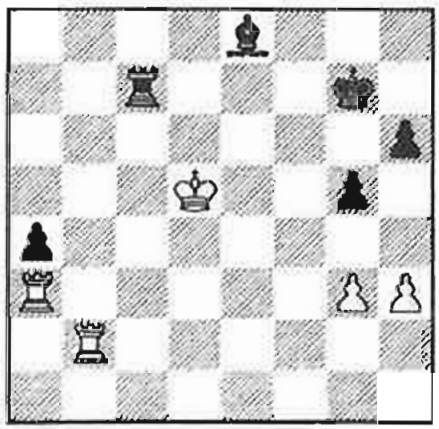
[Necessary as MEPH must stop the Black rook from reaching c1]

57...♖c8 58.♔e1 ♖a8 59.♔d2 h5 60.♔c3 ♖a6 61.♖g2 ♖a4 62.♗b4

[#61 eval +18 >Ra6. Phil and MEPH have offered the ½ and await the next post to confirm it] =

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

62... ♗e8



[The computer hasn't shown a single

plus evaluation throughout the whole game, and has mostly been hanging on grimly for a share of the points! #60 eval −63 >Rb8]

63.♖b8

[Our illustrious opponent has reached the top of the BCCS list with a 2620 rating, but MEPH manages to keep cool]

63...♖e7 64.♖a8 ♔g6 65.g4 ♗f7+ 66.♔d6 ♖e6+

[66...♖e1, trying to get behind the White pawns, would have been a mistake:− 67.♖3xa4 ♖h1 68.♖a3 ♖c1 69.♖f3]

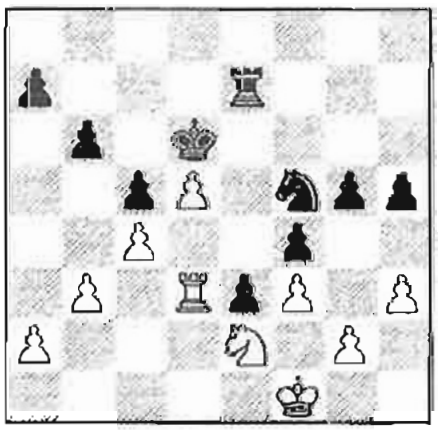
67.♔c5 ♗e8 68.♖d3 ♖e5+ 69.♖d5 ♖xd5+ 70.♔xd5 ♗f7+ 71.♔c5 ♗b3

[#61 eval −78 >Ra6+. Phil and I believe that securing the bishop on b3 from where it protects both the a-pawn and the g8 square should get MEPH the draw. I suppose our opponent could try sacrificing his rook to dispose of a4 and Bb3 thus giving us the win, but it's hardly likely!] =

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

[At move 34 in Issue 59 MEPH had an eval of just −21. *'And the rest!'* we said, fearing that our strong opponent knew more about the endgame than us, and was heading exactly where he wanted to go]

43.h3



[#60 eval −45 >a6. Our concern looks to have been spot on − MEPH dislikes the Black k-side pawn advance! The blocking knight at c2 looks distinctly uncomfortable, but can hardly move whilst Black has Ng3 or Nd4 available]

43...♖g7 44.♖d1 ♔e5 45.♘c1 ♘d4 46.♘d3+

[46.♘e2 looks better to us, expecting 46...b5 47.b4 perhaps]

46...♔f5 47.♘c1

[Eval −84 >g4]

47...g4 48.fxg4+ hxg4

[*'Does MEPH realise that he is losing yet?'* enquired our opponent as he sent this move, *'or is he still blissfully ignorant of events beyond his horizon?'* In fact our eval had dropped to −124 with move 48, so the light is definitely dawning!]

49.hxg4+ ♖xg4 50.a3 ♔e4 51.d6

[51.b4 f3! 52.gxf3+ ♘xf3 53.♘e2 ♘d2+ wins]

51...♖h4!

[Threatening Rh1 mate]

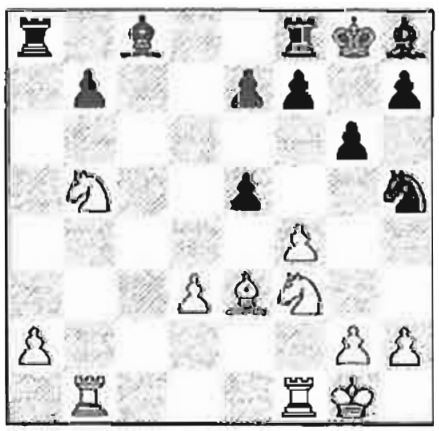
52.♔g1 ♖h6 53.d7 ♖d6 54.♔f1

[#61 eval −306 >Rxd7. It seems that MEPH is no longer either blissful... or ignorant! A fine game by our opponent] −+

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

[Roy has 'threatened' us that he is going to be busy doing nothing in this game after experiencing a reversal in an earlier meeting with MEPH]

17...dxe5



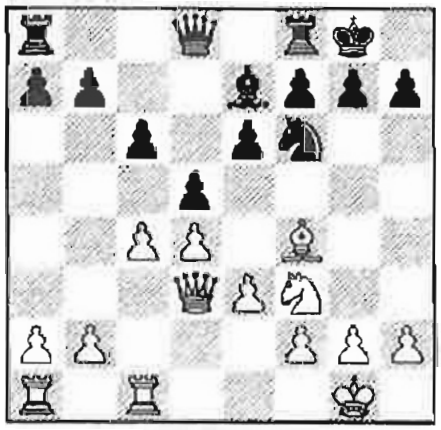
[#60 eval +63 >fxe5]

18.fxe5 ♖d8 19.d4 ♖xa2 20.♖fc1 ♗f5

[MEPH reads +84 >Rb4 here]
21.♖b4 ♗g4?!
[21...♖c2 would have been more to our liking]
22.♘c3! ♖a3 23.♘d2
[MEPH had expected 23.Rxb7 of course. This clever move took some sorting out!]
23...♖aa8
[With an eval of just +12. Could the pawn have been saved?! Both 23...♖b8 24.♘d5 ♔f8 25.♖c7 and 23...♗c8 24.♘d5 ♔f8 25.♖c7 leave Black under pressure, so we think MEPH was right to let it go now]
24.♖xb7 ♘g7 25.♖b4 ♗e6 26.♘de4 ♘f5
[#61 eval +39 >Bf2 and intending then 27...Bg7 28.Ng5 Bd7. It will be nice to see the horribly placed h8–bishop recovering some scope and the small + might then be earned!] ∓

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

15.♖fc1



[#60 eval +15 >Nh5. These two games are getting interesting; Roy is highly rated and very computer chess aware!]
15...♘h5 16.♗e5 f6 17.♗g3 ♘xg3 18.hxg3 ♕b6 19.♕c2 ♕a6 20.a3 ♖ad8 21.♕b3 ♖fe8 22.♖c3 ♗d6 23.♖ac1
[#61 eval +33 >Rd7. MEPH appears unconcerned about the doubled pawns on the g–file... *'or is the negative eval for this offset by a bonus for the doubled rooks?'* Phil wonders! I think many programs would give the edge to Black?!] =

Finally we have two new games, with a different opening for MEPH as far as his Correspondence adventures go.

BCCS 2352 (2350) – Vancouver 020 (2275) [A44]Corr 31, 1995

1.d4 c5 2.d5
[Our opponent wrote with this move that he would have also liked to have tried 2.c4 against the Computer. *'Anything to oblige'* was the tireless offer from MEPH, so the 'other' game follows]
2...e5 3.e4 d6 4.♘c3 a6 5.♘f3 b5
[#61: the book ends here] =

BCCS 2352 (2350) – Vancouver 020 (2275) [B21]Corr 32, 1995

1.d4 c5 2.e4 cxd4 3.c3 dxc3 4.♘xc3 ♘c6 5.♘f3 e6 6.♗c4 ♘f6
[#61 eval +51 >e5. This was MEPH's first out of book. It will be more than a little useful to see how our Computer copes with this pair of fairly rare Old Benoni's. ChessBase classifies this as B21 from 1.e4 c5 2.f4/d4. Hmmm?] ∓

MEPH drops out of the 'Top Ten'!

Here is the latest info. of the leaders on the BCCS Rating List, showing that MEPH is out of the top ten for the first time.

BCCS LEADERS
2620 Current games 24, 25
2605 A.N.Other
2561 Finished game 26
2561 A.N.Other
2502 Current game 20
2475 A.N.Other
2471 A.N.Other
2469 A.N.Other
2458 A.N.Other
2451 A.N.Other
2446 MEPH
2404 Roy Thomas games 29, 30

World Micro-Computer Championships 1995

The 1995 World Micro-Computer Championship, held in Paderborn, Germany, was amongst the best of these Events in recent years. This was partly due to playing the games at a slightly faster time control (effectively 2mins per move) to allow 2 games to be played by each machine on most days. This enabled an 11 round Event which gave everyone a feeling that the result would be much more relevant than the shorter Tournaments usually held.

AN EXCITING TOURNY!

Another reason was the poorish start of some of the favourites, while one or two Amateur programs are showing marked progress - especially in the openings where it became clear that much time had been spent searching through the 'commercial' books for possible weaknesses.

The understandable customer requirement - to see all of his purchased program's book to help his own preparation - might get extra sales but it also helps other programmers (including the non-commercial ones) to prepare lines against them. Ed Schroder explained that a main reason for REBEL7's non-participation was the fact that he didn't want to go in with his commercial book and that his opening programmer, Jeroen Noomen, had not been available to do a tournament version!?

The consequence of all of this was that the pre-Tournament favourites had to stage a major comeback over the last fews rounds, thus setting up a very exciting finale!

CONTROVERSY!

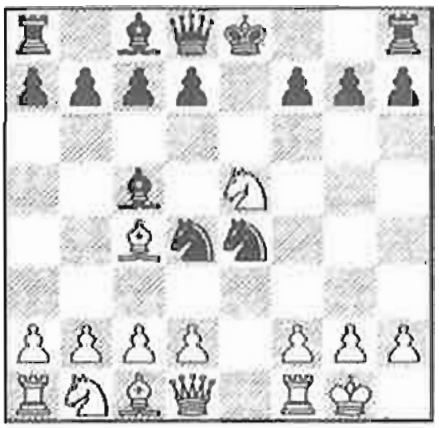
In the middle of all this there was controversy over the 'efforts' of one or two of the 'hired' operators, with some accusation and heated discussion after the Event. This largely concerned the possibly unlucky HIARCS which lost a 'won' game on time (with one move to make) and was subsequently set by its operator to play at 30/50 whilst retaining the 10 secs per move operator allowance already input for it by programmer Mark Uniacke... who might have to decide to attend himself (or send me?) in future! More on this next time, but for now a brief look at the major round-by-round happenings!

Round 1. There were few surprises as all the 'favourites' won with the exception of **The King** ½-½ **Dragon**, and **Schach3** ½-½ **Shredder**. Some of these strange names will re-occur as we proceed! Two top contenders met, and **Quest**(Fritz) beat **Nimzo3** in a handy 39 moves.

Round 2 was a stunner! **MChessPro5** beat **Mephisto** (don't know which program!) in a clever game, **Quest** beat **Kallisto**, **The King** beat **Virtual**, but **Chess Genius** lost to **Ferret** in a 71 move tussle and, in the biggest shock of all, **Hiarcs** lost to **Gandalf** in just 18 moves!

HiarcsX (2500) – Gandalf (2450)

1.c4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.0–0 ♗c5 5.♘xe5 ♘d4!? 6.♗c4 ♘xe4!!



[A move unknown to BCO, MCO or even the ECO volumes. Yet it's probably a forced win if White makes the obvious capture (and all programs seem to, with a very large + evaluation!)] **7.♘xf7??** [Opening book programmers will need to find an alternative to stop their charges falling into this trap. Perhaps I will give you my conclusions for the Hiarcs book in the next Issue!] **7...♕h4!! 8.♘xh8 d5! 9.g3**

♕h3! 10.♗e2 ♘xe2+ 11.♕xe2 ♗g4 [All pre-planned in the Gandalf book, of course] 12.♕d3 ♘g5! [Opening the e-file seems to put Black's king in danger giving White a chance. Not so!] 13.♕b5+ c6 14.♖e1+ ♔f8! 15.♘g6+ ♔g8 16.♕d3 [16.♕xc5 ♘f3+ m/2] 16...hxg6 17.♕a3 [Trying to delay the now inevitable mate] 17...♗f3 18.♖e7 ♕g2# 0–1

Round 3. **MChessPro5** beat the above-mentioned **Gandalf** in 41; **The King** lost to the dangerous **Schach3**. It was here that **Hiarcs** lost on time at move 70 to **Chess System-Tal**. CST had gained a hard-won advantage in the middle game, but Hiarcs had turned it into a won endgame when the flag fell leaving it on a dismal 1/3.

Round 4. **CS-Tal** did it again, this time getting a fully deserved win over **Genius** with a marvellous sac' at move 29. A 'must' game for Issue 62! **Quest** made it 4 in a row to lead over **MChessPro5** and **Schach3** both on 3½. On 3 were **Cheiron**, **CS-Tal**, **Ferret**, **Kallisto** and **Shredder**.

Round 5. **Quest** and **Schach3** went ½-½ in 34 moves. **CS-Tal** lost to **Shredder** while **Virtual** was coming back into things with a 1-0 over **Mephisto**. **Genius** beat the highly rated Israeli program **Junior** which was having a hard time on 2/5. So was **Hiarcs**, on the same score after 2 difficult draws. Also in this round **MChessPro5** went ½-½ with **Cheiron**, **Isichess** (3½/5\) beat **The King** and **Ferret** beat **Kallisto**.

Round 6 went better for the commercial progs with **Genius**, **The King** and **Hiarcs** returning to winning ways. **Nimzo3** beat **Mephisto**, but the threat from the 'unknown' programs was still clear as we had **Shredder** ½-½ **Quest**, and **Zeus** ½-½ **CS-Tal**. **Kallisto-Virtual** was also ½-½.

Leaders/6

[5] **Quest**, **MChessPro5**. [4½] **Dark Thought**, **Ferret**, **Schach3**, **Shredder**. [4] **Genius**.

Round 7. **MChessPro5** beat **Quest** in a speedy 28 moves to go clear. **Genius** beat **Zeus**, **Hiarcs** won again, **Nimzo** beat **CS-Tal** which was losing touch, but **Dark Thought** and **Ferret** won over **Schach3** and **Shredder** respectively. Another key result was **Gandalf** ½-½ **The King**.

Further proof of the rise of the amateur programs came in **Round 8** with the win of **Ferret** over **MChessPro5** in a 63 move tussle. There were other key clashes: **The King** 1-0 **Kallisto**, **Nimzo3** 1-0 **Schach3**, **Quest** 1-0 **Dark Thought**, **Shredder** 0-1 **Genius**, and **Virtual** ½-½ **Hiarcs**.

Leaders/8

[6½] **Ferret** [6] **Genius**, **MChessPro5**, **Quest** [5½] **Dark Thought**, **Nimzo3**

Round 9. **Dark Thought** 1-0 **The King**, **Schach3** 0-1 **Virtual**, and a big one... **Genius** ½-½ **MChessPro5**! A very big one was **Quest** 1-0 over **Ferret** giving the commercial programs renewed hope with 2 rounds to go.

Leaders/9

[7] **Quest** [6½] **Genius, Dark Thought, Ferret, MChessPro5, Nimzo3**
[6] **Virtual** [5½] **Hiarcs, Kallisto, Shredder**

Could **Quest**(Fritz) do the WCC and WMCC double? That became less likely in **Round 10** as **Genius** beat it in 46 moves. Also vital were **MChessPro** 1-0 **Dark Thought**, **Kallisto** 0-1 **Hiarcs**, **Nimzo3** ½-½ **Ferret**, and **Shredder** ½-½ **Virtual**.

Leaders/10

[7½] **Genius, MChessPro5** [7] **Ferret, Nimzo3, Quest** [6½] **Dark Thought, Hiarcs, Virtual** [6] **The King, Shredder**

Genius and MCP had already met, so the draw was **Nimzo3** vs **MChessPro5** and **Dark Thought** vs **Genius**.... and both were draws putting the 2 leaders on 8/11. That left Ferret and Quest with a final chance if either could win, but **Ferret** was playing **Hiarcs** and that also went ½-½ whilst **Quest**'s late disappointment was worsened as it lost to **Virtual**, leaving Genius and MChessPro5 as joint winners.

Games + notes/comments etc next time!

13th World Micro-Computer Championship
ROUND-by-ROUND RESULTS and FINAL STANDINGS

No	Program	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10	R11	Totl
1	**Alpha-1**	b10-	w5+	b11=	w4-	b26-	b27+	w18+	w20-	b2+	b36-	w13=	5
2	**Amy**	b24-	w18+	w33=	b23-	w19=	w26+	b14-	b32=	w1-	w27+	b5+	5½
3	**Ananse**	w7-	b32-	w18-	b5-	w27-	w16-	b6-	w13-	b4-	b26-	w11-	0
4	**Bobby II**	w9-	b16+	w28=	b1+	w12-	b23-	w21=	b6-	w3+	w35+	b26+	6
5	**Breakthrough**	w22-	b1-	w26-	w3+	b32-	b18-	w27+	w16+	b13=	b11-	w2-	3½
6	**Centaur**	b20=	w11-	b14=	b19=	w34=	b21-	w3+	w4+	b35+	b23-	w22-	5
7	**Cheiron**	b3+	w10+	b15+	w29-	b24=	b12-	w22-	w14+	b19-	b34=	w21-	5
8	Chessbrain	WITHDRAWN											
9	**Chess Genius 3.0**	b4+	w15-	b13+	w10-	b21+	b17+	w35+	b31+	w24=	w29+	b12=	8
10	**Chess System Tal**	w1+	b7-	w19+	b9+	w31-	b35=	b28-	w21+	b22-	w17-	w34-	4½
11	**Comet**	w33=	b6+	w1=	b22-	w28-	b32-	b16=	w36=	b21-	w5+	b3+	5
12	**Dark Thought**	w34=	b14+	w31-	b28+	b4+	w7+	b30+	b29-	w23+	b24-	w9=	7
13	**Diogenes**	b21-	w27+	w9-	b16+	w17-	b19-	w36-	b3+	w5=	b18-	b1=	4
14	**Dragon**	b23=	w12-	w6=	w32+	w35-	b34+	w2+	b7-	b36=	w30-	b18=	5
15	**Ferret**	w16+	b9+	w7-	b35+	w22+	w30=	b31+	w24+	b29-	b28=	w19=	7½
16	**Francesca**	b15-	w4-	b27=	w13-	w18=	b3+	w11=	b5-	w26-	w32=	b35-	3
17	**Gandalf**	w32+	b19+	b24-	w20-	b13+	w9-	w23=	b35+	w31-	b10+	w30+	6½
18	**Gromit**	w35-	b2-	b3+	w33-	b16=	w5+	b1-	w34-	b27-	w13+	w14=	4
19	**Hiarcs X**	b27+	w17-	b10-	w6=	b2=	w13+	w32+	b33=	w7+	b22+	b15=	7
20	**Isichess**	w6=	b31-	w34+	b17+	w23+	w24-	b33-	b1+	w28-	b21-	w36+	5½
21	**Junior**	w13+	b35-	w22-	b26+	w9-	w6+	b4=	b10-	w11+	w20+	b7+	6½
22	**Kallisto**	b5+	w29-	b21+	w11+	b15-	w33=	b7+	b23-	w10+	w19-	b6+	6½
23	**The King**	w14=	b33+	b30-	w2+	b20-	w4+	b17=	w22+	b12-	w6+	w31+	7

25	Minobarus	WITHDRAWN											
26	**Mirage**	w36-	b28-	b5+	w21-	w1+	b2-	w34=	b27-	b16+	w3+	w4-	4½
27	**Nightmare**	w19-	b13-	w16=	b34-	b3+	w1-	b5-	w26+	w18+	b2-	b32-	3½
28	**Nimzo 3**	b29-	w26+	b4=	w12-	b11+	b36+	w10+	w30+	b20+	w15=	w24=	7½
29	**Quest-Fritz**	w28+	b22+	w35+	b7+	b30=	w31=	b24-	w12+	w15+	b9-	b33-	7
30	**Schach 3**	w31=	b34+	w23+	b36+	w29=	b15=	w12-	b28-	w33-	b14+	b17-	5½
31	**Shredder**	b30=	w20+	b12+	w24=	b10+	b29=	w15-	w9-	b17+	w33=	b23-	6
32	**Stobor**	b17-	w3+	w36-	b14-	w5+	w11+	b19-	w2=	b34-	b16=	w27+	5
33	**Virtual Chess**	b11=	w23-	b2=	b18+	w36+	b22=	w20+	w19=	b30+	b31=	w29+	7½
34	**Xxxx**	b12=	w30-	b20-	w27+	b6=	w14-	b26=	b18+	w32+	w7=	b10+	6
35	**Zeus**	b18+	w21+	b29-	w15-	b14+	w10=	b9-	w17-	w6-	b4-	w16+	4½
36	**Mephisto**	b26+	w24-	b32+	w30-	b33-	w28-	b13+	b11=	w14=	w1+	b20-	5

FINAL STANDINGS:

8/11	**Chess Genius3, M Chess Pro5.0**
7½	**Ferret, Nimzo3, Virtual Chess**
7	**Dark Thought, HiarcsX, The King, Quest-Fritz**
6½	Gandalf, Junior, Kallisto
6	BobbyII, Shredder, Xxxx
5½	Amy, Isichess, Schach3
5	Alpha-1, Centaur, Cheiron, Comet, Dragon, Stobor, Mephisto
4½	Chess System Tal, Mirage, Zeus
4	Diogenes, Gromit
3½	Breakthrough, Nightmare
3	Francesca
2½... 2... 1½... 1... ½...	
0	Ananse

Declared JOINT
WORLD Micro-Computer CHAMPIONS
1st= M Chess Pro5.0
and Chess Genius3

Play-off game won by M Chess Pro5.0

World Micro-Computer
BLITZ Champion
1st The King
Runner-up Nimzo3

World Micro-Computer
AMATEUR Champion
1st Ferret

C[omputer] R[ating] A[gency] TESTS: Kasparov PRESIDENT Novag ZIRCON2 Mephisto MONTREUX

There has been a veritable spate of these in the past few months, and let us say immediately *'how welcome'!*

Whilst the fact that it is an American initiative means that the Ratings achieved require an awareness of the grading differences between USCF/Elo/BCF – and the Tests are undertaken at Game in 30 mins, requiring a second adjustment – we can nevertheless very closely assess the relationship they bear to our RATING LIST as well as compare the various Computer's results with each other!

The USCF->BCF adjustment

We believe (USCF−120) is a correct conversion to the equivalent Elo standard in Britain which relates to the formulae:–

(BCF x 8) + 600 = Elo

or

(Elo / 8) − 600 = BCF

The Game in 30 adjustment

It is accepted by pretty well everyone that Computers get better results at Blitz (Game in 5 or 10) than they do at Action Chess (Game in 30), and at Action Chess than at Tournament Chess (40/2). We believe that, if x is taken as the 40/2 rating, the improvement expectancy is:

40/2	x
G/30	x + 80
Blitz	x + 160

Therefore the full deduction from RATINGS obtained in CRA Tests should be −120 (for USCF–>Britain) and −80 (for 40/2–>G/30) = −200 total.

Finally it can be noted that the PRESIDENT program is also the GK−2100 and Travel CHAMPION 2100 program; the ZIRCON2 is also the JADE2 program; and the SAPPHIRE is also the DIAMOND program.

Having considered these factors in order to make the actual achievements meaningful to us, we can now view the Ratings obtained by the various programs in 1995's Official CRA Tests.

Recent CRA Test Results

Computer	Official USCF	British Rating List
ZIRCON1 EMERALD	2181	1981
ZIRCON2 JADE2	2235	2035
PRESIDENT GK+TC−2100	2330	2130
SAPPHIRE DIAMOND	2383	2183
MONTREUX	2495	2295

The norm is for each Computer to play a total of 48 games, so it is a pretty thorough examination. Here are some of the best COMPUTER games, taking each program in turn.

Kasparov PRESIDENT

PRESIDENT (2050) – S SLOAN (2300)
[B00]CRA Test G/30, 1995

1.e4 g5 2.d4 h6 3.♗c4 c6 4.♘f3 d5 5.exd5 exd5 6.♗e2 ♗e6 7.0–0 ♘d7 8.♖e1 c6 9.c4 ♗d6 10.b3 ♕c7 11.c5 ♗e7 12.b4 ♗f6 13.♗b2 ♘e7 14.a4 ♘f5 15.♗d3 0–0–0 16.♕c2 g4!? 17.♗xf5 gxf3 18.g3 ♖de8

19.♗xe6 fxe6 20.♘d2 h5 21.♘xf3 h4 22.b5 hxg3 23.hxg3 ♖h5 24.♖ab1

[Sloan says he thought he had the advantage up to here, and blames his next move for his defeat. We agree there were better moves, but don't see that he was 'winning' previously! We think the President has looked after itself very nicely against this (to a computer) peculiar opening – Sloan's speciality – and was already ahead]

24...♖f5??

[24...♖eh8? 25.♖xe6 ♖h1+ 26.♔g2+– gets Black nowhere; 24...♖hh8 25.♖e3 ♖c7 26.bxc6 ♕xc6 27.♖be1±; 24...♖e7 25.bxc6 ♕xc6 26.♔g2 ♖eh7± is best, though I think this still favours the President]

25.♖xe6 ♖xe6 26.♕xf5 ♖c2 27.♕g6 ♕a5 28.♕d3 ♖e8 29.bxc6 bxc6 30.♗c3 ♕xa4 31.♖a1 ♕c4?!

[31...♕b5 offers the President the queen exchange in a way which it wont want to accept as 32.♕xb5 cxb5 33.♖xa7 ♘xc5 34.dxc5 ♗xc3 results in a position with 5 passed pawns! From here either player might win, even if the computer does still have 3 vs 2! Therefore after: 31...♕b5 best is 32.♕g6! ♖f8 33.♖xa7+–]

32.♕xc4 dxc4 33.♖xa7 ♖e2?!

[33...♘xc5!? 34.♘d2! ♖e1+ 35.♔g2 ♘e4 (anything else loses the c–pawn) 36.♘xe4 ♖xe4 37.♖a4+–]

34.♗a5 c3 35.♗xc3 ♘xc5 36.dxc5 ♗xc3 37.♔f1 ♖c2 38.♘g5 ♗d4 39.♘e4 ♔d8

[39...♗xc5 40.♘xc5 ♖xc5 41.g4 ♖g5 42.f3 c5 would have also been a nice test of the President's endgame]

40.f4! ♔c8?!

[40...♗xc5 straight away was better, probably leading to 41.♘xc5 ♖xc5 42.♔e2 ♖c2+ 43.♔f3 ♖c3+ 44.♔g4+–]

41.g4! ♗xc5 42.♘xc5 ♖xc5 43.♔e2 ♖c3 44.g5 ♔d8?

[44...♖g3 was Sloan's last chance. Now 45.♖g7!? would be the President's choice and then 45...♔d8 46.f5 c5 47.f6 ♔c8 48.g6 ♔f8 49.♔f2 ♖g5 50.♔e3 c4 51.♔f4 ♖g2 52.♔f5 and a few difficulties to be overcome avoiding all of the checks before the win is secured; 44...♖g3 45.♔f2! ♖g4 46.♔f3 ♖g1 47.♔e4 might have been a clearer way to win]

45.g6! ♔e8

[45...♖g3 is too late now! 46.g7! c5 47.f5! c4 48.f6 wins easily]

46.g7 ♖g3 47.f5 ♖g5 48.f6

[Announcing mate in 6 which goes 48.f6 ♔d8 49.f7 ♖c5+ 50.♔f3 ♖f5+ 51.♔e4 ♖f4+ 52.♔xf4 c5 53.f8♕#. However Black played...

48...c5??

...which allows mate in 2.

49.f7+ ♔d8 50.f8♕# 1–0

<u>B CALTON (2215) – PRESIDENT (2050)</u> [C24]CRA Test G/30, 1995

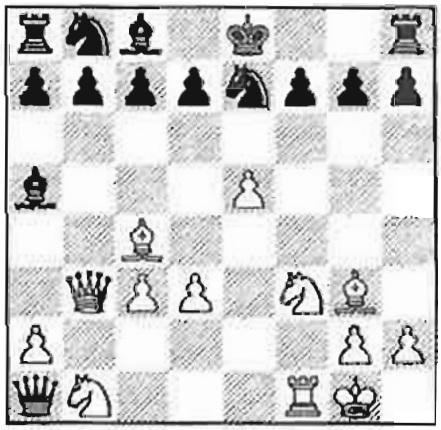
1.e4 e5 2.♗c4 ♘f6 3.d3 ♗b4+ 4.c3 ♗a5 5.f4 exf4 6.e5 ♕e7 7.♕e2 ♘g8 8.♗xf4 ♕h4+ 9.♗g3 ♕h6 10.♘f3?!

[Apparently a fairly typical G/30 error which Computers react to without hesitation. Something like 10.♘d2 would keep White slightly ahead – after all Black has to start developing both pawns and pieces yet! However the next few moves suggest that this 'mistake' is part of Carlton's plan!?]

10...♕c1+ 11.♕d1 ♕xb2 12.0–0!?

[The immediate reaction is that this is a compounding of the earlier 'error' which, as we have said so often, is a regular feature in Computer vs Human games. More likely White (a 2217 player after all) is actually taking advantage of Black's lack

of development by also trapping his queen and going for an immediate all-out attack?! A more moderate idea was [12.♘bd2 ♗xc3 13.♖c1–+]
12...♕xa1 13.♕b3 ♘e7



14.♗xf7+?!

[Because Black is so far behind in development it is well worth looking for possibilities in White's position. In fact 14.♘e1! could be played immediately. Then it should go 14...♗b6+ 15.♔h1 ♘bc6 16.♘c2! ♘a5 and now 17.♗xf7+ ♔d8 18.♕a3 ♗c5 19.♕xc5 ♕b2 20.♗h4!+–]
14...♔d8 15.♘e1 ♗b6+ 16.♗f2??

[Spoiling it just as the play converges on the line noted above. If 16.♔h1 ♘bc6 17.♘c2 ♘a5 brings us exactly to the 18th move in that earlier annotation, showing that White's sacrifices had some merit]
16...♗xf2+ 17.♔xf2

[17.♖xf2 ♘a6 18.d4∓]
17...♘a6 18.♕a3??

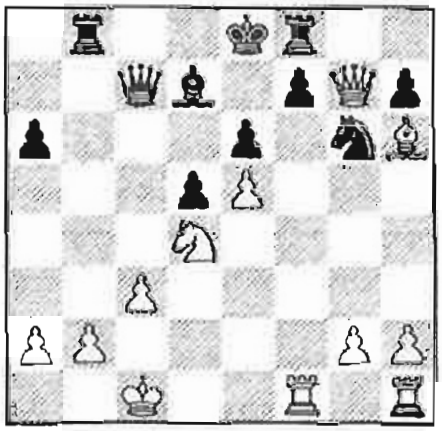
[In one way a great shame after Calton's fine sacrifical exploitation of the position. For the Presidential operators... a sigh of relief as the game was still unclear if 18.d4! ♘b4! *(18...♖f8? 19.♘c2!)* 19.♕xb4 ♘c6∞]
18...♕xb1 0–1

PRESIDENT (2050) – J HANKEN (2225) [A43]CRA Test G/30, 1995

1.d4 c5 2.dxc5 e6 3.♘c3 ♗xc5 4.♘e4 d5 5.♘xc5 ♕a5+ 6.c3 ♕xc5 7.e4 ♘f6 8.e5 ♘fd7 9.♗e3 ♕c7 10.f4 g5?!

[Dangerously opening up the kingside putting his own monarch at risk. Wiser was something like 10...0–0 11.♗d3 b6 and an almost equal game]
11.♕g4 gxf4 12.♗xf4 ♘f8 13.♕g7 ♘g6 14.0–0–0 ♖f8 15.♗h6! ♘d7 16.♘f3 b5?! 17.♗xb5 ♖b8 18.♘d4

[18.♗xd7+! ♗xd7 19.♘b4 looks even more +–]
18...a6 19.♗xd7+ ♗xd7 20.♖df1!



[Powerfully increasing the pressure on Black's king]
20...♕b6

[20...♕c4! 21.♘b3 ♗a4 would give the Computer some threats to consider, and though 22.♕f6 threatens Bxf8 and Qxf7 mate, it virtually forces 22...♔d7 23.♗xf8 ♖xf8 which is somewhat better for Black than the game]
21.♖f2 ♔d8 22.♕f6+ ♔c7 23.♗xf8 ♖xf8 24.♖hf1 ♕a5 25.♔b1 ♖b8 26.♕xf7 ♘xe5 27.♕f4

...and Black gave in to the inevitable **1–0**

The PRESIDENT did lose to G.M Arthur BISGUIER, but the game record sent to me proved to be missing critical middle-game moves, giving us no choice but to be totally biased and end this section on another winning note!

PRESIDENT (2050) – E LEVIN (2200) [C42]CRA Test G/30, 1995

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4

5.d4 d5 6.♗d3 ♘c6 7.0–0 ♗e6?!

[7...♗f5 8.♖e1 and now unpinning the Knight with 8...♗e7 seems better, though 9.♘c3±]

8.♖e1 ♕d7 9.♗xe4 dxe4 10.♖xe4 0–0–0 11.c3 ♗d5 12.♖e1 f6 13.♘bd2 g5 14.♘e4 ♕g7 15.♕c2 g4 16.♘h4 ♕f7 17.♘f5 ♕g6

[17...♗xa2!?]

18.♘eg3 ♔b8 19.♗f4 h5 20.c4

20...h4?

[20...♗f7 had to be played – on this occasion discretion is the better part of valour! Then the PRESIDENT would go 21.d5 Now I think 21...♘c7 retreating is best again as *(21...h4?! 22.dxc6 hxg3 23.♗xg3 bxc6 24.♕b3+* must be+–*)* 22.♖ad1+]

21.cxd5 ♖xd5?!

[This appears to be a fine move, putting both White's knights en pris. No doubt the PRESIDENT's reply came as a most unpleasant shock. In retrospect therefore Black's best was 21...hxg3 22.fxg3 and maybe 22...♖h5 though 23.dxc6 ♕xf5 24.♕xf5 ♖xf5 25.cxb7 ♔xb7 26.♖ac1 should be more than enough for White to win]

22.♘d6!! ♗xd6

[Hoping to save the queen with [22...f5 is an illusion due to 23.♖e8+! ♕xe8 24.♘xe8]

23.♕xg6 ♗xf4 24.♕xf6 1–0

American I.M and Computer Chess expert Larry KAUFMAN had been in charge of the Kasparov PRESIDENT's showing, and must have been well satisfied with its finished grading of 2330.

Novag ZIRCON2

The only ZIRCON2 games I have from its CRA test were part of Novag programmer David KITTINGER's report in *Computer Chess Reports* and, as they appeared in Britain's *Chess Monthly*, some readers may have seen them already, for which I apologise. However I have put some notes with them which I hope adds to their interest value.

In his report David draws attention to a couple of issues concerning the test procedure:

1. The Computers play 2 games against each of 24 opponents; 1 with White and 1 with Black.
2. The Players get incentive money! $25 for a each draw and $50 for each win.
3. David sets the Computer to play all its moves in just 26 minutes, allowing himself only 4 minutes operator time.

After losing 6 of its first 8 games ZIRCON2 eventually rallied with 2 wins and then came the following game against well known Chess author and I.M Larry EVANS.

ZIRCON2 (2050) – L EVANS (2350)
[B96]CRA Test G/30, 1995

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 h6 8.♗h4 ♗e7 9.♕f3 ♘bd7 10.♗f2 ♕c7 11.♗e2 ♖b8 12.0–0 b5 13.a3 g5?!

[13...0–0 is more obvious and simpler. However Larry's mind is on getting the king 'out of the way' onto the 7th. rank and putting queen and rooks on the h–file for the 'known' type of anti–computer attack!]

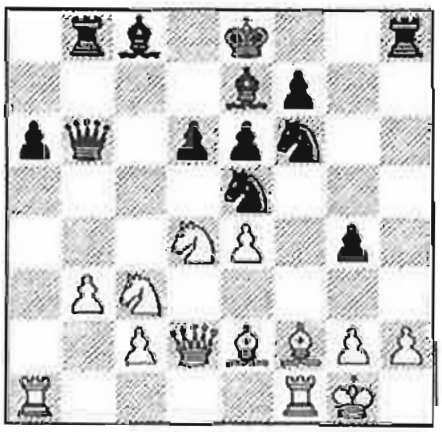
14.fxg5 hxg5 15.♖ad1 b4 16.axb4 ♖xb4

17.b3 ♘e5 18.♕g3 g4 19.♕c3 ♖b8

[Back to the original plan]

20.♖a1 ♕b6 21.♕d2!

[Now there isn't a 'good' choice for Black. If 21...♗b7? 22.♘xe6!; if 21...d5?! 22.exd5 cxd5 23.♘f5±; 21...g3 22.♗xg3 *(22.hxg3? ♘eg4=)* 22...♗b7 would be okay (though still ± for White)... but it doesn't fit in with Black's plan so was probably not even considered]



21...♕b4?!

[Lacking a 'good' move Evans sticks with his long-term plan – an eventual attack down the h-file!]

22.♗xa6 ♗xa6 23.♖xa6 ♖c8 24.♘db5

[The ZIRCON continues to make it difficult for Evans to progress with his ideas!]

24...♘xc4 25.♘xe4 ♕xe4 26.♘xd6+ ♗xd6 27.♖xd6!

[27.♕xd6?? ♕f4! 28.♗h4 ♕e3+=]

27...♔e7

[Black connects his rooks at last and is ready for the assault. Will it work?]

28.c4 ♖xh2?! 29.♔xh2 ♖h8+ 30.♔g1 ♕h7 31.♗c5!!

[At this point Larry informed us what he considers the real trouble with computers to be: *"You 'sac a rook, and they don't get nervous!"*]

31...♕h2+ 32.♔f2 ♖h5! 33.♖a6+ ♔f6 34.♗d4 ♖f5+ 35.♔e1 ♕g3+ 36.♖f2!

[The defence just holds. Black, materially down, cannot afford exchanges now and can only shift his king a square and hope for a late computer blunder]

36...♔g6 37.♗xe5 ♖xe5+ 38.♔d1

[And Evans resigned here as 38...♕xb3 39.Qc2+ forces the very exchanges he has to avoid. ZIRCON2, with Black, drew their 2nd. game so this was its most satisfactory meeting in the test] **1–0**

The second Novag game is a miniature!

ZIRCON2 (2050) – A YNIGO (2115)
[B98]CRA Test G/30, 1995*[ELH]*

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♗e7

[Black's game had followed the play in ZIRCON2–EVANS up to here, where Evans had played the less usual 7...h6]

8.♕f3 ♕c7 9.0–0–0 0–0 10.♗d3 b5??

[In some games one just gets lucky! Now the computer will do the damage on the h-file that Evans had wanted to in the game above! The normal10...♘c6 would have stopped any ideas White might have of trying the attack which follows in the game. E.g 11.e5 dxe5 12.♗xf6 ♗xf6 13.♕h3 g6]

11.e5! ♗b7?

[The game was all downhill now anyway, but 11...dxe5 12.fxe5 ♘d5 13.♗xe7 ♕xe7 14.♘xe6 ♗xe6 15.♘xd5 ♕g5+ would leave outside possibilities for escaping with a draw]

12.♕h3!

[After 12.♕h3 dxe5 *(12...♘h5 13.♗xe7 ♕xe7 14.♕xh5+–; 12...h6 13.exf6 ♗xf6 14.♗xf6 gxf6 15.♕xh6+–)* 13.♗xf6 g6 14.♗xg6! fxg6 15.♘xc6! ♕c8 16.♗xe7. You can take your choice, they are all +–!]

1–0

The ZIRCON2/JADE2's final score was 25½–22½ against opposition graded 2216, for a 2235 USCF Action grade.

Mephisto MONTREUX

The *'SCARLET PIMPERNEL'* – they seek it here, they seek it there, they seek the

Montreux everywhere (well, we did in Britain for rather a long while!).

Max HARRELL was Saitek's man–in–charge for the 96(!) MONTREUX games, in which it obtained the highest rating ever for a USCF test.

Our first game is against Eric SCHILLER of ChessWorks, the folk responsible for ChessMaster4–5000. As both the MONTREUX and ChessMaster use Johan de KONING 'King' programs, Schiller would know what he was about.

MONTREUX (2295) – E SCHILLER (2275) [C29]CRA Test G/30, 1995

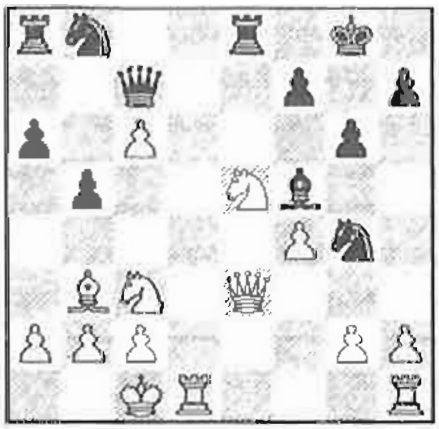
1.e4 e5 2.♘c3 ♘f6 3.f4 d5 4.exd5?!

[In this sharpish line of the Vienna, 4.fxe5 gets most votes. In fact Graham White's Genius book gives exd a ' -']

4...e4 5.♗c4 ♗c5 6.d4 exd3 7.♕xd3 0–0 8.♗d2 a6 9.0–0–0 b5 10.♗b3 c6?!

[10...♗b7 looks better]

11.♘f3 g6 12.♗e3 ♗f5 13.♕e2 ♖e8 14.dxc6 ♕c7 15.♘e5 ♗xe3+ 16.♕xc3 ♘g4



17.♕g3

[17.♘d5!? ♕xc6 18.♘xc6 ♘xc3 19.♘ce7+ should also work out well for White]

17...♖xe5?!

[It looks as if Schiller had been watching too much of Kasparov–Anand or had his mind on his on/off/on/off Chess-Master 5000 release! Actually the move does have its good points, but probably better was 17...♘xc5 18.fxe5 ♔g7 *(18...♖xe5? 19.♘d5! ♕d6 20.♘b6!)* 19.♘d5 ♕xc6 though 20.e6! ♖xe6 *(20...fxe6 21.♘c7!)* 21.♖hf1! is still winning for the MONTREUX]

18.fxe5 ♘xc6 19.♗d5 b4 20.e6 ♕xg3 21.exf7+ ♔g7 22.hxg3 bxc3 23.♗xc6 cxb2+ 24.♔b1 ♖c8 25.♗d7 ♖f8

[25...♗xd7 26.♖xd7 ♘f6 27.♖d6!]

26.♗xf5 gxf5 27.♖d7 ♘e5 28.♖d5 ♘c4 29.♖xf5

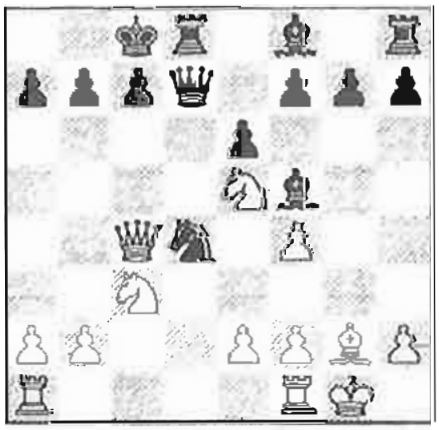
[With his ♘ protecting the b2/pawn, and his ♖ blockading at f8, Schiller decided here that the game was over with the free MONTREUX ♖ able to mop up at leisure] **1–0**

D STRAUSS (2520) – MONTREUX (2295) [D02]CRA Test G/30, 1995

1.♘f3 ♘c6 2.d4 d5 3.g3 ♗f5 4.♗g2 ♘f6 5.0–0 e6 6.c4 dxc4 7.♕a4 ♕d7 8.♕xc4 0–0–0 9.♗f4 ♘d5! 10.♘c3!?

[At first sight 10.e3 would seem to be correct, but the point of White's move soon becomes clear]

10...♘xf4 11.gxf4 ♘xd4 12.♘c5!



12...b5

[If the queen goes to e7 or e8, one of White's rooks goes to d1. Eg 12...♕c7?! and now:–

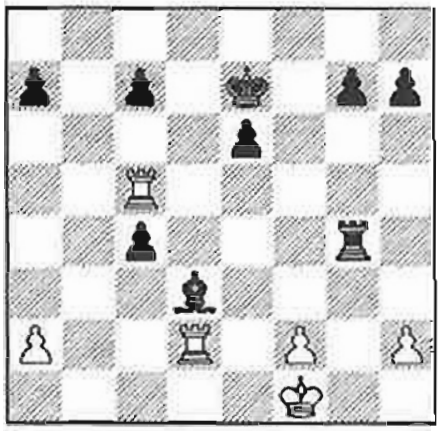
A) 13.c3 looks good. 13...f6 *(13...♘c2 14.♖ad1!±)* 14.exd4 fxe5 15.fxe5=;

B) 13.♖ad1 is probably best... 13...♕b4 14.♕xb4 ♗xb4 15.c3±]

13.♘xd7 bxc4 14.♘e5 ♗b4 15.♘xf7 ♗xc3 16.bxc3 ♘xe2+ 17.♔h1 ♗d3! 18.♖fe1 ♖hf8 19.♘xd8 ♔xd8 20.♖ad1 ♘xc3

[The imbalanced material count amazingly comes out as equal! Which side of the board would you rather be sitting on?!]

21.♖d2 ♔e7 22.♖e5 ♖xf4 23.♖c5 ♘e4 24.♗xe4 ♗xe4+ 25.♔g1 ♖g4+ 26.♔f1 ♗d3+!



27.♖xd3

[Not much choice! If 27.♔e1?? ♖g1#!]

27...cxd3 28.♖xc7+ ♔d6 29.♖xa7?!

[Probably not best and the rook should have gone to c8 or b7, thus remaining on an open file, as black's immediate and shattering reply firmly demonstrates]

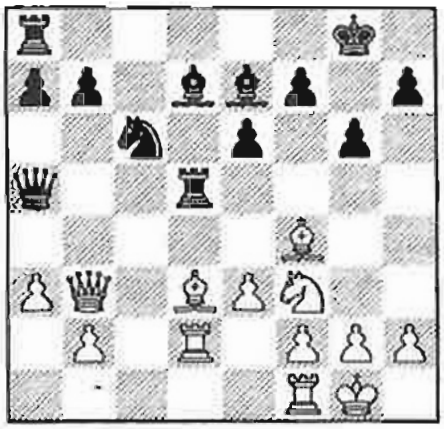
29...♖g1+!! 30.♔xg1 d2 31.♖xg7 d1♕+ 32.♔g2 ♕d5+ 33.♔g1 ♕xa2 34.♖g3 ♕b1+ 35.♔g2 ♕e4+ 36.♔g1 h5 37.h3 e5 38.♖c3 ♕b1+ 39.♔g2 ♔d5 0–1

<u>MONTREUX (2295) – D GLIKSMAN (2405)</u> [D37]CRA Test G/30, 1995

1.d4 ♘f6 2.c4 c6 3.♘c3 ♗b4 4.♕c2 c5 5.dxc5 ♘c6 6.♘f3 0–0 7.♗f4 ♗xc5 8.e3 d5 9.♖d1 ♕a5 10.a3 ♗e7 11.♖d2

[In so many games nowadays we are seeing craftily prepared human manouvres getting their computer opponents out–of–book with a sneaky 'quiet' move. So it's almost a novelty to reach move 11 and we're still in Book! – in the Classical Variation of the Nimzo–Indian. At this point however 11...dxc4 was the only move known to the MONTREUX, so the game proper is about to start]

11...♖d8!? 12.cxd5 ♘xd5 13.♘xd5 ♖xd5 14.♗d3 g6 15.0–0 ♗d7 16.♕b3



16...e5?

[This would have been good on the previous move, but not with White's queen now on b3. Presumably Gliksman over–looked that it leaves his d5♖ under–protected. 16...b6 is close to equal. If White did then try the same 'sac offer of 17.♗xg6? hxg6 leaves him with nothing at all – except a lost game!]

17.♗xg6! ♗e6

[Best. If 17...fxg6 18.e4 *(18.♖xd5 ♗e6! However... 19.e4 ♗xd5 20.exd5 is still +–)* 18...♕b5 19.♕xd5+ ♕xd5 20.♖xd5+–; 17...hxg6 18.♕xd5 ♕xd5 19.♖xd5 ♗e6! 20.♖xe5 ♘xe5 21.♗xe5+–]

18.♕xb7 ♖b8 19.♕xc6 ♖xd2 20.♗xc5 ♖c8 21.♕b7 ♖d5?

[Now was the time to take the ♗, be–fore it does more damage. So 21...hxg6 22.♘xd2 ♕xe5 23.♕xe7 ♕xb2 would have given Gliksman a better chance to save the game, though it's still +–]

22.♗xf7+!

[Again! Not often we see the same Bishop – and a computer's at that! – tak–ing two pawns out of the enemy king's defence, each time leaving itself en pris. This time it gets taken, but the win is as–sured]

22...♔xf7 23.♘g5+ ♔g6 24.♘xe6 1–0

The MONTREUX graded 2495 USCF!

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.

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e-mail: eric@elhchess.demon.co.uk

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

RATING LIST (c) Eric Hallsworth. PC PROGS ISSUE 61 Dec 1995

BCF	£'00	Computer	Elo	+/-	Games	Pos	Human/Games		
232	1	CHESS GENIUS3 486-PC	2458	14	1033	1	2499	7	
231	1	REBEL7 486-PC	2455	27	282	2			
229	1	MEPH GENIUS2 486-PC	2432	12	1353	3	2391	21	
226	1	HIARCS3 486-PC	2411	14	1013	4	2174	7	
225	1	M CHESS PRO4 486-PC	2405	15	882	5	2376	7	
225	1	REBEL6 486-PC	2404	15	870	6	2277	9	
224	6	CMACHINE GIDEON3.1/30-PC	2394	18	658	7			
224	6	CMACHINE THE KING2/30-PC	2394	12	1283	8	2357	18	
222	1	M CHESS 486-PC	2381	19	579	9	2432	3	
221	1	FRITZ3 486-PC	2369	14	1065	10	2585	1	
221	1-	CHESS GENIUS1 486-PC	2369	10	1875	11	2314	44	
220	1-	M CHESS PRO3.5 486-PC	2361	14	978	12	2267	12	
219	1	CHESSMASTER 4000 486-PC	2358	17	698	13	2193	13	
218	1	MEPH GIDEON PRO 486-PC	2349	20	537	14	2392	7	
217	6	CMACHINE GIDEON3.0/30-PC	2341	25	326	15	2295	6	
217	1-	M CHESS PRO3.1 486-PC	2339	12	1322	16	2199	20	
215	1	HIARCS2.1 486-PC	2324	18	650	17	2215	6	
213	1-	CHESS GENIUS1 386-PC	2306	25	323	18			
212	1	KALLISTO 486-PC	2300	15	865	19	2184	18	
209	2+	CMACHINE GIDEON2/15-PC	2276	13	1207	20	2267	21	
207	1-	M CHESS 486-PC	2256	16	753	21	2239	63	
206	1	FRITZ2 486-PC	2250	13	1208	22	2276	28	
206	1	HIARCS2.1 386-PC	2248	48	93	23			
205	2+	CMACHINE THE KING1/15-PC	2242	14	1091	24	2226	17	
199	1	SOCRATES3 486-PC	2199	25	337	25	2238	12	
199	1	ZARKOV2 486-PC	2198	20	523	26	2118	16	
197	1-	M CHESS PRO3.1 386-PC	2177	32	206	27			
197	1-	M CHESS 386-PC	2176	12	1312	28	2138	153	
196	1	SARGON5 486-PC	2175	58	64	29			
196	1-	PSION2 486-PC	2171	38	145	30	1870	1	
194	1	REX 486-PC	2156	30	226	31	2198	24	
193	1-	HIARCS1 486-PC	2148	26	306	32			
192	1-	FRITZ1 486-PC	2143						
191	1	ZARKOV3 486-PC	2131						
189	1	FRITZ2 386-PC	2117						
189	1	KASPAROV GAMBIT 486-PC	2114						
189	1	NIMZO 486-PC	2113						
187	1-	CHESSMASTER 3000 486-PC	2103						
187	1-	M CHESS 286-PC	2101						
184	1	SARGON5 386-PC	2074						
183	1	C-CHAMPION 2175 486-PC	2070						
183	1	CHESS FRIEND/PAND 486-PC	2068						
183	1	ZARKOV2 386-PC	2068						
183	1-	HIARCS1 386-PC	2066						
182	1-	PSION2 386-PC	2063						
180	1	COMPLETE C-SYSTEM1 486-PC	2047						
179	1-	FRITZ1 386-PC	2039						
179	1-	REX 386-PC	2032						

The PENTIUM P/90 GAP

	486/66	P/90	Diff
Genius3	2458	2543	85
Rebel6	2404	2519	115
Hiarcs3	2411	2517	106
Rebel7	2455	2508	53
MCPro4	2405	2469	64
Fritz3	2369	2463	94
WChess	2381	2402	21 (!)
AVERAGE		**ELO**	**77**

RATING LIST (c) Eric Hallsworth. ISSUE 61 Dec 1995

BCF	£'00	Computer	Elo	+/-	Games	Pos	Human	Games
228	[15]	TASC R30-1995	2429	26	310	1	2249	6
223	[14]	MEPH GENIUS2 68030	2390	20	493	2	2342	17
223	[15-]	TASC R30-1993	2387	13	1256	3	2322	56
219	[12]	MEPH RISC2 1MB	2356	28	258	4	2237	6
217	[45-]	MEPH LYON 68030	2340	20	496	5	2392	51
217	[6]	KASP RISC 2500-512K	2337	27	281	6	2384	10
215	[6]	MEPH BERLIN PRO	2326	15	928	7	2225	17
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	2246	10	2264	55
213	[20]	MEPH LYON/VANC 68020/20	2308	33	196	11	2327	10
211	[8]	KASPAROV SPARC/20	2293	16	805	12	2200	18
209	[4]	KASP RISC 2500-128K	2273	9	2331	13	2270	67
209	[5]	MEPH MONTREUX	2273	28	265	14	2288	54
204	[10+]	MEPH VANCOUVER 68020/12	2239	9	2266	15	2131	32
203	[10-]	MEPH LYON 68020/12	2226	8	3114	16	2250	80
203	[50]	FID ELITE 68040-V10	2226	53	75	17	2215	21
199	[4]	MEPH BERLIN 68000	2197	13	1175	18	2221	25
199	[10-]	MEPH PORTOROSE 68020	2196	10	1865	19	2240	188
198	[30]	FID ELITE 68030-V9	2190	16	770	20	2169	13
198	[8+]	MEPH VANCOUVER 68000	2184	13	1226	21	2126	23
197	[8-]	MEPH LYON 68000	2183	11	1682	22	2083	33
196	[2]	NOVAG SAPPHIRE/DIAMOND	2175	15	914	23	2179	58
196	[10-]	MEPH ALMERIA 68020	2169	14	1053	24	2172	215
193	[8-]	MEPH PORTOROSE 68000	2144	11	1683	25	2111	25
192	[9-]	FID MACH4/2325 68020-V7	2141	10	1877	26	2179	130
188	[15]	FID ELITE 2*68000-V5	2108	27	290	27	1888	2
187	[5+]	KASPAROV BRUTE FORCE	2097	14	1019	28	2179	36
186	[7+]	MEPH POLGAR/10	2094	17	698	29	2080	54
186	[10-]	MEPH ROMA 68020	2093	14	1083	30	2041	64
184	[10-]	MEPH DALLAS 68020	2079	14	996	31	2069	197
184	[8-]	MEPH ALMERIA 68000	2078	14	1025	32	2093	31
184	[3+]	NOV SCORPIO/DIABLO	2075	10	1977	33	2132	129
182	[3]	MEPH NIGEL SHORT	2063	41	123	34	2136	5
181	[1+]	NOVAG JADE2/ZIRCON2	2049	45	104	35	2032	48
181	[2+]	KASP PRESIDENT/TC+GK2100	2049	18	617	36	2072	65
180	[4-]	FID MACH3/2265 68000-V2	2042	6	5733	37	2107	229
179	[4+]	MEPH MM5/5	2037	11	1658	38	1902	11
178	[8-]	MEPH DALLAS 68000	2030	11	1580	39	1988	50
178	[5+]	MEPH POLGAR/5	2030	8	2743	40	2076	17
178	[2]	MEPH MILANO	2029	13	1123	41	2063	13
178	[3-]	NOV SUPER FORTE-EXP C/6	2026	8	2957	42	2000	24
177	[3]	MEPH MONDIAL 68000XL	2016	15	862	43	2049	77
176	[4]	MEPH MONTREAL/ROMA 68000	2012	9	2481	44	1968	56
175	[4]	MEPH ACADEMY/5	2001	9	2361	45	2024	109
174	[10-]	MEPH AMSTERDAM	1992	9	2373	46	2054	182
172	[3-]	NOV SUPER FORTE-EXP B/6	1983	12	1430	47	2017	84
172	[2]	KASP GK2000/TURB ADV TR	1981	15	847	48		
172	[2]	MEPH MEGA4/5	1981	8	2674	49	2029	169
172	[5]	KASPAROV MAESTRO D/10	1976	12	1319	50	1956	109
171	[3-]	FID MACH2C	1975	8	2706	51	2059	127
171	[3-]	FID MACH2B	1972	26	302	52	1960	25
170	[2]	MEPH MODENA	1965	17	748	53		
170	[1]	FID TRAVELMASTER	1965	18	628	54	1968	63
169	[4-]	MEPH MM4/5	1959	8	2928	55	2006	97
169	[1]	KASP TRAVEL CHAMPION	1956	30	237	56	1864	2
168	[2]	NOVAG RUBY/EMERALD	1948	17	724	57	1981	48
167	[2+]	MEPH SUPERMOND2/MCARLO4	1943	27	287	58	2074	8
167	[3-]	NOV SUPER FORTE-EXP A/6	1943	12	1433	59	2021	176
166	[2]	MEPH MONTE CARLO	1933	28	262	60	2046	10
166	[5-]	KASPAROV MAESTRO C/8	1932	26	313	61	1999	98
165	[4]	CONCH PLY-VICTORIA/5.5	1925	16	814	62	1870	15
165	[2]	CXG SPHINX/4	1925	9	2383	63	1943	155
165	[2]	KASP TURBOKING2	1921	14	1035	64		
165	[3-]	FID MACH2A	1920	25	338	65	1912	35
162	[5-]	NOV EXPERT/6	1903	31	222	66	2026	22
161	[3-]	NOV SUPER FORTE-EXP A/5	1894	11	1548	67	1825	29
161	[3-]	FID CLUB B	1893	12	1459	68	1827	18
160	[4-]	NOV EXPERT/5	1885	26	316	69	2012	68
160	[3-]	NOV FORTE B	1880	10	1917	70	1965	208
159	[2+]	FID PAR E/ELITE+DES2100	1878	9	2619	71	1916	220
159	[4-]	MEPH REBELL	1878	9	2313	72	1940	69
159	[5-]	FID AVANT GARDE/5	1877	11	1738	73	1852	80
159	[2]	KASP STRATOS-CORONA	1872	9	2186	74	1890	48
158	[3-]	NOV FORTE A	1870	9	2251	75	1921	134
158	[2-]	MEPH SUPERMONDIAL1	1865	11	1591	76	1990	6
157	[3-]	FID CLUB A	1861	29	242	77	1767	6
157	[4-]	KASPAROV MAESTRO A/6	1859	14	990	78	1863	123
157	[4]	CONCH PLYMATE/5.5	1858	9	2332	79	1923	55
157	[2-]	KASP TURBOKING1	1857	24	364	80	1900	61
157	[2]	KASP SIMULTANO	1856	13	1149	81	1824	36
156	[4-]	CONCHESS/6	1850	45	106	82	2017	8
155	[1]	NOVAG JADE1/ZIRCON1	1847	106	19	83		
155	[2-]	FID EXCELLENCE/4	1843	11	1756	84		
155	[3-]	NOV EXPERT/4	1842	14	1059	85	1960	43
154	[2-]	SCI TURBO KASP/4	1832	20	524	86	1933	64
154	[3-]	CONCH PLYMATE/4	1832	24	372	87	2007	6
153	[6-]	FIDELITY ELITE C	1826	34	182	88	1869	11
152	[4-]	FID ELEGANCE	1816	17	702	89	1852	40
151	[2-]	SCI TURBOSTAR 432	1812	12	1407	90	1872	67
151	[4-]	MEPHISTO MM2	1812	16	791	91	1776	8
150	[2]	FID EXCELLENCE/DES2000	1807	11	1654	92	1852	52
150	[4-]	KASPAROV MAESTRO A/4	1801	74	39	93	1884	8
149	[2]	KASP PRISMA/BLITZ	1792	25	338	94	1782	59
148	[3-]	CONCHESS/4	1788	20	515	95	1875	28
148	[3-]	NOV SUPER CONST	1785	7	3736	96	1833	284
147	[2-]	NOV SUPER NOVA	1779	22	411	97		
146	[4-]	MEPH BLITZ	1770	27	278	98	1892	7