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CONTENTS, Issue 67

We have a number of interesting **results** for this Issue.

Pete Blandford has been hard at work with his **Mephisto MONTREUX**. All games played at 40/2....

Montreux 7½-2½ Fid Elite 68030v9
Montreux 5-5 Meph RISC2
Montreux 3-7 Meph Genius 68030
Montreux 4½-5½ Kasp RISC 2500-512k
Montreux 3-5 Meph Vancouver 68020/20

∎∎∎∎∎∎∎

Here is a result from **Welser** which has managed to evade me, though it was played a few months ago... even now I don't have the individual scores, only the final order:

Welser 1996	
1=	Fritz3
	Quest3
	Rebel7
4	MChess Pro4
5=	Genius2
	Genius3
	Hiarcs4
	Kallisto1.98
	W Chess1.03
10	MChess Pro5
11=	Diogenes
	Gandalf2.1
	Hiarcs3
	Rebel6

Three things need to be clarified:
[1] the programs were all running on Pentium/100's,
[2] the Time Control was 60/2hrs.
But mainly readers need to know, especially in view of the strange finishing order of MChess Pro4 and 5, and new discussions relating to 'cooked' books...
[3] that the opening books were all switched off!

∎∎∎∎∎∎∎

Mike Cummings has completed a 28 game match at G/60, which finished...

Novag DIABLO 15½
Meph NIGEL SHORT 12½

Rather amazingly the Novag won 5, lost 2 and there were 21 draws. Of the wins Mike has sent the following pair which, very strangely, were not only both for the side playing Black, but also involved queen sacs and almost identical endgames involving R, N + B vs lone Q!

Mephisto NIGEL SHORT (2040)
Novag DIABLO (2060)
[A34]Mike Cummings G/60, 1996[ELH]

1.c4 c5 2.♘c3 ♘f6 3.♘f3 d5 4.cxd5 ♘xd5 5.e3 ♘xc3 6.bxc3 g6 7.♗b5+ ♘d7 8.0–0 ♗g7 9.♕a3 b6 10.d4 0–0 11.♕a4 ♕c7 12.♗c6 ♖b8 13.c4 ♖d8 14.♖ab1 e6 15.♖fd1 cxd4 16.exd4 ♗b7 17.♗xb7 ♖xb7 18.♕b5 ♖db8 19.♘g5 ♘f6 20.d5 exd5 21.cxd5
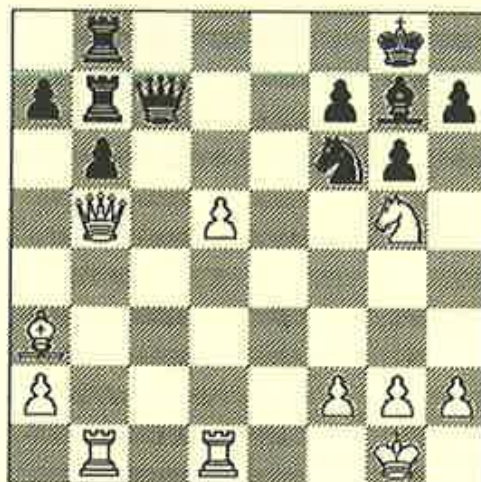
Mike (and NS) both thought White had the advantage here, due to the passed pawn 21...h6 22.♘f3 ♘e4 23.♖bc1 ♘c3 24.♕d3 ♖c8 25.♗b4?!
25.d6 ♕d7 26.♖d2 was probably better 25...♘xd1! 26.♖xc7 ♖bxc7 27.♘e1
So that the queen can now take the knight. If 27.♕xd1? ♖c1 of course. Another move worth considering was, perhaps, ; 27.d6
27...♖c1 28.♗d2 ♘b2 29.♕h3 ♖e8! 30.♔f1
30.♗xc1?? ♖xe1#
30...♖d1 31.♕d7 ♖e5 32.f4?
32.♗e3 was needed. Then 32...♖exd5 33.♕e8+ ♔h7 34.♔e2 ♘c4 is probably Black's best, giving him good winning chances
32...♖e4 33.♕xa7 ♖xd2 34.♘f3 ♘d3 35.g3 ♖f2+ 36.♔g1 ♗d4 37.♕a8+ ♔g7 38.a3 ♖xf3+
Announcing mate in 6

39.♔g2 ♖f2+ 40.♔h3 ♘xf4+ 41.gxf4 ♖e3+ 42.♔g4 f5+ 43.♔h4 ♖xh2# 0–1

Novag DIABLO (2060)
Mephisto NIGEL SHORT (2040)
[C43]Mike Cummings G/60, 1996*[ELH]*

1.e4 e5 2.♘f3 ♘f6 3.d4 ♘xe4 4.♗d3 d5 5.♘xe5 ♗d6 6.0–0 0–0 7.c4 ♗xe5 8.dxe5 ♘c6 9.♗f4 ♗e6 10.♕h5 f5 11.♖d1 ♘d4 12.♗e3?!

> 12.♘c3 was a better choice 12...g6 13.♕h6 dxc4 14.♗xe4±

12...g6! 13.♕h6 dxc4

14.♗c2??

> Certainly not 14.♗xe4?? as in the note to White's 12th., as 14...♘e2+ is mate in 2. But 14.♗f1 would keep White in the game even though 14...♘f3+ 15.gxf3 ♕xd1 16.fxe4 fxe4 would leave Black with some advantage in a rather complicated position!

14...♘xc2 15.♖xd8 ♖axd8 16.♘a3 ♘xa1 17.♔f1 c3! 18.b3

> 18.bxc3? ♖d1+! 19.♔e2 ♘xc3+ is very nasty!

18...c2 19.f3 f4 20.♗xf4 ♖xf4 21.♘xc2 ♘xc2 22.a3

> Anyone tempted by 22.♕xf4?? should note 22...♖d1+ 23.♔e2 ♖e1+ 24.♔d3 ♘b4+ 25.♔d4 c5#!!

22...♖d1+ 23.♔e2 ♖d2+ 24.♔f1 ♘e3+ 25.♔e1 ♘xg2+ 26.♔f1 ♖xf3+ 27.♔g1 ♖d1+ 28.♔xg2 ♖f2# 0–1

■■■■■■■

One of our newer readers, Mr. **F. Fould-vary**, upgraded his Genius 68030 to the new London version recently, and sends the following result:

Rebel7 486/75 3½-4½ London 68030

■■■■■■

A small 10 secs per move Tournament by **Union Telco** in the States ended as follows:

Tournament, 10 secs per move	F	M	R	C	B	
Fritz4-P/90	x	1	1	½	1	= 3½
MChessPro5-P/90	0	x	1	1	0	= 2
Rebel8-P/90	0	0	x	1	1	= 2
ChessMaster5000-P/90	½	0	0	x	1	= 1½
Berlin Pro 68020	0	1	0	0	x	= 1

■■■■■■■

Freddy Wang's 1996 'SUPER TOURNA-MENT' over 5 rounds involved 14 computers and 2 humans. The report appears in the latest Issue of *'PLY'* Magazine, and I think they may have used an unusual time control.... *"og betenkningstiden har vaert 5 min. for maskinene, mens menneskene har fatt 12 min"*. Or maybe the whole thing was played in an afternoon, Game in 5 mins with 12 mins between rounds?!

The 2 humans were Joran Jansson and Robert Fleming, but I don't have details of their gradings, so the final results table which follows is not as helpful as it might be!

SUPER LYNTURNERING 1996		
1=	Fritz4	4/5
	Chessica	4
3=	Flemming	3½
	Genius3	3½
	Nimzo3	3½
6=	Hiarcs4	3
	MChess Pro5	3
8=	Genius4	2½
	Gideon Pro	2½
	Rebel7	2½
11	Meph Lyon 68020	2
12=	Jansson	1½
	Kallisto	1½
	Tasc R30	1½
15	Fritz3	1
16	ChessMaster 5000	½

Of the 2 humans, **Flemming** beat the Lyon 68020 and the R30, drew with Kallisto, Fritz4, Gideon Pro, and lost none, while **Jannson** beat CM5000, drew with Nimzo3, and lost to Gideon Pro, Rebel7 and MCP5.

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1996 World Micro Computer Championships

As anticipated in **SS/66**, the **1996 WMCC** was duly held in **Jakarta** (Indonesia) during October. As also forecast, few of the major commercial programs turned up for the event, somewhat devaluing its importance.

Withdrawal Symptoms

There were various reasons for the non-participation of the leading programs - some never entered at all, and others withdrew during discussions relating to Indonesia and various unsavoury political aspects.

1▪ The distance was too far, and the expense too great. Readers will, by now, not be surprised to know that probably only one or two of even the leading programmers actually manage to make a living out of computer chess programming.

The cost of attending at Jakarta has been estimated at $1,000/£700 entry fee plus over £1,500 air fare (both ways!), another likely £1,000 expenses, and the added difficulty of getting your Pentium Pro there and back.

2▪ The inherent danger of attending! Attention was drawn to detailed reports from Amnesty International and other human right's movements on the subject of frequent occurences of riots, torture, arrests of foreigners and even local officials, and various actions purported to have been taken by the military there.

3▪ The moral implications of supporting the event, in view of its current politics and and anti human right's activities. At least two programmers refused to participate or withdrew after initially entering *"as a political protest against the regime"*.

4▪ The problem relating to the entry of the Israeli program Junior, whose programmers were apparently unable to enter Indonesia for political reasons (anti-Semitism). It was suggested by the ICCA that they could have found a way to get visas, but both the UN and the US State Dept advised the team against trying to attend. Thus Junior was forced out (though the ICCA denied this,

and later claimed to have found a way for them to participate via the Internet). With Junior 'unable to attend', at least one other programmer now withdrew as a further protest against the selected venue.

A final reason was not associated with the 'debatable' choice of venue:

5▪ Dissatisfaction with the general state of Computer v Computer events, mainly relating to the specialised opening book preparation which the amateur programmers are able to do by purchasing their commercial counterparts, whilst the commercial programmers cannot reciprocate!

I am a rank beginner in the field of politics, and found that all sides in the moral argument had erudite representatives able to put forward convincing and dogmatic cases for their own view. The argument raged long, loud and, sometimes, unpleasantly over the Internet, and I do not want **SS** to become a forum for such a war.

Therefore I will leave it that each of the non-participants had at least one reason in the above list for not playing. I do not believe that any criticism should attach to any non-participant - not being there means you cannot win, and has to have some negative commercial effect.

So to make a moral decision not to play has a price, and to that extent the decision should be applauded even if you or I might disagree with the reasoning. People can scoff and belittle those who choose to take 'the moral high ground', as if that makes them somehow slightly strange - I think the world would be a better place if folk lived and acted on the basis of decent principles.

Those who played know whether they did so with a clear conscience - and obviously they felt they could afford it despite the travel and (for the commercial programs) entry costs.

Finally it needs to be said that the ICCA, in making their defence, stated that Jakarta was the only venue which made a bid to host the Championships, and they were unable to envisage an alternative format.

The commercial programmers that entered perhaps just wanted to go anyway, or maybe felt they could not afford not to attend, especially as the greatly reduced entry list at the top end gave them their 'best chance' yet of winning the WMCC Title, with all the associated advertising potential. They were all going to be disappointed!

The Main Participants

The **28 entrants** were ranked by the ICCA before the event, so I list them in that order and have CAPITALISED the commercial programs.

1	**FRITZ**	Holland, Franz Morsch
2	**Ferret**	USA, Bruce Moreland
3	**NIMZO3**	Austria, C Donninger
4	**VIRTUA2**	France
5	**Dark Thought**	Germany
6	**Crafty**	USA, Bob Hyatt
7	**Junior**	Israel
8	**GANDALFX**	Denmark
9	**Schach3**	Germany
10	**Shredder**	Germany, S Meyer-Kahlen
11	**Gundam1**	Indonesia

Ferret earned 2nd. place due to its 3= position last year, and an excellent reputation from its play over the Internet in the States.

I have ended the list so as to include Gundam because there was immediate consternation relating to this.

Let's step back one pace. Bob Hyatt's program Crafty is permanently available via the Internet for downloading and converting, by those with the appropriate software, for use in MS-DOS. The resulting code is all visible, accessible, and thoroughly annotated, so that other potential programmers can examine and even adjust it if they wish.

Perhaps you've guessed it - Gundam was a conversion of a Crafty version, done and entered by an Indonesian programmer. Now the agreement pre-Championship seemed to be that only the actual programmer could enter his effort, and that only 1 of each program could play. So what was Gundam doing there? And who allowed it?

Perversely the organisers then matched Crafty with Gundam in the first round, so Bob Hyatt found himself playing his own program at the very start of his first ever quest for the Championship!

There were also 2 progams from England (the entries would normally also have included Richard Lang's Genius, Mark Uniacke's Hiarcs, and Chris Whittington's CS_tal) ...

24 Francesca operated by Tom King, which I know nothing at all about, and 26 Woodpusher, by my good friend John Hamlen.

That has set the scene, so here we go!

The 1996 World Micro-Computer Championship 11 rounds, October 1996

The Main Results, Round-by-Round

Round 1:
FRITZ 0-1 GANDALF
  ... what a start for the 1995 WCC Champion!
Schach3 ½-½ Ferret
NIMZO3 ½-½ Schredder
Centaur 0-1 VIRTUA2
Dark Thought 1-0 Isischess
Gundam 1-0 Crafty
  ... needless to say, Bob Hyatt was gutted... especially when it transpired that the Crafty operator had messed up its time controls which resulted in it being forced into playing Blitz after a mere 10 moves!
Woodpusher 1-0 The Turk
Junior 0-1 Eugen (default)

The ICCA continued to publish Junior's 'defeats' throughout the Tournament, aiming for consistency with their claim that the program could have been there if they'd really wanted.

Round 2:
VIRTUA2 1-0 Dark Thought
GANDALF 0-1 Gundam
Ferret 1-0 NIMZO
  ... an early warning from Ferret!
Schredder 1-0 Schach3
Crafty 1-0 FRITZ
  ... amazing - the winner of 1995's WCC and destroyer of Deep Thought starts with 0/2!
XXXX 0-1 Woodpusher (2/2!)

Ferret − Nimzo
1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗e2 e6 7.0–0 ♗e7 8.f4 0–0 9.♔h1 ♕c7

10.a4 ♘c6 11.♗e3 ♖e8 12.♗f3 ♖b8 13.♕d2 ♗d7
14.♘b3 b6 15.♕f2 ♖ec8 16.♖fd1 ♗f8 17.♕g3
♘b4 18.♖d2 e5 19.♘c1 ♖e8 20.♘d3 ♘c6 21.fxe5
dxe5 22.♗g5 ♗e7 23.♖ad1 ♗c8 24.♖f2 ♕d6
25.♗xf6 ♗xf6 26.♗h5 g6 27.♕f3 ♘d4 28.♕xf6
♕xf6 29.♖xf6 gxh5 30.♘xe5 ♖xe5 31.♖xd4 ♗e6
32.♔g1 ♔g7 33.♖f4 f5 34.♔f2 fxe4 35.♖dxe4
♖xe4 36.♘xe4 ♖d8 37.♘g5 ♗a2 38.♘f3 ♗f7
39.c3 ♖d6 40.♘d4 ♔g6 41.g3 ♗d5 42.♖f8 h6
43.b3 ♖d7 44.♖b8 ♖d6 45.♔e3 ♔f6 46.♔f4 ♗g2
47.♖h8 ♔g7 48.♘f5+ ♔xh8 49.♘xd6 ♔g7 50.c4
♗h3 51.♘f5+ ♔f7 52.♔e5 ♔e8 53.♘xh6 ♔d8
54.♔d6 ♗g2 55.b4 ♔c8 56.g4 hxg4 57.♘xg4 ♗h3
58.♘e3 ♔b7 59.b5 axb5 60.axb5 1–0

Round 3:
Gunda 0-1 VIRTUA2
Comet ½-½ Ferret
Schredder 1-0 Eugen
Dark Thought 1-0 GANDALF
Centaur 0-1 Crafty
Schach3 ½-½ NIMZO3
FRITZ 1-0 Isischess
Pandix 0-1 Woodpusher

It was great to see my friend John Hamlen
on 3/3 with Woodpusher. Sad to say, it
wouldn't last. Meanwhile Ananse scored its
first ever point in a World Championship
contest by winning 1-0 over Junior in the
bye!

Round 4:
Woodpusher 0-1 VIRTUA2
Zeus 0-1 Shredder
Ferret 1-0 Breakthrough
Nightmare 0-1 Dark Thought
Crafty 1-0 Comet
Interchess 0-1 Gundam
Ananse 0-1 FRITZ
NIMZO3 1-0 Centaur
GANDALF 1-0 Schach3

Zeus − Shredder
1.c4 e5 2.♘c3 ♗b4 3.♕b3 ♘c6 4.e3 ♘f6 5.♘f3 a5
6.♗e2 0–0 7.0–0 ♖e8 8.d3 d6 9.a3 ♗c5 10.♖d1
♕e7 11.d4 exd4 12.exd4 ♗b6 13.♗g5 ♗g4
14.♗e3 ♗xf3 15.♗xf3 ♘xd4 16.♗xd4 ♗xd4
17.♘b5 ♗c5 18.♗xb7 ♘g4 19.♗xa8 ♕h4 20.h3
♗xf2+ 21.♔h1 ♗e3 22.♘f3 ♘f2+ 23.♔h2 ♗f4+
24.♔g1 ♘xh3+ 25.gxh3 ♕xh3 26.♗c6 ♗e3+
27.♕xe3 0–1

Crafty − Comet_A.30
1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗c4 ♗c5 5.c3 ♘f6

6.d4 exd4 7.e5 d5 8.exf6 dxc4 9.fxg7 ♕e7+
10.♔f1 ♖g8 11.cxd4 ♗b6 12.d5 ♘a5 13.♗g5 f6
14.♗h6 ♗f5 15.♘c3 0–0–0 16.♕c1 ♕d6 17.♔g1
♖de8 18.♕d2 ♗c5 19.g3 ♗g4 20.♔g2 ♔b8
21.♖he1 ♖d8 22.♖e4 ♕d7 23.♖f4 ♗h3+ 24.♔h1
♗f5 25.♘d4 ♗g6 26.♖xf6 ♗e7 27.♖e6 ♗b4
28.♘f3 ♗f5 29.♖e5 ♗d6 30.♖e3 ♕f7 31.♘d4 ♗h3
32.♘e6 ♖d7 33.♘e4 b6 34.♕c3 ♗e7 35.♖f3 ♕g6
36.♘f6 1–0

Leaders after Round 4:
4 VIRTUA2
3½ Shredder
3 Ferret, Dark Thought, Crafty, Gundam,
Zeus, Woodpusher
2½ Heureka

The pre-Event 1st. and 3rd. ranked pro-
grams, FRITZ and NIMZO3, were both on
2/4.

Round 5:
VIRTUA2 0-1 Shredder
   ... and a little warning from Shredder!
Gundam 0-1 Ferret
Dark Thought 1-0 Zeus
Woodpusher 0-1 Crafty
FRITZ 1-0 Heureka
Breakthrough ½-½ NIMZO3
Francesca 0-1 GANDALF
Pandix ½-½ Schach3

Round 6:
Shredder 1-0 Dark Thought
Ferret ½-½ VIRTUA2
Crafty 1-0 Eugen
Comet 0-1 FRITZ
GANDALF 1-0 Woodpusher
Zeus ½-½ Gundam
NIMZO3 1-0 Heureka

Shredder − DarkThought
1.d4 d5 2.c4 e6 3.♘c3 c5 4.cxd5 exd5 5.♘f3
♘c6 6.g3 c4 7.♗g2 ♗b4 8.0–0 ♘ge7 9.a3 ♗a5
10.e4 dxe4 11.♘xe4 0–0 12.♕e2 b5 13.♖d1 ♗f5
14.d5 ♘xd5 15.♘h4 ♗e6 16.♘g5 ♕d7 17.♕h5 h6
18.♘xe6 fxe6 19.♖xd5 exd5 20.♗xd5+ ♖f7
21.♗xh6 ♖d8 22.♗xg7 ♔xg7 23.♕g5+ ♔f8
24.♘g6+ ♔e8 25.♗xc6 ♕xc6 26.♕e3+ ♔d7
27.♘e5+ ♔c7 28.♘xc6 ♗b6 29.♕e5+ ♖d6 30.♖d1
♖ff6 31.♖xd6 ♗xf2+ 32.♔g2 ♖xd6 1–0

Comet − A.30_Fritz
1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4

d5 6.♗d3 ♘c6 7.0–0 ♗e7 8.♖e1 ♗f5 9.♘c3 ♘xc3
10.bxc3 ♗xd3 11.♕xd3 0–0 12.♖b1 ♘a5 13.♕f5
g6 14.♕h3 ♖e8 15.♗g5 ♗xg5 16.♖xe8+ ♕xe8
17.♘xg5 h5 18.♕f3 c6 19.♕f6 b6 20.f4 ♖c8
21.f5 ♖c7 22.fxg6 fxg6 23.♘f3 ♖e7 24.♘e5 ♖e6
25.♕f1 b5 26.♕f4 ♘c4 27.♖e1 a5 28.♖e2 ♔g7
29.h3 c5 30.g4 hxg4 31.hxg4 b4 32.♖h2 ♘xe5
33.♕h6+ ♔f7 34.♕h7+ ♔f6 35.♕h4+ g5
36.dxe5+ ♔xe5 37.♕xg5+ ♔d6 38.♖h6 ♖xh6
39.♕xh6+ ♕e6 40.♕xe6+ ♔xe6 41.cxb4 axb4
42.♔g2 c4 43.♔f1 d4 44.♔e2 ♔f6 0–1

Crafty – Eugen
1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.♘f3 c5 5.g3 cxd4
6.♘xd4 ♘e4 7.♕d3 ♕a5 8.♘b3 ♘xc3 9.♗d2 ♘e4
10.♕xe4 ♗xd2+ 11.♘xd2 ♘c6 12.♗g2 0–0 13.e3
f5 14.♕c2 ♘b4 15.♕c3 ♕a4 16.0–0 ♘xa2 17.♕d4
♖e8 18.♖fb1 d5 19.b3 e5 20.♕xd5+ 1–0

Clearly a major shock is on the cards. Even
though FRITZ has fought back from its 0/2
start, the pace set by the leaders is proving
to be very hot!

Round 7:
Shredder 1-0 Crafty
FRITZ 0-1 Ferret
VIRTUA2 1-0 GANDALF
Dark Thought 0-1 NIMZO3
Gundam 1-0 Breakthrough

Shredder – Crafty
1.d4 e6 2.c4 ♘f6 3.♘f3 c5 4.d5 exd5 5.cxd5 d6
6.♘c3 ♗e7 7.e4 0–0 8.h3 ♘fd7 9.♗d3 ♘a6
10.0–0 ♘b4 11.♗e2 f5 12.exf5 ♖xf5 13.a3 ♘a6
14.♗d3 ♖f8 15.♕c2 ♘f6 16.♘g5 h6 17.♘e6 ♗xe6
18.dxe6 d5 19.♗g6 ♔h8 20.♘e2 ♘b8 21.♘f4 ♗d6
22.♗f7 ♗xf4 23.♗xf4 ♕e7 24.♖ac1 b6 25.♕g6
♘c6 26.♖c3 ♘g8 27.♖e1 ♕f6 28.♕xf6 ♘xf6
29.♖cc1 ♘g8 30.b4 c4 31.b5 ♘ce7 32.♗d6 ♖fd8
33.♗c7 ♖dc8 34.♗e5 a6 35.a4 axb5 36.axb5
♘f6 37.♗d6 ♘f5 38.♗f4 ♘g8 39.♗xg8 ♔xg8
40.♖e5 ♘e7 41.♗d2 ♖c5 42.♗b4 ♘g6 43.♗xc5
♘xe5 44.♗xb6 ♘d3 45.♖d1 ♖b8 46.♗d4 ♖xb5
47.f4 g6 48.♖a1 ♔f8 49.♗f6 ♖b8 50.♖a7 ♘xf4
51.♖f7+ ♔e8 52.♖h7 ♘xe6 53.♖e7+ ♔f8 54.♖xe6
♔f7 55.♖d6 ♖b3 56.♔e5 ♖e3 57.♖xd5 ♔e6

58.♗f4 ♔xd5 59.♗xe3 h5 60.♔f2 ♔e4 61.♔e2
♔d5 62.♔d2 ♔e4 63.♗h6 ♔d4 64.h4 ♔e4 65.♔c3
♔f5 66.♔xc4 ♔e4 67.g3 ♔f3 68.♗f4 ♔e4 69.♔c5
♔f5 70.♔d6 ♔f6 71.♗g5+ ♔f5 72.♔e7 ♔e4
73.♔f6 ♔d5 1–0

Fritz – Ferret
1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♗c5 4.c3 ♘f6 5.d4
exd4 6.cxd4 ♗b4+ 7.♗d2 ♗xd2+ 8.♘bxd2 d5
9.exd5 ♘xd5 10.♕b3 ♘ce7 11.0–0 0–0 12.♘e5
c6 13.♘e4 ♕b6 14.♖ad1 f6 15.♘d3 ♕xb3
16.♗xb3 ♖d8 17.♘f4 ♘f8 18.♘xd5 ♘xd5 19.♖fe1
♗f5 20.♘c5 b6 21.♘e6+ ♗xe6 22.♖xe6 ♖ac8
23.♗a4 ♘e7 24.♗c2 ♖d7 25.♗xh7 ♔f7 26.♖de1
g6 27.♖xe7+ ♖xe7 28.♗xg6+ ♔f8 29.♖xe7 ♔xe7
30.h4 ♖d8 31.h5 ♖xd4 32.h6 ♔f8 33.b3 ♖d1+
34.♔h2 ♖d2 35.♗e4 ♔f7 36.a3 ♖xf2 37.♔g1 ♖e2
38.♗d3 ♖e3 39.♗c2 ♔f8 40.♔f2 ♖c3 41.♗e4
♖xb3 42.♗xc6 ♖xa3 0–1

The FRITZ defeat meant that, with only 4
rounds now left, the only commercial pro-
grams with Title-winning chances were
VIRTUA2 and NIMZO3. Fortunately the
relentless pace being set by Shredder in
particular, and also Ferret, was about to
come to some sort of end due to their meet-
ing in round 8!

Round 8:
Ferret 1-0 Shredder
Crafty 1-0 VIRTUA2
NIMZO3 0-1 Gundam
Zeus 0-1 FRITZ
Eugen ½-½ Dark Thought
GANDALF 0-1 Comet

Ferret – Shredder
1.e4 c6 2.♘c3 d5 3.d4 dxe4 4.♘xe4 ♘d7 5.♘g5
♘gf6 6.♗d3 e6 7.♘1f3 ♗e7 8.0–0 h6 9.♘e4 ♘xe4
10.♗xe4 ♘f6 11.♗d3 0–0 12.c4 b6 13.♗f4 ♗b7
14.♕e2 c5 15.dxc5 ♗xc5 16.♖ad1 ♕e7 17.a3 a5
18.♘e5 ♖ad8 19.♖d2 ♖d4 20.♗e3 ♖h4 21.g3
♖h3 22.♖fd1 ♖e8 23.♘g4 ♗xe3 24.fxe3 g6
25.♘xf6+ ♕xf6 26.♕f1 ♕xf1+ 27.♗xf1 ♖h5
28.♖d8 ♔f8 29.♖xe8+ ♔xe8 30.♖d6 a4 31.♖xb6
♗e4 32.♖a6 ♗c2 33.♗g2 ♖c5 34.♗c6+ ♔f8
35.♗b5 ♖c8 36.♖a7 ♖b8 37.♔f2 ♗b3 38.♔e2
♖d8 39.c5 ♖d5 40.c6 ♖xb5 41.♖a8+ ♔g7 42.c7
♖c5 43.c8♕ ♖xc8 44.♖xc8 f5 45.♔d3 ♗d5
46.♔d4 ♔f6 47.♖f8+ ♔g7 48.♖d8 ♔f6 49.♖xd5
exd5 50.♔xd5 ♔g5 51.♔c4 ♔f6 52.♔b5 ♔e5
53.♔xa4 g5 54.b4 ♔d6 55.♔a5 1–0

It was a disasterous round for the most of

the commercial programs, and Ferret's wins in its last 2 games means the top of the table has changed somewhat, as we can see.

Leaders after Round 8:
6½ Ferret, Shredder
6 Crafty
5½ Gundam, VIRTUA2
5 Comet, FRITZ
4½ Isichess, Dark Thought, Zeus, NIMZO3, Heureka, Eugen

Round 9:
Crafty ½-½ Ferret
Gundam ½-½ Shredder
VIRTUA2 ½-½ FRITZ
Comet 0-1 Zeus
Isichess 0-1 NIMZO3
Dark Thought 1-0 Heureka
GANDALF 1-0 Eugen

So no real change at the top with most of the leaders drawing. The following game is included, not for the chess content, but to '???' the early draw agreement!

Virtual Chess − Fritz
1.e4 e5 2.♗c4 ♘f6 3.d3 c6 4.♗b3 ♗e7 5.♘f3 d6 6.0–0 0–0 7.h3 a5 8.♘c3 b5 9.a3 ♘bd7 10.♗e3 ♕c7 11.♖e1 ♖d8 12.♘g5 ♖f8 13.♘f3 ♖d8 14.♘g5 ♖f8 15.♘f3 ½–½

Round 10:
Ferret ½-½ Dark Thought
Shredder 1-0 GANDALF
NIMZO3 1-0 Crafty
Zeus ½-½ VIRTUA2
FRITZ 1-0 Gundam

Nimzo (2400) − 3_Crafty
1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 ♗b4 6.e5 ♘d5 7.♗d2 ♘xc3 8.bxc3 ♗e7 9.♕g4 g6 10.h4 ♘c6 11.♘xc6 dxc6 12.h5 ♕a5 13.♕g3 g5 14.c4 ♗b4 15.c3 ♗e7 16.h6 b6 17.♗e2 ♗b7 18.0–0 0–0–0 19.♗xg5 ♗xg5 20.♕xg5 ♕xc3 21.♕f6 ♖hg8 22.♘f3 ♖d7 23.♖ad1 ♖gd8 24.♖xd7 ♖xd7 25.♕h8+ ♔c7 26.♕xh7 ♔a6 27.♕g8 ♕xc4 28.♖e1 ♕c3 29.♖e3 ♗d3 30.♕a8 b5 31.♕xa7+ ♔c8 32.♕a8+ ♔c7 33.g4 ♕c1+ 34.♔g2 ♕f1+ 35.♔g3 ♕g1+ 36.♗g2 ♕c1 37.♕a5+ ♔c8 38.♕b6 c5 39.a3 b4 40.axb4 cxb4 41.♕xb4 ♕c7 42.♗e4 ♕xe5+ 43.f4 ♕b5 44.♕c3+ ♗c4 45.h7 ♔c7 46.h8♕ 1–0

Leaders after Round 10:
8 Shredder
7½ Ferret
7
6½ FRITZ, NIMZO3, VIRTUA2, Crafty
6 Dark Thought, Gundam, Zeus, Francesca
5½ Eugen

The pairings for the final round were about to give FRITZ a last chance to redeem itself. Although it could no longer win the Championship, it was given White against the Tournament leader for the final round!

Round 11:

Fritz − Shredder
1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♗b5+ ♗d7 5.♗xd7+ ♘xd7 6.♕xd4 ♘gf6 7.♗g5 e6 8.♘c3 ♗e7 9.e5 dxe5 10.♘xe5 ♘xe5 11.♕xe5 0–0 12.0–0 ♗d6 13.♕e2 h6 14.♗h4 ♗e7 15.♖fd1 ♕b6 16.♕b5 ♕c6 17.♖d3 ♖ac8 18.♕xc6 ♖xc6 19.♖ad1 ♖fc8 20.a4 a6 21.♗g3 ♗a3 22.♘b5 axb5 23.axb5 ♖xc2 24.bxa3 ♘d5 25.h3 ♖b2 26.a4 ♖a2 27.♖d4 ♖a8 28.♖xd5 exd5 29.♖xd5 ♖2xa4 30.♖d7 ♖b4 31.♖xb7 ♖a1+ 32.♔h2 ♖ab1 33.♖e7 ♖xb5 34.♗d6 ♖f1 35.♔g3 ♖g5+ 36.♔f3 ♖f5+ 37.♗f4 g5 38.♔e2 ♖g1 39.♗g3 ♖xg2 40.h4 gxh4 41.♗xh4 ♖g4 42.♗g3 h5 43.♔e3 h4 44.♗e5 f6 45.♗h2 ♖g2 46.♗c7 ♖fxf2 47.♖d7 ♖c2 48.♔e4 h3 49.♗b8 h2 50.♗xh2 ♖xh2 0–1

FRITZ 0-1 Shredder
Zeus 0-1 Ferret
VIRTUA2 0-1 NIMZO3
Dark Thought ½-½ Crafty
Gundam 1-0 Francesca
Eugen ½-½ Isichess

Virutal Chess − Nimzo_3
1.d4 ♘f6 2.♘f3 g6 3.♗g5 ♗g7 4.♘bd2 d5 5.e3 c5 6.c3 ♕b6 7.♕b3 ♘c6 8.♗e2 c4 9.♕xb6 axb6 10.♗xf6 ♗xf6 11.e4 e6 12.e5 ♗e7 13.0–0 ♗d7 14.b3 b5 15.bxc4 bxc4 16.♖fb1 ♖a3 17.♖xb7 ♖xc3 18.♗d1 g5 19.h3 h5 20.♗a4 g4 21.♗xc6 ♗xc6 22.♖b8+ ♗d8 23.hxg4 hxg4 24.♘e1 0–0 25.♖d1 ♖a3 26.♘c2 ♖xa2 27.♘b4 ♗a4 28.♘xa2 ♗xd1 29.♖b7 f6 30.♘f1 fxe5 31.dxe5 ♗h4 32.g3 ♗g5 33.♘c3 ♗f3 34.♔h2 ♖f5 35.♖b1 ♗e7 36.♘b5 ♗c5 37.♖e1 ♖g5 38.♘c7 ♔f7 39.♘b5 ♖h5 40.♘xf3 gxf3 41.♖c1 ♖xe5 42.♖c3 ♖e1+ 43.♔h2 ♗e7 44.♖xf3 d4 45.♖f4 d3 46.♖xc4 d2 47.♘c3 ♗f2 48.♔g2 ♗b6 49.♖a4 ♖c1 50.♖a2 ♗e3

51.♖xd2 ♗xd2 52.♘e4 ♖e1 53.♘xd2 ♖e2+ 0–1

So the Title went to **Shredder**, with a fine **9/11**. **Ferret** was a very close runner-up.

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┌─────────────────────────────────────┐
│      Final Scores and Positions:     │
│ 9/11  Shredder                       │
│ 8½    Ferret                         │
│ 8                                    │
│ 7½    NIMZO3                         │
│ 7     Crafty, Gundam                 │
│ 6½    Dark Thought, FRITZ, VIRTUA2   │
│ 6     Zeus, Francesca, Eugen,        │
│       GANDALF, Centaur, Comet        │
│ 5½    Schach3, Isichess, Woodpusher, │
│       Interchess                     │
│ 5     Breakthrough, Pandix, Heureka  │
│ 4½    Diogenes3, Patzer, The Turk    │
│ 4     XXXX2, Nightmare               │
│ 3½                                   │
│ 3                                    │
│ 2½                                   │
│ 2                                    │
│ 1½                                   │
│ 1     Ananse (the 1 it got from      │
│       'beating' Junior               │
└─────────────────────────────────────┘
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Folk will want to know something about **Shredder**, even though it's not commercially available. I must immediately say that the name is **not** an anagram of Ed Schroeder, so that Rebel gains a surreptitious entry! In fact the programmer is a German, **Stefan Meyer-Kahlen**. Amazingly the very first line of Shredder's code was written in mid-1995 (that is not a mis-print... mid-1995!), yet Shredder scored 6/11 in the 1995 WMCC. Meyer-Kahlen says that, *"though I made several improvements during 1996, I certainly didn't expect to win the Title in Jakarta, and in some games I was lucky. In my opinion Shredder and Ferret played the strongest chess, and it was a very close fight at the top".*

Meyer-Kahlen says that Shredder has a rather complex evaluation function, and he finds that, whilst it often plays very strong chess indeed, sometimes it makes rather odd moves (don't they all!?). He admits that it plays poorly at Blitz, losing heavily to both Fritz and Ferret in 'fun' games at G/5. The programmer himself is 28, did University studies in computer science, and rates at 2000 Elo. He is currently writing his PhD thesis, but will consider making Shredder available when that work is out of the way.

It would be quite wrong to belittle the Shredder and Ferret performances, but one has to put them into context somehow. Hopefully the following Table, listing the leaders alongside the main non-participating 'contenders', with last year's scores and the Aegon scores and performance ratings, will help.

This time the CAPITALISED programs are those which played THIS year, so that their various results can hopefully be compared more easily.

1995WMC/11		1996Aegon	'96WMC	
1= 8	Genius3	4/6-2147		
1= 8	MCPro5	4/6-2393		
3= 7½	FERRET	???	2	8½
3= 7½	NIMZO3	4½/6-2599	3	7½
3= 7½	VIRTUA	3½/6-2348	6=	6½
6= 7	DARK THOUGHT	3½/6-2212	6=	6½
6= 7	Hiarcs4	4/6-2348		
6= 7	The King	4/6-2379		
6= 7	FRITZ	3½/6-2415	6=	6½
10= 6½	GANDALF	???	9=	6
10= 6½	Junior	???		
10= 6½	Kallisto	4/6 2345		
13= 6	SHREDDER	3/6-2086	1	9
13= 6	XXXX	25 4		
16= 5½	ISICHESS	3/6-2265	15=	5½
16= 5½	SCHACH3	3½/6-2280	15=	5½
19= 5	CENTAUR	3/6-2261	9=	6
19= 5	COMET	3/6-2368	9=	6
26= 4½	ZEUS	??? 9= 6		
31= 3½	NIGHTMARE	3½/6-2341	25=	4
31= 3½	BREAKTHROUGH	2½/6-2007	19=	5
33 3	FRANCESCA	???	9=	6
.....				
28 0	ANANSE (!)	1/6-1811	27	1

If you wonder where Rebel was, the answer is that it is no longer entered in Computer v Computer events. Rebel7 graded at 2263 and Rebel Aegon(7.5?) 2525 at Aegon.

In closing, a **9 Round Blitz** Tournament was played after the main Championship.

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┌─────────────────────────────────────┐
│      The leading Blitz scores were:  │
│ 1    Ferret 9/9 (!)                  │
│ 2    Fritz 7½                        │
│ 3=   Dark Thought, Virtua2, Isichess 5½ │
└─────────────────────────────────────┘
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The new **Mephisto MILANO PRO** ar-rived just a few days before SS was due at the printers, and gave me a little time to play a few quick games against what I an-ticipate will be its main opposition!

The first thing I noticed was that the box says it's a 50,000 move Opening Book – we'd been led to expect 36,000.

It was a question of playing a couple at 60/60, or getting a few more in by using G/15 and, whilst they wont count for rating purposes, I thought the latter would provide more of immediate interest.

Match 1

| Meph NIGEL SHORT | 0 0 ½ 0 = ½ |
| **Meph MILANO PRO** | 1 1 ½ 1 = 3½ |

Match 2

| Novag DIAMOND | ½ 0 0 1 = 1½ |
| **Meph MILANO PRO** | ½ 1 1 0 = 2½ |

The first game had the DIAMOND a pawn up in a rook + pawn endgame, but the M-PRO exchanged pawns and left the Novag with its final pawn on the h–file to force a neat draw. Here are the 3 decisive games from the Match.

MILANO PRO (2200) – DIAMOND (2150)
[A33] G2 @ G/15.

1.c4 c5 2.♘c3 ♘c6 3.♘f3 ♘f6 4.d4 cxd4 5.♘xd4 e6 6.♘db5 d5 7.♗f4 e5 8.cxd5 exf4 9.dxc6 bxc6 10.♕xd8+ ♔xd8 11.♖d1+ ♗d7 12.♘d6 ND goes out of Book. 12...♗xd6 13.♖xd6 ♖e8 MP goes out of Book. 14.♖d4 g5 15.h4 h6 16.hxg5 hxg5 17.♖h6 ♖e6 18.g3 fxg3 19.fxg3 ♔e7 20.e4 ♖d8 21.♗e2 g4 22.b4! a5? 22...♖e5 was better. 23.bxa5 ♖e5 24.a6 ♖a5 25.♗c4 ♖a3 26.♔d2 ♖a5 27.♔c2 ♖c5 28.a4 ♖a5 29.♖d1 ♖c5 30.♗d3 ♗e6 31.♖hh1 ♖d4 32.♔d2 ♖d8 33.♖he1 ♗b3 34.♖c1 ♖a5 35.♔e3! ♘d7 36.♗e2 ♘c5 37.♖b1 ♔f8? Af-ter getting back into the game, and close to equalising, ND chooses a wrong plan. 37...♗e6 is best. 38.♖ec1 ♔g7 39.♖b2 ♔g8?! 40.♔f4! ♖d4 41.♔xg4 f5+ 42.♔f3 fxe4+ 43.♔e3 ♖d3+ 43...♖b4 44.♖cb1! 44.♗xd3 exd3 45.♖f1 ♖xa6 46.♖f5 ♗d5 47.♖b4 ♖a7 48.♖g4+ ♔h8 49.♖h5+ ♖h7 50.♘xd5 cxd5 51.♖xd5 ♖e7+ 52.♔d4 ♘xa4 53.♖h5+ ♖h7 54.♖xh7+ ♔xh7 55.♔xd3 ♘b6 56.♔e4 ♘c4 57.♔d4 ♘d6 58.♔d5 ♘f5 59.♔e6 ♘e3 60.♖e4 ♘d1 Now MP has the ♘ out of the way,

he finishes the game with ease. 61.♔f7 ♔h6 62.♔f6 ♔h7 63.♖e7+ ♔h6 64.g4 1–0

DIAMOND (2150) – MILANO PRO (2200)
[D67] G3 @ G/15, 1996

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♗e7 5.♗g5 0–0 6.e3 ♘bd7 7.♖c1 c6 8.♗d3 dxc4 9.♗xc4 ♘d5 10.♗xe7 ♕xe7 11.♘e4 MP out of Book. 11...e5 12.dxe5 ♘xe5 13.♘xe5 ♕xe5 ND out of Book. 14.♘c3 ♗e6 15.♕b3 In retrospect, better was 15.♘xd5 ♗xd5 16.♘xd5 ♖ad8 17.0–0 ♖xd5= 15...♘f4! 16.0–0 ♘d3 17.♗xe6 ♘xc1 18.♗xf7+ ♖xf7 19.♖xc1 ♖d8 20.♖d1 ♖xd1+ 21.♕xd1 h6 22.♕d8+ ♔h7 23.♕d3+ g6 24.h3 ♖e7 25.♔f1 b5!? 26.b4 c5 27.bxc5 ♕xc5 28.♘xb5? 28.e4 ♕c4 29.♔e2 is preferred. 28...♕c1+ 29.♔e2 ♕b2+ 30.♔f1 a6 31.♘d4 ♕xa2 32.♔e1 ♖b7! 33.♘c2 ♖b2 34.♕d7+ There now follows a long series of moves in which the question is whether ND can manage to force perpetual check. 34...♔g8 35.♕d8+ ♔f7 36.♕c7+ ♔e8 37.♕e5+ ♔d7 38.♕g7+ ♔d8 39.♕f8+ ♔c7 40.♕e7+ ♔b6 41.♕d6+ ♔b7 42.♕d7+ ♔b8?! I thought this allowed the draw, and that ♔b6 was correct. 43.♕d8+ ♔a7 44.♕c7+ ♖b7 45.♕c5+ ♔a8 46.♕c6?? Surely 46.♕c8+ was right!? 46...♕a5+ 47.♔d1 ♕b6! 48.♕d5 a5 49.♔d2 a4 50.♕e4 ♕d6+ 51.♔c3 ♕f6+ 52.♔d3 ♕a6+ 53.♕c4 ♕xc4+ 54.♔xc4 ♖c7+ 55.♔d3 ♖d7+ 56.♔c3 ♖f7 57.f3 ♖b7?! 58.e4! Now we can see that we are in for some excitement, though ND really should have stayed with the apparently forced draw at move 46! 58...♖a7 59.e5 a3 60.♔b3 a2 61.♔b2 ♔b7 62.f4 ♖a4 63.g4 If 63.g3 ♔c6 will win. 63...♔c6?! Why not 63...♖xf4 64.♔xa2 ♖e4–+ 64.f5 gxf5 65.gxf5 ♔d5 66.e6 ♔e5 67.e7 ♖a8 68.♘a3?! Looks tricky, but 68.e8♕+ ♖xe8 69.♔xa2 ♔xf5 70.♔b3 gave the better chance. 68...a1♕+ 69.♔xa1 ♖xa3+ 70.♔b1 ♖a8 and ND resigned a few moves later. 0–1

MILANO PRO (2200) – DIAMOND (2150)
[C68] G4 @ G/15.

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗xc6 dxc6 5.d4 exd4 6.♕xd4 ♕xd4 7.♘xd4 ♗d7 8.♘c3 0–0–0 9.♗e3 ♖e8 Both Computers now leave their Books. 10.f3 ♗b4 11.♘de2 ♘e7 12.0–0–0 ♖d8 13.♖d2 f5 14.♖hd1 fxe4 15.fxe4 ♖hf8 16.♗d4 ♗g4 17.h3 ♗xc3?! 17...♖xd4 18.♘xd4 ♗xd1 19.♔xd1 ♗xc3 20.bxc3 ♖e8= 18.♗xc3 ♗xe2 19.♖xe2 ♖xd1+ 20.♔xd1 MP now has an ad-vantage, which it quickly builds on. 20...♖f1+ 21.♔d2 g5 22.♔e3 ♖a1 23.♗f6 ♔d7 24.♗xg5

Rxa2 25.b3 c5 26.Rf2 Nc6 27.g3 Nd4 28.Rf7+
Kc6 29.Nd8?! ND defends against this easily,
and it seems to be a wasted move. Better was
29.c3 Ne6 30.Bf6 **29...Ne6 30.Bf6 Rxc2** The
evals., once showing White at +80, are now
down to +40/50. **31.Rxh7 Rc1 32.Re7** 32.Kf2!?
32...Re1+! 33.Kd3 Kd6 34.Rf7 c4+ 35.bxc4
Nc5+ 36.Kd2 Rxe4 ND has played extremely
well since White's tempo loss at move 29, and
now has an edge ready for this very sharp end-
ing. **37.Bd8 Nd7 38.c5+ Kc6 39.Rh7 a5!**
40.Rh6+ Perhaps MP could have started his
own forces rolling with g4!? **40...Kxc5 41.Bxc7**
a4 42.Kd3 Rd4+ 43.Kc3 Rc4+ 44.Kd3?! 44.Kb2
looks right. **44...b5! 45.Bf4** 45.Ra6 Kb4
46.Bd6+ Kb3 may be no better. **45...Kb4**
46.Kd2 Nc5 47.Rh7 a3 48.Ra7 Kb3 49.Be5 a2
50.Ra5 Ne4+ 51.Ke3 Nc3 52.Kd3 b4! Impres-
sively persistent, and the game is as good as
over. We'll just play through a few more moves.
53.Ra8 Rc6 54.g4 Kb2 55.h4 a1Q 56.Rxa1 Kxa1
57.h5 b3 58.Bxc3+ Rxc3+ 59.Kxc3 b2 60.Kd4
60.h6 b1Q 61.Kd4 Qb6+ wins even more easily.
60...b1Q and ND is well able to stop White's Δ's
from here. A good win. **0–1**

Match 3

Meph MONTREUX	0 ½ ½ 1	= 2
Meph MILANO PRO	1 ½ ½ 0	= 2

Here are the 2 decisive games:

MONTREUX (2260) – MILANO PRO (2200)
[D42] G1 @ G/15.

1.e4 c6 2.c4 Unusual, but quite legitimate.
2...d5 3.exd5 cxd5 4.d4 Nf6 5.Nc3 e6 6.Nf3 Be7
7.cxd5 Nxd5 8.Bd3 Nc6 9.0–0 0–0 10.Re1 Bf6
Both Computers exit their Books now.
11.Nxd5?! 11.Be4 looks the sound choice.
11...exd5 12.Bc2 Bg4! 13.Qd3 g6 14.Bh6 Bxf3!
15.Qxf3 Nxd4 16.Qxd5?! 16.Qd3 Nxb3 17.Qxb3
leaves White the isolated Δ down, but offers
better chances than the move played. **16...Qxd5**
17.Bxd5 Nc2 18.Be3 Rfd8 19.Bxb7 Rab8
20.Bf3 a6 21.Be2 a5 22.Rab1 Nxe1 23.Rxe1
Rxb2 24.Bc4 Nc3 25.Rc1 Nd2 26.Rd1 h5
27.Bb3 Rd3 28.Bc5 a4 29.Ba3 Rdxb3 30.axb3
Ra2 31.Bc1? 31.Bd6 is best. **31...Nxc1**
32.bxa4 If 32.Rxc1?? then axb3! is deadly.
32...Nd2 33.g3 Bg7 34.h3 Kf6 35.g4 hxg4
36.hxg4 Kg5 37.Kg2 Kxg4 38.Rg1 Kf4 39.Kf1
Ba5 40.Rh1 Ra1+ 41.Kg2 Rxh1 42.Kxh1 Kf3
43.Kg1 f5 44.Kf1 f4 45.Kg1 g5 46.Kf1 g4
47.Kg1 g3 48.Kf1 g2+ 49.Kg1 Bb6 50.Kh2 Bxf2
and it's mate in another couple of moves. A
great win by MP, though White's early Nxd5

seemed suspect. **0–1**

MILANO PRO (2200) – MONTREUX (2260)
[B22] G4 @ G/15.

1.e4 c5 2.c3 e5 Another unusual opening for a
Computer – for nearly anyone! – but a surprise
that it puts MP out of Book and at an immediate
disadvantage. **3.Nf3 Nc6 4.Bc4 Qc7 5.0–0 Nf6**
6.Ng5 Nd8 7.Qb3 Ne6 8.Nxe6 Only now does
the Montreux leave Book – MP (evaluating at
+100... slightly optimistic?!) has done excep-
tionally well to find correct moves to here, but
is a couple of minutes adrift on the clocks. 8.d3
was a good alternative. **8...dxe6 9.d3 a6 10.a4**
Be7 Different evaluation functions in programs
always interest me. Here the MP optimism has
reduced to +50, but the Montreux reads +4 for
itself! **11.Nd2 0–0 12.a5 Bd7 13.Qb6?!** Posi-
tionally poor as it will leave White with an un-
sustainable Δ on b6. 13.Nf3 was better.
13...Qxb6 14.axb6 Bc6 15.Nb3 Nd7 16.Na5
Rac8 17.Bb3 Nxb6 MP now has a real fight on
its hands and, to its credit, makes the Montreux
work really hard to make any progress with its
material plus. Notice that, in winning the Δ
Black leaves itself with weak ones of its own,
notably on b7, c5 and e5 – targets for a fight-
back. **18.Rd1 Rfd8 19.Be3 Nb5 20.Nxb7** 20.d4
also looks interesting. **20...Rxd3 21.Na5 Rxd1+**
Black's eval. is +111. **22.Rxd1 Rc7 23.h3 Na4**
24.Bc1 c4 25.Bc2 f6 26.g3 Nc5 27.Be3 Rc8
28.Rd2 Rb8 29.f3 Nd3 30.Bb1 Nc1 31.Rd1 Qd8
32.Ba7 Ra8 33.Be3 What about 33.Nb7 Nd3
(33...Rxa7?! 34.Rxd8+ Kf7 35.Rb8) 34.Be3!?
33...Bxa5 34.Bxc1 Ba4 35.Re1 Bb6+ 36.Kf1
Bb3 37.Ke2 Rd8 38.Be3 Bxe3 39.Kxe3 Kf7
40.Rc1 Rb8 41.Re1 a5 42.Re2 Ba4 43.Ba2 Rc8
44.Rd2 MP seems to have quite reasonable
drawing chances now, but tries for a K-side
break which makes a win for one side or the
other the more likely result. **44...Ke7 45.Kf2 g5**
46.h4?! 46.Ke3 was better. **46...gxh4 47.gxh4**
Bb5 48.Kg1 You see the point of this with
White's next – an interesting and bold attempt,
and a shame it wouldn't quite work! **48...a4**
49.Rg2! Kf7 50.h5 h6! 51.Rg6 Rd8 52.Kh1
52.Rxh6 was probably the only chance.
52...Rd1+ 53.Kf2 Rd2+ 54.Kg3 Rxb2 55.Rh7+
with over-the-board short time control fighting
chances! If 52.Kh2 Rd2+ 53.Rg2 Rd3–+]
52...Rd1+! 53.Rg1 [53.Kh2? Ra1] **53...Rd3**
54.Rg6 a3! 55.bxa3 Rxc3 56.Rxh6 Consistent
with the plan, but too late! White probably
needed Rg2 to prolong the issue. **56...Rc1+**
57.Kh2 Rc2+ 58.Kg3 Rxa2 59.Rh7+ Kg8 60.Ra7
c3 61.h6 Nd3 62.Rg7+ Kh8 63.Rc7 c2 **0–1**

'KILLER' OPENING BOOKS:
The Controversy Re-surfaces!

In a major Article in SS/62 (Feb-Mar 1996) we opened a discussion on specially prepared 'anti-computer' or 'killer' Books, under the sub-heading **"How to top the Computer Chess RATING LISTS without playing chess"**.

The cause of the concern was <u>not</u> the sudden arrival **MChess PRO5** at the top of ours and the Swedish (SSDF) Rating Lists, but **Thoralf Karlsson**'s slightly ominous note, which we quoted in full at the time and contained the following sentence: *"It seems that the Opening Book has contributed significantly to the rating increase of MChess PRO5 - sometimes the outcome of the game is already decided when it starts to think!"*

I decided to add my own voice to the debate when I received two **MCP5 v Genius030** games in which MCP totally outbooked the Lang program, and contained 'book' for a further 22 Genius 'thinking' moves in one game, with MCP5 only starting to 'think' when the game was totally won. In the other MCP5 came out of book 13 moves after Genius with an immediate mate in 7 announcement!!

■■■■■

I have repeated the above <u>outline</u> of the SS/62 Article for the benefit of those who were not subscribers at the time. It raised very little comment, so I left it there!

Ed Schroder's view

On October 1, 1996 a comment by the MCP programmer **Marty Hirsch** appeared on the Internet: *"Opening preparation against commercial opponents **matters somewhat, but not as much as one might expect**, because an SSDF rating is based on hundreds of games against at least twenty opponents"*. (**bold** is mine).

Ed Schroder (Rebel's programmer) replied that *"It matters AT LEAST 100 ELO points on SSDF"*. (CAPS are Ed's).

Ed went on to support this claim by 'posting' 43 games between MCP5 and Genius3, Rebel6 and Hiarcs3, clearly showing an extreme result in each case, and with the games listings containing <u>many</u> duplicates, as MCP5 appeared to endeavour to repeat a winning game as often as possible by playing down the same line again and again unless its opponent varied.

Thus, for example, in 19 games against

Hiarcs3, only 4 distinct games were played as Hiarcs3 found itself playing and losing the same games over and over again. Then, in 14 games against Rebel6, one game (in which MCP5 comes out of Book announcing mate in 8!) was played a total of 5 times.

The Purpose of an Opening Book

Originally (Fidelity Sensory9, Novag Constellation, ConchessA0, SciSys MarkV etc) the opening book had two main purposes:

1. Create variety, so that the user wouldn't be playing the same game over and over.
2. Ensure main lines were played, at least for the first few moves, to facilitate proper practice.

Those were the days of low-memory chips, where there just wasn't computing room to put in more than a few hundred positons - a Book approaching 10,000 was a major breakthrough bordering on the sensational!

Today memory size is just no problem at all, and there is almost no limit - especially with the advent of the CD-ROM - to the potential size of Opening Books.

Thus the opening coverage has got bigger and bigger, but not everyone is filling the books with 'theory'! I definitely don't want to see the day when every Computer Book line goes to the end of the game! Nor do I want to see massive concentration on specialised 'killer lines', actually putting us back to the pre opening Book days when we ended up playing the same few games over and over.

How the 'Killer Book' operates

'Killer Books' are easy enough to recognise - if one program stays in Book for more than 3 or 4 moves beyond its opponent, and then comes out reading +300, mate in x, or similar... it's a cooked line!

One main so-called killer line in MCP5 is 1.e4 e5 2.Bc4. If <u>normal theory</u> following this was added, say from BCO2 or MCO, and maybe a couple of specialist books, that would be fine.

Maybe the programmer finds one or two new ideas which suit the program, or perhaps

the program itself might come up with the occasional new move that's worth a try. Why not! Perfectly fair. Add a new variation here and there, for surprise purposes, and see how it works out!

Bob Hyatt's **Crafty** was playing 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bc4!? in the recent World Championships - but it <u>wasn't</u> a <u>cooked</u> line by any means... the line isn't all that good, in fact. But Bob had just added 2 or 3 variations for a couple more moves, and thus made <u>small</u> time gains whilst avoiding any especially prepared opposition Opening Book. It worked well.

Let's be right about this - Opening Book preparation, for any player as well as any computer program, <u>is very important</u> - no-one is going to get too far if they only know the Ruy Lopez and Giuoco Piano!

But when it seems that every reply favoured, in 'thinking' mode, by a range of the main computer opposition has had responses built in for move after move after move, until MCP cannot be beaten, then a 'killer' book has been prepared, and MCP isn't playing chess.

It might even say something about MCP! Presumably the Books have to go as deep as they do, against all tested replies by its opponents, because MCP can NOT find the right replies itself! - i.e. the extra book is needed to conceal playing weaknesses?!

Because most of these extended lines contain little or nothing of current theory, but nearly all come from computer-produced play, it seems almost certain that this is the modus operandum - specific anti-Computer book being added until it is found that MCP can finally be safely left to its own thinking (mate in 7, +750 or whatever).

Here is a game to support the view:

<u>White **MChess Pro5**</u> <u>Black **Genius3**</u>
1.e4 e5 2.Bc4 Nf6 3.d4 exd4 4.Nf3 Nxe4 5.Qxd4 Nf6 6.Bg5 Be7 7.Nc3 c6 8.0-0-0 d5 9.Qh4 Be6 10.Rhe1 h6 11.Bd3 0-0?
We stop for a moment here. Genius3 is out of book and has played an apparently non-theory move. It is also not a good move. We would expect a theoretically well-prepared human opponent also to leave his/her book here, because known theory has ended. Maybe someone who has seen this prepares a move or two to take advantage of the mistake, in case it is seen again. Perhaps an opening book programmer puts a couple of short variations in, to help his program. But MCP stays in book for a further 9 moves, apparently 'knowing' every reply from

Genius3, even though we go further and further away from theory and Genius3's moves are not always the very best!
12.Bxh6 Ne4 13.Qh5 g6 14.Qe5 Bf6 15.Qf4 Nxc3 16.Rxe6 fxe6 17.Qg4 g5 18.Nxg5 Kh8 19.Qh5 Nxa2+
MCP has now come out of book and announced mate!
20.Kb1 Nc3+ 21.bxc3 Qb6+ 22.Kc1 Qb2+ 23.Kxb2 Bxc3+ 24.Kb3 Nd7 25.Bxf8+ Kg8 26.Qf7+ Kh8 27.Qh7#

Almost the same game was played 5 times in Ed's **MCP5** v **Hiarcs3** match. H3 chose 11...Rg8 and MCP apparently needed more help against this as it stayed in book against everything H3 chose until move 25, where it finally exited showing +853.

Someone might rightly object that if, for example, Kasparov were to beat Karpov with a new line in the next World Championship, and Karpov allows the same thing to happen and the same game to be played in subsequent rounds, that's his own fault and he should have done something about it. Certainly there's no way Karpov can ask for the games not to be counted!

The difference is that Karpov <u>can</u> prepare something different for subsequent games. Hiarcs3/Genius3/Rebel6 <u>can't</u> - their chess engines and Opening Books are fixed and unchangeable. The programmers will have a chance to do something about it when their **new versions** come out, but the fact that Hiarcs5, Genius5 and Rebel8 <u>can</u> have improvements does NOT help the previous versions, off which the MCP series just get <u>free points</u>.

Before we consider some implications of all of this, I want to say something about **MChess Pro**! I think it is a great shame that the opening book programming has developed as it has, bringing criticism from so many because of the apparent intent behind it all. The original **M Chess** was the first program apart from Richard Lang's **Psion2** to play good, strong chess on our old 286 machines! And, though I don't personally think the current MCP playing engine is the strongest, it is certainly active and exciting in its style, and amongst the leaders.

Issues Raised

[1] What does the Customer want!?
Perhaps this is the most important question of all. One answer would be **the truth**, and here I am thinking of the fact that 'killer books' hide

the truth of the relative strengths of the chess engines. In Sweden, Goran Grottling took out the MCP5 results against old Genius, Rebel and Hiarcs versions, and it immediately dropped from 2nd. to 9th. place, losing 32 Elo points!

I believe the customer's first preference is for a strong **chess engine**. Agreed people want to know about playing style (aggressive, solid, tactical, positional etc), strengths and weaknesses, features, printing capabilities, analytical functions, database potential, and (yes) opening book size and scope. But I still think it's the chess engine which most are concerned about, for general play, analysis, and testing positions.

Now most purchasers do not want to buy 5 or 6 programs and play hundreds of games to find out which is this year's strongest! They want to buy and use the one that gives them what they want. And if the 'want' at the top of the list is the strongest player, perhaps with a few other criterion to help them settle between close contenders, then the best solution is to check the *Selective Search* or Ply's *SSDF* Rating Lists.

However the Rating Lists may no longer be reflecting top engine strength alone, as programs using 'killer books' are able to gain points on the Lists without heating up the chess engine at all!

Readers can be 100% certain that both myself and the Swedish testers are striving to produce Lists which are as accurate and honest as we can make them. But it seems our Lists are not able to be as accurate as we really want, and the commercial spin-off is that our Lists do have a monetary effect - being top of the *SS* or *SSDF* List definitely gains a few sales, though how many we obviously don't know.

Thus the Lists are being affected to some degree by who has the sharpest or most diligent I.M or G.M preparing the 'v computer' lines the program will play... or even which programming team has most money to pay for such services! Human preparation wins the day, with the computers just pushing a few pawns at the end!

[2] Testing Methods

The Swedish testing system allows duplicate games - so all of MCP5's duplicate wins go towards its rating. E.g. the unique games score against Rebel6 was 3-1, but would enter as 13-1 for Rating purposes, as the 3 winning games by MCP get played over and over. In other words the program gains not only from the 'killer lines', but also its built-in 'learning factor' designed to encourage it to persist with the winning lines

and refuse to play again those in which it loses.

[3] Possible Solutions

a. Disallow duplicate games: make the programs keep playing until they have played 20 unique games.

b. Choose 10 openings before a Match, and make each side play both the black and white pieces in that opening. The openings could go, say, 5 moves deep before handing over to the programs, so that they still have the opportunity to use their own books, but they cannot force incessant repeats of just one or two of their own preferred openings from move 1.

The argument then is that the programmers would soon know which openings are being used, and could start preparing specifically for them. But that can perhaps be overcome by choosing randomly from the ECO coded A00-E99 opening books?!

A similar idea is, whatever opening is played when ProgramA has White, is replayed to the end of the Books with ProgramB as White. Games 3 and 4 would have ProgramB playing first as White, then ProgramA has White, again with the same opening being used in reverse!

However it occurs to me that, using this method, an over-cooked Book will result in lots of 1-1 scores. *'Serve it right'*, we might say... but we'd be no nearer learning the truth about the relative playing strengths.

c. Make the programs play on their Wide books, forcing them into variety.

Of course it may not be long before some programs would have Tournament, Normal and Wide books all very similar to each other (i.e. 'Wide' in name only!)... which would further disappoint the poor purchasing user!

d. Put a 'learning' function into the opening book so that, just as MCP tries to repeat its wins, so too the opposition tries to repeat its wins and avoid its losses!

Problem1. This ~~could~~ will extend massively the number of games which must be played to create 20 unique games.

Problem2. Programs released in the past remain defenceless - they cannot have their books re-written, or a learning factor added.

For example, when we (the Hiarcs team) realised what MCP4, to a small degree, and MCP5 were apparently doing, we put a nominal 'learning' factor into Hiarcs4 to encourage it to try

different variations, where possible, when attempts were made to repeat a game we'd lost.

N.B. This is actually a good feature for the purchaser/user as well - he will get the definite feeling that his Computer opponent is learning how to play against him, and will find himself faced with the challenge of new variations where the computer starts responding and adjusting to its past defeats.

Back to computer-v-computer: Hiarcs3 and MCP4 came out at the same time, so Hiarcs3 was and is defenceless against the tactic... and that is fair enough against MCP4 - the pair came out together, and Marty Hirsch caught us with a feature we didn't then have, and out-prepared us by 'virtue' of a 'killer Book'. Its 'learning' and 'killer Book' hand-in-hand make for a powerful weapon indeed!

Anyway, we added many new lines for Hiarcs4 and also put a nominal 'learning' system in it. Also, in 1995, MCP5 came out a couple of weeks before Hiarcs4, so we were able to play some games between the pair and add a few new moves and variations, mainly to minimise the effect of MCP5's 1.e4 e5 2.Bc4 plan, the opening it likes to play all the time. We did NOT put any killer lines into Hiarcs4, however, as its purpose is to play (hopefully!) good chess against humans and be of value to its purchaser as an opponent and analyser. Restricting the Book, avoiding popular openings etc., is NOT beneficial to a human user!

So, the Hiarcs4 result against MCP4 and 5 is much better. But MCP5 still gives Hiarcs3 a totally, nearly impossible, time, as it does Rebel6 and Genius3 with their older books - and I guess that successors to MCP5 will retain all these killer openings so the successors will also continue to get 2600+ performances against the older programs.

Maybe a Rating List solution could be:

e. Only play new programs against this year's and last year's new products, and leave out all older (passive victim) versions.

What is to be our new Playing Strength Agenda?

So now we are all competing by updating our opening books, and that's fair enough, Kasparov and Karpov will do that game-by-game when they meet in the World Championship decider.

But the problem is that MCP5/6/7 etc will be able to come out and win game after duplicate game against the old Hiarcs, Genius and Rebel versions... and others such as Fritz/WChess etc for all I know, but I haven't time to test them all!

At the moment Ed Schroder, Mark Uniacke and Richard Lang have preferred to defend themselves against the specific preparation against their books, by providing a wider response range making duplicates less likely. But of course none of them wishes to thereby leave their programs playing down known weaker lines! For example, there is a limit to the practicable range of responses to 1.e4 e5 2.Bc4... it is no good playing a daft 2...a6 or something, just to get MCP out of Book!

Another alternative is NOT to play 1...e5 at all! - stop the program from ever entering a potentially prepared losing line to MCP5. That's another defence, and it could work... but would you, the USER, like that in your program!?

The final choice is to be aggressive, and spend the next few months preparing long anti-MCP, anti-Rebel, anti-Genius, and anti-everyone else's computer lines in our Hiarcs program - Ed's team will try and do the same to us, so will Richard's... blow the playing engine, forget the user, let's just play computer-killer openings!

Then Hiarcs5 can kill MCP3/3.5/4 and 5, Rebel6 and 7, Genius2/3/4 etc. We'll get enough points from those games against the old, defenceless opening books, that our results against MCP6, Genius5 and Rebel8 wont matter so much. But we'll check the openings in their 1996 versions so that Hiarcs6 will try to kill them as well in due season.

Of course the others will do the same. And all our old versions will go sliding down the rating lists, whilst new versions will hit 2600... 2625....2650.... who knows?! They'll may be no better!... but they'll all have incredible winning anti-computer opening books!

Ed Schroder says *"Is this the future of computer chess? Spending months of our time on cooked books to get a good rating on SSDF and SS? Should all the programmers do the same?*

I obviously prefer to spend my time improving the chess engine of Rebel rather than spending it looking for weak points in other computer chess programs, just adding totally won lines to the Rebel opening book! But I wonder if I have any choice left!"

Do any of our Readers have ideas how testing might best be done, so that both the *SS* and *SSDF* Rating Lists can still be produced for greatest accuracy and benefit?

G.M Nigel DAVIES does a Chess M.O.T for Mr HIARCS5X

Dear Mr. Davies,

I read with interest your leaflet about your chess services and I enclose five games for an M.O.T. service. The games are from a recent match I played against Roy Quinn who ran me on a mere 486/66 and even had the cheek to consult an openings book, BCO2 (by Messrs Keene and Kasparov) during the games. Nevertheless I emerged triumphant!

I am keen to know how I can improve my game as I would like to wreak a terrible revenge on these exploitative humanoids, present company excepted. Of course a Pentium processor would be nice but I am interested in any other pointers you might be able to give me, especially as regards that strange humanoid ability to find good moves without calculating any variations ..... I think the term is "luck". Whilst my evaluation function may be superior to other programs in this respect I feel that I could improve in this particular area.

Yours sincerely,

HIARCS 5

November 15, 1996

Dear Mr. Hiarcs,

Thankyou for your order, please find enclosed your M.O.T.. Tactically you are brilliant but as you mention I do think that your positional game could do with some improvement if you would like to dethrone the human World Champion. Have you thought of playing through some of Karpov's games with a view to looking at how he handles Pawn structures and places his pieces in harmony with them?

Yours sincerely,

Nigel Davies
(International Grandmaster)

CHECKER-WISE
M.O.T. - Mr. Hiarcs 5
by Grandmaster Nigel Davies

Games

1. QuinnR - Hiarcs5
Match 1996

1.e4 c5 2.Nf3 d6 3.d4 cd 4.Nxd4 Nf6 5.Nc3 a6 6.Bc4 e6 7.Bb3 b5 8.00 b4!?
 I'm not sure that I personally would go hunting such a Pawn. Still, you seem to get away with it in this game.

9.Na4 Nxe4 10.Re1
DIAGRAM opposite.

After this White never seems to have enough compensation. It looks far more natural to play 10.f4 with the idea of 11.f5, prising open the a2-g8 diagonal.

10...d5 11.Qf3 Bb7 12.Bf4 Bd6 13.Bxd6 Qxd6 14.Rad1 00 15.c4

White's attack looks rather desperate to

me and you manage to repulse it with no particular difficulty.

15...bc 16.Nxc3 Nxc3 17.Qxc3 Nc6 18.Qh3 Nxd4 19.Rxd4 Rac8 20.Rh4 h6 21.Qg4 e5 22.Qf5 d4 23.f3 d3 24.Rd1 d2 25.Ba4 Qb6+ 26.Kf1 a5! 27.g4 Qe3 28.g5 Bxf3 29.Bb5 Rc1   0-1

2. QuinnR - Hiarcs5
Match 1996

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.00 Nxe4 6.d4 b5 7.Bb3 d5 8.de Be6 9.c3 Bc5 10.Nbd2 00 11.Bc2 Nxf2!?

It needs a really remarkable memory to play sharp variations such as the Sicilian Najdorf and this Dilworth Variation of the Open Spanish. But you seem to know them quite well and the sharp positions certainly suit your style.

12.Rxf2 f6 13.ef Bxf2+ 14.Kxf2 Qxf6 15.Nf1 Ne5 16.Kg1 Rae8 17.Be3 Nxf3+ 18.gf Qxf3 19.Qxf3 Rxf3 20.Bd4 Bf5 21.Bxf5 Rxf5 22.Ng3 Rf7 23.Rf1?!

I don't like this move by White as it allows you to activate your Queenside Pawns and the exchange of Rooks probably favours Black. As White I would consider moves like 23.a4 or 23.b4.

23...a5! 24.Rxf7 Kxf7 25.Kf2?! b4! 26.cb ab 27.Bc5 Ra8! 28.Bxb4 Rxa2 29.Ba3 g5 DIAGRAM

30.Nf5
White is close to losing already, his Bishop is tied down to the defence of b2 and his Knight will be ineffective against Black's passed Pawns.
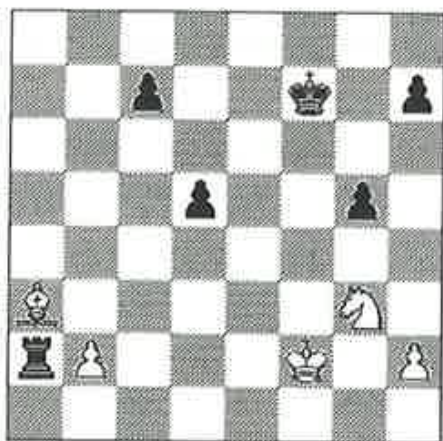
30...Ra1 31.h4
Giving Black another passed Pawn on a plate. White should try to activate his Bishop with 31.Bc5.

31...gh 32.Nxh4 Rc1 33.Ke3 h5 34.Nf3 Ke6 35.Kf4 c5! 36.Kg5 d4 37.Kxh5 Kf5! 38.Kh4 Kf4   0-1

3. Hiarcs5 - QuinnR
Match 1996

1.e4 c5 2.Nf3 d6 3.d4 cd 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Be7 8.Qf3 Qc7 9.000 Nbd7 10.Bd3 b5 11.Rhe1 Bb7 12.Qg3

Introduced in the 1972 Spassky-Fischer match in Reykjavik as an intended refinement on an immediate Knight sacrifice with 12.Nd5!?. In the game your opponent invites the sacrifice in any case.

12...b4 13.Nd5! ed 14.e5 de 15.fe Nh5 16.Qh4?!

This has all been well analysed by the theoreticians and White's choice at this point is between the text and 16.e6. 16.e6 Nxg3 17.ef+ Kxf7 18.Rxe7+ Kg8 19.hg Qxg3 20.Ne6 Qe5 21.Rf1 Nf8 leads to a draw according to John Nunn in his "Najdorf for the Tournament Player" whilst he considers the text to be less good.

16...Bxg5+ 17.Qxg5 g6 18.e6 Nc5?!
According to Nunn the key move at this point is 18...Ndf6! after which he claims to have found no way for White to achieve a draw. He quotes the game Zukerfeld-Darcyl, Mendoza 1985 which went 18 ... Ndf6 19.ef+ Kxf7 20.Ne6 Qd7 21.Nc5 Qc8 22.Rf1 Qxc5 23.g4 Rae8 24.Rf3 Kg7 25.gh Nxh5-+.

19.ef+ Kxf7 20.Rf1+ Kg8 21.Nf5 Ne6 22.Nh6+ Kg7 23.Nf5+ Kg8 24.Nh6+ Kg7 25.Nf5+ Kg8   ½ - ½

4. Hiarcs5 - QuinnR
Match 1996

1.e4 c5 2.Nf3 d6 3.d4 cd 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Be7 8.Qf3 Qc7 9.000 Nbd7 10.g4 b5 11.Bxf6 Nxf6 12.g5 Nd7 13.f5 Bxg5+ 14.Kb1 Ne5 15.Qh5 Qe7 16.Nxe6 Bxe6 17.fe g6 18.ef+ Kxf7 19.Qe2 Kg7 20.Nd5 Qd8 21.Qf2

Another razor-sharp Najdorf in which Nunn's book mentions 21.Qe1 (intending 22.h4) Bh4 22.Qc3 which is rather similar. I wouldn't be suprised if the text hasn't also been played.

21...Rf8 22.Qd4 Bf6
Hereabouts I don't like the way that Black played it. Perhaps 22...Rc8 is better.

23.Be2 Kg8 24.Rdf1 Bg7 25.Rxf8+ Kxf8?!

25 ...Qxf8 26.Nc7 Rc8 27.Nxa6 Nc4 28.Qd5+ Kh8 looks like a better try for Black.

26.Rf1+ Kg8 27.Nc7!

Neatly winning a Pawn. Presumably this took Black by suprise.

27...Rc8 28.Qd5+ Kh8 29.Nxa6 Nc4 30.Bxc4 bc 31.Qb7?!
DIAGRAM

Having won material you decentrale the Queen after which you start to experience some trouble with your King. I prefer 31.c3, creating a support square for your Knight on b4.
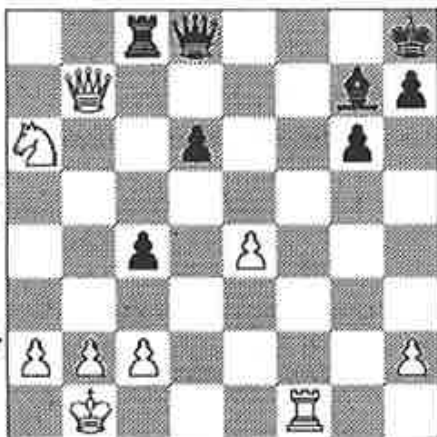
31...Qg8 32.h4 Rf8 33.Rxf8 Qxf8 34.a4 c3 35.b4 Qf1+ 36.Ka2 h5 37.Qb8+ Kh7 38.Qxd6 Qc1 39.Kb3 Qb1+ 40.Kc4 Qxc2 41.Nc5 Qa2+ 42.Kb5 c2 43.Nd3 Qb1 44.a5 c1Q 45.Nxc1 Qxc1 46.a6 Qf1+ 47.Ka5 Qa1+ 48.Kb6 Qd4+ 49.Qxd4 Bxd4+ 50.Kc7 g5! 51.hg h4 52.b5 h3 53.b6 h2 54.a7 Be5+ 55.Kd7 h1Q 56.a8Q Qh3+ 57.Ke7 Qh4 58.Ke6 Qxg5 59.Qf8 Bg3 60.Qf7+ Kh8 61.Qf6+ Qxf6+ 62.Kxf6 Bb8 63.Kf7 Be5 64.Ke6 Bb8 65.Kf7 Be5 66.Ke6 Bb8 67.Kd7 Kg7 68.Ke7 Be5 69.b7 Bb8 70.Ke6 Kf8 71.Kd7 Kf7 72.Kc6   1-0

Presumably on time. It should be a draw after 72...Ke6.

5. QuinnR - Hiarcs5
Match 1996

1.e4 c5 2.Nf3 e6 3.d4 cd 4.Nxd4 a6

I am beginning to wonder if there are any openings you don't play. But judging from the course of the game I'm not quite sure that this one suits your style.

5.Bd3 Nf6 6.00 d6 7.c4 Be7

The modern interpretation of this position is to put the Bishop on g7.

8.Nc3 00 9.Qe2 Bd7?

And this is definitely wrong, the Bishop isn't good on d7. Black should play either ...Nbd7, an immediate 9...Nc6 or a semi-waiting move with 9...Re8.

10.f4 Nc6 11.Nf3 Qa5
DIAGRAM

Another superficially active move which should leave you in serious trouble.

12.Bd2
12.e5! looks very strong as after 12...de 13.fe Ng4 you have14.Bxh7+ Kxh7 15.Qe4+ etc..

12...Nb4 13.Bb1 Ng4 14.h3
14.e5 looks strong here too.

14...Qb6+ 15.Kh1 Nf6 16.a3 Nh5 17.Kh2 Nc6 18.Be3?!

Missing his last chance to stick the boot in. 18.e5 looks good after 18...Qxb2 19.Bxh7+ Kxh7 20.Qe4+ Kg8 21.Rfb1 for example.

18...Qc7 19.g4 Nf6 20.g5

White could also play 20.Bf2 intending 21.e5. Again I think he would obtain a very strong attack.

20...Nh5 21.Nh4 g6 22.Qf2 f6 23.Nd5?

The wrong time to go "all in". As usually you handle the defence brilliantly.

23...ed 24.ed Nd8 25.Qc2 fg!

Very cold-blooded. Most players would play 25...f5.

26.Bb6

After 26.Nxg6 I guess you intended 26...Bf5.

26...Qxb6 27.Nxg6 Rf7 28.Nxe7+ Rxe7 29.fg Qe3   0-1

6. Fritz4 - Hiarcs5
Match 1996 (G/30 on two Pentium/166)

1.e4 c5 2.Nf3 d6 3.d4 cd 4.Nxd4 Nf6

5.Nc3 e6 6.Be2 a6 7.00 Be7 8.a4 00 9.f4
Qc7 10.Bf3 e5 11.Nb3 Nc6 12.Nd5?!

The sequel suggests that this is premature.

12...Nxd5 13.ed Nb4! 14.c3 Bf5! 15.cb
Bc2 16.Qd2 Bxb3 17.Ra3 Bc2 18.Kh1

You had of course seen in advance that
18.Rc3 is met by 18...Qb6+. Your tactical
control is very impressive.

18...Bg6 19.fe de 20.Re3 Bd6 21.b3 Qe7
22.b5 ab 23.ab e4

White's Pawn structure has been completely wrecked, the doubled b-Pawns leaving him a essentially a Pawn down and his passed d-Pawn being firmly blockaded. You win the game nicely by advancing your e and f-Pawns.

24.Be2 f5 25.Bc4 f4 26.Ree1 e3 27.Qe2
Qh4 28.Qf3 Bh5 29.Qe4 Rfe8 30.Qd4
Ra2 31.Bb2 Be5 32.Qe4 Bxb2 33.d6+
Kh8 34.Qxf4 Qxf4 35.Rxf4 Be5 36.Re4
Bxd6 37.Rxe8+ Bxe8 38.g3 Bc5 39.b4
Bxb4 40.Rxe3 Ra1+ 41.Kg2 Bg6 42.h4 b6
43.Bd5 Ra3 44.Rxa3 Bxa3   0-1

Assessment

Style, Strengths and Weaknesses:

Your style seems very "concrete" in that you think very much in terms of variations. Actually you do seem to be quite brilliant at this, calculating with great accuracy. Amongst human players your style reminds me of that of John Nunn or one of my former pupils, the 1992 World U14 Champion Ronen Har-Zvi.

Your manner of play is really quite natural for a computer. Without having an organic intuitive brain I suspect that anyone would tend towards "out-calculating" the opposition. But I do think that you could make a considerable overall improvement in your chess by improving you technical and positional skills so that many positions are a question of turning on the "autopilot".

I did think that you had little feeling for the harmony in some positions and I saw several examples of you putting your pieces on suspicious squares. In game 4 I felt that 31.Qb7 started to let things slip and in game 5 your 9...Bd7 would be unthinkable

for a human specialist in these lines.

In view of these tendencies I think that in the opening you should steer the game towards positions in which you can use your tactical powers and place relatively little demand on your long-range positional skills. Certainly the sharpest lines of the Sicilian Najdorf are in keeping with this policy but in game 3 I wondered about the extent of your opening book because of your choice of the inferior 16.Qh4.

You might consider openings such as the Scandanavian Defence (1.e4 d5!? 2.ed Qxd5) and some sort of pawn-grabbing Slav Defence lines against 1.d4. The Belo-Russian Grandmaster Kupreichik might be an interesting player for you to follow as he invariably generates wild tactical positions in which you excell. I think that you can take on objectively risky lines as long as they are sharp enough.

Recommendations:

If you are unable to aquire some sort of organic implant you might well have to rely on faster and faster processors. This in itself should be enough to put paid to the vast majority of humanoid opposition, especially at the faster time limits.

You might also want to develop a more cunning opening repertoire which will lead you into the type of position in which you clearly excell. Please contact me if you would like my help in this matter.

Novag SAPPHIRE v Kasparov Travel CHAMP 2100

Ross Withey has now completed his second 16 game **'Top Portable' Match**, this time at 40/90. We leave the result to the end, to keep readers on tenterhooks! Actually it was very 'up–and–down' and quite unclear who was going to win until the last few games!

Ross mentions in his letter that he found the chess more interesting this time than in the 40/120 Match which he conducted between the pair a few months ago, and which ended **10½–5½** for the **Sapphire**. In SS/65 we reported his comment that *"they seem to see each other's tactics coming, and keep freezing each other out"*. He did also mention that they played quite differently and rather enterprisingly against him!

Unfortunately we didn't have room for any games from the first Match, but 4 were particularly good this time, and these follow with light notes and info on the computers' respective evaluations at various interesting moments.

Sapphire had gone 1½–½ ahead before our first, game 3 in the Match itself.

T/CHAMP 2100 (2040) – SAPPHIRE (2150) [B53]
Game 3, 40/90, 1996*[ELH]*

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♕xd4 ♘c6 5.♗b5 ♕d7 6.♕a4
Both programs are now out of Book. The Sapphire had expected ♗xc6.
6...♘f6 7.♘c3 a6 8.0–0 ♖a7?!
8...♖b8 was presumably better
9.♗xc6 ♕xc6 10.♕d4 ♖a8 11.e5 dxe5 12.♘xe5 ♕d6
Black is determined to swap–off the queens.
13.♕f4 ♕c7 14.♖d1 b5 15.a4!
Showing +60 expecting b4. **15...e6** Reading –200! The Novag changed from b4 in the last few seconds. Why? 15...b4? 16.♘d5! and if 16...♕xc2 17.♕d4 with an enormous attack.
16.axb5 ♗d6 17.b6 ♕c5
17...♕xb6 18.♕a4+! followed by 19.♘c4.
18.♕a4+ ♔f8 19.♘e4 ♕xe5 20.♘xd6 ♕e2

21.♘g5 ♘d7 22.♕d4!
Much better than the 22.b7 expected by Black.
22...♕h5
Reading –534.
23.b7
And Black resigned this amazingly short and decisive game by TC2100. 23...♖b8 24.♕a7 ♖xb7 (*24...♔e7? 25.♘c8+!!*) 25.♕a8+ ♘e8 26.♕xb7 was the winner's forward analysis. **1–0**

The next 2 games saw a draw, and then TC won again, so the Sapphire was 3–2 down as we came to game 6.

SAPPHIRE (2150) – T/CHAMP 2100 (2040) [C57]
Game 6, 40/90, 1996*[ELH]*

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.0–0 ♘xe4 5.d4 ♗e7 6.♕e2 ♘d6 7.♗xc6 bxc6 8.dxe5 ♘b7 9.♘c3 0–0 10.♖e1
TC goes out of Book.
10...♘c5 11.♗e3 ♖b8
Sapphire also goes out, reading –7, with TC as Black showing +50.
12.♗xc5 ♗xc5 13.♘a4 ♗b4 14.c3 ♗e7 15.♖ad1 ♖e8 16.♘d4 ♗b7 17.♘f5
The Sapphire jumps optimistically to +73 here!
17...♗g5 18.♕c4 g6 19.h4!?

19...gxf5?!
19...d5 had been expected, with 20.exd6 ♖xe1+ 21.♖xe1 showing at +84 (we agree) in Sapphire's view!
20.hxg5 d5 21.♕f4
Sapphire now shows a massive +203,

which indicates a pretty sophisticated awareness of how this attack works!
21...♕c8 22.♖d3! ♗a6?
After a long think. It had been intending 22...♕e6 which may well have been better.
23.♖h3!
Hands up those who thought only humans played this type of attack!
23...♗b5 24.♕h4
Sapphire's evaluation... +761.
24...♗xa4
TC is not too alarmed... –110 ...yet!
25.♕xh7+
Announcing mate in 8.
25...♔f8 26.♕h8+ ♔e7 27.♕f6+ ♔d7
TC also sees the mate here, but we'll play through to the end anyway.
28.♕xf7+ ♖e7 29.♕xf5+ ♖e6 30.♖h7+ ♔d8 31.♕f8+ ♖e8 32.♕f6+ ♖e7 33.♕xe7# 1–0

With the Match level again, the next game was drawn and then TC won once more, so leads 4½–3½ coming to game 9.

T/CHAMP 2100 (2040) – SAPPHIRE (2150) [A30]
Game 9, 40/90, 1996*[ELH]*

1.♘f3 ♘f6 2.c4 c5 3.g3 b6 4.♗g2 ♗b7 5.0–0 g6 6.b3 ♗g7 7.♗b2 0–0 8.♘c3
Both programs leave their Books after this.
8...d6
Sapphire evaluates itself +50 here, and seems quite often to over–estimate its opening advantage.
9.e3
Ross mentions that BCO2 has 9.d4.
9...♘c6 10.d4 cxd4 11.exd4 ♕d7 12.d5 ♘d8 13.♖e1

13...e5?

13...e6 14.♗a3 ♘xd5 15.♘xd5 *(15.cxd5?? ♕xc3)* 15...exd5 16.♖c1 and White has only a small advantage.
14.♗a3 ♖e8 15.♘b5 ♗f8 16.♘g5 ♗c8 17.♕h3!
White's play over the last few moves has been quite excellent. The TC evaluation is +180.
17...♕b7 18.♗xc8 ♖xc8 19.♕f3 a6 20.♘xd6 ♗xd6 21.♗xd6 ♘d7 22.g4!? f6 23.♘e4 ♔g7 24.♗a3 ♘f7 25.♖ad1 h6 26.♖d3 a5 27.♖ed1 a4 28.♗b2 ♘g5!?
28...axb3 29.axb3 ♖a8 was an alternative try.
29.♘xg5 hxg5 30.♖3d2 b5 31.♖c2 ♘c5 32.cxb5 axb3
White's advantage seems to be waning – TC has dropped slightly to +150, and the Sapphire now shows only –96.
33.axb3 ♕xb5 34.♖dc1! ♕b4
34...♖e7 is met by 35.♗a3!
35.♖c4
Suddenly it is clear that Black is in trouble.
35...♕d2 36.♖1c2 ♕e1+ 37.♔g2 ♕b1 38.♕e2
Both programs now have White at around +350/400.
38...♖b8 39.♖xc5 ♖xb3 40.♖c7+ ♔h6 41.♖f7 ♖eb8 42.♗xe5!
A nice way to finish.
42...♖8b7
42...fxe5? 43.♕xe5 ♖g8 44.♖cc7!
43.♖cc7
And Black resigned. **1–0**

So the T/C 2100 lead has been extended to 5½–3½, and the Sapphire urgently needs to start winning some games. Thus we move on to game 10.

SAPPHIRE (2150) – T/CHAMP 2100 (2040) [E12]
Game 10, 40/90, 1996*[ELH]*

1.d4 e6 2.c4 ♘f6 3.♘f3 b6 4.a3 d5 5.cxd5
This puts TC out of Book. To its credit, it finds correct moves for quite a while!
5...exd5 6.♘c3 ♗d6 7.♗g5 c6 8.e3 0–0 9.♗d3 ♖e8 10.0–0 ♗g4
Only now does the Sapphire go out of Book – the position is equal, but the Novag machine has a time advantage now, of course.
11.h3 ♗h5 12.♘f5 h6 13.♗h4 g5!?
Or should that be '?!'
14.♗g3

If 14.g4 gxh4 15.gxh5 ♘xh5 then
16.♔h1 ♘g7 17.♖g1 is certainly interesting!
14...♗xg3 15.fxg3 g4

15...♕e7 16.♖e1 *(16.♕d2?! ♕xe3+*
17.♕xe3 ♖xe3 18.g4 ♗g6∓) 16...♕d6 17.g4
♗g6 18.♗xg6 fxg6=
16.♘e5 gxh3 17.♕d3

Another incidence of a fascinating
evaluation by the Novag computer, which
reads +53. I think readers will find that
most programs put Black ahead – as, ind–
ded, does the Travel Champ!
17...hxg2 18.♔xg2 ♕c7

T/C2100 has +40 for itself here.
19.♔h3!

Played by the Sapphire now showing
+107 figure.
19...♖f8!?

The enterprising 19...♖xe5 was ex–
pected by Sapphire – which is exactly what
it would play itself here – and Ross was
disappointed not to see it.

Whilst inputting the moves in Chess–
Base however, and with Fritz3 running in
the background, I noted that it also pre–
ferred TC's ♖f8.

Therefore I analysed the next few
moves after 19...♖xe5?! and Fritz3 showed
20.dxe5 ♕xe5 21.g4 ♗xg4+ 22.♗xg4 ♘xg4
23.♔xg4 after which White looks to be do–
ing enough to win in this simplified posi–
tion. So I sided with the 'dull' move (♖f8)
on this occasion... that's until I saw what
the Sapphire came up with on its 24th and
25th!
20.♖ac1 ♕e7 21.g4 ♗g6 22.♗xg6 fxg6
23.♕xg6+

The forward analysis playing this is
23...♕g7 24.♘e2.
23...♕g7

The T/Champ 2100 also expects the
same 24.♘e2.

24.♘xd5!! cxd5 25.♖xf6!!

Quite excellent, and reading +330.
25...♖xf6

If 25...♘a6 the Sapphire's defensive
recommendation 26.♕xg7+ ♔xg7 27.♖g6+
♔h7 28.♖cc6 is decisive.
26.♖c8+ ♖f8 27.♕e6+ ♔h7 28.♖xf8 ♕xf8
29.♕g6+ ♔h8 30.♘f7+ ♕xf7 31.♕xf7 ♘a6

At this point both programs are in total
agreement and read +540 for White.
32.♔h4 ♖g8 33.♕xa7 ♘b8 34.♔h5 ♖g7

The knight can't be saved. E.g 34...♘c6
35.♕c7.
35.♕xb8+ ♔h7 36.♕xb6 ♖g5+ 37.♔h4 ♔g7
38.a4 ♔h7 39.a5 ♖g6 40.♕xg6+

Obvious, but still a nice way to finish
the game!
40...♔xg6 41.a6 1–0

Having got back to 4½–5½ with this fine
performance, the Sapphire suddenly –
you'd think it knew! – started to take things
seriously, and won a couple of rather long
and 'dry' games to take the Match. Never–
theless it had been a close call!

Final Score-Table		
Sapphire	½10½01½0011½½11½ = **9**	
T/C 2100	½01½10½1100½½00½ = **7**	

Whilst one would have expected a slightly
bigger winning margin for the Novag ma–
chine on the basis of current ratings, I sus–
pect most purchasers of a portable will buy
one or the other more on the basis of
whether they prefer
■ the keyboard (Sapphire) or
■ the plug–in (TC2100) style. Either way,
these two top their respective classes, and
Ross's Matches have confirmed the Sap–
phire's small 'top portable' strength edge.

A GUIDE TO CHOOSING A CHESS COMPUTER

WELCOME to my *1997 BUYERS GUIDE* of Chess Computers, Chess PC Programs and Databases... plus other material which will be of reference value during the year. What are the most important considerations when choosing a Chess Computer? I suggest:

- ☐ PRICE
- ☐ STRENGTH
- ☐ TYPE and QUALITY of BOARD
- ☐ RANGE of FEATURES
- ☐ EASE of USE
- ☐ RELIABILITY
- ☐ VALUE for MONEY

Not necessarily in that order!... individual purchasers will have their own ideas!

■ **PRICE**. Self explanatory! The Recommended Retail Prices are shown for each of the listed products in this *GUIDE*.

■ **STRENGTH**. The most important matter for most people. I give Elo ratings, taken from the *RATING LIST* featured in every Issue of the bi-monthly MAGAZINE, for every Computer reviewed. A guide to the rating methods used can also be found later in this Section of the mag.

Purchasers should aim to buy a Computer or Program which can play to between 100 and 200 Elo above their own standard. This is for your own benefit - you have something to improve up to and your Computer will be a welcome opponent and help for much longer! A Computer that is simply not good enough for you can be left on for an hour a move.... and will still not be good enough most of the time!

Whilst most owners will have their eye on maximum strength, the Computers may also be used by someone else in the family who is much weaker or just beginning. A poor Computer cannot play well, but a good Computer can almost always be set to play below its best! All of the Computers in this *GUIDE* can 'play down' - i.e. be set to deliberately play weaker moves, often called 'Easy' mode. Additionally some have special teaching or training features, and I have indicated this where appropriate.

■ **Type of BOARD**. These and how they work are described in the next Column.

■ **Range of FEATURES**. All the Computers I have reviewed have an excellent range of features. The key details (e.g. number of levels, size and display) are shown. ALL can play fast (from 3 or 5 secs per move) and only make legal moves. Forget the early 1980's!

■ **EASE of Use**. With every Computer reviewed the purchaser can unwrap it, switch on, put the pieces in their places, and immediately start playing as White. Setting levels, getting hints, taking moves back, and turning the board etc are almost as easy. Where there are more features, of course, there is more to get used to, but the Manuals are generally helpful and the Computers, especially those with a display, can usually be mastered pretty quickly.

■ **RELIABILITY**. I have not recommended any Computer where I have any concerns over reliability. All have a 1 year guarantee... which you are not normally likely to need!

■ **VALUE for MONEY**. This is usually in the eye of the beholder - sometimes it is a simple question of Strength/Price. In a previous *GUIDE* I categorised the Computers and then chose my own best three in each group. I now think that was too subjective (it also raised the hackles of some distributors!). Now the Categories are the Manufacturers themselves, and I have listed my favourite products from each one. I believe that every Computer or Program earning a place in this *GUIDE* is good value for money.

BOARD TYPES

1. Portable Peg Sensory.
The pieces each have 'pegs' on the end which are gently pressed into the 'from' and 'to' holes in a plastic playing surface, to register the user's moves. When the Computer makes its move, it signifies the reply by lighting LEDs along the co-ordinates. The user presses the appropriate piece into the 'from' and 'to' holes, thus the Computer knows the piece has been moved correctly. Computers with a display will also show the moves in algebraic notation there. Playing area size will vary from 3"x3" to 4½"x4½".

2. Portable Calculator.
The user enters the algebraic notation of their chosen move into the calculator-style keyboard, and also moves the appropriate piece on the board being used. This may be an integral or separate magnetic set provided for portable use, or the users favourite wood board at home - or you might be playing 'blindfold' of course! When the Computer makes its move it will signify the reply using algebraic notation in the display window, and again the user manually completes that move on the board they are using.

3. Table-top Press Sensory.
These normally have a plastic playing surface,

with plastic playing pieces. To make the moves the user gently presses the 'from' and 'to' squares - using either their finger tip or the playing piece itself. The Computer signifies its moves by lighting the appropriate co-ordinate LEDs. The user presses the 'from' and 'to' squares when moving the piece, thus the Computer knows it has been done correctly. Computers with a display will also show the moves in algebraic notation there. The playing area is usually 8"x8".

4. Table-top Auto Sensory.
These are wood boards and larger than the Press-Sensory type, also using wood felted pieces. To make a move the user simply lifts up the appropriate piece and places it onto its new square! Most Auto Sensory boards have a discreet but clear LED in the corner of each square. Thus when the Computer makes its move it will signify first the 'from' square and then, when the user has lifted up the appropriate piece, the 'to' square. Once the piece has been placed at its destination, the LEDs will go out and it's the users turn to move! Computers with a display will also show the moves in algebraic notation. Playing area size for wood boards varies - normally from 10"x10" right up to 16"x16"!

DEDICATED COMPUTER REVIEW

KASPAROV MODELS

CHAMPION ADVANCED TRAINER
(Morsch).
Portable - peg sensory - 64 levels - saves game - 34 ply take back - simple position evaluation - very nice design - special electronic training and coaching features incl. study 8 Master games and 64 selected positions with 190 page book *'Step-by-Step Program to Chess Mastery'* - batteries only - board size 3½"x3½" - 1950 Elo - **£79.**

TRAVEL CHAMPION (Morsch)
Portable - peg sensory - 64 levels - saves game - 30 ply take back - display - position evaluation - recommended line of play - clocks - selectable playing and opening book styles - storage compartment for pieces - clip on perspex lid - it might be last year's model but TC is still, deservedly, very popular - batteries only - 7½"x4½" with 3½" board size - 1975 Elo - **£99.**

TRAVEL CHAMPION 2100 (Morsch)
Portable - large peg sensory - 64 levels - saves game - selectable playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - 35,000 move opening library - selectable book opening styles - electronic coaching features - extended playing

range to help beginners - hand held version of GK-2100 and President - batteries only - board size 4½"x4½"! - great to play on - the best peg sensory ever! - 2050 Elo - **£129**

EXECUTIVE (Morsch)
Table-top press sensory - 64 levels - saves game - 30 ply take back - display - position evaluation - recommended line of play - clocks - selectable playing & opening book styles - coaching features - neat, slim design + piece storage compartment and clip-on lid cover - mains or battery - 11"x9" - 1975 Elo - **£99.**

GK-2000 (Morsch)
Table-top press sensory - 64 levels - saves game - 30 ply take back - display - position evaluation - recommended line of play - clocks - selectable playing and opening book styles - good design with storage compartment for pieces - mains or battery - 16"x11" - 1975 Elo - **£139.**

GK-2100 (Morsch)
Table-top press sensory - 64 levels - saves game - selectable playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - 35,000 move opening library - selectable book opening styles - electronic coaching features - extended playing range to help beginners - good design with storage compartment for pieces - mains or battery - 16"x11" - 2050 Elo - **£159**

PRESIDENT (Morsch)
Wood auto sensory - wood, felted pieces - 64 levels - saves game - selectable playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - 35,000 move opening library - selectable book opening styles - electronic coaching features - a lovely board to play on, remarkable value and quality... with strength! - mains or battery - 14"x14" - 2050 Elo - **£299.**

MEPHISTO MODELS

CHESS SCHOOL
Table-top press sensory - good program - 50 levels - saves game - 5 move take-back - very helpful chess Instructor - mains or battery - 11½"x9" - includes Training Course book and exercises which relate to the School computer - complete with attractive leatherette case - an excellent all-round machine for the keen beginner/hobby player - 1740 Elo - **£119.**

NIGEL SHORT (Schroder).
Table-top press sensory - unlimited playing levels - saves game - full game take back and

replay - excellent 2 line graphic display - position evaluations - recommended line of play - clocks - 27,500 position opening book - many fine training features - can be set to a specific grading in range from 1000 Elo upwards - will display all of its opening lines for book learning! - clip-on lid for journeys etc - one set of Staunton playing pieces and one magnetic disc set for travel - a fine all-round computer and deservedly a top seller - mains or battery - 13½"x10" - 2050 Elo - **£199**.

MILANO PRO (Morsch)

Table-top press sensory - 64 levels - 32 bit RISC processor at 16MHz - game memory save - 200 ply take back and replay - graphic display - position evaluation - recommended line of play - 50,000 unique positions opening book - electronic coaching features - a new machine with Morsch's latest program, and must be a top seller - 13½"x10" - clip-on lid for journeys etc - mains or battery - 2220 Elo - **£269**

ATLANTA (Morsch)

Table-top press sensory - *available March 1997* - 64 levels - 32 bit RISC processor at 16MHz + 512K hash tables - game memory save - 200 ply take back - graphic display - position evaluation - recommended line of play - 50,000 unique positions opening book - electronic coaching features - an even faster version of the Milano Pro, and expected to be very strong - 13½" x 10" - clip-on lid for journeys etc - mains or battery - *2300+ Elo* expected - **£499**

LONDON PRO (Lang).

Table-top press sensory - the Genius3 program which beat Kasparov in the Intel Grand Prix - unlimited playing levels - 68020 processor running at 24MHz + hash tables! - saves up to 50 games - full game take back and replay - graphic 2 line display - position evaluation - recommended line of play - clocks - analyses in monitor/player-player mode for playing through games - 47,000 Genius4 unique position opening book - one set of Staunton playing pieces and one magnetic disc set for travel - laptop clip-on lid for journeys - mains only - a genuinely brilliant machine and the top strength press sensory computer - 2365 Elo - **£649**.

Mephisto EXCLUSIVE Board with a range of INTERCHANGEABLE, UPGRADEABLE programs.
EXCLUSIVE board: high quality wood auto sensory, with wood, felted pieces - mains only - 16"x16" - good choice of modules for varying playing strengths and features - swap between modules for the difference in cost - all prices include board, playing module and display.

[■1] **with MM6** (Morsch).
A later version of the Kasparov PRESIDENT program, but paying the extra £££'s gets a bigger board and 'buys into' an upgradeable future! - 32 bit H8 RISC at 10MHz - graphic display - 64 levels - 35,000 opening book
EXCLUSIVE + MM6 2080 Elo - **£449**

[■2] **with RISC2** (Schroder).
RISC1 was basically the Polgar but with a 14MHz RISC processor + hash tables, making it 5 or 6 times faster - the RISC2 is an upgrade program which gives extra strength for those aiming really high! - same graphic display - evaluations - forward analysis - clocks - view opening book - unlimited levels etc
EXCLUSIVE + RISC2 2335 Elo - **£845**.

[■3] **with BOSTON** (Morsch)
The Milano Pro program in fine wood board - and running at 20MHz! - all other features as Milano Pro, except mains only. *Available March 1997.*
EXCLUSIVE + BOSTON *est. 2230+ Elo* - **£549**.

[■4] **with NEW YORK** (Morsch)
The Atlanta program in the wood, auto-sensory format - running at 20MHz! - all other features, incl 512K hash tables, as per the Atlanta, except mains only. *Available March 1997.*
EXCLUSIVE + NEW YORK *est. 2325+ Elo* - **£669**.

[■5] **with LONDON 68030** (Lang).
The renowned Genius3 program which beat Kasparov in the Intel Grand Prix - 68030 processor at 33MHz + hash! - saves up to 50 games - full game take back and replay - graphic 2 line display - position evaluation - recommended line of play - 3 playing styles - clocks - analyses in monitor/player-player mode for playing through games - 47,000 Genius4 unique position opening book (user extendable) - mains only
EXCLUSIVE + LONDON 2420 Elo - **£1395**.

■ **SECOND-HAND modules** are sometimes available and offer a small saving (you can hardly tell if a module is second-hand, it's the board which reveals that!). My ratings for some of the best buys for readers who may get the chance to purchase one are:-
MM5/POLGAR 2025 Elo
LYON/VANCOUVER 68000 2170 Elo
LYON/VANCOUVER 68020 2220 Elo
LONDON 68000 2240 Elo
LONDON 68020/12 2300 Elo

NOVAG MODELS

JADE2 (Kittinger).
Portable - peg sensory - 56 levels - saves game - 74 move take back - twin display - position evaluation - recommended line of play - clocks - mains or battery - a well-designed and compact 4"x6" - board 3" square may be slightly small for some fingers and eyes, but good strength for price value - H8 processor - 2045 Elo - **£99.**

SAPPHIRE (Kittinger).
Portable - keypad entry - 6" square playing board with magnetic disc pieces - unlimited levels - 64 game storage - full take back - 36,000 position opening library - 4-digit display with scrolling option - position evaluation - recommended line of play - clocks - mains or battery - the strongest portable so far! - 26MHz H8 processor - small hash table system - quite tricky playing style - vinyl carry bag - 2155 Elo - **£199.**

■The keyboard design of the Super VIP to Sapphire range is unique for 1600+ Elo computers. I note here my ratings for it's pre-decessors should a reader get the chance to buy one second-hand!
RUBY 1950 Elo
SUPER VIP 1760 Elo

ZIRCON2 (Kittinger).
Table-top press sensory - JADE2 program - 56 levels - saves game - 70 move take back - twin display - position evaluation - recommended line of play - clocks - mains or battery - attractive 'clean' board - 11"x11" - H8 processor - 2045 Elo - **£139.**

EMERALD CLASSIC (Kittinger)
Table-top press sensory - Novag 'dropped' the Emerald when the Zircon->Zircon2 upgrade came out, but have now applied the same developments to the Emerald to produce the 'Classic' - 56 levels - saves game - 70 move take-back - display - mains or battery - 15"x11" - H8 processor - 13,000 position opening book - *est. 2070 Elo* - **£149.**

DIAMOND (Kittinger).
Table-top press sensory SAPPHIRE program - unlimited levels - 64 game storage - full take back - 36,000 position opening library - 4-digit display with scrolling option - position evaluation - recommended line of play - clocks - 26MHz H8 processor - mains only - small hash table system - 2155 Elo - **£249.**

AUTO 'UNIVERSAL' BOARD
Novag's very nice, 81 LED wood AutoBoard will work plugged in to many of their own models, plus PC conection when running Dave Kittinger's WCHESS. Particularly nice for playing the SAPPHIRE at home! - **£299.**

TV INTERFACE
For use with Sapphire and Diamond to enable connection to a TV for large and colour screen display of board etc. As a result of a price increase during 1996 I would recommend folk look at the Universal Board option! - **£149.**

OTHER MODELS

TASC R30-1995 version
Wood auto sensory, with piece recognition - a really beautiful board and easy to use in every way - wood felted pieces - unlimited levels - saves game - select from 5 playing styles - big screen display housed in separate unit - position evaluations - clocks - display of board position - recommended line of play - full take-back and replay - 200,000 move opening book - mains only - 16"x16" main board - RISC processor at 30MHz - the 1995 upgrade is on 2410 Elo - **£1249.**
TASC R30-1993 version rates at 2360 Elo.

■ The TASC board was temporarily unavailable during much of 1996. A new design, scheduled for December 1996, will offer the standard 64 LED system at the above price, or an 81 LED system for £50 extra.

Fidelity CHESSTER.
Table-top press sensory - an extended voice model which is both serious and fun with 345 phrases to coach, teach... and amuse - don't blunder a piece while anyone else is within listening distance! - a serious machine on its normal levels as it uses the Par Excellence/2100 program - ideal also for visually handicapped players who will hear the computer moves given in algebraic notation! - 1880 Elo - **£169**

TIGER
Portable key-in - the Fidelity Travelmaster 'converted' to an easy-to-use calculator style! - 64 levels - game save - display - position evaluations - clocks - recommended line of play - program almost identical to Travel Champion - 1960 Elo - **£69**

■ The TIGER, which can be used on its own as a portable with disc pieces provided, can be supplied with a nice wood BOARD, making this a multi-purpose combination. **Board and pieces** are made in a rich wood 15½"x15½" - pieces are felted (3" king) - board contains drawer which can house the Tiger computer and pieces. Use

the board for your own games, or when playing against the computer! Board and Tiger together £93; Board on own £34.

PC SOFTWARE

Comparing chess computer programs is NOT an easy task -

■1 there are so many.

■2 they tend to get almost annual upgrades so that what is always intended to be 'latest' information sometimes doesn't last long!

■3 just as each of us has our own favourite players and preferences for playing styles (e.g. Tal or Petrosian, Kasparov or Karpov), we can also have strong opinions on the various programs and their styles. Some will prefer the sound, solid feel of the knowledgeable Genius program; others the combative and sometimes very tricky play of HIARCS, still others would go for the fast tactical abilities of Fritz, or the all-round character and strong play of Rebel!

All of the **software** in this review is for IBM compatible PC's, the minimum requirement is a 386, but a 486 or Pentium is recommended. Some are Windows or CD-ROM only, as noted.

The software we review is for serious use! - meaning that the main quality is not related to flashy graphics, a 3D board or crazy sound effects etc. All of the programs do have good, clear, easy to see chess boards and analysis detail, of course. But top of the agenda for these programs has been maximising strength and ensuring that the specific analytical features wanted by the more serious chess players have been provided, all running under easy to use feature systems, so that the **chess** takes priority.

After discussing our favourite programs the article concludes with two *CHARTS*. The first shows the ratings on Pentium/100 machines for each program. Where I believe a new version is imminent, but user-testing has not yet or only just started, I have shown the known rating for the current version and signified uncertainty over the 'new version' rating by inserting *'est'*.

My second *CHART* compares the difference the various PC PROCESSORS are likely to make to a program's rating!

GENIUS by Richard Lang. Current: **v4**, due out: **v5.0**. Acknowledged as the one the rest have to catch and beat (until recently a Genius version had topped every PC Rating List in our Magazine for over 2 years). The Windows Genius5 will have on-line help; multiple, moveable and re-sizeable windows for boards (2D and 3D!), analysis etc; choice of piece sets; user can add personal game comments; ChessBase and PGN

files fully supported. The news on the opening book size is *'much bigger'*. Richard's ally, Ossi Weiner, gives a rating expectation as *'+40-50'*. The CD-ROM will contain Genius5 for Windows, Genius5 for DOS, Genius3 for DOS and an 80,000 game Database. The DOS playing program will miss out on the Windows graphics quality and printing features, but enable maximum hash. A cut-down disk version containing just Genius5 for Windows will follow, almost certainly pre-Christmas 1996. **£89**.

HIARCS by Mark Uniacke. Current: **v4**, due out: **v5.0**. Acclaimed for its enjoyable and human-like style of play. H5 uses high res. VGA and Super VGA graphics. HIARCS is an MS-DOS program for maximum hash and speed, but with PIF and Icon files provided for Windows; EPD and PGN file support; new 130,000 opening book; analysis features incl. automatic 2nd and 3rd best moves evaluated simultaneously on request. Will import & export ChessBase files. Learning feature. Can set up board positions and play 'Shuffle' chess! I do most of the opening book for HIARCS (so am biased!)... but this means I get to test 'latest versions'... improved hash tables and move ordering method have resulted in a good speed increase in all types of search, even though Hiarcs5 contains more chess knowledge than ever! Expect a worthwhile improvement of 50 Elo; on disk. **£89**.

M CHESS PRO by Marty Hirsch. Current: **v5**, due out: **v6.0**. Another with a very competitive playing style (occasionally too much so!) and a very large opening book (approx. 300,000 positions claimed) in which the Tournament book seems heavily geared for play against other programs. I'm not happy about this - MCP seems to be aimed for playing other computers rather than for use by the folk who buy it, such as you and me! However MCPro5 won the WMC Champs and topped my ratings briefly during 1996... until other programmers re-acted to the specialised opening traps, since when it has slipped a little. **£89**.

REBEL by Ed Schroder. New version just out - **v8.0** - has a good, positive feel and style, and early results indicate that Schroder has made a good strength jump upward! Feature improvements include: VESA support graphics (for more speed!); PGN, ChessBase and NICBase file support; 5 playing styles; 135,000 position opening book; can convert and use Genius and Fritz books, and also can create User Books from game databases!; extra 'specialist' books available; user can add own comments to games. New *'War Room'* feature for multiple line

analysis; graphic overview aids after-game analysis. 5,000 Grandmaster-games database included. Can play 4 games Simultaneously. Runs under DOS, Win3.1 and Win95; no installation limitations; on disk. **£89**.

FRITZ by Franz Morsch. Current: **v4.0**. A brilliant tactical program, Fritz is frequently the fastest to sort out the most complicated combinations and find any deadly tactical chances which are present in a position. Chess knowledge and endgame play have been greatly improved since v1. Coming from the *ChessBase* stable, Fritz is still (just) 'no.1' for adding notes and variations, game storage, game and quality diagram printing. Fritz, with a special opening book, beat Deep Blue, Star Socrates (and the rest!) to the 1995 WCC title. It always feels and plays 'above its rating' if you let it get into an open game, but actually it is not quite up with the leaders all round. Windows and CD-ROM only. **£89**

W CHESS by Dave Kittinger. Current: **v1.03** or **1.06**. A strong tactical program, full of tricks and subtleties. Has had some good results against humans, notably in a pre-launch version in the Harvard Cup against American G.M's, but has fared less well since. **£79**.

■ A new CD-ROM version by Kittinger, under the name **POWER CHESS**, is just out, running under Win95 only. Beta testers on the Internet have reported good impressions on strength, but disappointment at the 'sparse' range of features and hints of 'faults' needing to be sorted out.

VIRTUA CHESS by M F Baudot, available on CD-ROM. Virtua has not caught on at all, either in Sweden or Britain, so is largely untested. On a Pentium its grades in Aegon suggest it may not be up with the best, and its showing amongst mainly amateur programs in the 1996 WMCC was a disappointment. **£79**.

SHREDDER and **FERRET**, despite coming 1st and 2nd in the 1996 World Micro Computer Championships, remain amateur and non-commercial programs. The value of thieir success must be put into perspective: Genius, Hiarcs, MChess Pro, Rebel, ChessMaster, W Chess and Kallisto were non-participants!

CRAFTY, by Robert Hyatt, is also a non-commercial program. It can be downloaded privately via the Internet for decoding and running under MS-DOS. It has a good Blitz record on the 'net against American players, and did well in the 1996 WMCC.

NIMZO3 is a strong, tactically fast program, which has now appeared on our rating lists. On CD-ROM only, it appears to be a little behind the market leaders, and that before the latter's 1996 upgrades all emerge! **£89**.

CHESSMASTER 5000 by Johan de Koning gives me a real problem about how to report on it! Yes, it's pretty strong and possibly <u>very</u> close to the top 1995 versions. It's also quite cheap at around £39 or £49 - depends which shop you get it from. However there are admitted time control, evaluation, PGN and other 'bugs' in the program, and though a promised correction 'patch' has just been released, some have reported that it still doesn't work properly?! I'd recommend serious users spend a bit more and stick with the known quality products.

ALL the TOP PROGRAM RATINGS

The 'standard' is now probably a Pentium at 100MHz with 8 or even 16MB MB RAM. Therefore the gradings are based on this configuration. A second Chart will consider what differences other processing power set-ups are likely to make.

TOP PC program ratings	
Program	Pentium/100 rating
Rebel8	2545
Hiarcs5	2535 est
Genius5	2530 est
MChess Pro6	2525 est
Genius3	2491
Hiarcs4	2489
Genius4	2480
Rebel7	2477
MChess Pro5	2476
Rebel6	2474
ChessMaster 5000	2465
Nimzo3	2462
Hiarcs3	2454
MChess Pro4	2428
Fritz3	2423
ChessMaster 4000	2414
Kallisto1.98	2398
W Chess	2393
Fritz4	2388
Comet32	2279
Zarkov2	2254
Socrates3	2252
Zarkov3	2178
Kasparov's Gambit	2172
ChessMaster 3000	2160
Complete Chess System	2135
Gandalf2.1	2109

PC's and PROCESSORS compared

What if <u>your</u> Computer is... faster :-) or slower :-(? What difference does that make to the estimated grading? The Table alongside will guide you nicely on that!

PC Guide, if Pentium/100 = 0	
PC and Processor	Add/Subtract
Pentium Pro/200	+70
Pentium/166	+40
Pentium/133	+20
Pentium/100	=
486DX4/100	-60
486DX2/66	-80
486DX/50	-100
486DX-SX/33	-140
386DX-SX/33	-200

DATABASES for PC

CHESSBASE FOR WINDOWS

During the past few years **ChessBase** has steadily developed into an outstanding DataBase system for storing, studying, comparing and... enjoying chess games. Massive collections of great games, both historical and contemporary, are included at the time of purchase, and there are constant Tournament additions on both disk and CD ROM.

The latest release, **ChessBase for Windows v1.2**, has reached new standards for completeness and genuine ease-of-use throughout a massive range of features and operations.

Beautiful, high quality graphics ease the strain of working in front of the screen - simple Icons for fast swapping between activities - powerful ECO openings classification - search multiple databases simultaneously for openings, themes or material - establish standard positioning of pieces in each opening - read and generate PGN format files - merge databases - two or more board windows can be viewed side-by-side or kept in filing card fashion - moves, variations and annotations displayed in full alongside board window - send games to printer in figurine notation with commentary symbols and high quality diagrams - or save file to a Desktop Publisher and prepare to create a personalised layout or your own Magazine!

■ **Basic Package** with 235,000 games, 1,000 annotated. CD or disks **£225**.
■ **Professional package** with 300,000 games, 20,000 annotated. CD or disks **£325**.
■ **Mega package** with 450,000 games, 20,000 annotated, Alpha Utility, Endgame CD's. On CD only **£449**.

■ Extras: **FRITZ** analysis module. The <u>perfect</u> companion (a must for most of us!?) to use within ChessBase - obtain high powered analysis and evaluation of current position as you play through or enter a game - this special **Fritz for** ChessBase module can show top-ranked, top two, top three etc move recommendations. **Fritz3 for ChessBase** analysis module **£45**.
■ N.B the Fritz <u>analysis module</u> 'only' analyses... it wont play as an opponent. However the CD playing program **FRITZ4** will work within ChessBase in the same way, as well as being a playing program, so that may be the better way to go for most folk.

BOOKUP for Windows

Whilst BOOKUP can be used as a DataBase for games storage, it is not really intended to be a competitor to ChessBase as its main purpose is for the close study and learning of openings.

'Books' (on disk) are available for training and studying of specific openings, and the play-frequency of all theory moves are shown alongside the board position. Each disk-book has copious notes discussing main line theory, strategical concepts, traps etc. In addition users can create and build their own books or load-in PGN files of games in specific openings. At every point the owner can add his own notes and ideas, so personalising the whole process.

It now comes with the ZARKOV analysis module built-in, for on-screen analysis and evaluations. Files can also be exported to Zarkov as well as HIARCS, REBEL8 and GENIUS, and any of these strong programs can prepare overnight, at any chosen time control, their valuable analysis and evaluations for the specified positions, and the results can be imported back into the BOOKUP file to create a permanent record.

And now to <u>back-solving</u> which is a particularly priceless part of BOOKUP! For complete games with 1-0, ½-½, 0-1 scores (e.g from a PGN file) or from positions evaluated by HIARCS or GENIUS, BOOKUP can 'back-solve' the end evaluations to value each line at the start of its variation, thus enabling the user to assess at their root positions which lines are winning/equal/losing for either side! Therefore which lines are best for playing and which may need further research seeking possible improvements, TN's etc for use in actual play. The results of all this research can be kept on file as part of the 'book' as well as being sent to a printer for output in ECO-type format.
■ **BookUp for Windows £159** (on disk, and includes one free BookUp 'Book on disk').

■ **Opening Books and Tutorials**. E.g. How to Play against the Sicilian, The Samisch Seminar, The Smith-Morra, The Classical Ruy, 1.e4 for White, Answering 1.e4 for Black, 1.d4 for White, Answering 1.d4 for Black, 100 Essential Endings and others. **£19.95** each.

PC AUTOBOARDS

Play your chess on a beautiful wood auto-sensory BOARD whilst still harnessing the full power and features of your PC and chess SOFT-WARE. A **PC BOARD** can be connected to the serial port of any IBM PC. Game moves are then made on the auto-sensory PC Board. The advantages of playing etc on a 'proper' board are obvious - for the sheer pleasure of it, reducing eye-strain and, for club/tournament players, avoiding swapping from a screen used during preparation to a full-sized board in real play.

Tasc SMARTBOARD

The board is exactly the same as that of the R30 so users get piece recognition as well as an auto-sensory system. 16"x16" board. **£399.**

▪ The SMARTBOARD was temporarily unavailable during much of 1996. A new one is scheduled for December 1996, with a choice of 64 or 81 LED's (the latter costs an extra £50).

Mephisto/Kasparov AUTO BOARD

A real beauty. Fast, automatic access direct from within Rebel and Genius programs! Size 15"x15". **£299.**

▪ Please tell us **which PC playing program/s** you will be using with your PC Board so that we can advise which Board you will need to ensure compatability (At present I believe that Genius, HIARCS, Rebel, MChess Pro, Fritz, Chessica, W Chess, and Kallisto are all catered for by at least one of the boards).

GRADING CHESS PLAYERS AND COMPUTERS

What is a GRADING ?!

The British Chess Federation (BCF hereafter) measures a player's ability by comparing their results against other rated players in official Tournaments and Matches. An average but regular Club player will have a grade of between perhaps 130 and 150 BCF.

To complicate matters the rest of Europe and most other countries use the Elo scale (invented by Professor Arpad Elo, and also used to grade table tennis players incidentally). There is a simple mathematical formula to convert a BCF Grade to Elo, and vice versa:-

(BCF x 8) + 600 = Elo.
E.g 175 BCF = (175 x 8) + 600 = 2000 Elo

(Elo-600) / 8 = BCF.
E.g 2000 Elo = 2000-600=1400/8 = 175 BCF

There is another complication! In America they use a calculation method very similar to the Elo system, but all their internal gradings of Computer results in Tournaments and Tests seem to come out 120 higher than our BCF/Elo figures!

So purchasers have to check twice what they read on an advert or the computer's box. If it says *'graded 2400 in official USA test'* or mentions USCF, deduct 120 straight away. If it mentions Blitz or Active chess there's more to deduct.... read on!

The **Grading Guide** classifies various playing standards with a range of Gradings for the British and Elo.

GRADING GUIDE		
Player 'Standard'	BCF	Elo
Beginner	25-45	800-960
Occasional player	50-70	1000-1160
Good Hobby	75-95	1200-1360
Club	100-120	1400-1560
Club Team	125-170	1600-1960
County Team	175-205	2000-2240
Master	210+	2280+
I.M.	225+	2400+
G.M.	245+	2550+
Gary Kasparov	275	2800

Who will win? - by how much!?

The BCF system is particularly easy to follow when we try to forecast the likely result of, say, a 10 game Match between 2 players. Our Chart alongside shows these expectancies.

After a Match (or even 1 game!) has been played, if the result is different to that expected, the respective players' BCF Gradings will be adjusted up or down accordingly.

GAP between 2 players	Likely Score in a 10 game Match
5 BCF	5½-4½
10 BCF	6 -4
15 BCF	6½-3½
20 BCF	7 -3
25 BCF	7½-2½
30 BCF	8 -2
40 BCF	9 -1
50 BCF	10 -0

Computer Gradings

The gradings shown for the Computers in this Guide are all taken from the Rating List in our regular Magazine, and represent each program's results at accepted and popular time control settings from Game in 60 mins to 40 moves in 2 hours.

Our team of readers, and Countrywide Computers where I work most afternoons, not only do and organise many Computer vs Computer Matches, we also enter Computers into official

Tournaments with live human players (!), and collate all these and other results from around the world to maintain a COMPUTER RATING LIST of reliability and accuracy.

Fast Chess!
The ratings we give in our Magazine are for 'Tournament' chess from G/60 through to 40/2, but a Computer playing against humans in an Active Tournament (Game in 30 mins) or a Blitz Tournament (Game in 5 or 10 mins) should always grade higher, as shown in the next Table. Although the standard of the chess played usually drops a little at fast chess, the Computers nearly always get higher gradings! Why? We believe that the Computers are less prone both to blunders through time pressure, and mental exhaustion through playing many consecutive games, compared with their human opponents.

COMPUTER IMPROVEMENTS @ Fast Chess	
Time Control	**Rating Increase**
Tournament Chess	Normal
Speed/Active Chess (G/30)	+10BCF/+80Elo
Blitz Chess (G/5 or 10)	+20BCF/+160Elo

Therefore if you see 'claimed gradings' based on Blitz or Speed Chess, remember to make an appropriate deduction (just like the -120 from USCF) to reach a truer Elo figure for your prospective purchase!

MEET THE PROGRAMMERS

M F Baudot & Jean Christophe Weill (France). PC program VIRTUA chess.
■ *3rd= @ WMCCC 1995. 6= @ WMCC 1996.*
Don Dailey/Larry Kaufman (US). PC programs REX and SOCRATES.
■ *1st. ACM Tourn. 1993. 1st @ Harvard Cup 1994. 2 @ WCC 1995.*
Chrilly Donninger (Austria). PC program NIMZO; also the CHESS232 PC Board and AUTO232 system.
■ *3rd= @ WMCC 1993. 3rd= @ WMCC 1995. 3 @ WMCC 1996.*
Marty Hirsch (USA). PC programs M CHESS and M CHESS PRO.
■ *3rd @ Harvard Cup 1994. 3rd @ Aegon 1995. 1st= @ WMCC 1995.*
Feng Hsing Hsu. Main-frame program DEEP THOUGHT/DEEP BLUE.
■ *3= WCC 1995. Lost 4-2 to Gary Kasparov in Match 1995. Despite these reverses is almost certainly 10 BCF/80 Elo above any PC program, even on a Pentium Pro.*
Bob Hyatt (USA). Main-frame program CRAY BLITZ; PC program CRAFTY (non-commercial).

■ *3= @ WMCC 1996.*
Julio Kaplan. Kasparov SIMULTANO and many Saitek models, e.g TURBOSTAR.
Dave Kittinger (USA). All Novag models for many years, incl. current JADE2, ZIRCON2, SAPPHIRE and DIAMOND. PC program W CHESS (and Power Chess?).
■ *1st @ Harvard Cup 1994. 1st @ Uniform Platform 1994. 5th @ Aegon 1995.*
Johan de Koning (Holland). Saitek RISC 2500, Mephisto MONTREUX, Tasc R30. PC programs THE KING, CHESSMASTER 4000/5000.
■ *1st @ Aegon 1993. 1st @ Welser 1993. 2nd @ WMCC 1993. 2nd @ Harvard Cup 1994. 6th= @ WMCC 1995.*
Richard Lang (England). Mephisto MONTREAL, BERLIN/BERLIN PRO, VANCOUVER, GENIUS and LONDON. PC programs PSION and GENIUS.
■ *World Champion 1st or 1st= @ every WMCC 1985-1995! Also famed for 1½-½ victory over Gary Kasparov in Intel Active Tournament, London 1994.*
Stefan Meyer-Kahlen (Germany). PC program, Amateur status, SHREDDER.
■ *1 @ WMCC 1996.*
Bruce Moreland (USA). PC program, Amateur status, FERRET.
■ *3= @ WMCC 1995. 2 @ WMCC 1996.*
Franz Morsch (Holland). Kasparov GK2000/2100, TRAVEL CHAMPION and PRESIDENT, Kasparov BRUTE FORCE, and new Mephisto models MILANO PRO, ATLANTA, BOSTON and NEW YORK. PC programs QUEST and FRITZ.
■ *1st @ WCC 1995. 6= @ WMCC 1995. Shot to fame in 1994 when FRITZ tied 1= with Garry Kasparov in major International Blitz Tournament. 6= @ WMCC 1996.*
Ed Schroder (Holland). Mephisto MM5, POLGAR, MILANO, NIGEL SHORT, RISC 1MB. PC programs GIDEON and REBEL.
■ *1st @ WCC 1992. 3rd @ Welser 1993.*
Dan & Kathe Spracklen (USA). Most Fidelity models incl. PAR EXCELLENCE, MACH2/3/4. Also Kasparov SPARC.
■ *World Champions 1980-1984. 2nd @ Aegon 1993.*
John Stanbeck. PC program ZARKOV.
Mark Uniacke (England). PC program HIARCS (also available on MAC).
■ *World Amtr Champ '92. World Software Champ '93. 1st @ Uniform Platform 1993. 1st @ Aegon 1995. 6= @ WMCC 1995.*

Note: *WCC* = World Computer Championships
  WMCC = World Micro-Computer Champs

(Nearly) All-time RATING LIST!

Deep Blue	2625	Mephisto Milano	2025	SciSys Turbo Kasparov/4	1836
Deep Thought2	2575	Mephisto Polgar/5	2025	Fidelity Elite C	1832
Mephisto London 68030	2414	Nov Super Forte+Expert C/6	2022	Fidelity Elegance	1824
Tasc R30-1995	2412	Novag Expert+Turbo	2018	Mephisto MM2	1818
Mephisto London Pro 68020	2362	Mephisto Mondial 68000XL	2013	SciSys Turbostar 432	1817
Mephisto Genius2 68030	2362	Mephisto Montreal	2008	Fidelity Excellence	1813
Tasc R30-1993	2361	Mephisto Roma 68000	2008	Fidelity Designer 2000	1813
Mephisto RISC2	2331	Mephisto Academy	1997	Kasp Maestro A/4	1805
Mephisto Lyon 68030	2320	Mephisto Amsterdam	1992	Conchess/4	1796
Meph Atlanta+New York	e2320	Nov Super Forte+Expert B/6	1982	Novag Super Constellation	1792
Kasp RISC 2500-512	2310	Mephisto Mega4/5	1980	Kasparov Renaissance	1792
Mephisto Berlin Pro 68020	2304	Kasparov Maestro D/10	1976	Kasparov Prisma+Blitz	1791
Mephisto Portorose 68030	2302	Fidelity Mach 2C	1974	Novag Super Nova	1787
Mephisto Vancouver 68030	2298	Kasp GK 2000	1974	Mephisto Exclusive Blitz	1777
Mephisto London 68020/12	2294	Kasparov Travel Champion	1974	Novag Supremo+Super VIP	1754
Meph Lyon-Vanc 68020/20	2291	Fidelity Mach 2B	1973	Fidelity Prestige	1748
Mephisto RISC1	2284	Mephisto Modena	1966	Fidelity Elite A	1746
Kasparov SPARC	2273	Mephisto MM4/5	1959	Fidelity Sensory 12	1744
Mephisto Montreux	2254	Fid Travelmaster+Tiger	1957	Mephisto Exclusive S/12	1733
Kasparov RISC 2500-128	2253	Novag Ruby+Emerald	1950	Meph Chess School+Europa	1731
Mephisto London 68000	2240	Meph Monte Carlo4+College	1945	SciSys Superstar 36K	1729
Meph Milano Pro+Boston	e2220	Mephisto SuperMondial2	1945	Conchess/2	1724
Fidelity Elite 68040-v10	2220	Kasp Champion Adv Trainer	1945	Novag Quattro	1714
Meph Vancouver 68020/12	2218	Nov Super Forte+Expert A/6	1943	Mephisto Mondial2	1712
Mephisto Lyon 68020/12	2212	Kasparov Maestro C/8	1933	Novag Constellation/3.6	1712
Mephisto Portorose 68020	2185	Mephisto Monte Carlo	1931	Novag Primo+VIP	1711
Mephisto Berlin 68000	2181	Conch PlyVictoria/5.5	1927	Fidelity Elite B	1694
Fidelity Elite 68030-v9	2178	CXG Galaxy-Sphinx/4	1926	Mephisto Mondial1	1666
Mephisto Lyon 68000	2168	Kasparov TurboKing2	1924	Novag Constellation/2	1656
Mephisto Vancouver 68000	2168	Fidelity Mach 2A	1921	CXG Super Enterprise	1642
Mephisto Almeria 68020	2159	Conchess PlyRoma/6	1909	CXG Advanced Star Chess	1642
Novag Sapphire+Diamond	2154	Fidelity Par Excellence/8	1907	Fidelity Sensory 9	1593
Mephisto MM4+Turbo	2140	Novag Expert/6	1906	Kasp Conquistador+Cavalier	1588
Mephisto Portorose 68000	2135	Nov Super Forte+Expert A/5	1896	Novag Mentor16+Amigo	1562
Fidelity Mach4 68020-v7	2131	Fidelity Club B	1895	GGM+Steinitz module	1558
Fidelity Designer 2325	2131	Novag Expert/5	1890	Chess 2001	1558
Fidelity Elite 2x68000-v5	2101	Fid Elite 2100+Designer 2100	1884	Mephisto 3	1542
Mephisto Mega4+Turbo	2097	Fidelity Par Excellence	1884	Kasparov Turbo 24K	1539
Kasparov Brute Force	2091	Novag Forte B	1882	Kasp Turbo16+Express	1533
Mephisto Polgar/10	2089	Mephisto Rebell	1882	GGM+Morphy module	1532
Mephisto Roma 68020	2087	Fidelity Avant Garde/5	1880	Mephisto2	1531
Mephisto Exclusive MM6	e2080	Fidelity Chesster	1880	Conchess A0	1489
Mephisto Dallas 68020	·2076	Kasparov Corona+Stratos	1875	SciSys C/C Mark6	1487
Mephisto Almeria 68000	2073	Novag Forte A	1873	SciSys C/C Mark5	1447
Novag Emerald Classic	e2070	Mephisto SuperMondial1	1868	Sargon AutoResponseBrd	1430
Novag Scorpio+Diablo	2067	Fidelity Club A	1864	Novag Solo	1400
Mephisto Nigel Short	2048	Conch Plymate/5.5	1862	CXG Enterprise+Star Chess	1380
Kasparov President	2045	Kasparov Maestro A/6	1862	Fidelity Sensory Voice	1360
Kasp GK 2100+TC 2100	2045	Kasparov Simultano	1861	Chess King Master	1325
Novag Jade2+Zircon2	2043	Kasparov TurboKing1	1859	Boris Diplomat	1260
Mephisto MM4/10	2041	Conchess/6	1857	Fid Chess Champion 10	1260
Fidelity Mach3 68000-v2	2037	Fidelity Excellence/4	1848	Novag Savant	1240
Fidelity Designer 2265	2037	Novag Expert/4	1846	Boris 2.5	1220
Mephisto MM5	2029	Novag Jade1+Zircon1	1846	CXG Sphinx Granada	1140
Mephisto Dallas 68000	2028	Conchess Plymate/4	1840	CXG Sphinx Chesscard	1040