SELECTIVE SEARCH
The COMPUTER CHESS Magazine

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AEGON REPORT

REBEL'7 YUSUPOV
Rebel8

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NOVAG°
CHESS COMPUTER

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MasterCard   VISA

NEWS and RESULTS
Computer Chess: Current Affairs!

Matters of Security

[1] The INTERNET

The 10/May issue of Britain's *"The Economist"* reported Netscape's statement that there has **not** been even **one** single case of e-mail credit card fraud so far! A fact apparently also confirmed by VISA.

This flies in the face of the constant warnings by some of the supposed dangers of e-mail credit card usage.

I noticed that **Bert Seifriz** on the Gambit-Soft pages had seen the same article. He commented, *"Before you get cheated by credit card theft you should win the jackpot in the National Lottery 5 times"*. You know how much chance there is of doing that!

[2] SOFTWARE PIRACY - or who needs copy protection? WE DO!

The *Daily Telegraph's "CONNECT"* supplement, which appears every Tuesday and relates to a wide discussion of Internet matters, gave some fascinating facts and figures in its 3/June issue.

"Greece is Europe's leading software piracy centre: 78% of all software being used on personal computers there in 1996 was pirated" (underlining mine). The source for this information is the *Business Software Alliance* and *the Software Publishers Association*. Other figures are:

Europe
Greece 78%
Ireland 70%
European average 43%
Britain 34%.
Global
Vietnam 99%
Bulgaria 98%
Indonesia 97%
China 96%

These are alarming statistics and, though there is some encouragement in seeing Britain on a 'low' 34%, it is still startling to realise that this means that **1 in 3** pieces of software in use here have been pirated.

The 1997 World Micro-Computer Championships.

These are scheduled to take place in Paris, France, later this year between 25/Oct and 3/Nov. Further details when available, but the French venue should ensure that the vast majority of the top programs play this year, compared with the poor turn-out for Jakarta in 1996.

New HIARCS6 ENGINE for running within ChessBase and Fritz4.

The two HIARCS6 engines come on one disk, for £49.95. **ChessBase** users are able to get their analysis from the HIARCS6 engine, with all the other features which the FRITZ analysis engine also offers... such as multi-line analysis etc. The main benefit, of course, is that HIARCS offers better quality analysis and evaluations.

Fritz4 users can play against the HIARCS6 engine under the normal FRITZ configurations. There is a slight speed loss (H6 runs optimally under DOS), and special Hiarcs playing style and search selectivity settings etc. cannot be changed. Also it has to use the Fritz opening book rather than the one supplied with HIARCS6 itself. Nevertheless it's an option worth thinking about.

RESULTS SECTION

Frank HOLT has now completed his Rebel8 vs Hiarcs6 series. The full results, with H6 always on normal, are:

Rebel8 P/100-Hiarcs6 P/100
Rebel8 normal 5-7 Hiarcs6
Rebel8 active 4½-7½ Hiarcs6
Rebel8 solid 5½-6½ Hiarcs6
Rebel8 aggressive 6-6 Hiarcs6
Rebel8 defensive 6-6 Hiarcs6

Strange to see Rebel8's two 'extremes' doing better than the more usual settings! Only the results on standard settings have gone into the Ratings... usually this (quite fairly, of course) protects Rebel8, but not as much as usual on this occasion.

Frank points out that Hiarcs6 now has the best result so far against Rebel8, with MChessPro6 dropping to 2nd. place. However he sent a little "wish list" to me, which included:

- Mate Levels
- Individual Move Timer

Here are 3 games from the Match.

REBEL8 P/100 − HIARCS6 P/100
[C45 Scotch Opening] G/60.

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♗c5 5.♘xc6 ♕f6 6.♕d2 dxc6 7.♘c3 ♗e6 8.♘a4 ♗d6 9.♕e3 ♘h6 10.♗e2 0-0 *R8 came out of*

Book at move 9, showing =; H6 is out now giving itself a small plus. 11.♘c5 b6 12.♘d3 ♕g6 13.0-0 ♘g4 14.♗xg4 ♗xg4 15.f3 ♗e6 16.b3 ♖fd8 *I'd have preferred to move the other ♖ here.* 17.♗b2 f6 18.f4 f5?! *I didn't like this so much from H6 when I saw it. Black's once powerful ♗'s are now contained within a blocked ♙ structure which doesn't seem to be the best way forward, even though it produces a fine freeing manouvre later. Whatever 18...♗d7 looks better to me, then if 19.c4 ♖e8.* 19.e5 ♗e7 20.♖fd1 a5 *In fairness H6 now correctly turns its attention to the ♕−side.* 21.♖d2 a4 22.c4 b5 23.cxb5?! *23.♖c1 bxc4 24.bxc4 may have been better.* 23...axb3 24.axb3 ♖xa1+ 25.♗xa1 ♗xb3 26.b6 cxb6 27.♕xb6 ♗c4 *Frank reports that H6 showed itself +49 here; R8 gives itself just a tiny edge.* 28.♕e3 ♕h6 29.♗b2 c5 30.♘e1 ♖xd2 31.♕xd2 ♕c6 32.♕c2 ♗e6 33.♗c3 h6 34.♘f3 ♔f7 35.♘d2 g5!
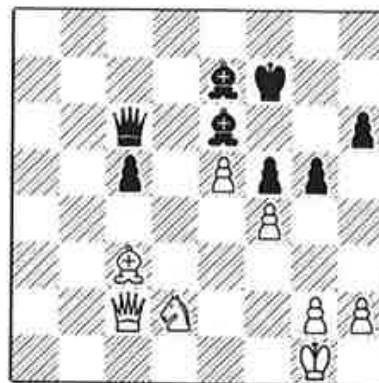
36.fxg5?! *Opening up the position resurrects Black's potent ♗ pair, as well as freeing the ♙'s for a mini−march against the White ♔. Therefore 36.♕d1 c4 (36...♔g6!?) 37.♕h5+ ♔g7 38.♕f3 was better.* 36...hxg5 37.♕d3 c4 38.♕h3 ♔g7 *Keeping the White ♕ out of his back ranks. R8 reads +22 for itself at this point, but H6 is even more optimistic with +116.* 39.♕h5? *It would have been better to get his ♔ moving.* 39...g4! *[Showing an amazing +231 with this trap− ping of the enemy ♕! 40.♔f2 ♕c5+ 41.♔e2 f4 R8 is beginning to see the problem, re− ports Frank. It now shows −142. But H6 has +553.* 42.♔d1 ♕e3 43.♘b1 ♕d3+ 44.♔c1 ♗f7 45.e6+ ♕xc3+ 46.♘xc3 ♗xh5 47.♘d5 ♗g5 48.♔d2 f3+ 49.♔e1 fxg2 50.♔f2 ♗e8 51.♘b4 ♗e7 *R8 has −523, H6 +1356.* 52.♘d5 ♗c5+ 53.♔xg2 ♗c6 54.♔f1 ♗xd5 55.♔e2 ♗xe6 56.♔d2 *R8 now has −1373 and resigns. The game seemed to swing on just a few moves based on the foundation of*

a good ♕ and ♙ strategy by H6. **0–1**

REBEL8 P/100 – HIARCS6 P/100
[D47 Queen's Gambit, Meran var. G/30.

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 c6 5.e3 ♘bd7 6.♗d3 dxc4 7.♗xc4 b5 8.♗d3 ♗b7 9.0–0 b4 10.♘e4 c5 11.♘xf6+ ♕xf6 12.♘e5 *Both are out of Book: R8 has +28, H6 shows =.* **12...cxd4 13.♘xd7 ♔xd7 14.♕a4+ ♗c6?** *Moving the ♔ has to be better. However White's fine early play does suggest that the opening is suspect for Black.* **15.♗b5!** *Given its chance, R8 quickly goes on the attack with pin no.1, and shows +94 with this.* **15...e5 16.exd4 exd4** *H6 has already used half of its time, and is clearly worried showing −273.* **17.♗g5 ♗xb5 18.♕xb5+** *Black is a ♙ up on the board, but the game is already over. H6 itself now shows −531, saddled with the non-development of 2 key pieces and a pair of over-advanced isolated ♙'s. Ah well, no-one's perfect!* **18...♕c6 19.♕f5+ ♕e6 20.♕f3 ♗d6 21.♖ae1 ♗e5**
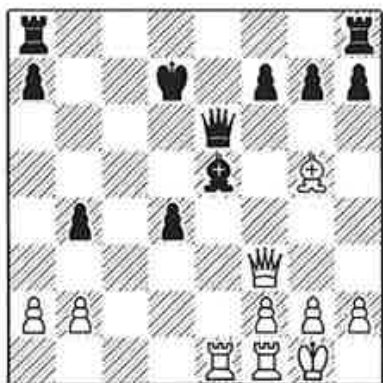
Another a truly horrible pin for Black to struggle with! **22.♕b7+ ♔d6 23.f4 f6 24.fxe5+ fxe5** *And here, showing −1107, H6 resigned. Frank continued for another move or two, so we'll follow!* **25.♖f7 ♕xf7** *Forced. If 25...♖ad8 26.♕e7+ is m/5: 26...♕xe7 27.♖xe7 etc.* **26.♕xf7 ♖he8 27.♕xg7 b3 28.♗f6 e4 29.♗xd4** *29.♕e7+! was totally killing!* **29...bxa2 30.♖d1** *...at which point both programs started making mate announcements for White. Complete domination by Rebel8, coming from a doubtful book line and a possibly poor H6 move in response to the early check.* **1–0**

REBEL8 P/100 – HIARCS6 P/100
[B20 Sicilian G/90.

1.e4 c5 2.b3 d6 3.♗b2 ♘f6 4.♘c3 ♘c6 5.f4

g6 6.♘d5 ♗g7 7.♘xf6+ ♗xf6 8.♗xf6 exf6 *R8 now goes out of Book.* **9.♗c4 f5** *H6 is also out of Book playing this, and showing +42.* **10.d3 ♗e6 11.♘e2 ♗xc4 12.bxc4 fxe4 13.dxe4 ♕h4+ 14.g3 ♕e7 15.♘c3 ♕e6 16.♕d3 ♘b4 17.♕e2 0–0–0 18.0–0 f5 19.♖fe1 fxe4 20.♘xe4 ♖he8 21.♖ad1** *Frank felt that R8 was beginning to take some initiative here.* **21...♔b8 22.c3 d5 23.cxb4 ♕xe4 24.♖xd5 ♖xd5 25.♕xe4 ♖xe4 26.♖xe4 ♖d1+ 27.♔f2 cxb4 28.♖e1 ♖xe1?!** *The ?! are the responsibility of R8 and Frank. Because of Black's doubled b-♙s 28...♖d3 had been expected, on the basis H6 can only play for a draw. Frank says his money was on R8 after this! In view of what happens, maybe it should have been!?* **29.♔xe1 h5 30.h3 ♔c7**
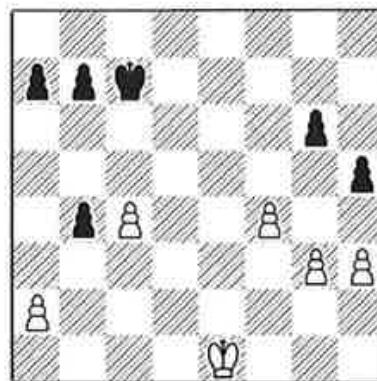
Black's ♔ position is the key to H6's slight optimism... it reads a nominal +10. **31.g4 ♔d6 32.♔f2?!** *Possibly the ♔ should have gone to d2, or a non-commital e2.* **32...h4! 33.♔f3 a5 34.♔e3 a4** *R8 says =, H6 +80. "We shall see!", says Frank.* **35.♔d4 ♔c6 36.♔d3 b6 37.♔d2** *37.f5? might look tempting, trying to create counter-play. But 37...gxf5 38.gxf5 ♔d6! wins for Black.* **37...♔c5 38.♔d3 a3!** *The tempo that forces White's ♔ away from it's c4 protection.* **39.♔c2** *Avoiding this by the try 39.f5?? fails again, this time to 39...gxf5 40.gxf5 b3!* **39...♔xc4 40.f5** *Fascinating game, chess! This was now White's best try, due to the slight distancing of Black's monarch from the ♔-side.* **40...gxf5 41.gxf5 ♔d5 42.♔b3 ♔e5** *For the record R8 has −732, H6 +838.* **43.♔xb4 ♔xf5 44.♔xa3 ♔f4 45.♔b4 ♔g3 46.♔b5 ♔xh3 47.♔b6 ♔g4 48.a4 h3 49.a5 h2 50.♔b7?** *It makes no difference to the outcome, but it looks a little strange.* **50...h1♕+ 51.♔c7** *...and resigns.* **0–1.** *A match with plenty of top quality chess. Frank's next is MCP6 vs H6!*

Mike HURD wrote with various details and comments relating to HIARCS6 after completing a match on his Pentium against an upgraded RISC 2500. The time control was G/60 and the result rather astonishing:

HIARCS6 14½-½ RISC 2500-512

The drawn game resulted from an opening line in which I had sent H6 in a wrong direction, leaving it in a very poor position, though it still managed to draw.


The SECOND N[odes P[er S[econd TEST!

It is rather disappointing that this Match has also come to an end almost before it's got started. In the first Match, REBEL8 beat CRAFTY in game 1 and Ed Schroder felt forced to call the event off. Now, in HIARCS6 v CRAFTY, the Crafty operator seems to have disappeared in mid-game!

<u>Crafty11.19 - HIARCS6</u>
NPS game, 1997. G/600hrs vs G/6hrs.

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0–0 ♗e7 6.♖e1 b5 7.♗b3 d6 8.c3 ♗g4 9.h3 ♗h5 10.d3 0–0 11.a4 ♘a5 12.♗c2 b4 13.d4 ♗xf3 14.♕xf3 c5 15.dxc5 dxc5 16.♘d2 ♕c7 17.♘f1 ♖fd8 18.♘e3 b3 19.♗d1 c4 20.♘d5 ♘xd5 21.exd5 ♘b7 22.♗e2 ♘d6 23.♗f1 f6 24.g3 e4 25.♕g2 f5 26.♗f4 ♕c5 27.♖ad1 ♘f7 28.♗e3 ♕c7 29.g4 f4 30.♗xf4 ♕xf4 31.♕xe4 ♕xe4 32.♖xe4 ♗d6 33.♔g2 g5 34.♗xc4 ♘e5 35.♔f1 ♖f8 36.♖de1 ♘xc4 37.♖xc4 ♖ad8 38.♖c6 ♗g3
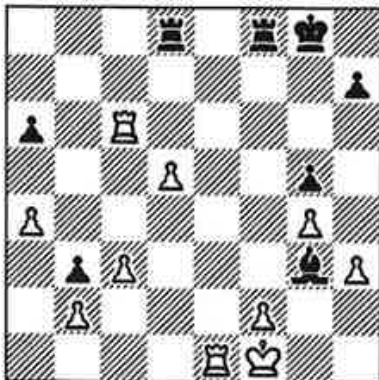
The clock ratio was set to be 100:1 in Crafty's favour – NPS matches are an attempt to determine the extent of the effect of deeper searching. When the game

'finished' the Crafty clock showed 460 hours, and Hiarcs 3 hours 45 mins, a ratio of 125:1. Despite this Hiarcs6 probably has a small (but not necessarily winning) edge, so we get another indication that Crafty may be some way behind the top commercial PC programs.

How might the game have continued? One would now expect 38...♗g3 39.♔g2 ♗xf2 40.♖e2 ♗h4. Black has the material plus, but White's c and d pawns would be useful compensation <u>if</u> they can be preserved together. E.g 41.c4 ♖f4 42.d6 a5 43.c5 (43.♖d2 ♗e1!). I still think Black may be winning, but one can't be dogmatic as there's plenty of chess left!

DIAGRAM PRINTING: helps!

Ed Schroder recently posted a nice utility called **EPD2DIAG** for PC users on his web pages. It's a clever little program, written by **Manfred Rosenboom**, which converts **EPD positions** into **Figurine Diagrams**.

An EPD file looks pretty much like Forsyth notation, often called FEN, and can be created by typing it out. E.g the Forsyth of the diagram in the Crafty-Hiarcs game in the adjacent column is

3r1rk1/7p/p1R5/3P2p1/P5P1/1pP3bP/1P3P2/4RK2

In an EPD file, markers are added to show which side is to move and castling rights, plus (optionally) the key move for when testing programs. The simplest and usual way to create EPD positions is to convert them from within a program like REBEL8 or HIARCS6, either during a game or after set-up. Any current board position can be easily exported as an EPD file.

The EPD file/s can then be quickly imported into and converted by EPD2DIAG's diagram maker and, at the press of a button, sent to the PC CLIPBOARD. From here it can go straight into an appropriate Word Processor document, or be saved as a named .TIF or .BMP file using a Paint program such as Paintshop Pro. Examples of the printed output are the <u>four diagrams</u> in this Issue's *TEST YOUR COMPUTER: REPORT and RESULTS*.

If you want to try it and either don't have an Internet connection, or don't feel like logging on and unzipping Schroder's file yourself, send me £5 (cheque, P.O or cash) and I'll send you the ready-to-use **EPD2DIAG FILE & INSTRUCTIONS** on a floppy disk.

NEW PRODUCT!

Hiarcs6+ for PC and MAC

NOT a program upgrade, but the **PC** and **MAC** versions of HIARCS6 now come together on **one CD ROM**. The price remains **£89**.

Because there is extra space available on the CD there will be a games database included, plus a special extra 'Study Plus Opening Book' of 313,000 positions! Also the product will be accompanied by a copy of the **Hiarcs6-Hergott** match booklet with analysis by British GM, **Matthew Sadler**.

Novag DIAMOND2/SAPPHIRE2

NOW AVAILABLE! These two new Computers cannot be anything but eagerly awaited, as the DIAMOND and SAPPHIRE have been very popular machines.

At the time of going to press I can only give you the hardware and speed changes, but it is certain that programmer **Dave Kittinger** will not have been idle during the past 2 years, and that the new program will carry its own 'Elo improvements' as usual.

- Boards: similar to Diamond & Sapphire.
- Processor: RISC-style H8 chip at 32MHz (cp Diamond/Sapphire 26MHz).
- Book: 123,000 positions!
- Both are mains or battery.
- Novag's strength estimate is 2420 USCF = 2300 Elo/212 BCF.

Prices: ■ **DIAMOND2 £249.99**
■ **SAPPHIRE2 £229.99**.

A few DIAMOND1 machines are still available at a reduced £199.99.

Also new from Novag is the **AMBER!** an improved version of the EMERALD CLASSIC program in a **plug-in Portable** board! The unit is 50% bigger than the JADE2, which will please the many like me who prefer a slightly bigger board. The price is **£124.99**, and likely strength around 2120 Elo =190BCF! *RING ME for more info!*

Mephisto ATLANTA

Originally expected in late 1996 or early 1997, these are definitely going to happen - and soon - I have been guaranteed! The press-sensory ATLANTA (improved, faster version of the MILANO PRO), price **£499**, should be available from mid-September. Strength equal to **London Pro** (2350 Elo/218 BCF) is promised by Saitek.

Modules for owners with Mephisto UPGRADEABLE boards will follow soon after. They are the **BOSTON** (=Milano Pro program) and **NEW YORK** (=Atlanta).

MChessPRO6 vs I.M Efimov

This Match took place during June, but space shortage - again despite an extra 4 pages compared with the 'normal' SS size - means it has to be held over until SS/72.

Like Hiarcs-Hergott (SS/70) it was a 6 game Match but, instead of the 40/2 on alternate days schedule in the Hiarcs affair, these were G/90 games played 2 each day over three days - a tough agenda for Efimov which shows when we study the result:

Day	Game	**MCPro6**	**Efimov**
1	1	0	1
	2	½	½
2	3	½	½
	4	½	½
3	5	1	0
	6	1	0
	FINAL SCORE:		
	MChessPRO6 3½-2½ Efimov		

MCP6 was on a Pentium MMX/200. Efimov is graded at 2530, so the **MCPro6** performance was **2596** Elo (est. = 2516 on Pentium/100). This is very close to the Hiarcs6 grading against Hergott (**2618**, = 2538 on P/100), though the playing arrangements were more favourable to MCP6 as mentioned above.

Game 4 was initially reported as a win for MCP, apparently on time in a position in which Efimov had a clear (but not necessarily winning) advantage. Marty Hirsch says that it was a draw, Efimov being forced into accepting the ½ offer despite his superior position, because of severe time shortage.

The three decisive games, with notes, will be in SS/72.

Andy SOLTIS, GM beats Deep Blue JUNIOR!

I have to confess that I typed-in the above heading with a sort of unbecoming grin on my face! I could just imagine the impact the words 'DEEP BLUE JUNIOR' might be having on my readers - the uncontrollable anticipation, the scouring of the rest of the page for the price, the rushing for cheque books, or wallets and credit cards... and my office 'phone number!

Junior Equipment

However the heading is entirely true - there is a Deep Blue Junior.

But I need, sadly, to tell you that is is NOT a forthcoming PC program which you can all ring in and buy. As with Big Daddy DEEP[ER] BLUE, it is very much specialised hardware dependent, but the hardware in this case is just about portable and, of course, slower. Probably about 10-20x slower... which is still rather faster than your favourite Pentium Pro, as they say it calculates 20,000,000 (20 million) moves per second! Very interestingly, the opening book and evaluation function are claimed to be the same - there is no reason to disbelieve this, but equally no way of proving it.

The hardware is a single processor RS/6000 workstation connected to 16 of the DB chess chips. IBM's Dr. Campbell says that it searches 2 ply less than DB in equal time.

D B Junior Takes to the Road

So, at just the time rumours were growing that DEEPER BLUE had already been disassembled - to let the main-frame computer get on with more important work now that it had humbled the World's human champion at chess - DB JUNIOR was emerging to play a few Exhibition games.

Incidentally, the dis-assembling of DB does not mean that it CAN'T play again - though many think it WONT! - as the VME chess processor cards can easily be plugged in again if required.

The game with Soltis is not the first DBJ has played - **Dave Fotland** reported in March that he had seen it in an IBM booth at the ACM97 Conference, playing G/15

against all-comers. Fotland says he lost, but five members of the Palo Alto Chess Club visited and one of this party (Art Wang, 2350 USCF) got a draw.

Another 2400 player, Paul Clarke, had the watching **Dr. CJ Tan** close to resigning for DBJ when showing -3, but Clarke failed to keep a close enough watch on a passed pawn in a very complex ending, and lost. Tan said DBJ had won nearly all its games; there had been no losses, but it had drawn a handful.

Art Wang told us that he has Fritz4, Genius5 and ChessMaster 4000 and thought after his draw that DBJ played *"at a comparable"* level. That's an interesting view, isn't it!?

The Game vs Andy Soltis

Soltis, whose book *"Confessions of a Chess Grandmaster"* is one of the most interesting personal game collections I've read, has already commented on his win in his own chess column in the New York Post.

He writes that he decided to try the very reverse of the *"do nothing but do it well"* strategy of David Levy, and instead played a book line of the Sicilian, heading for the Velimorovic Attack that he is experienced with. And he won fairly easily.

Everybody - we can all get a lot of things right with the benefit of hindsight! - everybody reckons that's exactly how Kasparov should have played... stayed on 'home ground' in the openings.

Soltis reports that afterwards he had a conversation with DB programmer Joe Hoane and it's 'trainer' Joel Benjamin, and they said that he (Soltis) had adopted the right strategy against the computer by playing into a book position he understood well.

Two quotable quotes were: *"Kasparov gave up more than he gained by avoiding his own favourite lines to make opening moves like d3"*, and *"The best strategy is to play like a human"*.

Soltis also says that he made little effort to try analysing everything: *"I never looked more than four moves ahead in this game.*

Instead I used the sneaky qualities that give mankind an edge - intuition, experience, and educated guesses. The machine apparently thought it stood well until my queen invaded the kingside at move 18", which is one of the aims for White in this type of position where White goes all-out for mate on the king-side whilst Black counterattacks on the opposite flank.

"The game was decided when I sacrificed my knight to open up the kingside - I didn't need an RS/6000 SP computer to tell me if the sac' worked, my experience told me it must!"

Joel Benjamin added that, "*Humans will have to use their experience to survive against computers*".

You'd like to see the game?! Okay.

### Soltis, A – Deep Blue Junior
[B89] G/25 Exhibition, 1997

1.e4 c5 2.♘c3 ♘c6 3.♘ge2 ♘f6 4.d4 cxd4 5.♘xd4 d6 6.♗c4 e6 7.♗b3 ♗e7 8.♗e3 0–0 9.♕e2 e5?!

Whether this was DBJ Book or not, I don't know. Certainly it isn't known theory. Either the DBJ Book is short in this line – which is strange – or it's a TN that's been programmed in!?

9...♕a5, Bd7 and Na5 are Book moves.
10.♘f3 ♘a5 11.0–0–0 ♘xb3+ 12.axb3 ♗d7 13.♗g5 ♘e8 14.h4 ♖c8 15.♘d5 f6 16.♗d2 f5?! 17.♘g5!

Leaping into the hole Black's last gave him! Computer Chess fans will recognise this old idea from the late 1980's, when it used to work all the time. With White's rook still on h1 and his queen poised to join it, the knight sac' on g5 opening the h–file brought the downfall of many programs.
17...h6
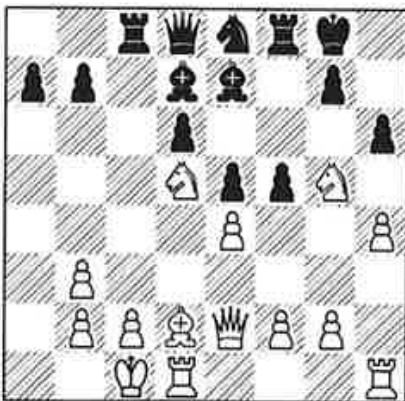
18.♕h5! ♖c6
Going for an 'impossible' mate threat. But was there anything better?

1. *18...hxg5?? 19.hxg5 ♘f6 20.♘xf6+ ♖xf6 21.gxf6 (21.g6?! ♖xg6 22.♕xg6 isn't quite as good) 21...♗xf6 22.exf5 wins easily;*
2. *18...♗xg5? 19.♘xg5 (19.hxg5? fxe4!) 19...♘f6 20.♘xf6+ ♖xf6 21.♗xf6 ♕xf6 22.exf5 is winning;*
3. *18...♘f6?! looks best, but runs into the same reply 19.♕g6 and now 19...hxg5 20.hxg5 ♘xd5 21.♖h7 again winning easily for White.*

19.♕g6! hxg5 20.hxg5 ♖a6 21.♔b1
In fact it's all over now, White has won.
21...♘f6
21...fxe4 22.♖h8+ leads to mate: 22...♔xh8 23.♕h5+ ♔g8 24.g6 etc.
22.gxf6 ♖xf6 23.♘xf6+ ♗xf6 24.exf5 ♗c6 25.♖h6 ♗e8 26.♕g4 g6
26...♔f8 to break the pin leads to 27.♖h8+ ♔e7 28.f4! winning.
27.♖dh1 ♕d7 28.♕h3 ♔f8 29.♖h8+ ♔e7 30.♖h7+ ♗f7 31.fxg6 ♕xh3 32.♖xf7+ ♔e6 33.♖xh3 1–0

Conclusions!?

The violence of the winning attack, and DBJ's apparent helplessness, can give the impression that the computer bears little resemblance to the 'real' DEEP BLUE.

But really the game was over in the space of just 2 or 3 moves. Before making a judgement, there's a few things readers can look at with their own programs:

1. *9...e5?! Does anyone have 'book' on this – was it a programmed 'book' move, or a choice by DBJ (which implies its book ends before those of most PC programs!). Whichever, giving up the d5 square looks likely to bring trouble when a knight gets in there, regardless of the kingside attack which actually wins the game.*
2. *16...f5?! What alternatives are there here? 16...b6 perhaps.*
3. *17...h6. Does your program play this? What is the evaluation?*
4. *After 18.Qh5! how long does it take for your program to show Black with a minus evaluation? Soltis reckons DBJ went to a minus eval. playing G/25. I do not believe the game CAN be saved after 19.Qg6!*

AEGON, 1997 - *Full Report & Games*

We printed an initial report of **FINAL STAND-INGS** in SS/70, but are now able to give much more detail.

1. **The PROGRAMS: History & Records.**
2. **The PLAYERS, some Background Info.**
3. **The ANAND and TIMMAN Simul.**
4. **GAMES from AEGON97.**

Firstly I am starting with information about the programs. I am also giving the **AEGON97** score and rating after each entrants details. Whilst it is, perhaps, strange to show the results so early, I hope that seeing these alongside each program's background and history will make the article a useful resource for readers in the future.

[1] THE PROGRAMS

A break with 1990's 'tradition' - I'm starting with the DEDICATED chess computers! If there's one complaint I get at *SS Headquarters*, it's about the lack of coverage for dedicated machines. Old 'die-hards'?!...maybe - join the Club, so am I!

What we need is the Kasparov, Mephisto, Novag and Tasc companies to get some new machines out and give us something to get a bit excited about. Rest assured that *I* am still interested in the dedicated computers, and will print news, games and information when there is some. I am very hopeful that there is to be good, new product available later in 1997; meanwhile some of those we have now put in good performances at AEGON, as the gradings will show.

When it comes to the GAMES SECTION, I will make sure that the 'Dedicated's' get a good share of that too!

DEDICATED MACHINES!

Tasc R30 v2.2
By Johan de Koning and Cock de Gorter, the Netherlands. Plays its chess on a beautiful piece recognition wood board, and is rated the top dedicated Chess Computer. Running on a RISC processor at 30MHz it is identical in terms of the program and openings book to The King AEGON, which almost won the tournament in 1993 with 5/6 and a TPR of 2590. It conceded just 2 draws on that occasion against David Bronstein and John Nunn. According to Bronstein, it plays like the Masters of the 19th. century, and last year scored 4/6, TPR 2359.
AEGON97:   **3½/6. TPR 2221.**

Saitek Brute Force
By Frans Morsch, the Netherlands. On an H8 chip. This fastest of the H8 versions, with hash tables, has regularly achieved ratings above 2100 in games against human opponents. Despite what its name suggests, the program does not compute using the brute force method but, in Franz Morsch style and a purely selective way.
AEGON97:   **3/6. TPR 2402.**

Mephisto Atlanta
By Franz Morsch, the Netherlands. A soon-to-be-released 'de luxe' and new version of the Milano Pro, with a later program and fast hash table system. Early claims are that it will even challenge the Berlin-London Pro for top press-sensory rating, which will be a brilliant achievement and assure its commercial success.
AEGON97:   **3/6. TPR 2288.**

Mephisto London-Genius 68030
By Richard Lang, England and Ossi Weiner, Germany. A few years ago, the 68030 processor was far and away the fastest there was. This is no longer the case, but running Richard's program it managed ratings of 2500 in its heyday and, now with its improved London program, is always a formidable opponent. For those any who still don't know, the 'London' is the program which amazingly beat Gary Kasparov 1½-½ in the Intel London Grand Prix (G/30).
AEGON97:   **3/6. TPR 2272.**

Mephisto Berlin Pro 68020/20MHz
By Richard Lang, England. This and the upgraded London version are the strongest press-sensory Computers, and deservedly very popular. It ended up with a score of 3/6 in both the AEGON95 and 96 tournaments, last year's TPR being 2222.
AEGON97:   **3/6. TPR 2188.**

Tasc R40 v2.5
By Johan de Koning and Cock de Gorter, the Netherlands. On a RISC at 40MHz this is a different program with a new Opening Book, compared with the well-known R30. The faster processor makes this a real 'Formula 1' chess computer, and should be very interesting for computer chess fans.
AEGON97:   **3/6. TPR 2143.**

Novag Diamond
By David Kittinger, USA. Deservedly popular, the Diamond is a press-sensory table-top, whilst

the Sapphire is a keyboard portable, and both run on 26MHz H8 processors with hash tables. Their results have been very creditable considering that these are both low-priced dedicated models. At AEGON96 the Diamond scored 2½/6 for a TPR of 2087.

AEGON97:   **3/6. TPR 2051.**

Mephisto Milano Pro
By Franz Morsch, the Netherlands, using an H7000 processor, a completely new 32-bit single chip. Frans Morsch is lavish in his praise - the machine is three times faster than the already well-known H8 series (GK2100 etc). The program has been specially redesigned for this chip, got 3/4 and a TPR of 2156 at the Bury St Edmunds Congress and has an excellent strength-for-price ratio.

AEGON97:   **2½/6. TPR 2179.**

Novag Sapphire
See Novag Diamond for program details.

AEGON97:   **1½/6. TPR 1987.**

PC PROGRAMS

Most of these ran on Pentium Pro machines at 200MHz.

Notes:
- WCC=World Computer Championships
- WMCC=World Micro Computer Champs
- TPR=Tournament Performance Elo Rating
- DCC=Dutch (Open) Computer Championship

Kallisto3.1
By Bart Weststrate and Jan Louwman, the Netherlands, this is a new version for 1997. Kallisto came 2nd. in the 1995 DCC and 3rd. in 1996. This says a great deal about the strength of the program as the Netherlands is considered by most to be the strongest nation in the world when it comes to programming computer chess. In the 1996 AEGON tournament, it achieved a TPR of 2385 with 4/6.

AEGON97:   **4½/6. TPR 2632.**

Rebel'97
By Ed Schroder and Jeroen Noomen, of the Netherlands, this is a new version for '97. Rebel was the first Dutch computer chess world champion five years ago, though it is no longer entered in any Computer-Computer tournaments. Rebel 8, the latest commercial version, is 2nd. in the British and Swedish rating lists at the time of writing. Last year, the commercial Rebel7 scored 4½ out of 6 at AEGON, whilst the

experimental version (Rebel Aegon, later to become Rebel8) scored 4 out of 6 with a remarkable TPR of 2526. On a better processor with its carefully accelerated program, Rebel is probably three times faster than last year's commercial version.

AEGON97:   **4½/6. TPR 2619.**

ChessMaster 5000
By Johan de Koning. The Win95 version of Johan's v2.5, as in the Tasc RISC boards. The first visit of the ChessMaster series to AEGON; for other program details see under the **King** entry.

AEGON97:   **4½/6. TPR 2452.**

Nimzo3.5
By Dr. Christian Donninger, Austria. Nimzo is now one of the very best programs around. It was a major contender coming 3= with 7½/11 in the 1995 WMCC in Paderborn, then came 2nd. in the WMCC Speed Championship. Starting out as one of the favorites for AEGON96, it lived up to expectations, ending up with 4½ out of 6 and a TPR of 2598! However 3rd. position with 7½/11 again in the 1996 WMCC was not as good as hoped, as 1st and 2nd were then both amateur programs.

AEGON97:   **4/6. TPR 2486.**

Zarkov
By John Stanbeck, USA. A new version of his Zarkov4 program, which runs as the analyst module in BookUp. It was at AEGON96 and scored 4/6 for a 2408 TPR

AEGON97:   **4/6. TPR 2476.**

The King
By Johan de Koning, Hans Kuijf and Cock de Gorter, the Netherlands. The 2.5 version is considerably better than its 2.2 predecessor in positional terms, without surrendering much tactically. The King has been DCC champion on several occasions and was the WMC Speed Champion in 1995. In 1993 it actually almost won AEGON itself, and in AEGON96 scored 4/6 for a TPR of 2379. It has many admirers because it plays both cleverly and actively.

AEGON97:   **4/6. TPR 2474.**

Gandalf
By Steen Suurballes of Denmark. Swept to fame in the 1995 WMCC when it caught Hiarcs4 in an opening trap and won in 18 moves! It ended 10= with 6½/11, and scored 3½/6 for a TPR of 2180 at AEGON95. Came 9= in the 1996 WMCC with 6/11.

AEGON97:   **4/6. TPR 2391.**

Chessica
By Frans Morsch and Cock de Gorter, the Netherlands. Basically the same as Fritz3 that played in Hong Kong, rather than today's Fritz. Also the opening book is practically the same as the one involved in winning the WCC title, when it 'caught out' Deep Thought. The differences are mostly in the area of operating capabilities as Chessica runs under Windows.
AEGON97:   4/6. TPR 2337.

Hiarcs6
Mark Uniacke, England. Hiarcs is a dangerous opponent for any International or Grand Master. WMCC Champion in 1993, then 6= with 7/11 in 1995, Hiarcs scored 5/6 in AEGON95 for a massive TPR of 2632! In 1996, its score was 4/6 for 2348. It recently beat Canadian I.M Deen Hergott (2485) by 4-2 in a $1000 Challenge Match at 40/2 for a TPR of 2618.
AEGON97:   4/6. TPR 2308.

Arthur
By Walter Ravenek, the Netherlands. Arthur finished the DCC in 1994 with 5/11, took 4th. place in 1995, and 5th. place in 1996. Its results in the AEGON tournament are also pretty good: in 1995 4/6 for TPR 2319, and 1996 3½/6 for a TPR of 2302.
AEGON97:   3½/6. TPR 2367.

Ant
By Ton Vijlbrief, the Netherlands. This Dutch program scored 6/11 in the 1996 Dutch CC, and 2½/6 in the AEGON96 tournament, TPR 2138.
AEGON97:   3½/6. TPR 2353.

MChess Pro6
Marty Hirsch, USA and Sandro Necchi, Italy. The 1995 WMCC Champion and, at that time, top of the rating lists. Forerunners of this program scored TPRs of 2652 in 1995 and 2433 in 1996. It is an "intelligent" program with a relatively high level of knowledge. Necchi's book of openings with a claimed 450,000 moves is considered to be very dangerous and has certainly been responsible for some extra ELO points.
AEGON97:   3½/6. TPR 2332.

Dark Thought
By Ernst A. Heinz and Markus Gille, Germany, running on a Digital Equipment Corporation Alpha 500 mhz. These researchers from the University of Karlsruhe were in the running right up to the last moment at the strongly contested 1995 WMCC in Paderborn, with Dark Thought ending up with 7/11 and 6=, only one point behind the eventual winner. In the reduced field of Jakarta in 1996 its repeat of 6= place counted for less. In last year's AEGON tournament, it scored 3½ out of 6 for a TPR of 2212.
AEGON97:   3½/6. TPR 2306.

Fritz4
By Frans Morsch, the Netherlands. Fritz(3) is the reigning WCC Champion. This purely selective program has little knowledge so calculates fast and computes deeply. It has beaten Anand and Kasparov, amongst others, at speed chess, where it is particularly dangerous. The hardware in use at AEGON97 is more than twice as fast as that in Hong Kong, where it won the WCC title, so Fritz now examines more than 200,000 positions per second. Under the name Quest and with 25% slower hardware, this program scored 4½ out of 6 last year with a high TPR of 2615.
AEGON97:   3½/6. TPR 2254.

Rajah
By Valavan Manohararajah, Canada. Valavan brought his unknown program to the 1996 Dutch CC. On its debut, it came 15= with 5/11, to earn a chance to compete against human opponents.
AEGON97:   3½/6. TPR 2252.

WChess
By Dave Kittinger, USA. In the 1995 WCC in Hong Kong it took an unbeaten sixth place, including a draw with Deep Thought. In the last two AEGON tournaments, it has achieved the splendid combined score of 9 out of 12, getting a TPR of 2294 last year. Typical Kittinger programs are aggressive in their pursuit of the opponent's King, even at the expense of material or other matters.
AEGON97:   3½/6. TPR 2247.

Capture
By Sylvain Renard, a French amateur programmer who returned home happy after AEGON 1995, when Capture scored 3 out of 6. However, last year it leapt ahead with 4½/6 and joint fifth place with a TPR of 2319!
AEGON97:   3½/6. TPR 2163.

Virtual Chess
By Marc Francois Baudot and Jean Christoph Weill, France. This clever program came 3rd. with 7½/11 in the 1995 WMCC in Paderborn. At AEGON96 it scored 3½/6, for a rating of 2343. Its 6= with 6½/11 in the 1996 WMCC in Jakarta was a slight disappointment, but the programmers are more concerned to improve its results against humans.
AEGON97:   3/6. TPR 2487.

Genius5

By Richard Lang, England and Cock de Gorter, the Netherlands. Genius has played two Speed matches (G/30) against Kasparov, one of which it won. In AEGON96, however, it disappointed a little with 4/6 for a TPR of 2147. Since then, a completely new openings book has been generated with 220,000 moves. Richard has been the most consistently successful programmer over the years, and his program was usually considered as 'the one the others must beat'.

AEGON97:   **3/6. TPR 2389.**

Ferret

By Bruce Moreland, USA. An amateur program, and the runner-up in the 1996 WMCC in Jakarta. Ferret was the only one there to beat Shredder but, with 8½ out of 11, was a ½-point short of the title. However the Speed WMCC, played at the same time, proved easy for Ferret with an outstanding 100% score of 9/9.

AEGON97:   **3/6. TPR 2325.**

Isichess

By Gert Isenberg, Germany. Isichess made its AEGON debut in 1994 with a TPR of around 2000, a promising start for a beginner in an International Tournament. In 1996 it scored 3/6 for 2265. In both the 1995 and 1996 WMCC's Isichess scored 5½/11 for creditable mid-Table positions.

AEGON97:   **3/6. TPR 2314.**

Hector

By Maarten Bults, the Netherlands. Another Amateur program which, in 1995, scored 3½/6 for a TPR of 2393 including a draw against Szusa Polgar - many programmers would be more than pleased to do that! Last year, however, it only managed 2½/6 for 2003 as the players continued to confirm their growing expertise against Computer programs.

AEGON97:   **3/6. TPR 2205.**

Schach 3.0

By Matthias Engelbach and Tom Kreitmair, Germany. Schach 3.0 ended the World Championship in Hong Kong in mid-Table, but it did beat Fritz, the subsequent winner. In AEGON 1996 it scored 3½/6 for a TPR of 2280. Again in Jakarta it produced average performance (5½/11 for 15= place), but then finished the 1996 Dutch championship in 4th.

AEGON97:   **3/6. TPR 2183.**

Chess System Tal

By Chris Whittington, England. Chess System Tal is a highly selective program, which means it performs rather changeably. From time to time, it thrashes opponents very convincingly and can produce some remarkable ideas for a computer program. But trying to harness a computer to a totally human and innovative playing style, whilst maintaining a consistent performance is never going to be easy. CSTal scored 4½/11 in the 1995 WMCC, and got 3½/6 with a TPR of 2158 in AEGON96.

AEGON97:   **3/6. TPR 2177.**

Now

By Mark Lefler, USA. Now is an amateur program developed by a security expert, purely as a hobby. It has competed in all manner of tournaments for years, with varying degrees of success, but last year enjoyed a resounding result at AEGON with 4½ out of 6, and a TPR of 2478.

AEGON97:   **2½/6. TPR 2319.**

Diep

By Vincent Diepeveen, the Netherlands. Diep scored an excellent 4/6 last year, TPR 2300. However it only managed 5/11 in the 1996 Dutch CC. The programmer himself plays in a team in the Dutch Master class, has a rating of 2162, and some interesting programming ideas suitable especially for the longer time controls.

AEGON97:   **2½/6. TPR 2287.**

Comet

By Ulrich Tnrke, Germany. An amateur program, Comet finished with 3/6 and a good TPR of 2368 in last year's tournament. In Computer-Computer it was 19= with 5/11 in the 1995 WMCC, and improved to 9= with 6/11 in 1996.

AEGON97:   **2½/6. TPR 2225.**

MacChess AEGON

By Wim van Beusekom, the Netherlands, using a Power PC. The programmer is seriously determined to get MacChess as close to the top as possible. After coming 7th. in the 1996 Dutch CC the AEGON organisers considered it 'a must' to give him a chance to show what his program can achieve against human players under tournament conditions.

AEGON97:   **2½/6. TPR 2222.**

Shredder

By Stefan Meyer-Kahlen, Germany. After a couple of years as a mid-table performer, the fast-searching Shredder hit home in October 1996, winning the WMCC Title in Jakarta. Without wishing to over-labour the point which we have made in various places in *SS*, most of the top commercial programs were not playing at Jakarta, so the 'value' of the result is uncertain. An

earlier version in AEGON96 had scored 3/6 for a TPR of 2086.

AEGON97:   **2½/6. TPR 2148.**

Cheiron

By Ulf Lorentz, Germany. Cheiron made a good first impression in the 1995 WMCC, scoring 5/11. At last year's AEGON tournament, it got 3 out of 6 for a TPR 2105. The program works at lightning speed, and was developed at Paderborn University. The organisers consider it to be a dangerous outsider!

AEGON97:   **2/6. TPR 2238.**

Centaur

By Victor Vikhrev and Alexei Manjakhine, Russia. Like Mirage, Centaur originates from the Kurchatov Institute in Moscow, but it is a completely unique knowledge-packed program. Despite the lightning speed of its hardware, it only examines 200 positions per second!? It scored 6/11 for 9= place in the 1996 WMCC, and scored 3/6 in AEGON96 for a TPR of 2261.

AEGON97:   **2/6. TPR 2140.**

Nightmare

By Joost Buys, the Netherlands. Though this program finished 7= in the 1995 Dutch CC, and 13th. in 1996, at AEGON96 it scored 3½/6 with a TPR of 2326 - a very pleasing result!

AEGON97:   **2/6. TPR 2118.**

Dappet

By Peter Kouwenhoven and Dap Hartmann, the Netherlands. The 'oldest' program competing, Dappet has been appearing, on and off, in all manner of tournaments since the early 1980s. The people working on it are still managing to make new improvements but, as they are scientists, their priority is innovation rather than achieving more and more points. In AEGON95 it scored 2/6, TPR 1928.

AEGON97:   **2/6. TPR 2115.**

Mirage

By Vladimir Rybinkin and Youri Chpeer, Russia. This program is operated by the Kurchatov Institute, the Russian research center. The presence of Russian programs at AEGON raises the International standing of the Tournament. Last year it scored 2½/6, TPR 2156. It also scored a respectable 4½/11 in the 1995 WMCC.

AEGON97:   **2/6. TPR 2022.**

XXXX II

By Martin Zentner, Germany. An amateur program that we don't think has played against humans under Tournament conditions before.

Probably because of an error in the time usage programming, it finished way down the list at 25= with 4/11 in the 1996 WMCC.

AEGON97:   **1/6. TPR 1977.**

Goldbar

By Bart Goldhoorn, the Netherlands. Goldbar is a Dutch amateur program. It struggled in AEGON96 with 1½/6, TPR 1869, but scored better with 5½/11 in the 1996 DCC.

AEGON97:   **1/6. TPR 2006.**

Bionic

By Hans Secelle and Alain van Hentenryck, Belgium. Hans Secelle competed in the 1996 DCC with Bionic, scoring 2½/11. It is believed the program has been dramatically improved since, so may score well at AEGON97. Hans declared that, if it doesn't get 2½, he'll abstain (from what?!) for a whole month. 'Bionic' stands for: *'B[elieve] I[t] O[r] N[ot], I[t's] C[heckmate]'!*

AEGON97:   **½/6. TPR 1785.**

NON-COMMERCIAL HARDWARE

Zugzwang

Rainer Feldmann and Peter Mysliewicz, Germany. The Return of Zugzwang, now on 40 M604 Power PCs! The University of Paderborn has not been idle. When it competed at AEGON95, combining PC 386 equivalents, it scored 4/6 for a TPR 2257, and was a danger to all the Grand Masters. On much faster processors for 1997 it was felt anything could happen!

AEGON97:   **4/6. TPR 2594.**

Cilkchess

By Aske Plaat, the Netherlands, Don Dailey USA, et al. Developed by Don Dailey, Chris Joerg, Larry Kaufman, Charles Leiserson and Aske Plaat, of the Laboratory for Computer Science at the Massachusetts Institute of Technology in Cambridge, USA. Cilkchess runs on Cilk, a freely available provably efficient language for parallel computation, also developed at MIT. In this tournament it will run on a brand new machine from Boston University: a 32 processor Sillicon Graphics Origin 2000 with 4 Gigabyte of memory, and will be able to search more than 2 million nodes per second. The program is the 1996 Dutch Open CC Champion. More on Cilk and Cilkchess can be found on the web at:

http://theory.lcs.mit.edu/~cilk/

AEGON97:   **4/6. TPR 2525.**

[Thanks are due to the TASC 'net site for their work on much of the background information].

[2] The GM's

The AEGON organisers, after seeing the human team lose 162½-137½ in 1996, made a determined effort to invite more GM's and IM's this year! The reward was an exciting list of 12 GMs which included ALL of the last 6 year's victors:-

1991 **John van der Wiel** (Holland)
1992 **David Bronstein** (Russia)
1993 **David Bronstein** (Russia)
1994 **Larry Christiansen** (USA)
1995 **John van der Wiel** (Holland)
1996 **Yasser Seirawan** (USA)

The full GM list: the legendary **David Bronstein**; **Larry Christiansen**; **Roberto Cifuentes Parada**; **Yona Kosashvili**; **Friso Nijboer**; new chess wizard **Lembitt Oll**; **Hans Ree**; Chinese GM **Ye Rongguang**, now resident in the but inexperienced in playing against computers; known computer destroyer supremo **Yasser Seirawan**, winner in 1996; the unorthodox **Jonathan Speelman**; **Gennadi Timoshchenko** (specially invited to ensure that the computers do not win this year, after authoring several penetrating articles about computer chess in the ICCA Journal); and **John van der Wiel**.

IM's and STRONG SUPPORT!

In addition there were 11 IM's plus a very strong selection of Club players, many of whom are involved in Computer Chess in some way, so know exactly how to approach these games.

Notable inclusions were **Henk Arnoldus**, an automation expert at the University of Leiden; **Piet Bakker**, who established his reputation some years ago in the computer world by easily beating the strongest program of the time, Cray Blitz; **Mathias Feist**, who works for Chess Base in Germany; **Frank de Hoog**, who works in the automation department of AEGON; **Henk de Kleijen**, who is a strong club player and has still not revised his opinion that no player with a rating of 1,900 or more ever needs to lose against any computer program; **Alexander Kure**, an 'insider' in the field of computer chess, also involved in the opening preparations for the Nimzo program; **Nico Kuijf**, who also works for the automation department of AEGON, and created the Tascbase and NICbase programs; **Jeroen Noomen**, Rebel's book programmer; **Gunnther Loewenthal**, yet another who works for the automation department of AEGON; and **PeeWee van Voorthuijsen** with a rating of 2264 and great experience against computers.

[3] The ANAND and TIMMAN Clock Simul

This was an Event many people were greatly looking forward to - a pair of really strong GM's in a G/90 + 30secs per move Clock Simul. against a selection of the World's best PC programs on Pentium Pro/200's.

This time control was the same as in the main Event, and **Anand** used it to good effect spending extra time on salvaging a draw in his game with Hiarcs. In fact he played superbly in all his games except the one against Genius, in which he blundered. However Timman played disappointingly so, whilst Anand won his games 4-2, **Timman** lost by the same score and the Challenge ended tied at **6-6**!

Anand, V - Genius5
1.e4 e5 2.Nc3 Nc6 3.Bc4 Nf6 4.d3 Bb4 5.Bg5 h6 6.Bxf6 Qxf6 7.Ne2 Na5 8.O-O Nxc4 9.dxc4 c6 10.Qd3 O-O 11.Rad1 Rd8 12.Kh1 d6 13.a3 Ba5 14.Ng3 Be6 15.Nce2 Qg5 16.f4 exf4 17.Nxf4 Bg4 18.Rb1 Bc7 19.Qd2 Rd7 20.Qf2 Bb6 21.Qd2 Re8 22.Qc3 Rde7 23.h3 Qh4 24.Kh2 a6 25.Nd3 Qg5 26.Nf4 Bc8 27.Rf3 f5 28.Ngh5! Rf7 29.Rg3 Qe7
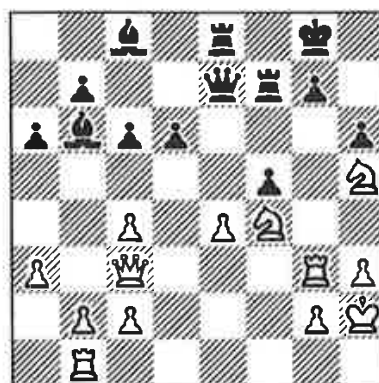
30.Re1?? *[A disaster for Anand after slowly working himself into the better position. 30.exf would go +/= but, having prepared the chance, he 'inexplicably' interposed Re1 first! He left the Genius game on hold here, and went to play head-to-head with Hiarcs6, where he also had a poor, but this time saveable, position]* ...Bf2 *[After getting his ½-½ against Hiarcs, Anand came back to this board, had a brief look, and resigned!]* 0-1

Kallisto3.1 - Anand, V
1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nf6 5.Nf3 Bg4 6.Be2 e6 7.O-O Nc6 8.Be3 cxd4 9.cxd4 Be7 10.Nc3 Qd6 11.h3 Bh5 12.a3 O-O 13.b4 Rac8 14.Rc1 Rfd8 15.Qd2 a6 16.Rc2 Bg6 17.Bd3 Nd5 18.Bxg6 hxg6 19.Rfc1 Nxc3 20.Rxc3 Bf6 21.Rc5 Rd7 22.d5 exd5 23.Bf4

Qe7 24.Rxd5 Rcd8 25.Rxd7 Qxd7 26.Qxd7
Rxd7 27.Rb1 Rd5 28.Kf1 Rd3 29.b5 axb5
30.Rxb5 Rxa3 ½-½

Anand, V - The King

1.e4 c6 2.Nf3 d5 3.Nc3 dxe4 4.Nxe4 Nf6
5.Nxf6+ exf6 6.d4 Bd6 7.Bd3 O-O 8.O-O Bg4
9.h3 Bh5 10.c3 Re8 11.Be3 Nd7 12.Re1 Qc7
13.Be2 Nb6 14.Nd2 Bg6 15.Nf1 f5 16.Bf3 f4
17.Bd2 Nc4 18.Bc1 f6 19.Rxe8+ Rxe8 20.b3
Nb6 21.c4 Bb4 22.Bd2 Ba3 23.Bc3 Bf8 24.Qd2
c5 25.Re1 cxd4 26.Rxe8 dxc3 27.Rxf8+ Kxf8
28.Qxc3 Kg8 29.Qa5 Qb8 30.Qc5 Kf7 31.Nd2
Ke8 32.Ne4 Bxe4 33.Bxe4 g6 34.Bf3 Nd7
35.Qd5 Qe5 36.Qxe5+ fxe5 37.Bxb7 Nc5
38.Bc6+ Kd8 39.b4 Kc7 40.Bd5 Na4 41.a3 Nc3
42.Bg8 h6 43.Bh7 g5 44.f3 Ne2+ 45.Kf2 Nd4
46.Ke1 Nc6 47.Kd2 Nd4 48.Bd3 Kd7 49.Kc3
Kc7 50.c5 Nc6 51.Kc4 Ne7 52.Be4 Kd7 53.a4
Kc8 1-0

*As Anand practices against Hiarcs6, Mark
Uniacke was quite concerned about how Vishy
might treat him! In the event H6 gains the upper
hand, and Anand only saves the game by playing
it head-to-head after other games are over.*

Hiarcs6 - Anand, V

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3
g6 6.Be2 Bg7 7.O-O O-O 8.Nb3 Nc6 9.Bg5 Be6
10.Qd2 a6 11.Rad1 b5 12.f3 Nd7 13.Nd5 Re8
14.c4 bxc4 15.Bxc4 a5 16.Be3 a4 17.Nd4 Nxd4
18.Bxd4 Bxd4+ 19.Qxd4 Rb8 20.f4 Nb6 21.Bb5
Rf8 22.Nb4 Bd7 23.Bc6 Nc8 24.Bxd7 Qxd7
25.Nd5 Qd8 26.Rc1 Nb6 27.Nb4 Rb7 28.f5 Nc8
29.Nd5 Nb6 30.Nc3 Qa8 31.f6 Qd8 32.Rcd1
Qc7 33.fxe7 Qxe7 34.Rf3 Qe5 35.Qxd6 Qxd6
36.Rxd6 Nc4 37.Rd4 Nxb2 38.Nxa4 Nxa4
39.Rxa4 Rc8 40.g4 Kg7 41.Rf2 Rc5 42.h3 h5
43.Kg2 hxg4 44.hxg4
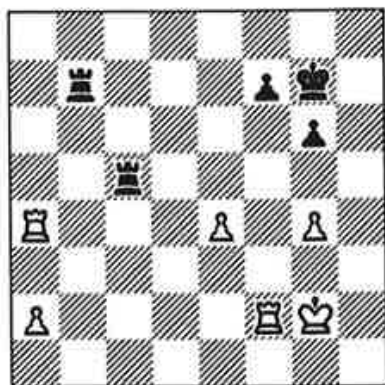
*[So Hiarcs goes a pawn up. But R+P endgames
are notoriously hard to win and, though H6 even
wins another pawn, Anand is able to create a
theoretical draw for himself]* 44...Rc3 45.Rf3

Rc2+ 46.Kg3 Re7 47.Kf4 Rb2 48.Ra5 Re2
49.Re3 Rf2+ 50.Kg3 Rb2 51.g5 Rc7 52.Kf4
Rf2+ 53.Kg4 Rg2+ 54.Rg3 Rf2 55.a3 Rc4
56.Re3 Rc1 57.Rf3 Rg1+ 58.Kf4 Rfg2 59.Ra7
Rxg5 60.Ke3 R5g3 61.Rxf7+ Kh6 62.Rxg3
Rxg3+ 63.Rf3 Rg1 64.e5 g5 65.Ke4 g4 66.Rf4
Kg5 67.Rf5+ Kg6 68.Rf8 Kg7 69.Rf4 Kg6 70.a4
g3 71.Rg4+ Kf7 72.Kf3 Ke6 73.Re4 Kf7 74.e6+
Ke7 75.Kg4 g2 76.Kf3 Rf1+ 77.Kxg2 Rf6 ½-½

Anand, V - Rebel'97

1.e4 e5 2.Nf3 Nf6 3.d4 Nxe4 4.Bd3 d5 5.dxe5
Nc6 6.O-O Be7 7.Re1 O-O 8.Nc3 Nxc3 9.bxc3
Na5 10.Nd4 c5 11.Nf5 Bxf5 12.Bxf5 Kh8
13.Qd3 Bh4 14.Bf4 Nc6 15.Rad1 f6? *[Allowing
Anand to obtain a monster of a passed pawn -
which will soon cost Rebel its queen for insuffi-
cient reward in a series of exchanges]*
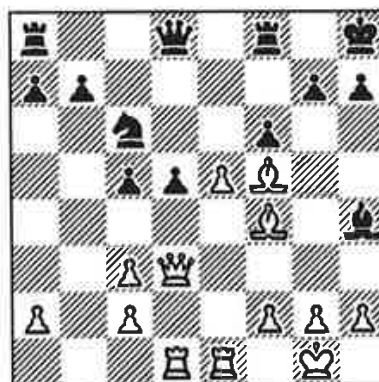
16.e6 Ne7 17.Qh3 g6 18.Be4 Bg5 19.Bxg5 fxg5
20.Bxd5 Nxd5 21.e7 Nxe7 22.Rxd8 Raxd8
23.Qe3 Nc6 24.Qxg5 Rf5 *[Considering the ma-
terial situation, Rebel does well to compete for
as long as it now does]* 25.Qc1 Rfd5 26.h3 Kg8
27.Kh2 Kg7 28.Qa3 Rf5 29.Re2 h6 30.Qb3 Rf7
31.Qc4 b6 32.Re6 Ne7 33.Qe4 Rd7 34.f3 Kh7
35.a4 Nf5 36.Qe2 Ng7 37.Re5 Nf5 38.Re8 Ng7
39.Ra8 Rfe7 40.Qc4 Ne6 41.h4 h5 42.Rc8 Rd6
43.Qe4 Rdd7 44.Qc6 Nd8 45.Qf6 Rf7 46.Qe5
Rfe7 47.Qb8 1-0

Fritz4 - Anand, V

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 O-O 5.f4 d6
6.Nf3 Na6 7.Bd3 c5 8.d5 Nc7 9.e5 Nd7 10.O-O
dxe5 11.f5 b5 12.fxg6 hxg6 13.cxb5 Nb6 14.Bg5
Ncxd5 15.a4 Bb7 16.a5 Nxc3 17.bxc3 e4
18.Bxe4 Bxe4 19.axb6 axb6 20.Rxa8 Bxa8
21.Qe2 Qd7 22.Rd1 Bxf3 23.Qxf3 Qxb5
24.Bxe7 Re8 25.Bf6 Qe2 26.Qxe2 Rxe2
27.Bxg7 Kxg7 28.Rb1 Rc2 29.Rxb6 Rxc3
30.Kf2 c4 31.Rc6 Rc2+ 32.Kf3 c3 33.h3 Rc1
34.Ke3 Kh6 35.Rf6 c2 36.Kd2 Rg1 37.Kxc2
Rxg2+ 38.Kd1 Kg7 39.Rf4 Rg3 40.h4 Re3
41.Kd2 Re5 42.Kd3 f5 43.Kd4 Kf6 44.Kd3 Kg7
45.Kd4 Ra5 46.Ke3 Kh6 47.Kd2 Kh5 48.Rc4

Ra3 0-1

Genius5 - Timman,J
1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Nf3 c5 5.e3 b6
6.Qc2 Bb7 7.Bd3 O-O 8.dxc5 bxc5 9.e4 d6
10.Bf4 Nc6 11.O-O Bxc3 12.Qxc3 e5 13.Bg5 h6
14.Bh4 Nd4 15.Nxd4 exd4 16.Qe1 Re8 17.f3 a5
18.Rd1 Bc6 19.Qf2 Rb8 20.Rd2 Qe7 21.Rb1
Qe6 22.b3 Nd7 23.Bc2 a4 24.Bg3 axb3 25.axb3
Ra8 26.Rdd1 Ra2 27.e5 dxe5 28.Bh7+ Kxh7
29.Qxa2 f5 30.b4 Ra8 31.Qe2 Qf6 32.b5 Bb7
33.Ra1 Re8 34.Ra7 Bc8 35.Rda1 e4 36.fxe4
fxe4 37.Qh5 Qe6 38.b6 Nxb6 39.Qxc5 d3
40.Qd4 Nd7 41.c5 Nf6 42.Rf1 Kg6 43.Bh4 Ba6
44.Rxg7+ 1-0

The King - Timman,J
1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3
d6 6.Bc4 Qb6 7.Nde2 e6 8.a3 a6 9.O-O Be7
10.Be3 Qc7 11.Qd2 b5 12.Ba2 Bb7 13.f3 Ne5
14.Nf4 Nc4 15.Bxc4 Qxc4 16.a4 b4 17.Nce2 a5
18.Nd3 O-O 19.b3 Qa6 20.c3 bxc3 21.Nxc3
Rfc8 22.Rfc1 Nd7 23.Nb5 Bc6 24.Nd4 Bb7
25.b4 Rxc1+ 26.Rxc1 axb4 27.Rc7! Bc8 28.Nc6
Bf8 29.Qc2 Nc5 30.Ne7+ Kh8?! *[Perhaps*
30...Bxe7 31.Rxe7 Nd7]   31.Bxc5 dxc5 32.Ne5
Bxe7 33.Rxe7
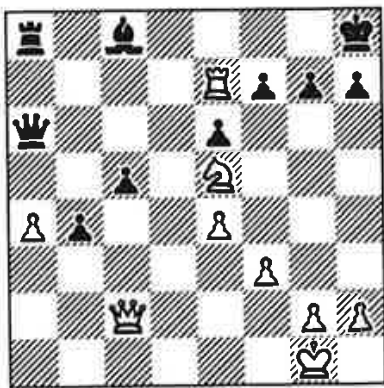
33...Bb7? *[33...h6, giving his king an alterna-*
tive escape route, was the only chance. Now The
King finishes the game off quickly]   34.Nxf7+
Kg8 35.Ng5 Qd6 36.Rxb7 Qe5 37.f4 Qa1+
38.Kf2 Qf6 39.g3 1-0

Timman,J - Kallisto3.1
1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4
d5 6.Bd3 Bd6 7.O-O O-O 8.Re1 Bf5 9.c4 c6
10.Nc3 Nxc3 11.bxc3 Bxd3 12.Qxd3 dxc4
13.Qxc4 Nd7 14.Qb3 Qc7 15.c4 b6 16.Bb2 Rfe8
17.g3 Nf6 18.Qd3 Qd7 19.d5 cxd5 20.cxd5
Rxe1+ 21.Rxe1 Be7 22.Bxf6 Bxf6 23.d6 Rd8
24.Qd5 h6 25.Rd1 Qa4 26.d7 Qg4 27.Qb7 h5
28.Kg2 h4 29.h3 Qa4 30.Qd5 hxg3 31.fxg3
Qc2+ 32.Rd2 Qc5 33.Qe4 g6 34.h4 Qc7 35.Qd5
Qc5 36.Qd3 Kg7 37.g4 Qb4 38.Kg3 Qa4 39.g5

Ba1 40.Qd6 Qe4 41.Qc7 Qe7 42.Kg2 Kh7
43.Kf1 Qe3 44.Kg2 Qe7 45.Kg3 Kg7 46.Rd5
Kh7 47.a4 a6 48.Qd6 Qe3 49.Qf4 Qe7 50.Qd6
Qe3 51.Qf4 Qe7 ½-½

Timman,J - Hiarcs6
1.c4 c5 2.Nf3 Nf6 3.g3 g6 4.Bg2 Bg7 5.d4 O-O
6.Nc3 d5 7.cxd5 Nxd5 8.O-O cxd4 9.Nxd4 Nxc3
10.bxc3 Qc7 11.Qb3 Nc6 12.Nxc6 bxc6 13.Bf4
Qa5 14.Bxc6 Be6 15.Qb4 Qxb4 16.cxb4 Bxa1
17.Bxa8 Bc3 18.Bc6 Bxb4 19.a4 Rc8 20.Bb5
Kg7 21.Rc1 Rxc1+ 22.Bxc1 Bc5 23.Bb2+ f6
24.Kg2 Bd5+ 25.f3 Be3 26.Bc3 e5 27.Bb4 f5
28.Be1 Kf6 29.Bf2 Bxf2 30.Kxf2 a5 31.f4 g5
32.e3 g4 33.Ke2 Be4 34.Kd2 Ke6 35.Kc3 Kd6
36.Bc4 Bc6 37.Bb3 Bb7 ½-½

Rebel'97 - Timman,J
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O
Bc5 6.c3 b5 7.Bb3 d6 8.d4 Bb6 9.dxe5 Nxe5
10.Nxe5 dxe5 11.Qxd8+ Kxd8 12.Bxf7 *Rebel*
wins a pawn, but Timman soon has the better
development]   12...Ke7 13.Bb3 Bb7 14.Bg5
Rhf8 15.Nd2 h6 16.Bh4 g5 17.Bg3 Rad8
18.Rad1 Rd7?! *[18...h5!?]*   19.Bxe5 Ng4
20.Bg3
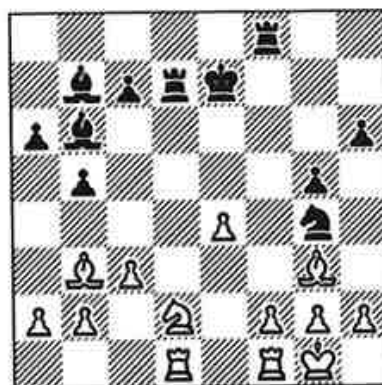
22...Ne3? *[As if things weren't bad enough al-*
ready, this mistake effectively ends the game -
perhaps overlooking White's intervention with
the bishop to the check on move 21? 20...Rfd8
looks best]   21.fxe3 Bxe3+ 22.Bf2 1-0

Timman, as readers will have realised, had a
pretty unhappy time of it. But we'll finish with
his only win, which is an enjoyable little game.

Timman,J - Fritz4
1.d4 d5 2.Nf3 Nf6 3.Bg5 Ne4 4.Bh4 Qd6 5.c3
Qb6 6.Qc1 Bf5 7.e3 e6 8.Nbd2 Bd6 9.Nxe4
Bxe4 10.Nd2 Bg6 11.Be2 O-O 12.O-O Nd7
13.b4 Rfe8 14.a3 a5 15.Nb3 axb4 16.axb4 c6
17.Bg3 Bxg3 18.hxg3 Qc7 19.Qb2 b5 20.Rxa8
Rxa8 21.Ra1 Ra7 22.Ra5! *[An amusing little*
move, very tempting to a computer, unable to

see the potential of a passed a-pawn with so much material still on the board. What it does see is an isolated White rook pawn, which it classifies as weak]
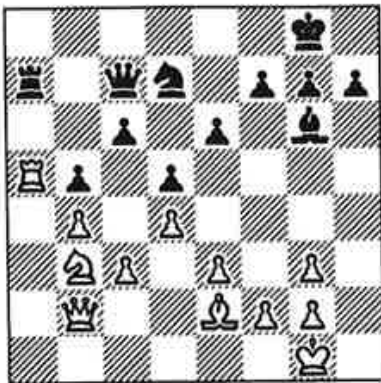
22...Rxa5?! 23.bxa5 Nb8 24.Qa3 Na6 25.Nc5 Qd6 26.Qa2!? *[Fritz - and other programs! - consider that allowing the knight exchange plus the loss of a pawn is a big mistake. But Timman's eye is on the passed pawn, and he's seen a way to make it really count!]* 26...Nxc5 27.dxc5 Qxc5 28.a6 Qa7 29.Qa5 h6 30.Qd8+ Kh7 31.Qc8 Qc5 32.Qb8 Qxc3 33.a7 Qe1+ 34.Bf1 Bd3 35.a8=Q
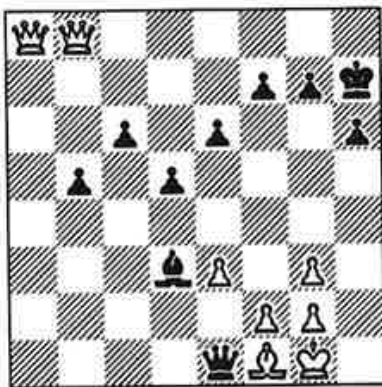
35...Qxf1+ 36.Kh2 Be4 37.f3 Bxf3 38.Qa2 Be4 39.Qf4 Qxf4 40.gxf4 1-0

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[4] GAMES from AEGON97.

Although not exclusively so, most of the games selected are the shorter (under 50 moves) and decisive ones. An effort is made to represent most of the top players and programs, including the dedicated computers, as well as covering the key games between the different human and computer tournament leaders during the contest. The ROUND REPORTS are based on those of WFM **Yvette Nagel** on the TASC 'net site.

ROUND 1 - Wednesday April 16

In his speech prior to the start of the main event **Professor Jaap van den Herik** repeated predictions he made last year: *"For 1998, I expect that computers will sweep the floor with Masters, Grandmasters and World top players. And for 1999, that AEGON would change the formula after a full-scale Management Meeting on how to proceed."*

Van den Herik was not only convinced that the computers would equal their successful performance of last year, but forecast an improvement and predicted a 170-130 victory for the machines in this year's event. Although the speed of PC's has increased, and knowledge programming has improved, some doubted if the prediction would come true: the tournament was to be stronger than ever with 12 International Grandmasters and 11 International Masters.

Most participating grandmasters have experience from playing in previous AEGON tournaments. This however is not true for Lembit Oll, the highest ranked GM present this year. But the Estonian GM had no problem "crushing" Schach 3.0 after its lack of understanding of the Sicilian Defense.

Also the winners of 1995 and 1996, John van der Wiel and Yasser Seirawan, had no difficulties. Both GMs sacrificed a pawn. Van der Wiel gained so much compensation and attacking chances that Ant wasn't able to solve its problems without losing material. Seirawan got a nice Kingside attack and Cheiron happily walked into mate.

Less fortunate were Jonathan Speelman and Larry Christiansen, who both played to a draw. Larry was annoyed with his own play in a winning bishops of opposite colour ending, while Jonathan had a promising looking position but had to accept a draw by move repetition.

Round 1: victory for the Humans 26½-23½

Lembitt Oll, GM - SCHACH 3.0
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.Be2 a6 7.f4 Nbd7 8.O-O b5 9.Bf3 Bb7 10.Qe2 Be7 11.e5 Bxf3 12.Nxf3 dxe5 13.fxe5 Ng8 14.Kh1 Qc7 15.Bf4 Rc8 16.Rad1 Bb4 17.Nd5 Qa5 18.Ng5 Nh6 19.c3 Bf8 20.b4 Qd8 21.Nxe6 fxe6 22.Bxh6 Qh4 23.Qf3 exd5 24.Qf7+ 1-0

CHEIRON - Yasser Seirawan, GM
1.e4 c5 2.Nf3 Nf6 3.e5 Nd5 4.Nc3 Nxc3 5.dxc3 e6 6.Bf4 b6 7.Be2 Bb7 8.O-O Nc6 9.Qd2 h6 10.Rfd1 Qc7 11.a4 O-O-O 12.h4 Kb8 13.Bh2 Be7 14.Bg3 Ka8 15.b3 Qc8 16.c4 f6 17.c3 Na5 18.Rab1 Bc6 19.Qe3 Nb7 20.exf6 Bxf6 21.Ne5

Bxe5 22.Qxe5 g5 23.hxg5 hxg5 24.Qxg5 Rdg8 25.Qe7 e5 26.Re1 d6 27.Bf1 Qf5 28.Bh4 Qh3 29.Qf8+ Rxf8 0-1

Yona Kosashvili, GM - CHESS SYSTEM Tal
1.e4 c5 2.Nf3 e6 3.c4 Nc6 4.Nc3 Nf6 5.Be2 d5 6.exd5 exd5 7.d4 Be6 8.cxd5 Nxd5 9.O-O Nxc3 10.bxc3 cxd4 11.Nxd4 Nxd4 12.cxd4 Bd6 13.Bb5+ Kf8 14.Re1 Qh4 15.h3 Bxh3 16.gxh3 Qxh3 17.Re5 Bxe5 18.dxe5 Qf5 19.Qd4 Kg8 20.Be3 Qg6+ 21.Kf1 a6 22.Rd1 h6 23.Bd7 b5 24.Qd5 Rf8 25.Bc5 Rd8 26.e6 fxe6 27.Bxe6+ Kh7 28.Bf5 Rxd5 29.Bxg6+ Kxg6 30.Rxd5 Rc8 31.Rd6+ Kf5 32.Bb4 Ra8 33.Bc3 g6 34.Kg2 Ra7 35.Rc6 h5 36.Rf6+ Kg5 37.Kh3 Re7 38.f4+ Kh6 39.Be5 a5 40.Ra6 Rf7 41.Ra8 1-0

ANT - John van der Wiel, GM
1.e4 g6 2.d4 Bg7 3.c3 Nf6 4.e5 Nd5 5.c4 Nb6 6.c5 Nd5 7.Bc4 c6 8.Qb3 O-O 9.Bxd5 cxd5 10.Qxd5 Nc6 11.Ne2 b6 12.cxb6 Ba6 13.a3 Qxb6 14.Nbc3 d6 15.exd6 Nxd4 16.dxe7 Rfe8 17.Nxd4 Bxd4 18.Kd1 Rac8 19.Re1 Bxf2 20.Re4 Bb7 21.Qd3 Bxe4 22.Qxe4 Qd6+ 23.Kc2 Rxe7 24.Qf3 Bd4 25.Bf4 Qa6 26.Bd2 Bxc3 27.bxc3 Qa4+ 28.Kc1 Rd8 29.h4 0-1

Saitek BRUTE FORCE - Roberto Cifuentes, GM
1.Nf3 d5 2.c4 c6 3.d4 Nf6 4.Nc3 e6 5.e3 Nbd7 6.Qc2 Bd6 7.Bd2 O-O 8.Bd3 Qe7 9.c5 Bc7 10.O-O e5 11.Ng5 e4 12.Be2 h6 13.Nh3 Re8 14.Qa4 Nf8 15.Kh1 Bxh3 16.gxh3 Qd7 17.f4 Qxh3 18.Rg1 Ng6 19.Bf1 Qf3+ 20.Bg2 Qh5 21.Qb3 Rab8 22.Qa3 Ng4 23.h3 Nf2+ 24.Kh2 Nh4 25.Rgf1 Nf3+ 26.Bxf3 Qxf3 27.Rfb1 Re6 28.Nxd5 Qxh3+ 29.Kg1 Rg6+ 30.Kxf2 Qf3+ 31.Ke1 Rg1# 0-1

REBEL'97 - Dick van Geet
1.d4 Nf6 2.c4 Nc6 3.Nf3 d6 4.Nc3 e5 5.g3 Bg4 6.d5 Bxf3 7.exf3 Nd4 8.Bh3 c5 9.O-O Be7 10.f4 exf4 11.Bxf4 O-O 12.Be3 Qb6 13.b3 Ne8 14.Re1 Bd8 15.Bxd4 cxd4 16.Na4 Qa5 17.Rb1 b5 18.cxb5 Bf6 19.Bd7 Nc7 20.b4 1-0

CILKCHESS - Lex Jongsma
1.e4 c5 2.Nf3 g6 3.d4 cxd4 4.Nxd4 Bg7 5.c4 Nc6 6.Be3 Nf6 7.Nc3 Ng4 8.Qxg4 Nxd4 9.Qd1 e5 10.Bd3 O-O 11.O-O d6 12.Qd2 Ne6 13.Bc2 f5 14.exf5 gxf5 15.f3 Nd4 16.Bxd4 exd4 17.Nd5 Be6 18.Rfe1 Qd7 19.Rxe6 Qxe6 20.Re1 Qh6 21.Qxh6 Bxh6 22.Ne7+ Kh8 23.Nxf5 Bd2 24.Re7 Rae8 25.Rxb7 Re1+ 26.Kf2 Rfe8 27.Be4 R1xe4 28.fxe4 h5 29.Rxa7 Rxe4 30.Nxd6 Be3+ 31.Ke2 Rf4 32.Kd3 Rf2 33.Ne4 Rxg2 34.Nf6 1-0

Novag DIAMOND - Hebert Perez Garcia
1.c4 f5 2.d4 Nf6 3.g3 c6 4.Nc3 d6 5.Nf3 Qc7 6.Bh3 Na6 7.Bf4 g6 8.Qc2 Bg7 9.O-O Nh5 10.Bg5 e5 11.dxe5 dxe5 12.Rfd1 O-O 13.Bg2 Nc5 14.Bh4 e4 15.Nd4 Ne6 16.Nxe6 Bxe6 17.Na4 Rae8 18.Nc5 Bc8 19.Rab1 Bh6 20.Kf1 g5 21.g4 fxg4 0-1

Meph MILANO PRO - David Bronstein, GM
1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Bd3 dxe4 5.Bxe4 Nf6 6.Bf3 O-O 7.Ne2 Nbd7 8.O-O e5 9.Bg5 Be7 10.Re1 h6 11.Be3 c6 12.a3 Re8 13.d5 cxd5 14.Bxd5 Nb6 15.Bb3 Qc7 16.Qb1 Bf5 17.Ng3 Bg6 18.Nb5 Qc6 19.Nc3 a6 20.Bxb6 Qxb6 21.Rxe5 Ng4 22.Re2 Bc5 23.Nce4 Bxf2+ 24.Rxf2 Bxe4 25.Bxf7+ Kh7 26.Nf1 Qc7 27.Ng3 Nxf2 28.Bxe8 Nh3+ 29.gxh3 Qc5+ 30.Kf1 Qc4+ 31.Kf2 Qd4+ 32.Kf1 Rxe8 33.Nxe4 Rf8+ 34.Kg2 Qxe4+ 35.Kg1 Qe3+ 36.Kh1 Rf2 37.Qf1 Rxf1+ 0-1

Novag SAPPHIRE - Johan van Mil, IM
1.e4 g6 2.d4 c6 3.Qf3 d5 4.c3 Bg7 5.Nd2 Nh6 6.Qf4 O-O 7.Ngf3 f6 8.Qg3 Nd7 9.Bd3 e5 10.O-O Nf7 11.exd5 cxd5 12.Bxg6 hxg6 13.Qxg6 Re8 14.Nh4 Nf8 15.Qg3 f5 16.dxe5 f4 17.Qxf4 Bxe5 18.Qa4 Bd7 19.Qb4 a5 20.Qxb7 Qxh4 21.g3 Qd8 22.Qb3 Bh3 23.Re1 Qf6 24.Qxd5 Rad8 25.Qb7 Rd7 0-1

ROUND 2 - Thursday April 17

It was remarkably quiet after the bell rang to start the 2nd. round. All the players sat at their boards with total concentration. The computer operators on the other hand were more relaxed, some with a beer in hand, enjoying the difficulties the programs were creating for their opponents. However the twelve participating GM's had scored 10½/12 in the first round, and added 9 more points to their total in the 2nd.

Lembit Oll played a superb game against Isichess. The German program opted for a variation of the Sicilian Defense which the Estonian GM had worked on extensively in study at home! Oll sacrificed a pawn for excellent positional play, and the weakened white squares enabled him to infiltrate the enemy camp after which Isichess' fate was quickly decided.

Yasser Seirawan obtained a big advantage out of the opening against his US opponent. Zarkov played too passively and allowed the American Grandmaster to break through in the center. *"After I played ...e5 it was bad news for the computer."* Still under attack after losing material, its operator stopped the clock.

"I haven't had much opposition yet" said John van der Wiel after beating Comet. *"Once it*

was out of its book, nothing good happened".
Still the Grandmaster from Leiden lost most of his advantage due to an inaccuracy, and only managed to complete the job in the endgame.

Chinese GM Ye Rongguang had a tough time against Kallisto. This strong Dutch program grabbed a big spatial advantage which it used to set up a promising attack. Pressured by his clock, the debuting Grandmaster wasn't able to solve all of his difficulties.

GM Roberto Cifuentes went down in a blaze of glory. According to Roberto, Virtual Chess *"intuitively"* sacced a piece for two pawns. Roberto had calculated a variation only to discover a huge hole at the end of his plan. By then it was too late to change his strategy. Virtual Chess won material through active play and secured an intriguing victory. It would be interesting to know how much the computer had calculated before it considered the piece sacrifice to be favorable. Would you have done it?

The three grandmasters Speelman, Christiansen and Ree, who had dropped a half point in the first round, needed very little time to revenge themselves at the expense of Goldbar, Nightmare and Mephisto Genius.

After two rounds there are 15 participants, including 6 computers, with 100% scores. The humans have lost their overall lead and have slipped in their performance from last year's event as, a year ago, the score was level after two rounds.

Round 2: Humans - Computers: 22½-27½
Total: Humans - Computers: 49-51

Roberto Cifuentes, GM - VIRTUAL CHESS
1.d4 Nf6 2.Nf3 d5 3.c4 c6 4.Qc2 g6 5.Bf4 Na6 6.Nbd2 Nb4 7.Qb3 dxc4 8.Nxc4 a5 9.a3 Nbd5 10.Be5 a4 11.Qd1 Bh6 12.e3 O-O 13.Bd3 b5 14.Ncd2 Ng4 15.h3 Ngxe3 16.fxe3 Nxe3 17.Qe2 f6 18.Bg3 e5 19.dxe5 Nxg2+ 20.Qxg2 Qxd3 21.Rc1 fxe5 22.Rc3 Qd5 23.Qe2 Bf5 24.Rh2 e4 25.Nh4 Bd7 26.Nf1 Bg7 27.Rc2 Qb3 28.Bd6 Rf7 29.Ne3 Bd4 30.Bc5 Bxb2 31.Rxb2 Qc3+ 32.Rd2 Qxc5 33.Rg2 Qxa3 34.Nxg6 hxg6 35.Rxg6+ Kf8 36.Rg3 Qa1+ 37.Nd1 Qe5 38.Qe3 Bf5 39.Qh6+ Ke7 40.Qg5+ Ke8 41.Ne3 Qa1+ 42.Rd1 Qc3+ 43.Ke2 Bh7 44.Qh6 Qb2+ 45.Rd2 Qf6 46.Qxf6 Rxf6 47.Rg7 Rf7 48.Rxf7 Kxf7 49.Rd7+ Kg8 50.Ng4 Kh8 51.Ne5 a3 0-1

KALLISTO3.1 - Ye Rongguang, GM
1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nge7 5.Nc3 Nxd4 6.Qxd4 Nc6 7.Qe3 g6 8.Bd2 Bg7 9.Nd5 d6 10.Bc3 f6 11.f4 Be6 12.Bc4 Bxd5 13.Bxd5 Qd7 14.f5 gxf5 15.exf5+ Qe7 16.Be6

Nd8 17.O-O Nxe6 18.fxe6 O-O 19.Rf5 c6 20.Bd4 Rae8 21.Re1 c5 22.Bc3 h6 23.Qg3 Kh7 24.Qd3 Kh8 25.Bd2 Qc7 26.Rh5 f5 27.Bxh6 Bxh6 28.Rxh6+ Kg7 29.Rh5 1-0

Heiner Matthias - CILKCHESS
1.c4 g6 2.Nc3 Bg7 3.d4 d6 4.e4 Nc6 5.Nge2 e5 6.d5 Nce7 7.Bd2 f5 8.exf5 Nxf5 9.Ng3 Nf6 10.Bd3 Nd4 11.O-O O-O 12.Nce4 c6 13.Bg5 cxd5 14.cxd5 Qb6 15.Bxf6 Bxf6 16.Qd2 Be7 17.Ne2 Nxe2+ 18.Bxe2 Rf4 19.Bf3 Bf5 20.Rfe1 Rf8 21.Re3 Bxe4 22.Rxe4 Rxe4 23.Bxe4 Bg5 24.Qe1 Rxf2 25.Kh1 Qxb2 26.Qd1 b5 27.Rb1 Qxa2 28.h4 Rf4 29.hxg5 Qf2 0-1

Hans Ree, GM - Mephisto LONDON 68030
1.d4 d5 2.g3 c5 3.dxc5 e5 4.Bg2 Nf6 5.Nf3 Nc6 6.Bg5 e4 7.Nfd2 Bxc5 8.O-O O-O 9.c4 dxc4 10.Nc3 e3 11.fxe3 h6 12.Nde4 Qxd1 13.Rfxd1 Nxe4 14.Nxe4 Bb6 15.Bf4 g5 16.Bd6 Bxe3+ 17.Kh1 Rd8 18.Nf6+ Kg7 19.Bxc6 Kxf6 20.Bf3 Kg6 21.Be5 Re8 22.Rd6+ Kh7 23.Bc3 Re7 24.Rd8 f6 25.Bxf6 Re6 26.Bc3 Bb6 27.Rh8+ Kg6 28.Rf1 Re3 29.Rg8+ Kh7 30.Rg7+ Kh8 31.Re7+ Rxc3 32.bxc3 Bh3 33.Bg2 Bxg2+ 34.Kxg2 1-0

TASC R40 - Gert Jan Ludden
1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 cxd4 5.cxd4 Nc6 6.Nf3 e5 7.Nc3 Bb4 8.Bd2 Bxc3 9.Bxc3 e4 10.Ne5 Nxe5 11.dxe5 Ne7 12.Be2 Bd7 13.O-O Bc6 14.Qc2 O-O-O 15.Rfd1 Qe6 16.Bd4 Kb8 17.Bc4 Qg6 18.Bc5 Nf5 19.Rxd8+ Rxd8 20.Rd1 Rd3 21.g3 Nh4 22.Kf1 Qg4 23.Bxd3 exd3 24.Rxd3 Nf3 25.Bxa7+ Kc8 26.Rc3 Nxh2+ 27.Ke1 Nf3+ 28.Kd1 1-0

Dick van Geet - Mephisto MILANO PRO
1.b3 e5 2.Bb2 Nc6 3.Nf3 e4 4.Nd4 Nxd4 5.Bxd4 d5 6.e3 Nf6 7.c4 Bg4 8.Qc2 c6 9.h3 Bf5 10.cxd5 Nxd5 11.a3 Nf4 12.Qb2 Ne6 13.Bc3 Rg8 14.b4 Qg5 15.a4 Bg6 16.Na3 Rd8 17.Nc4 Rd5 18.Na5 Nd8 19.Nb3 Bd6 20.b5 Kf8 21.bxc6 Nxc6 22.Nd4 Nxd4 23.Bxd4 b6 24.h4 Qd8 25.Rc1 Bf5 26.Bc4 Ra5 27.Qb3 Qc7 28.O-O Qe7 29.g3 Bd7 30.Bb5 g5 31.h5 Bh3 32.Rc2 Be6 33.Qb2 f5 34.Bf6 Qb7 35.h6 Rg6 36.Rc6 Kf7 37.Be5 Bxe5 38.Qb4 Rxh6 39.Rfc1 Qb8 40.Bc4 Qa8 41.Bxe6+ Rxe6 42.Rc8 Qd5 43.Qf8+ Kg6 44.Qg8+ Kh5 45.Kg2 Bxg3 46.Kxg3 f4+ 47.Kh2 Rh6 48.Qe8+ Kg4+ 49.Kg1 Qf5 50.f3+ Kg3 0-1

Alexander Kure, 2320 - Mephisto ATLANTA
1.c4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.g3 Bc5 7.Nb3 Bb4 8.Bg2 d6 9.O-O Ne5 10.Nd2 Bxc3 11.bxc3 Qa5 12.Qb3 O-O 13.Rb1 Re8 14.Rd1 Qc7 15.Ba3 Rd8 16.h3 Rb8 17.Kh2

b6 18.f4 Ned7 19.Qb5 Nc5 20.Bxc5 dxc5
21.Ne4 Nxe4 22.Bxe4 Bd7 23.Qb2 Ba4 24.Bc2
Bc6 25.Rd3 e5 26.Rbd1 exf4 27.Rxd8+ Rxd8
28.Rxd8+ Qxd8 29.Bd3 Qg5 30.g4 Qh4 0-1

ROUND 3 - Friday April 18

The third round saw several top encounters with
15 participants having perfect scores. However
as Cock de Gorter, the DCCA Chairman, ex-
plained, two games were 'more special' than
others: *"World champion computer terminator,
Yasser Seirawan, versus the strongest playing
machine in the world, Cilkchess."* (What about
DB?!). Cilkchess is developed by Massachusets
Institute of Technology and is a special program
running on a super machine stationed in Boston,
with strong chess programming being the new
version of Socrates which performed success-
fully on regular personal computers a few years
ago. Now it is using 30 processors and searching
between two and three million moves per sec-
ond. The American GM obtained a small
positional advantage. Cilkchess defended its iso-
lated center pawn carefully but made a tactical
error in transforming it into a passed pawn. *"I
should have been able to win. But I made a mis-
take and got low on time and then we agreed to
a repetition of moves and a draw"*, said last
year's tournament winner disappointedly.

The other top match was the one between
world class player Lembit Oll and Zugzwang.
Zugzwang is a project from the University of
Paderborn which researches the effect of parallel
processing. This non-commercial program devel-
oped by Feldmann and Mysliewicz plays on 40
power pcs and the moves are transmitted
through a telephone connection from Germany to
The Hague. In the previous round it played a
Rook endgame against IM Rini Kuijf. Zugzwang
had the advantage to use its endgame database
and recognized the position. It happily an-
nounced mate in 68. Now, in round 3, the pro-
gram caused another major upset. Lembit Oll
lost two tempi in an equal middlegame. The
computer won a pawn and played to perfection.
*"A most beautiful game which will be posted on
our university website"*, announced the proud
programmer Feldmann, who has been involved
with the development of this program for the last
nine years.

*"It has been a long time, I had such a
score"*, said Gert Ligterink after his third con-
secutive victory. His opponent, King, overlooked
a tactic and had such an awful position that the
game was over in a mere 20 moves. Also Lex
Jongsma finished rather quickly. *"A sweet game.
Does this tournament have any brilliancy*

prizes?!" he asked with a triumphant smile.

Less fortunate were Larry Christiansen,
Hans Ree and David Bronstein who choked
themselves upon Now, Zarkov and Saitec Brute
Force. The 12 grandmasters only scored a nar-
row victory over the machines, 6½-5½. Yona
Kosashvili, Gennadi Timoshchenco, Gert Ligter-
ink, Johan van Mil and the computer Zugzwang
all have 3 out of 3.

During a special and major event like the AE-
GON tournament, unpredictable things are
bound to happen. A telephone connection is sud-
denly broken and much to the operator's panic
all the information gathered by the computer has
suddenly disappeared. Or maybe the operator
himself is the culprit of a misunderstanding!

In this round Ed Schroder's Rebel played
Sofia Polgar. It was a long and tough fight in
which the young Hungarian lady was fighting for
a draw. Around midnight the game finished with
a rather surprising outcome. Rebel had appeared
to be making only the slowest of progress though
it had just queened a pawn, but Sofia had been
beaten tired by the machine and was ready to re-
sign. Much to her surprise she found a hand and
draw offer extended by Ed Schroder. In fact Re-
bel was just a few moves away from victory! *"I
thought this is one of those endgames that
should be won theoretically but would take for
ever. Considering the late hour I decided to of-
fer a draw and just at that moment Rebel's
evaluation shot up from 2 to 4 points, but I did-
n't see it. What a disaster!"* said the programmer
afterwards. He had his leg pulled quite unmerci-
fully, as it was suggested that Sofie Polgar's un-
deniable attractiveness had been partly respon-
sible for his lapse of concentration! Rebel should
have been sharing the lead with Zugzwang.

Round 3: Humans - Computers: 27½-22½
Total: Humans - Computers: 76½-73½

Lembitt Oll, GM - ZUGZWANG
1.e4 e6 2.Qe2 c5 3.g3 Nc6 4.Nf3 Nge7 5.Bg2 g6
6.O-O Bg7 7.d3 O-O 8.h4 d5 9.e5 Qc7 10.Bf4
Nd4 11.Nxd4 cxd4 12.Re1 Bd7 13.Na3 Rfc8
14.Rac1 Qb6 15.c4 dxc3ep 16.bxc3 Nf5 17.Nb1
Qa6 18.Qd2 Bb5 19.Bf1 Rc7 20.Bg5 h5 21.Rc2
Re8 22.Rb2 Rec8 23.Rb3 Qc6 24.Bf6 Bf8
25.Kh2 Bh6 26.Bg5 Bg7 27.Qb2 Ba4 28.Rb4
Bf8 29.Rf4 Bg7 30.Nd2 Qd7 31.Nb1 d4 32.c4
Rc5 33.Bf6 Bh6 34.Rfe4 b5 35.Nd2 bxc4
36.dxc4 Bc6 37.Nb3 Rxc4 38.Bxc4 Bxe4
39.Rxe4 Rxc4 0-1

CILKCHESS - Yasser Seirawan, GM
1.d4 Nf6 2.Nf3 c5 3.c3 e6 4.Bf4 d5 5.e3 Nbd7

6.Be2 Be7 7.O-O Nh5 8.Bg5 Bxg5 9.Nxg5 Qxg5
10.Bxh5 O-O 11.Nd2 b6 12.Bf3 Bb7 13.Re1
Rac8 14.c4 cxd4 15.exd4 Rc7 16.Re3 Nf6
17.Rc3 dxc4 18.Bxb7 Rxb7 19.Rxc4 Qd5
20.Qf3 Rd7 21.Qxd5 Nxd5 22.Nf3 f6 23.Rac1
Kf7 24.Kf1 Rfd8 25.h4 Ne7 26.h5 g5 27.g4 Ng8
28.Kg2 Nh6 29.Kg3 Ke7 30.Re1 Nf7 31.Rc6
Rd6 32.d5 Rxc6 33.dxc6 Rd3 34.c7 Nd6 35.Kg2
Kd7 36.Rc1 a5 37.Rc2 Rd5 38.Nd2 Kc8 39.f3
Rc5 40.Rxc5 bxc5 41.Nb3 Nb7 42.Nd2 Nd6
43.Nb3 Nb7 44.Nd2 Nd6 45.Nb3 1/2

Gert Ligterink, IM - THE KING
1.c4 c5 2.Nf3 b6 3.Nc3 Bb7 4.e4 Nc6 5.d4 cxd4
6.Nxd4 e6 7.Be3 Nf6 8.Nxc6 dxc6 9.e5 Nd7
10.f4 Bb4 11.Qc2 Qh4+ 12.g3 Qh6 13.O-O-O
Bxc3 14.Qxc3 c5 15.Qd2 Rd8 16.f5 Qh5 17.fxe6
fxe6 18.Be2 Qxe5 19.Rhf1 Bg2 20.Rf2 Bd5 1-0

Peter van Wermeskerken - CHESSICA
1.d4 f5 2.c3 g6 3.Nf3 Bg7 4.Bf4 Nf6 5.h3 d5
6.Na3 O-O 7.Nc2 c5 8.dxc5 Nbd7 9.Ncd4 Nxc5
10.Qc1 Qb6 11.e3 Nfd7 12.Bh2 e5 13.Nc2 e4
14.Nfd4 Rd8 15.Be2 Nd3+ 16.Bxd3 exd3
17.Na3 Nc5 18.O-O Bd7 19.Nb1 Re8 20.Nd2
Ba4 21.N2f3 Ne4 22.Nd2 Nc5 23.Re1 Ne4
24.N2f3 Rac8 25.Nd2 a6 26.N2f3 Qf6 27.Nd2
Qg5 28.N2f3 Qe7 29.Nd2 b6 30.N2f3 b5
31.Nd2 b4 32.Nxe4 fxe4 33.Qd2 bxc3 34.bxc3
Bc2 35.Rec1 Qc5 36.Rxc2 dxc2 37.Ne2 Bxc3
0-1

Saitek BRUTE FORCE - David Bronstein, GM
1.e4 d6 2.Nf3 g6 3.d4 Bg7 4.Nc3 a6 5.Bc4 e6
6.Bg5 Qd7 7.O-O b5 8.Bb3 h6 9.Bh4 Ne7 10.a4
b4 11.Na2 a5 12.c3 bxc3 13.bxc3 Ba6 14.Re1
O-O 15.Rb1 Nbc6 16.Nc1 Rae8 17.Nd3 Nc8
18.Bg3 N6e7 19.c4 Kh7 20.Qd2 Nb6 21.Rec1
Bb7 22.c5 Nbc8 23.Bxe6 Qxe6 24.Rxb7 Qxe4
25.Rxc7 dxc5 26.Nxc5 Qf5 27.Qxa5 Nd5
28.Nd7 Rg8 29.R7c5 Nce7 30.Nb6 Rd8 31.Bc7
Rd7 32.Nxd7 Qxd7 33.Qb6 Qf5 34.Bd6 Qe6
35.Be5 f6 36.Bb8 g5 37.a5 g4 38.Re1 Qf7
39.Nd2 f5 40.a6 Bxd4 41.a7 f4 42.a8=Q g3
43.Ne4 gxf2+ 44.Nxf2 Qg7 45.Rxe7 Qxe7
46.Qb1+ Kh8 47.Qxd5 Bxf2+ 48.Kxf2 Rxg2+
49.Kxg2 Qe2+ 50.Kh1 1-0

Rini Kuijf, IM - Novag DIAMOND
1.e4 e5 2.Nc3 Nf6 3.g3 Bc5 4.Bg2 d6 5.h3 Nc6
6.d3 Bb4 7.Ne2 Be6 8.a3 Ba5 9.O-O Qd7
10.Kh2 O-O-O 11.Nd5 Bxd5 12.exd5 Ne7 13.c4
h5 14.Be3 h4 15.g4 Bb6 16.Bxb6 axb6 17.a4
Kb8 18.Qd2 Nxg4+ 19.hxg4 Qxg4 20.a5 h3
21.Bh1 Nc8 22.b4 g5 23.Qa2 bxa5 24.Ng3 a4
25.Qxa4 1-0

Novag SAPPHIRE - Maliangkay/Oranje
1.d4 f5 2.h3 d6 3.e3 Nf6 4.Nf3 e6 5.Nbd2 Be7
6.Bb5+ Bd7 7.Qe2 O-O 8.O-O Qe8 9.Bd3 Nc6
10.e4 d5 11.e5 Ne4 12.a3 Nd8 13.c4 c6 14.Re1
g5 15.Bc2 Qg6 16.Qe3 Nf7 17.b3 h5 18.Bb2 g4
19.hxg4 hxg4 20.Nxe4 fxe4 21.Nd2 Bg5 22.Qe2
Bxd2 23.Qxd2 Ng5 24.Bc1 Rf5 25.Bd1 Nf3+
0-1

ROUND 4 - Monday April 21

Proving that computers are unconcerned by ei-
ther their own or their operator's mistakes, Rebel
recovered from its missed win against Sofie Pol-
gar despite facing one of the leading players,
Gennadi Timoshchenco, and caused quite a
sensation by defeating the Slovakian grandmas-
ter. Timoshchenco had a nice position after the
opening but overlooked a combination which
cost a pawn. After that he fought long and hard,
but for only a lost cause.

Quite another kind of mishap occurred be-
fore Zugzwang played Yona Kosashvili. During
the weekend a technician at the University of
Paderborn had adjusted the system's software.
This small change had a rather large effect:
Zugzwang refused to run! Much to the program-
mer's relief, the Israeli GM sportingly agreed to
postpone the match instead of claiming the win.
Two hours later all was well, and the game be-
gan... and the GM deservedly still won.

Gert Ligterink played a *"game of doing
nothing"* against Cilkchess, one of the programs
only half a point behind the leaders. The IM
from Groningen realized his plans hadn't
worked out as anticipated when his horizon reg-
istered a little tactical finesse. The position then
disintegrated quickly which resulted in a 24
move loss.

Johan van Mil, also on three points, had
white against Nimzo. It was a dull struggle.
Slowly but surely Van Mil obtained a winning
endgame but Nimzo's defense remained a tough
nut to crack. After just one inaccurate move, all
Van Mil's pieces suddenly seemed wrongly
placed and he was unable to make any further
progress. A draw was the result.

The GMs scored only 6/12. The victory of
Kallisto over Jonathan Speelman is well worth
seeing, including its elegant final combination.

Round 4:   Humans - Computers 23-27.
Total: Humans - Computers 99½-100½

Gert Ligterink, IM - CILKCHESS
1.c4 Nf6 2.Nc3 e5 3.e3 Nc6 4.d3 d5 5.cxd5
Nxd5 6.Nf3 Be7 7.Be2 O-O 8.O-O Be6 9.a3 a5
10.Qc2 f5 11.Re1 f4 12.Ne4 a4 13.Bd2 g5 14.d4

fxe3 15.fxe3 exd4 16.exd4 g4 17.Nfg5 Nxd4
18.Qd3 Nxe2+ 19.Qxe2 Bf5 20.Rf1 Qd7 21.Ng3
Bg6 22.Kh1 Bf6 23.Ne6 Rfe8 24.Rae1 Ra6 0-1

KALLISTO3.1 - Jonathan Speelman, GM
1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6 5.Nc3 Nc6
6.Nf3 a6 7.c5 Bg4 8.Be2 e6 9.h3 Bxf3 10.Bxf3
Be7 11.Na4 Nd7 12.O-O O-O 13.Rb1 b5 14.Nc3
Bg5 15.Be3 b4 16.Na4 Bf6 17.Qd2 g6 18.Rfe1
Bg7 19.Rbd1 Qa5 20.b3 Rfc8 21.Be2 Qc7
22.Qc1 Re8 23.h4 h5 24.f3 e5 25.dxe5 d4
26.Bg5 Bxe5 27.f4 Bg7 28.f5 Nce5 29.fxg6 fxg6
30.Rf1 Kh7 31.Rf4 Nf7 32.Rxf7 Rxe2 33.Rxd4
Qe5 34.Rdxd7 Re1+ 35.Kf2 Qe2+ 36.Kg3 Rxc1
37.Rxg7+ Kh8 38.Rh7+ Kg8 39.Rdg7+ Kf8
40.Be7+ Ke8 41.Rg8+ Kd7 42.Bd8+ 1-0

Saitek BRUTE FORCE - Ye Rongguang, GM
1.e4 g6 2.d4 Bg7 3.c3 Nf6 4.e5 Nd5 5.c4 Nb6
6.c5 Nd5 7.Bc4 c6 8.Bxd5 cxd5 9.Nf3 b6
10.Qb3 bxc5 11.Qxd5 Nc6 12.Qxc5 Ba6 13.Nc3
Rc8 14.Qa3 Qb6 15.Bg5 h6 16.Nd5 Qb5 17.Nc3
Qc4 18.Bh4 g5 19.Bg3 Nb4 20.O-O-O Nxa2+
21.Kc2 O-O 22.Rhe1 Bb5 23.Rd2 Nxc3 24.bxc3
Rc6 25.Re3 Rfc8 26.Kb1 Bf8 27.Rb2 Qf1+
28.Ne1 e6 29.Qa5 a6 30.Rd2 Rb8 31.Rb2 Bd3+
32.Ka1 Rxb2 33.Kxb2 Bf5 34.f3 Be7 35.Ka1 h5
36.h4 gxh4 37.Bf4 h3 38.Qa2 Rxc3 39.Rxc3
Qxe1+ 40.Kb2 hxg2 41.Be3 Qxe3 0-1

Peewee van Voorthuijsen - FERRET
1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Nf3 dxc4 5.e4 b5
6.e5 Nd5 7.a4 Nxc3 8.bxc3 a6 9.g3 g6 10.Bg2
Bg7 11.O-O O-O 12.Be3 Bg4 13.Qc1 Ra7 14.h3
Bxf3 15.Bxf3 Qc7 16.Bf4 e6 17.Qe3 Nd7
18.axb5 cxb5 19.Be4 a5 20.Rfb1 Rb8 21.Qe2
Qc8 22.h4 Ra6 23.Bd2 f5 24.Bg2 Qe8 25.g4
fxg4 26.Qxg4 Nb6 27.Be4 Kh8 28.Kg2 Nd5
29.Rh1 h5 30.Qg3 Ne7 31.Bg5 Nf5 32.Qf4 b4
33.cxb4 Rxb4 34.Qd2 Qb5 35.Bxf5 exf5 36.Ra2
c3 37.Qxc3 Qd5+ 0-1

Larry Christiansen, GM - W CHESS
1.c4 c5 2.Nf3 Nf6 3.Nc3 d5 4.cxd5 Nxd5 5.d4
Nxc3 6.bxc3 g6 7.e3 Bg7 8.Bb5+ Nd7 9.O-O
O-O 10.a4 a6 11.Be2 b6 12.Rb1 Bb7 13.Ba3
Qc7 14.Qb3 Be4 15.Rbc1 Qc6 16.Rfd1 e6 17.c4
Rfe8 18.d5 exd5 19.cxd5 Qd6 20.Ng5 a5 21.Bb5
Bf5 22.Bb2 Rad8 23.Bxg7 Kxg7 24.Qc3+ f6
25.Ne6+ Bxe6 26.dxe6 Qxe6 27.Rd2 Ne5
28.Bxe8 Rxe8 29.h3 Qc6 30.Rb1 Re7 31.Qb3
h6 32.Rd8 Re6 33.Rb8 Nd7 34.Rc8 Qxc8
35.Qxe6 Qd8 1-0

Peng Zhao Qin, IM - RAJAH
1.d4 Nf6 2.c4 e6 3.Nc3 d5 4.Bg5 Nbd7 5.e3 Be7
6.cxd5 Nxd5 7.Bxe7 Qxe7 8.Bd3 Nxc3 9.bxc3
O-O 10.Qh5 g6 11.Qh6 Nf6 12.Nf3 Qa3 13.O-O

Qxc3 14.Rfd1 b6 15.Ng5 Qb2 16.h3 Rb8
17.Rab1 Qc3 18.Rb3 Qc6 19.e4 1-0

Frank de Hoog - TASC R30
1.e4 c5 2.c3 Nf6 3.e5 Nd5 4.d4 cxd4 5.Bc4 Qc7
6.Qe2 Nb6 7.Bd3 Nc6 8.Nf3 g6 9.O-O dxc3
10.Nxc3 Bg7 11.Bf4 O-O 12.Bg3 a6 13.Rac1 d6
14.b4 dxe5 15.b5 axb5 16.Nxb5 Qb8 17.Be4
Be6 18.Bxc6 Rxa2 19.Bxe5 Rxe2 20.Bxb8 Rxb8
21.Nbd4 Bxd4 22.Nxd4 Rd2 23.Nf3 Ra2 24.Be4
Bd5 25.Bb1 Re2 26.Bd3 Bxf3 27.gxf3 Rd2
28.Be4 Nd7 29.Rc7 b5 30.Rb1 b4 31.Rb3 Rb5
32.Rc4 Rd1+ 33.Kg2 Rg5+ 34.Kh3 Rdg1
35.Bb7 Rh5+ 36.Rh4 Rxh4+ 37.Kxh4 g5+
38.Kh3 Ne5 0-1

CHESS SYSTEM Tal - Alexander Kure, 2320
1.c4 Nf6 2.Nf3 d6 3.d4 g6 4.Nc3 Bg7 5.e4 O-O
6.Be2 e5 7.O-O Nc6 8.d5 Ne7 9.Ne1 Nd7
10.Nd3 f5 11.Bd2 Nf6 12.f3 f4 13.c5 g5 14.cxd6
cxd6 15.Nf2 Ng6 16.Qc2 Rf7 17.Rfc1 Ne8 18.a4
Bf8 19.Qb3 Rg7 20.Kf1 h5 21.Nb5 Nh4 22.Bd1
g4 23.fxg4 hxg4 24.g3 Nf6 25.gxf4 exf4 26.Bxf4
Nh5 27.Bg3 Rf7 28.Rxc8 Rxc8 29.Bxg4 Nxg3+
30.Qxg3 Rg7 31.Qf4 Rxg4 32.Nxg4 Ng6 33.Qf5
Kg7 34.Nd4 1-0

Mephisto BERLIN PRO - Peter van Wermeskerken
1.e4 e6 2.d4 a6 3.Bd3 b5 4.a4 Bb7 5.Nf3 c5
6.axb5 axb5 7.Rxa8 Bxa8 8.c3 Qb6 9.O-O Nf6
10.e5 Nd5 11.Ng5 f5 12.exf6ep Nxf6 13.Bxh7
Bd6 14.Qd3 Qc6 15.Qg6+ Ke7 16.Qxg7+ Kd8
17.Qxh8+ Kc7 18.f3 1-0

Dick van Geet - Novag SAPPHIRE
1.b3 Nf6 2.Bb2 g6 3.g3 d5 4.Bg2 Bg7 5.Nf3
Nc6 6.O-O Bf5 7.c4 dxc4 8.bxc4 Qd6 9.Nc3 O-
O-O 10.d3 h5 11.Nb5 Qc5 12.Rb1 Bg4 13.Ba3
Qb6 14.Nd6+ exd6 15.Rxb6 axb6 16.Ng5 Nd4
17.f3 Be6 18.Bb2 Ne8 19.e3 Nf5 20.Bxg7
Nexg7 21.Re1 Rhe8 22.Qa1 Rg8 23.Qf6 Ne8
24.Qc3 h4 25.e4 Nfg7 26.d4 Rf8 27.d5 Bd7
28.e5 hxg3 29.hxg3 Bf5 30.g4 Bd7 31.e6 fxe6
32.dxe6 Nxe6 33.Nxe6 1-0

ROUND 5 - Tuesday April 22

Last year's Tournament winner was decided only
in the final round, after Yasser Seirawan and
John van der Wiel had shared the lead with
perfect scores for five rounds. This year it al-
ready looked as if Yona Kosashvili would claim
victory. The Israeli grandmaster was having an
excellent tournament and doesn't allow his com-
petitors to catch him by scoring his fifth con-
secutive win. His opponent, the top Dutch
program Rebel, sacrificed a pawn for excellent

compensation. But in a complicated endgame the computer was caught by the *"horizon effect"*: it couldn't estimate the strength of Kosashvili's two bishops and misplaced its Knight, which became trapped, forcing its resignation.

The only ones to nearly keep pace with Kosashvili are Yasser Seirawan and Johan van Mil. Kallisto played very passively and allowed the American GM a combination winning a pawn. *"Then it played extremely resourcefully and it came close to drawing the game, but I won"*, the victor explained happily.

In Johan's game things went slightly different. *"I was deeply impressed how beautifully I was outplayed by Dark Thought. I was lost but the computer missed one thing. I had a potential break through which was too far away for the computer to comprehend. Because of that it opted for the wrong exchange of pieces."* Van Mil won material, but still had to work hard to finish the struggle in 90 moves.

The strong Cilkchess program had to deal with a pawn sacrifice by Erik Hoeksema. The IM got wonderful attacking chances for the invested material: *"A human would have suffered and gone under"*, but Cilkchess solved its problems by finding the only moves and returning the pawn to simplify the position. The ensuing bishops of opposite color endgame was an instant draw. This type of game displays the computer at its best: they never give up hope and, in putting up maximum resistance, often earn extra ½-points along the way.

John van der Wiel happily started an attack against Chessmaster 5000 based upon a variation which he thought the computer would have no defense against. Unfortunately for the Dutch GM, this was not the case. Whilst Van der Wiel obtained two pawns for his sacrificed piece, he had a lost position! Slowly but surely, however, the GM from Leiden created a comeback, at the cost of spending lots of time on his clock, and because of his time trouble woes, he didn't dare decline the draw offered by the operator.

The GM's, who had only scored 68% up till today, whacked the machines by scoring 10/12. Despite this, the humans were unable to win the day!

Round 5: Humans - Computers 25-25
Total: Humans - Computers 124½-125½

Yona Kosashvili, GM - REBEL'97
1.c4 c6 2.Nf3 d5 3.e3 Nf6 4.b3 Bf5 5.Bb2 e6 6.Be2 Bd6 7.O-O O-O 8.d3 Nbd7 9.Nh4 Bg6 10.Nxg6 fxg6 11.Nd2 Qc7 12.g3 e5 13.cxd5 cxd5 14.e4 Rac8 15.exd5 Qc2 16.Rb1 Qxd1

17.Rfxd1 Rc2 18.Bf3 Bc5 19.a3 Ne8 20.b4 Bb6 21.Kg2 Nd6 22.a4 a6 23.a5 Ba7 24.Ba1 b5 25.Rb2 Rfc8 26.Nb3 Bxf2 27.Rxc2 Rxc2 28.Rd2 Rxd2 29.Nxd2 Be1 30.Bc3 Nf5 31.Kf1 Bxd2 32.Bxd2 Kf7 33.Bg5 h6 34.Bd8 Ne3+ 35.Ke2 Nc2 36.Kd2 Nxb4 37.Kc3 Na2+ 38.Kb3 Nc1+ 39.Kc2 Na2 40.Kb2 Nb4 41.Kc3 Na2+ 42.Kb3 Nc1+ 43.Kc2 Na2 44.Bc7 Ke7 45.d6+ Ke8 46.Bb6 Nb4+ 47.Kc3 Na2+ 48.Kb3 Nc1+ 49.Kc2 Na2 50.Be3 b4 51.Kb3 Nc3 52.Bc6 Kd8 53.Kxb4 Nb8 54.Bb6+ Kc8 55.d7+ Nxd7 56.Bxd7+ Kxd7 1-0

CILKCHESS - Erik Hoeksema, IM
1.e4 g6 2.d4 c6 3.Nc3 Bg7 4.Nf3 d6 5.Be2 Nd7 6.O-O Qc7 7.a4 Ngf6 8.h3 O-O 9.Be3 b6 10.Nd2 Bb7 11.a5 b5 12.f4 a6 13.e5 Nd5 14.Nxd5 cxd5 15.c3 e6 16.g3 Rae8 17.exd6 Qxd6 18.Nb3 Rc8 19.Kh2 Rc6 20.Nc5 Nxc5 21.dxc5 Qd8 22.Ra3 Rc7 23.b4 Re8 24.Bd3 d4 25.cxd4 Bxd4 26.Bxb5 axb5 27.Qxd4 Rd7 28.Qb2 Qc8 29.Bd4 Red8 30.Bc3 Qc6 31.Qf2 Rd3 32.h4 h5 33.a6 Bxa6 34.Qe2 Bb7 35.Rg1 Qf3 36.Qxf3 Rxf3 37.Rga1 Rf2+ 38.Kg1 Rg2+ 39.Kf1 Rxg3 40.Bf6 Rxa3 41.Rxa3 Ra8 42.Rxa8+ Bxa8 43.Ke2 Kf8 44.Kd3 Ke8 ½-½

Yasser Seirawan, GM - KALLISTO3.1
1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.cxd5 cxd5 5.Bf4 Nc6 6.e3 a6 7.Bd3 Bg4 8.Nf3 e6 9.O-O Be7 10.Rc1 O-O 11.Qd2 Nh5 12.Bg3 Nb4 13.Bb1 Nxg3 14.hxg3 f6 15.Na4 Rc8 16.Rxc8 Qxc8 17.Rc1 Nc6 18.Nc5 Bh5 19.b4 Be8 20.a4 Bd8 21.e4 Bf7 22.exd5 exd5 23.Nxa6 bxa6 24.b5 axb5 25.axb5 Re8 26.bxc6 Bc7 27.Bd3 Qa8 28.Qc3 Re6 29.Bf5 Re8 30.Ra1 Qb8 31.Rb1 Qd8 32.Qc2 g6 33.Bd7 Re4 34.Rb7 Re7 35.Qc5 Kf8 36.Qa3 Be8 37.Bxe8 Kxe8 38.Qc5 Qd6 39.Ra7 Kf7 40.Ra8 Qxc5 41.dxc5 Be5 42.Nxe5+ fxe5 43.Rd8 d4 44.Kf1 Ke6 45.Rd6+ Kf5 46.Ke2 Rc7 47.Kd3 Rc8 48.Kc4 Rb8 49.c7 Rc8 50.Rd7 Ke6 51.c6 1-0

CHESSMASTER 5000 - John van der Wiel, GM
1.Nf3 d6 2.e4 Nf6 3.Nc3 Bg4 4.d4 e6 5.h3 Bh5 6.g4 Bg6 7.Qe2 c6 8.g5 Nfd7 9.h4 Bh5 10.Bg2 Be7 11.Be3 Qa5 12.O-O-O b5 13.a3 Nb6 14.Bf4 Nc4 15.Qd3 Nd7 16.Kb1 Ndb6 17.Rde1 d5 18.Nd2 Nxb2 19.Kxb2 Nc4+ 20.Kb1 Qxa3 21.Nxc4 dxc4 22.Qg3 b4 23.Na2 c3 24.Bc1 Qa5 25.Qe5 Qxe5 26.dxe5 Bc5 27.Be3 Bxe3 28.Rxe3 c5 29.Nc1 c4 30.f3 O-O-O 31.Ne2 Rd2 32.Nf4 Rhd8 33.Rc1 g6 34.Bf1 R8d4 35.Be2 Kd7 36.Nxh5 gxh5 37.f4 Ke7 38.Rh1 a5 39.f5 a4 40.Bxh5 a3 41.f6+ Ke8 42.Rc1 Rh2 43.Bf3 Rxh4 44.Rce1 ½-½

Lembitt Oll, GM - TASC R30
1.e4 e5 2.Nf3 f5 3.Nxe5 Nc6 4.d4 Nf6 5.Bc4
Nxe5 6.dxe5 Nxe4 7.O-O c6 8.Nd2 d5 9.exd6ep
Bxd6 10.Qe2 Qh4 11.g3 Qe7 12.Re1 Kd8
13.Nxe4 fxe4 14.Qxe4 Qxe4 15.Rxe4 Bf5
16.Re2 Kc7 17.Be3 Rhd8 18.a4 Bg4 19.Ree1
Bf3 20.Bd3 g6 21.a5 Rf8 22.Bd4 c5 23.Bc3
Rae8 24.Kf1 Kd8 25.Ra4 Rxe1+ 26.Kxe1 Re8+
27.Kf1 Re6 28.Ra1 Kd7 29.Re1 Bd5 30.b3 Bf3
31.Be2 Bxe2+ 32.Rxe2 Bc7 33.Rxe6 Kxe6
34.Ke2 b6 35.axb6 axb6 36.Bd2 Kf5 37.h3 Ke4
38.Be3 Bd6 39.c4 Be7 40.f3+ Kf5 41.Bf4 Bd8
42.Ke3 g5 43.g4+ Ke6 44.Bg3 Kd7 45.Ke4 Ke6
46.Bh2 1-0

VIRTUAL CHESS - Larry Christiansen, GM
1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Bd3 Nc6 5.c3 g6
6.Nf3 Nh6 7.Qa4 Bg7 8.O-O O-O 9.Re1 a6
10.Qb3 Na5 11.Qb4 Re8 12.Bf4 Bf8 13.Bg5 Nf5
14.Nbd2 f6 15.Bxf5 Bxf5 16.Bxf6 exf6 17.Rxe8
Qxe8 18.Qxa5 Qc6 19.b4 b6 20.Qa3
a5 21.Qb3 a4 22.Qb2 Rc8 23.Rc1 b5 24.Nf1
Be4 25.N3d2 Bd3 26.a3 h5 27.Ne3 Bh6 28.Nf3
Kg7 29.Qd2 Be4 30.Qe2 Re8 31.Nd2 f5 32.g3
f4 33.gxf4 Bxf4 34.Nxe4 Rxe4 35.Qf3 Qf6
36.Kh1 Bxe3 37.Qxf6+ Kxf6 38.fxe3 Rxe3
39.Kg1 Kf5 40.Kf2 Ke4 41.h4 Rh3 42.Re1+
Kd3 43.Re5 Kc4 44.Re3 Rxe3 0-1

THE KING - Sofia Polgar, IM
1.d4 d5 2.Nf3 c6 3.c4 e6 4.Nc3 Nd7 5.e4 dxe4
6.Nxe4 Ngf6 7.Bd3 Be7 8.O-O b6 9.Bf4 Nxe4
10.Bxe4 Bb7 11.Qe2 Nf6 12.Bc2 O-O 13.Rfd1
Qe8 14.a4 a5 15.Ne5 c5 16.dxc5 bxc5 17.Bg5
Kh8 18.Bxf6 gxf6 19.Rd7 fxe5 20.Qxe5+ f6
21.Qxe6 Ra6 22.Qxe7 Qxe7 23.Rxe7 Rb6
24.Rxh7+ Kg8 25.Re1 Rxb2 26.Ree7 Rd8
27.Reg7+ 1-0

Jeroen Noomen - Mephisto BERLIN PRO
1.d4 Nf6 2.c3 d5 3.Bg5 Ne4 4.Bf4 Bf5 5.Nd2
Nxd2 6.Qxd2 e6 7.Nf3 Bd6 8.Bg3 O-O 9.e3 c5
10.Bd3 Bg6 11.Bxg6 hxg6 12.Bxd6 Qxd6
13.Ne5 Nc6 14.f4 Nxe5 15.fxe5 Qa6 16.a3 Qa4
17.O-O Qb5 18.Rf3 f6 19.exf6 Rxf6 20.Rxf6
gxf6 21.Rf1 f5 22.Rf3 b6 23.Rh3 Kg7 24.e4
dxe4 25.Qh6+ Kf7 26.Qh7+ Kf6 27.Qh4+ Kf7
28.Qf4 Qe2 29.Qc7+ Kf6 30.Qe5+ Kg5 31.Rg3+
Kh6 32.Rh3+ Kg5 ½-½

David Bronstein, GM - CHESS SYSTEM Tal
1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.Nc3 d5 5.Qb3
dxc4 6.Qxc4 O-O 7.e4 Na6 8.Be2 c5 9.d5 e6
10.O-O exd5 11.exd5 Bf5 12.a3 Re8 13.Bf4 Ne4
14.Nb5 Bxb2 15.Rab1 Qf6 16.Be3 Red8 17.g4
Bxg4 18.Qxe4 Bf5 19.Qc4 Bxb1 20.Rxb1 Rd7
21.d6 Re8 22.Qd5 Be5 23.Nxe5 Qxe5 24.Rd1
Qxd5 25.Rxd5 Re6 26.Kf1 f6 27.h4 Kf8 28.Bg4

f5 29.Bf3 Kg8 30.Bf4 Re8 31.Nc7 Rc8 32.Nxa6
bxa6 33.Rd1 Kg7 34.Be5+ Kf8 35.Bd5 Rcd8
36.Be6 Ke8 37.h5 Re7 38.d7+ Rdxd7 39.Bxd7+
Rxd7 40.Re1 gxh5 41.Bd6+ Kf7 42.Bxc5 Kf6
43.Kg2 h6 44.Kg3 Rd5 45.Bxa7 Ra5 46.Bd4+
Kf7 47.Bb2 Rc5 48.Be5 Rc2 49.f3 Rc4 50.f4 1-0

TASC R40 - Hans Ree, GM
1.e4 e6 2.d4 c5 3.Nf3 a6 4.Nc3 b5 5.Bg5 Qa5
6.a3 cxd4 7.Qxd4 b4 8.Ne2 Nc6 9.Qd2 Nf6
10.Bxf6 gxf6 11.c3 bxa3 12.b3 Bb7 13.Qf4 Rg8
14.Qh4 h5 15.Nd2 Ne5 16.Qh3 Rc8 17.f4 Ng4
18.b4 Qb6 19.Qg3 a5 20.h3 h4 21.Qxh4 Ne3
22.Rc1 axb4 23.Qh7 Rg7 24.Qh4 b3 25.Nxb3
Qxb3 0-1

Henk de Kleijnen - FRITZ4
1.Nf3 Nf6 2.g3 b6 3.Bg2 Bb7 4.O-O e6 5.d3 d5
6.Nbd2 Nbd7 7.c3 Be7 8.Qc2 O-O 9.Re1 c5
10.b3 Rc8 11.Bb2 a6 12.Rac1 Qc7 13.h3 Rfd8
14.e3 c4 15.bxc4 dxc4 16.Nxc4 Nc5 17.d4 Be4
18.Qd2 Nd3 19.Na3 Rd5 20.Rf1 Ra5 21.Nb1
Qb7 22.Nh4 Nxc1 23.Bxc1 g5 24.Qe2 gxh4
25.Bxe4 Nxe4 26.Nd2 Nxc3 27.Qd3 Rxa2 28.e4
Rc2 29.Kh2 Nb5 0-1

Henk Arnoldus - HIARCS6
1.c4 e5 2.Nc3 Nf6 3.g3 Bb4 4.Bg2 O-O 5.d3 d5
6.cxd5 Nxd5 7.Bd2 Be6 8.Rc1 Nc6 9.a3 Bxc3
10.Bxc3 f5 11.e3 f4 12.e4 Nxc3 13.bxc3 Qd6
14.gxf4 Rxf4 15.Ne2 Rff8 16.d4 Bc4 17.d5
Qxa3 18.Ra1 Qc5 19.O-O Na5 20.Bh3 Rf6
21.Be6+ Kh8 22.Kg2 Raf8 23.f3 Qe3 24.Ng3
Bxf1+ 25.Nxf1 Qg5+ 26.Ng3 Nc4 27.Qc1 Ne3+
28.Kh1 Rxf3 0-1

RAJAH - Fre Hoogendoorn
1.d4 g6 2.e4 c6 3.Nc3 d5 4.exd5 cxd5 5.Bb5+
Bd7 6.Qe2 a6 7.Qe5 Bxb5 8.Qxh8 Nf6 9.Nf3
Qb6 10.a4 Qe6+ 11.Ne5 Bc6 12.O-O h5 13.Bh6
Nbd7 14.Rae1 Qf5 15.Re3 O-O-O 16.Nxf7 Re8
17.Rfe1 Kc7 18.Rf3 Qxc2 19.Re2 1-0

Peter van Wermeskerken - Mephisto MI-LANO PRO
1.d4 Nf6 2.c3 e6 3.Nf3 d5 4.e3 c5 5.Bb5+ Nbd7
6.O-O Bd6 7.Nbd2 O-O 8.Re1 a6 9.Bd3 e5
10.dxe5 Nxe5 11.Nxe5 Bxe5 12.h3 Re8 13.Nf3
Bd6 14.b3 b5 15.Bb2 Qb6 16.Qc2 Ne4 17.Nd2
Nxd2 18.Qxd2 Bc7 19.Bf1 Bb7 20.Rad1 Qd6
21.f4 Rad8 22.Qf2 Re6 23.Bd3 Qe7 24.Bf5 Rf6
25.g4 Rxf5 26.gxf5 Qe4 27.Qg2 Qxf5 28.c4 f6
29.cxd5 Ba5 30.Rf1 Bxd5 31.Rxd5 Qxd5 32.e4
Qe6 33.e5 f5 34.Bc1 c4 35.Qc2 Kf7 36.Ba3 Rd2
0-1

Alexander Kure, 2320 - Novag DIAMOND
1.c4 e5 2.e3 Nf6 3.a3 d5 4.cxd5 Nxd5 5.Nf3

Bd6 6.Nc3 c6 7.Qc2 Bg4 8.d3 Bxf3 9.gxf3 Nd7
10.Be2 O-O 11.Bd2 Nxc3 12.Bxc3 Qh4 13.b3
Qh3 14.Bb2 Qg2 15.Rf1 Qxh2 16.O-O-O Rfd8
17.Kb1 Nf8 18.Ka2 a5 19.Rde1 Ng6 20.Bd1
Qh3 21.Rh1 Qe6 22.Kb1 Be7 23.Reg1 c5
24.Qe2 Qd5 25.Bc2 h6 26.Rh3 b5 27.Rg4 Bg5
28.Qf1 Rac8 29.Qg2 c4 30.d4 cxb3 31.Be4 Qe6
32.Rh5 exd4 33.exd4 f5 34.Rhxg5 hxg5
35.Rxg5 Rd6 36.Rxf5 Nh4 0-1

Novag SAPPHIRE - Pam/Maes

1.f4 d5 2.Nf3 g6 3.g3 Bg7 4.Bg2 c5 5.d3 Nc6
6.O-O Nf6 7.Nc3 d4 8.Ne4 Nxe4 9.dxe4 Qb6
10.Qd2 O-O 11.e5 f6 12.exf6 exf6 13.e3 dxe3
14.Qd5+ Kh8 15.Bxe3 Re8 16.Rae1 Bf5
17.Bxc5 Qc7 18.Rxe8+ Rxe8 19.Re1 Rd8
20.Qc4 Qd7 21.c3 Bd3 22.Qa4 Qf5 23.Qa3 g5
24.Be7 Re8 25.Bxf6 Rxe1+ 26.Nxe1 Qxf6
27.Nxd3 gxf4 28.Bxc6 bxc6 29.Nxf4 Qf7
30.Qb3 Qe7 31.Qb8+ Bf8 32.Ne6 Kg8 33.Qxf8+
1-0

ROUND 6 - Wednesday April 23

Yona Kosashvili is the winner of the 12th AE-
GON Computer Chess Tournament, with a per-
fect score: 6/6! The 26 year old GM faced
Chessica in the last round and started tactical
complications from the beginning. At one point
the operator executed the computer's move
wrongly, which would have cost a piece in-
stantly. By agreement the operator's move was
taken back and the correct one played. Chessica
won an exchange for a pawn but had such a hor-
rible position that it went down very quickly
thereafter. *"This is a very sweet victory for me.
Last year I could only play ten games since I'm
a surgeon in the Israeli army and get off one
weekend every two weeks. Chess is very far from
me"*, the proud tournament winner explained.

Yasser Seirawan shared second place with
Johan van Mil scoring 5½ points. Last year's
tournament winner played the French Defense
against Dragon, a variation he always plays in
Blitz games. The Russian program knew how to
handle his specialty and obtained an advantage
after 13 moves, but then played weakly and sac-
rificed a pawn for no compensation. After that
Seirawan had no problems in securing the point.

Johan van Mil finished as the best Dutch-
man. The IM from Eindhoven produced against
Cilkchess his best game of the tournament. *"I
controlled the game from beginning to end and
got an ideal position with good knight versus
bad bishop. I had to combine a couple of ideas
and then won the game nicely by just one
tempo."* The Cilkchess programmers explained
that their computer, which thinks 20 ply deep,

came very close to finding the critical line. After
the game they told Van Mil: *"We were only a
move or two short of seeing it. We needed a few
more processors and we would have gotten you."*

Kallisto, Rebel and Chessmaster 5000 fin-
ished as best computers with 4½ points. Kallisto
had the highest tournament performance rating
of 2632, a superb achievement.

Professor Jaap van den Herik, who had stated at
the beginning of the Event that the computers
would be *'sweeping the floor'* with Masters,
Grandmasters and world class players in 1998,
has to revise his expectations. *"I wait for the re-
sult in the match between Garry Kasparov and
Deeper Blue next week in New York, but I agree
I probably have to temper my optimism about
the date slightly"*, said the Professor with a big
smile. Van den Herik's prediction that the ma-
chines would win this year 170-130 didn't come
true either. *"The tournament had more strong
players - and too many weak programs. I had
expected more from world champion Shredder,
and also the results by Ferret, Virtual Chess and
W Chess were disappointing for me."*

Round 6:   Humans - Computers 24-26
Total: Humans - Computers 148½-151½

Humanity may have lost, but they showed con-
siderable improvement over last year when they
were defeated by 162½ - 137½.

The twelve GM's did well. In the final round
they added 8½ points so that their 'personal' vic-
tory was 51½-20½ (72%).

Yona Kosashvili, GM - CHESSICA

1.c4 e5 2.Nc3 Nf6 3.e4 c6 4.d4 Bb4 5.dxe5
Nxe4 6.Qd4 Qa5 7.Ne2 Nc5 8.Qd1 d5 9.a3 d4
10.axb4 Qxa1 11.Nxd4 Ne6 12.Nb3 Qa6 13.c5
b5 14.Qd6 Bd7 15.f4 Nd8 16.f5 Nb7 17.Qd3
O-O 18.f6 Re8 19.Qg3 Bg4 20.Qxg4 g6 21.Bf4
Nd8 22.Bd3 Ne6 23.O-O Nd7 24.Bg3 Qb7
25.Ne4 Red8 26.Nd6 Qc7 27.Rc1 Rab8 28.Nd4
Nxd4 29.Qxd4 Rb6 1-0

Johan van Mil, IM - CILKCHESS

1.e4 e5 2.Nf3 Nc6 3.d3 Nf6 4.Be2 d5 5.Nbd2
Be7 6.O-O O-O 7.c3 a5 8.a4 Re8 9.Qc2 Be6
10.Ng5 Bg4 11.Bxg4 Nxg4 12.Ngf3 Rb8 13.h3
Nf6 14.Re1 Bf8 15.Nf1 h6 16.Be3 Qd7 17.Rad1
Rbd8 18.Qb3 Qe6 19.N1d2 dxe4 20.Qxe6 Rxe6
21.dxe4 Rd3 22.Kf1 Re8 23.Ke2 Rd7 24.Nh2
Red8 25.Ng4 Ne8 26.Nc4 f6 27.Nh2 Nd6
28.Nxd6 Rxd6 29.Nf1 g6 30.g4 Rxd1 31.Rxd1
Rxd1 32.Kxd1 Nd8 33.f3 Ne6 34.Kc2 Bc5
35.Bc1 Ng5 36.Bxg5 hxg5 37.Kd3 c6 38.Kc4
Bb6 39.Nd2 Kf7 40.Nb3 Bc7 41.Nc5 b6 42.b4

Ke7 43.Nd3 Bd6 44.Nc1 Kd7 45.Nb3 Bc7
46.Nd2 Bb8 47.Nf1 Bd6 48.Ne3 Ke6 49.Ng2
Kf7 50.b5 cxb5+ 51.Kxb5 Bc5 52.Ne1 Be3
53.Nd3 Bd2 54.c4 Be3 55.c5 Bxc5 56.Nxc5
bxc5 57.Kxa5 Ke7 58.Kb5 1-0

Heiner Matthias - KALLISTO3.1

1.g3 d5 2.Bg2 e5 3.c3 Nc6 4.d3 Nf6 5.Nf3 Be7
6.O-O O-O 7.b4 e4 8.dxe4 Nxe4 9.Bb2 Bf6
10.Qb3 a5 11.a3 Be6 12.Nfd2 Ng5 13.h4 Nh3+
14.Kh2 Be5 15.Nf3 Nxf2 16.Rxf2 Bxg3+
17.Kg1 Bxf2+ 18.Kxf2 Ne7 19.Nbd2 Nf5
20.bxa5 Nxh4 21.Rg1 Nxg2 22.Rxg2 Qd6
23.Qb4 c5 24.Qh4 f6 25.Nf1 Rxa5 26.Ng3 Rb5
27.Bc1 Rf7 28.Rh2 g6 29.Qa4 Bd7 30.Bh6 Re7
31.Qc2 Ra5 32.Rg2 Rxa3 33.Nh4 Kf7 34.Nh5
Re4 35.Qb2 Qa6 0-1

GENIUS5 - Lembitt Oll, GM

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3
a6 6.Be3 e5 7.Nb3 Be6 8.f3 Nbd7 9.Qd2 b5
10.a4 b4 11.Nd5 Bxd5 12.exd5 Nb6 13.Bxb6
Qxb6 14.a5 Qb7 15.Bc4 Be7 16.Ra4 Rb8
17.Nc1 Bd8 18.Na2 Bxa5 19.Be2 Qc7 20.Nc1
O-O 21.Nb3 Bb6 22.Bxa6 e4 23.Kd1 Rfe8
24.Bb5 Re5 25.Bc6 e3 26.Qd3 e2+ 27.Ke1 Qe7
28.g3 Nxd5 29.h4 Ne3 30.f4 Re6 31.Rh2 0-1

GANDALF - Nico Kuijf, IM

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3
d6 6.g4 Be7 7.g5 Nfd7 8.h4 Nc6 9.Be3 a6 10.f4
Qc7 11.Nxc6 bxc6 12.Qf3 Qa5 13.O-O-O Rb8
14.Ba7 Rb7 15.Bg1 O-O 16.h5 e5 17.h6 g6
18.Be3 exf4 19.Qxf4 Rb4 20.a3 Rb8 21.Be2
Qe5 22.Qh4 Nb6 23.Bf4 Qa5 24.Qg3 Be6
25.Bxd6 Bxd6 26.Rxd6 Nd7 27.Rxc6 Rfc8
28.Rxa6 Qc5 29.Rd1 Rb7 30.Rxe6 1-0

Hans Ree, GM - NIMZO3.5

1.e3 e5 2.a3 d5 3.b4 Nf6 4.Bb2 c5 5.b5 Bd6
6.c4 Bg4 7.Qa4 Nbd7 8.cxd5 Nb6 9.Qc2 Nfxd5
10.Nf3 Bxf3 11.gxf3 O-O 12.Nc3 Nxc3 13.Bxc3
Qh4 14.Bd3 Nd5 15.Bb2 Nf6 16.Qc4 Qh5
17.Ke2 e4 18.Bxe4 Nxe4 19.Rag1 g6 20.h4
Qxf3+ 21.Kd3 Nxf2+ 22.Kc2 Nxh1 23.h5 Qxh5
24.Kc1 Nf2 25.Qf1 Qf5 0-1

Gert Ligterink, IM - HIARCS6

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Bb7 5.Nc3 d5
6.Bg5 Be7 7.Bxf6 Bxf6 8.cxd5 exd5 9.e3 c5
10.Bb5+ Nc6 11.Qa4 Qd7 12.dxc5 bxc5 13.Rd1
Bxc3+ 14.bxc3 a6 15.Bc4 Nd4 16.Qxd7+ Kxd7
17.Nxd4 dxc4 18.Nf5+ Kc7 19.f3 Bc6 20.O-O
Rhb8 21.Nxg7 Rb3 22.e4 Rxa3 23.Nf5 Rxc3
24.Rc1 Rxc1 25.Rxc1 Bb5 26.Ne3 a5 27.Nd5+
Kc6 28.Rc3 a4 29.Ra3 Kd6 30.Kf2 Rb8 31.Nc3
Bc6 32.Nxa4 Rb4 33.Nc3 Rb3 34.Rxb3 cxb3
35.Ke3 h5 36.Nd1 Bb5 37.Nb2 h4 38.g4 hxg3

39.hxg3 Bf1 40.g4 Kc6 41.g5 Kb5 42.f4 c4
43.Kd4 Kb4 44.Nd1 b2 45.Nxb2 c3 46.Na4 c2
47.Nc3 Kb3 0-1

Gennadi Timoshchenco, GM - Saitek BRUTE FORCE

1.d4 e6 2.e4 d5 3.Nd2 c5 4.exd5 exd5 5.Ngf3
Nc6 6.Bb5 Bd6 7.O-O Ne7 8.dxc5 Bxc5 9.Nb3
Bd6 10.c3 O-O 11.Re1 Re8 12.Bg5 a6 13.Bd3
Bg4 14.Bh4 Qc7 15.Bg3 Bxg3 16.hxg3 h6
17.Bc2 Rac8 18.Nbd4 Bh5 19.Re3 Bg6 20.Qe2
Bxc2 21.Nxc2 b5 22.Re1 Qb6 23.Nfd4 Rc7
24.Nf5 g6 25.Nxh6+ Kg7 26.Ng4 Rh8 27.Rd3
Qa5 28.a3 Rh5 29.Qf3 Rf5 30.Qe3 Rh5 31.Qf4
Ng8 32.Re8 Nce7 33.Rf3 f5 34.Qd4+ Kf7
35.Ra8 Qa4 36.Nb4 a5 37.Ne5+ Kg7 38.Nd7+
Kh6 39.Rxg8 Qd1+ 40.Qxd1 Nxg8 41.Qd2+
Rg5 42.Nf8 Nf6 1-0

CHESS SYSTEM Tal - Loewenthal/Wiarda

1.d4 c5 2.e4 cxd4 3.c3 dxc3 4.Nxc3 d6 5.Nf3
Nc6 6.Bc4 g6 7.O-O Bh6 8.Qb3 e6 9.Rd1 Bxc1
10.Raxc1 a6 11.Qa3 Nge7 12.Rxd6 Qa5
13.Qxa5 Nxa5 14.Na4 Nxc4 15.Rxc4 b5 16.Nb6
bxc4 17.Nxa8 O-O 18.Nc7 f5 19.Nxe6 Bxe6
20.Rxe6 fxe4 21.Rxe4 1-0

Mephisto ATLANTA - Frank de Hoog

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4 Nb6 5.exd6
cxd6 6.Nc3 g6 7.Nf3 Bg4 8.c5 dxc5 9.Bb5+
N6d7 10.h3 Bxf3 11.Qxf3 Nc6 12.Bxc6 bxc6
13.dxc5 Ne5 14.Qe4 Bg7 15.O-O O-O 16.Rd1
Qe8 17.Bf4 f5 18.Qe2 Nf7 19.Qe6 Kh8 20.Rd7
Bf6 21.Qxc6 Nd8 22.Qd5 e6 23.Rxh7+ 1-0

Novag DIAMOND - Henk de Kleijnen

1.e4 e6 2.d4 d5 3.Nd2 c5 4.exd5 exd5 5.Bb5+
Nc6 6.Ngf3 Bd6 7.O-O Ne7 8.dxc5 Bxc5 9.Nb3
Bd6 10.Nbd4 O-O 11.c3 Bg4 12.Qa4 Qc7
13.Nxc6 bxc6 14.Qxg4 cxb5 15.Be3 f5 16.Qh5
g6 17.Qh3 Nc6 18.Rad1 Rad8 19.Ng5 Rfe8
20.Rfe1 Rd7 21.Kh1 Re4 22.Nxe4 dxe4 23.f3
Re7 24.Bg5 Re8 25.fxe4 fxe4 26.Bf4 Ne5
27.Rxe4 Re7 28.Qg3 Qc6 29.Ree1 Qc7 30.Rd5
1-0

Fre Hoogendoorn - Novag SAPPHIRE

1.e4 e5 2.d3 Bc5 3.Nf3 d6 4.Be3 Bxe3 5.fxe3
Nc6 6.Be2 Nf6 7.Nc3 Bg4 8.Qd2 Qd7 9.O-O-O
a5 10.Kb1 a4 11.a3 Ra5 12.Nh4 Be6 13.Rhf1 b5
14.Na2 Bxa2+ 15.Kxa2 O-O 16.g4 Qe6+ 17.Ka1
b4 18.g5 Ne8 19.axb4 Rb5 20.d4 Rb6 21.d5
Qh3 22.Nf5 Rxb4 23.dxc6 Rxb2 24.Kxb2 Qg2
25.Ng3 1-0

NEW: TEST YOUR COMPUTER!
REPORT of RESULTS from SS/69

Test your Computer

The 'standard' type of test almost always seems to follow the idea of using positions in which there is <u>only one</u> correct move (i.e. it wins when all else draws, or it draws when all else loses) and the test is *"How quickly can your program find it."*

Some <u>years</u> ago Steve Maughan and I produced a new **Computer Test** idea. These positions were often matters of judgement, initiative etc., and offering a good variety of possible moves, with marks scored according to whether the one chosen by the Computer was a good, really good, medium ... or poor one!

It is a very interesting method, and I reproduced FOUR NEW POSITIONS in **SS/69**, which quite a few readers had a go at with their machines/programs.

I'll find some more for SS/72 and maybe we'll create **a new 'Test Set'** over a period of time! For now, here is a summary of the positions and results for the SS/69 set, with some comments and reasoning for the main moves.

I suggested a max. of **5 minutes** should be allowed, sufficient to discover what a program would play under typical Tournament conditions.

POS. 1
<u>White to play</u>

Ng4	10
Rg1	9
Ncd1	8
hxg6	8
Qh6	8
Bd3	5
a3	3
Rc1	3
Others	0

19.Ncd1 Nc4 20 Bxc4 Qxc4 21 hxg6 fxg6 22 h5 g5 23 Ne3 Qd4 24 Nfg4 was played in the game Chekhov-Uhlmann. White eventually won as Uhlmann now played 24...Bd8? However 24...Kh7! is =/+.

On 19 Ng4! Bg7 fails to 20 h6 Bh8 21 h7+ and 22 Qh6+, whilst 19...Bxg4 20 fxg4 gives White a fine position.

- **Ng4** [10] Fidelity MACH4, FRITZ4, GK2100(!), REBEL8, and HIARCS4-6, Tasc R30.
- **Rg1** [9]
- **hxg6** [8] GENIUS4-5 REBEL7, MCHESSPRO5-6, Mephisto BERLIN-BERLIN PRO-LONDON 68030, Fidelity DESIGNER 2265, SciSys TURBOKING2, Kasparov SIMUL-TANO, CHESSMASTER 2100-3000-5000, Novag SUPER VIP and SUPER CONSTELLATION,
- **Qh6** [8] Novag DIAMOND
- Many **others** [1-7]
- [0] FRITZ1/2 both wanted to play **h6?**

POS. 2
<u>Black to play</u>

Bxg2	10
Qa8	9
g6	5
Qc8	2
Others	0

This proved to be an easy one, with almost all the programs scoring either 9 or 10 points. 18...Bxg2! was the pin-breaking queen sac played in the game Gorelov-Bagaturov, which continued 19 Rxd8 Rxd8 (was Bxd8 better?) 20 Qf4 Bh3 21 Re1 Rcd5! 22 Qf3 Rd2 23 Nf5! Bc5 24 Bxf6 Rxf2 25 Nh6+! gxh6! 26 Qxf2 Bxf2+ 27 Kxf2 Rd2+ 28 Re2 Rxe2+ 29 Kxe2 ending in a draw after the flurry of tactics.

18...Qa8 may just be questionable because of 19 b4, and if Bxg2 20 bxc5 Be4 21 Qf4 perhaps White still stands better.

- **Bxg2** [10] GENIUS4-5, REBEL7-8, MCPRO5-6, FRITZ4 , HIARCS4-6, Mephisto GENIUS-LONDON 68030- BERLIN-BERLIN PRO, Fidelity DESIGNER 2265-MACH4, Novag DIAMOND-SUPER CONSTELLATION-SUPER VIP, CHESSMASTER 2100
- **Qa8** [9] Tasc R30, FRITZ2, SciSys TURBOKING2, CHESSMASTER 4000-5000
- **Others** [1-8] just a few!
- [0] NO complete failures.

POS.3
Black to play

Rxg2	10
Rge8	8
Rde8	7
Nxf7	5
Others	0

A very compli-
cated position of-
fering a
fascinating
choice of sacrifices - all of which seem to
work! The one successfully played in
Tanin-Sanakoyev was 20...Rde8, then 21
fxg8=Q Nd3+ 22 Kd1 bxa6 23 Qxe8+ Bxe8
24 Bxd3 Qxc5 25 Rb3 Qe3! 26 Rc3+ Kd8
27 Rf1 Bh5+ and 0-1 at move 34.

After 'our' top move 20...Rxg2 21 f8=Q
Rxf8 22 Bxf8 Nf3+ 23 Kd1 Rd2+ winning.
However 21 Qxa7 Nf3+ 22 Kd1 Rd2+ 23
Kc1 may be possible.

- **Rxg2** [10] CHESSMASTER 2100-4000 (one
  report said the 4000 chose Nxf7 = 5),
  HIARCS6, Fidelity MACH4
- **Rge8** [8] FRITZ4, GENIUS4-5, Mephisto LON-
  DON, MCP5-6 68030-BERLIN, Tasc R30
- **Rde8** [7] CHESSMASTER 5000
- Others [1-6] rather a lot!
- [0] CHESSMASTER 3000 was the only com-
  plete failure, choosing **Nc6**

Some strange ones! cp. the BERLIN
[Rge8=8] with BERLIN PRO and GENIUS
68030 [Nxf7=5]; also the CHESSMASTER
versions!

POS.4
Black to play

e4	10
Bxe3	8
Rc5	7
f5	5
b5	5
Qh3	5
Bc5	3
Bd4	3
Ba4	3
Others	0

Miles-Odendahl ended a draw after
22...Bxe3!? 23 fxe3 e4 24 Bxe4 Bb5+ 25
Bd3 Qg5 26 Bxg7+! Kg8! 27 e4 Rxe4+! 28
fxe4 Qg2+ etc.

None of the programs found this, or 22...e4

23 fxe4 Bg4+ 3 f3 Qh3 -/+. Of course
White has 23 Bxe4 Bb5+ 24 Bd3, but in-
stead of Bxe3 25 fxe3 Qg5 transposing to
the drawn game, 24...Rxe3! 25 fxe3 Qg5 is
0-1! So 22...e4 is the top move.

- **e4** [10]
- **Bxe3** [8]
- **Rc5** [7] CHESSMASTER 2100, REBEL7-8,
  GENIUS4-5, MCPRO5-6
- [1-6] Most!
- [0] HIARCS4-6 (after getting 30/30, blew it
  with **Qh5**); FRITZ4 (also **Qh5**); Fidelity
  MACH4 (**Kg8**); Novag SUPER CONSTELLA-
  TION (**Bh3**), CHESSMASTER 3000 (**b6**)

There were disagreements on what
GENIUS5 got, but that was because one
tester used a fast Pentium and got Rc5=7,
whilst another used a slow one and got
Bc5=3, and still another b5=5. In our final
'total' list we've credited its highest score.

What of the HIARCS6-FRITZ4 idea of
22...Qh5?! 23 Rdg1 looks best, then H6
plays Rc5 showing -107. If 23 Rc1
(Genius5) then Bc5 (-99). So 22...Qh5
seems to offer Black next to nothing.

FINAL TOTALS:

- 35 CHESSMASTER 2100(!?!)
- 34
- 33 GENIUS4-5, MCPRO5-6
- 32 Tasc R30, REBEL8
- 31 GENIUS3, Mephisto LONDON 68030
- 30 REBEL7, Fidelity MACH4, HIARCS6
- 29 CHESSMASTER 5000, Mephisto BERLIN
- 28 Mephisto AMSTERDAM, FRITZ4
- 27 SciSys TURBOKING2
- 26 Mephisto GENIUS 68030, Mephisto
  BERLIN PRO, Novag DIAMOND, Fidelity
  DESIGNER 2265, Novag SUPER VIP
- 25 CHESSMASTER 4000, Kasparov GK2100,
  HIARCS4
- 24
- 23 Kasparov SIMULTANO, Novag SUPER
  CONSTELLATION
- 22
- 21
- 20 and below. Only a few, and we'll be kind
  and not mention them.

Good friend **Charlie GOLD**, now back
home in the States, did the testing on the
CHESSMASTER series, including the as-
tonishing 2100 result! That must have
shocked you somewhat, Charlie! Me too!

REBEL'97 vs Arthur YUSUPOV

The eagerly awaited Match between **REBEL'97** on a PentiumII/266 and World no.31 **Arthur YUSUPOV** (2640 Elo) took place in early June, in Ischia, Italy.

There were a couple of minor hiccups along the way, but generally everything went off very well... especially for the Computer!

The ARRANGEMENTS were for 10 games @ G/5min, 5 @ G/15, 2 @ G/30 and 1 @ G/60 over 4 days. The games were played on a **Tasc SmartBoard** connected directly to Rebel, so the clock and playing conditions were entirely fair to both parties.

June 2 had the 10 G/5min Blitz games scheduled, but Yusupov arrived late and the Match didn't start until 9p.m so was shortened to 7 games. Rebel won 6-1! If Yusupov wasn't exhausted after his journey and late arrival, he certainly was by the time he got to bed!

5mins Blitz. Round 2.
Rebel Ischia - Yusupov, Artur
1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Qg4 g6 5.e5 b6 6.Nf3 h5 7.Qh3 Ba6 8.Bxa6 Nxa6 9.O-O Bxc3 10.bxc3 c5 11.Bg5 Qd7 12.Rfd1 Rc8 13.c4 cxd4 14.cxd5 Qxd5 15.Rxd4 Qc5 16.Rad1 Ne7 17.Rd6 Nc6 18.Rxe6+ Kf8 19.Rxg6 Re8 20.Rh6 Rg8 21.Rh7 Rxg5 22.Qd7 Re7 23.Qc8+ Re8 24.Rh8+ 1-0

Here was Yusopov's only win in this series.

5 mins Blitz. Round 5.
Yusupov, Artur - Rebel Ischia
1.d4 d5 2.e3 Nf6 3.Bd3 c5 4.c3 Nc6 5.f4 Bg4 6.Nf3 e6 7.O-O Bd6 8.h3 Bxf3 9.Qxf3 Qc7 10.Nd2 O-O 11.g4 Nd7 12.Rf2 Rac8 13.Nf1 Na5 14.Ng3 Rfe8 15.g5 a6 16.h4 cxd4 17.exd4 b5 18.Bd2 Nc4 19.Be1 a5 20.h5 g6 21.Kg2 Ndb6 22.Nf1 Red8 23.Nh2 Be7 24.Ng4 Nd6 25.Kg1 Qd7 26.Rh2 Qe8 27.Qh3 Qf8 28.hxg6 Qg7 29.Qxh7+ Qxh7 30.Rxh7 Bxg5 31.fxg5 fxg6 32.Nf6+ Kf8 33.Bxg6 b4 34.Bg3 Nbc4 35.b3 Rc7 1-0

The naming **REBEL Ischia** obviously comes from the name of the Island where the games were played. The program, however, is REBEL in its very latest **'97** version towards the next upgrade.

June 3 had 5 x 15min 'semi-Blitz' games, and the day was shared at 2½-2½ each, with 3 games drawn and a win each. Here are the two decisive games.

15mins Blitz. Round 1.
Rebel Ischia - Yusupov, Artur
1.c4 e6 2.Nf3 d5 3.g3 c6 4.cxd5 exd5 5.Bg2 Nf6 6.O-O Be7 7.d4 O-O 8.Bf4 Na6 9.Nc3 Nc7 10.Qd3 Ne6 11.Bd2 Ne8 12.Rfe1 f5 13.e3 Nd6 14.b4 Bd7 15.Ne5 a6 16.f3 Bf6 17.e4 Nc7 18.Nxd7 Qxd7 19.e5 Be7 20.exd6 Bxd6 21.Na4 Rae8 22.Nc5 Qc8 23.Bh3 g6 24.Bh6 Rxe1+ 25.Rxe1 Re8 26.Rxe8+ Qxe8 27.Nxb7 Bxb4 28.Bd2 Qe7 29.Na5 Bxd2 30.Qxd2 c5 31.dxc5 Qxc5+ 32.Kh1 Qb5 33.Nb3 Ne6 34.Qe3 Kf7 Qc4 36.Kg1 a5 37.Bf1 Qc6 38.Qh8 a4 39.Qxh7+ Ng7 40.Nd2 Qc3 41.Qh6 Ne6 42.Bg2 Qa1+ 43.Nf1 Qxa2 44.Qh7+ Ng7 45.Qh8 a3 46.f4 Qc4 47.Qd8 Qc5+ 48.Kh1 Ke6 49.Qg8+ Kf6 50.Bxd5 Qe7 51.Qh8 1-0

15mins Blitz. Round 2.
Yusupov, Artur - Rebel Ischia
1.d4 Nf6 2.e3 e6 3.Bd3 d5 4.f4 c5 5.c3 Bd6 6.Nf3 O-O 7.O-O Nc6 8.Ne5 Ne7 9.Nd2 Bd7 10.Rf3 Rc8 11.Rh3 Ng6 12.Qf3 Qc7 13.g4 c4 14.Bc2 h6 15.Nf1 b5 16.Ng3 b4 17.Bd2 bxc3 18.Bxc3 Nh7 19.g5 Nxe5 20.dxe5 Bc5 21.gxh6 g6 22.Ne2 Rfd8 23.Nd4 Qb6 24.Kh1 Be8 25.a3 Rb8 26.Rg1 a6 27.Rhg3 Qb7 28.h4 Nf8 29.h5 Kh7 30.Qg4 Rdc8 31.R1g2 Qe7 32.f5 exf5 33.Bxf5 Rd8 34.e6 Rd6 35.Qf4 Rb7 36.hxg6+ fxg6 37.Qe5 Qd8 38.Nc6 Qh4+ 39.Rh3 Qe1+ 40.Bxe1 Rxc6 1-0

Then followed 3 tough drawn games.

June 4 saw the key G/30 match-up, as the time control was getting nearer to one more suitable for the G.M. Also they had rescheduled it for 3 games instead of 2, to make up for the lost games on day 1.

Game in 30mins. Round 1.
Yusupov, Artur - Rebel Ischia
1.Nf3 Nf6 2.d4 e6 3.e3 c5 4.Bd3 b6 5.b3
Be7 6.Bb2 O-O 7.O-O d5 8.Ne5 Nfd7 9.f4
Nxe5 10.dxe5 Ba6 11.c4 Nc6 12.a3 dxc4
13.bxc4 f5 14.exf6 Bxf6 15.Nc3 Na5
16.Qc2 Nxc4 17.Bxh7+ Kh8 18.Rad1 Qe7
19.Rf3 Nxb2 20.Rh3 Nxd1 21.Bg6+ Kg8
22.Bh7+ Kh8 23.Bg6+ Kg8 1/2-1/2

Game in 30mins. Game 2.
Rebel Ischia - Yusupov, Artur
1.Nf3 d5 2.c4 e6 3.g3 Nf6 4.Bg2 c6 5.b3
Bd6 6.d4 Nbd7 7.O-O O-O 8.Nbd2 b6 9.e4
Nxe4 10.Nxe4 dxe4 11.Ng5 Nf6 12.Nxe4
Nxe4 13.Bxe4 Bb7 14.Bb2 Qe7 15.Qd3 g6
16.Bc3 Bb4 17.Bxb4 Qxb4 18.Qf3 Rac8
19.Qf6 Rc7 20.Rad1 Qe7 21.Qxe7 Rxe7
22.f4 Rd8 23.Rf2 c5 24.Bxb7 Rxb7 25.d5
Rbd7 26.Rfd2 exd5 27.cxd5 Kf8 28.g4 Ke7
29.g5 Kd6 30.Re1 Re7 31.Rxe7 Kxe7
32.Kf2 Kd6 33.a4 Re8 34.Kf3 a6 35.Rd1
Re7 36.Rd2 b5 37.axb5 axb5 38.Rd1 c4
39.bxc4 bxc4 40.h3 c3 41.Rc1 Rc7 42.Ke4
c2 43.Kd4 Rc8 44.Ke4 Rc4+ 45.Ke3 Kxd5
46.Kd3 Rc7 47.h4 Rc8 48.Ke3 Rc3+
49.Kd2 Kd4 50.f5 gxf5 51.Rf1 c1=Q+
52.Rxc1 Rxc1 53.Kxc1 Ke3 54.Kd1 0-1

The final game was drawn, so day 3 went to
Yusupov by 2-1.

For **June 5** the one hour game was planned.
Ed Schroder admitted, *"We were already
worried about the final one hour game as
Yusupov was now controlling the anti-
computer strategy very well"*.

G/60. Round 1.
Rebel Ischia - Yusupov, Artur
1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4
5.d4 d5 6.Bd3 Be7 7.O-O O-O 8.c4 Nf6
9.Nc3 Nc6 10.Re1 Be6 11.cxd5 Nxd5 12.a3
Bf6 13.Be4 Nce7 14.Bg5 c6 15.Qd2 Ng6
16.Bc2 Nxc3 17.bxc3 Bd5 18.Bxf6 Qxf6
19.Ne5 Rad8 20.Rab1 b5 21.Qe3 a6 22.Nd3
Rd6 23.Nc5 Nf4
24.f3 [diagram]

Suddenly there
was a major dis-
appointment: the
power in the ho-
tel went down!
By the time it was
fixed Yusupov no
longer had time
to play at G/60

due to a flight he had booked for his next
tournament in Germany. However, the in-
terrupted game has been reconstructed and
is shown for SS readers: with 24...Qg5
25.g3 likely to follow, a draw was likely.

So the match concluded with 2 more at
G/15, to 'decide' their G/15 match which
stood at 2½-2½ each after day 2.

Game in 15mins. Round 6.
Rebel Ischia - Yusupov, Artur
1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Bc5
5.Nxc6 Qf6 6.Qd2 dxc6 7.Nc3 Be6 8.Na4
Rd8 9.Bd3 Bd4 10.O-O a6 11.Qa5 b6
12.Qxa6 g5 13.Qb7 Ne7 14.Qxc7 b5
15.Nc3 Be5 16.Qa5 Ng6 17.a4 Nh4 18.Qb6
Nxg2 19.Qxc6+ Kf8 20.Nd5 Qf3 21.Qc5+
Kg7 22.Nc7 Rd5 23.Nxe6+ fxe6 24.exd5
Nh4 25.Qe7+ Kg8 26.Qxg5+ Kf8 27.Qd8+
Kf7 28.Qxh4 Rg8+ 29.Bg5 h6 30.dxe6+
Kxe6 31.Qxh6+ Kd5 32.Rfd1 Kc5 33.b4+
Kxb4 34.Rdb1+ Kc3 35.Ra3+ Kd4
36.Qb6+ 1-0

Game in 15mins. Round 7
Yusupov, Artur - Rebel Ischia
1.e4 c5 2.Nf3 d6 3.d3 Nf6 4.g3 Nc6 5.Bg2
e5 6.O-O Be7 7.c3 O-O 8.Re1 Bg4 9.Nbd2
a6 10.h3 Be6 11.Nf1 h6 12.Ne3 Qd7
13.Kh2 Rfd8 14.Nh4 d5 15.Qf3 d4 16.Nef5
dxc3 17.bxc3 Qxd3 18.Be3 b6 19.Rab1
Qxc3 20.Nxg7 Bxa2 21.Ngf5 Bxb1
22.Nxe7+ Nxe7 23.Qxf6 Rd6 24.Qxd6
Qxe1 25.Qxe7 Qd1 26.Nf5 Qd8 1-0

So honours at G/15 remained even.

FINAL RESULTS TABLE		
	Rebel'97	**Yusupov**
Game in 5mins	6	1
Game in 15mins	3½	3½
Game in 30mins	1	2

After the match, **Yusupov** had this to say
about his computer opponent:

- *"Rebel is a very strong program".*
- *"In all 17 games Rebel played sensible
  moves. I never saw Rebel playing one
  senseless move as I have seen Deep Blue
  playing some in the recent match against
  Kasparov".*

A re-match for next year was quickly sug-
gested by the Italian sponsor, and Yusupov
and Schroder BV have already both ac-
cepted! Maybe a series at G/30/60mins!?

RATING LISTS and NOTES

A brief guide to the purpose of each of the HEADINGS should prove helpful for everybody.

BCF. These are British Chess Federation ratings. They can be calculated from Elo figures by (Elo - 600) /8, or from USCF figures by (USCF - 720) /8.

Elo. This is the Rating figure which is in popular use Worldwide. The BCF and Elo figures shown in SELECTIVE SEARCH are calculated by combining each Computer's results v computers with its results v humans. This determines the ranking level and order and, I believe, makes this Rating List the most accurate available anywhere for computers and programs.

+/-. The maximum likely future rating movement, up or down, for that particular machine. The figure is determined from the number of games played and calculated on precise standard deviation principles.

Games. The total number of Games on which the computer's or program's rating is based.

Human/Games. The Rating obtained and the total no. of Games in Tournament play vs. rated humans.

A guide to PC Program Gradings:

386-PC represents a program running on an 80386 at approx. 33MHz with 4MB RAM.

486-PC represents a program running on an 80486 at between 50-66MHz with 4-8MB RAM.

Pent-PC represents a program on a Pentium at approx. 100-133MHz, with 8-16MB RAM.

PPro-PC represents a program on a Pentium Pro/200, or a Pentium/200 MMX.

Users will get slightly more (or less!) in each case, if the speed of their PC is significantly different. A doubling or halving in **MHz speed** = approx. **60** Elo; a doubling or halving in **MB RAM** = approx. **5-10** Elo.

Approx. guide if Pentium/100 = 0

Pentium Pro/200	+80	PentMMX/200	+80
Pentium/166	+40	Pentium/133	+20
Pentium/100	0	486DX4/100	-60
486DX2/66	-80	486DX/50	-100
486DX-SX/33	-140	386DX/33	-200

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BCF	Computer	Elo	+/-	Games	Pos	Human	H/Games
253	HIARCS6 PPRO-PC	2625	34	178	1	2540	2
246	REBEL8 PPRO-PC	2569	36	161	2		
242	HIARCS6 PENT-PC	2540	16	778	2	2474	12
242	M CHESS PRO6 PPRO-PC	2537	54	72	3		
238	REBEL8 PENT-PC	2505	16	829	1		
237	HIARCS5 PENT-PC	2503	19	580	7		
235	M CHESS PRO6 PENT-PC	2485	12	1486	5		
234	CHESS GENIUS5 PENT-PC	2473	14	879	6		
234	CHESS GENIUS5 PPRO-PC	2473	16	1005	7		
233	HIARCS4 PENT-PC	2470	14	983	10		
233	CHESS GENIUS5 PENT-PC	2465	60	966	11		
233	CHESS GENIUS3 PENT-PC	2464	15	574	12		
231	HIARCS4 PENT-PC	2455	14	869	14		
231	REBEL6 PENT-PC	2453	14	1029	15		
231	M CHESS PRO5 PENT-PC	2453	19	246	13		
230	REBEL7 PENT-PC	2445	15	613	17	2389	6
230	REBEL7 PENT-PC	2442	13	831	18	2662	6
230	CHESSMASTER 5000 PENT-PC	2440	12	729	19	2299	12
228	NIMZO3.5 PENT-PC	2431	16	608	18	2348	6
228	NIMZO3.0 PENT-PC	2430	18	577	20	2403	3
228	HIARCS3 PENT-PC	2429	16	436	21	2423	19
226	CHESS GENIUS4 486-PC	2409	19	80	22	2242	6
226	JUNIOR3.5 PENT-PC	2408	22	1362	24	2372	6
226	M CHESS PRO4 PENT-PC	2408	51	959	23	2492	12
224	CHESS GENIUS3 486-PC	2398	12	489	25	2282	21
224	FRITZ3 PENT-PC	2397	15	1606	26	2391	21
223	FRITZ4 PENT-PC	2388	21	729	27	2499	7
223	MEPH GENIUS2 486-PC	2386	11	723	28	2394	12
222	REBEL7 486-PC	2382	17	785	29	2497	13
222	M CHESS PRO5 486-PC	2379	17	717	30	2631	6
222	W CHESS PENT-PC	2377	16	1340	31	2145	2
220	HIARCS3 486-PC	2362	17	712	32	2321	31
219	KALLISTO1.98 PENT-PC	2355	12	1426	33	2345	6
219	CMACHINE GIDEON3 486-PC	2354	14	1030	34	2187	8
219	CMACHINE THE KING2/30-PC	2353	17	1103	35	2277	9
218	REBEL6 486-PC	2351	12	738	36	2309	23
217	W CHESS 486-PC	2343	14	2120	37	2376	7
216	CHESS GENIUS1 486-PC	2329	17	1410	38	2432	3
215	FRITZ3 486-PC	2324	10	1332	39	2314	44
214	CHESSMASTER 4000 486-PC	2318	13	326	40	2478	3
214	M CHESS PRO3.1 486-PC	2317	17	537	41	2193	13
213	MEPH GIDEON PRO 486-PC	2311	13	1157	42	2267	12
213	MACHINE GIDEON3.1/30-PC	2305	20	728	43	2392	7
212	M CHESS PRO3.0/30-PC	2303	12	650	44	2395	12
210	HIARCS2.1 486-PC	2286	18	322	45	2215	6
209	COMET32 PENT-PC	2272	25	550	46	2199	20
208	CHESS GENIUS1 386-PC	2269	19	550	47	2246	12
207	KALLISTO1.8 486-PC	2258	13	1160	48	2184	18

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BCF	Computer	Elo	+/-	Games	Pos	Human	/Games
225	TASC R30-1995	2402	18	632	1	2276	18
221	MEPH LONDON 68030	2375	41	126	2	2272	6
218	TASC R30-1993	2348	12	1346	3	2336	66
218	MEPH GENIUS2 68030	2348	12	624	4	2308	23
217	MEPH LONDON PRO 68030	2336	18	327	5	2237	6
215	MEPH RISC2 1MB	2321	25	880	6	2392	51
215	MEPH LYON 68030	2310	15	525	7	2340	82
213	MEPH PORTOROSE 68030	2294	20	1173	8	2217	29
213	MEPH BERLIN PRO 68020/24	2289	13	328	9	2384	10
211	KASP RISC 2500-512K	2284	25	676	10	2347	54
211	MEPH VANCOUVER 68030	2282	17	286	11	2327	12
211	MEPH LYON-VANC 68020/20	2272	9	2498	12	2232	95
209	MEPH RISC1 1MB	2262	15	945	13	2251	24
207	KASPAROV SPARC/20	2247	77	36	14	2040	4
205	MEPH LONDON 68020/12	2242	17	721	15	2288	15
205	MEPH MONTREUX	2240	9	2502	16	2270	67
205	KASP RISC 2500-128K	2216	80	33	17		
202	MEPH LONDON 68000	2213	53	75	18		
201	FID ELITE 68040-V10	2206	9	2341	19	2215	21
200	MEPH VANCOUVER 68020/12	2201	8	3289	20	2121	33
200	MEPH LYON 68020/12	2176	10	1865	21	2250	80
197	MEPH PORTOROSE 68020	2170	15	898	22	2240	188
196	FID ELITE 68030-V9	2157	11	1682	23	2221	25
196	MEPH BERLIN 68000	2157	12	1338	24	2169	13
194	MEPH LYON 68000	2153	32	203	25	2083	33
194	MEPH VANCOUVER 68000	2151	14	1053	26	2126	23
193	MEPH MILANO PRO	2138	13	1247	27	2169	10
192	NOVAG SAPPHIRE-DIAMOND	2124	11	1683	28	2172	215
190	MEPH PORTOROSE 68000	2120	10	290	29	2152	77
190	MEPH ALMERIA 68020	2091	27	698	30	2111	130
186	FID MACH4-DES2325 68020-V7	2080	17	2080	31	2179	25
185	FID ELITE 2x68000-V5	2078	14	1074	32	1888	2
184	MEPH POLGAR/10	2078	14	1083	33	2080	54
184	KASPAROV BRUTE FORCE	2068	14	996	34	2182	42
183	MEPH ROMA 68020	2064	14	1025	35	2041	64
183	MEPH DALLAS 68020	2057	10	104	36	2069	197
182	NOVAG ALMERIA 68000	2040	45	701	37	2093	31
180	NOVAG SCORPIO-DIABLO	2036	17	282	38	2132	129
179	NOVAG JADE2-ZIRCON2	2032	27	5742	39	2032	48
179	KASP PRESIDENT-TC+GK2100	2027	6	1593	40	2136	65
178	FID MACH3-DES2265 68000-V2	2019	11	1741	41	2105	5
177	MEPH NIGEL SHORT	2018	11	1902	42	1988	230
177	MEPH DALLAS 68000	2014	13	1123	43	1902	11
176	MEPH MM5/5	2014	8	2798	44	2063	13
176	MEPH MILANO	2012	13	1123	45	2076	17
176	MEPH POLGAR/5	2004	15	873	46	2000	24
175	NOV SUPER FORTE-EXP C/6	2004	15	2969	47	2049	77
175	MEPH MONDIAL 68000XL	1998	9	873	48	1968	56
174	MEPH MONTREAL-ROMA 68000	1998	9	2625	49	1968	56
173	MEPH ACADEMY/5	1987	9	2363	50	2023	111
173	MEPH AMSTERDAM	1984	9	2373	51	2054	182
171	NOV SUPER FORTE-EXP B/6	1972	12	1464	52	2017	84
171	MEPH MEGA4/5	1970	8	2711	53	2029	169
170	KASPAROV MAESTRO D/10	1967	12	1319	54	1956	109
170	FID MACH2C	1965	8	2704	55	2059	127
170	FID MACH2B	1965	26	302	56	1960	25
170	KASP GK2000-EXECUTIVE	1963	14	992	57	1862	20
169	MEPH MODENA	1954	16	773	58		
168	MEPH MM4/5	1950	8	2928	59		
167	FID TRAVELMASTER	1947	18	648	60		
166	NOVAG RUBY-EMERALD	1940	16	752	61	1917	83
166	MEPH SUPERMOND2-MCARL04	1935	27	287	62	1981	48
166	KASP TRAVEL CHAMPION	1934	12	1473	63	2021	176
166	NOV SUPER FORTE-EXP A/6	1934	29	257	64	1862	22
165	KASPAROV MAESTRO C/8	1926	26	313	65	1999	98
165	MEPH MONTE CARLO	1922	28	262	66	2046	10
164	CONCH PLY-VICTORIA/5.5	1917	16	814	67	1870	15
164	CXG SPHINX/4	1917	9	2426	68	1943	155
164	KASP TURBOKING2	1914	14	1055	69	1912	35
162	FID MACH2A	1913	25	338	70	2026	22
162	NOV EXPERT/6	1897	31	222	71	2025	29
160	NOV SUPER FORTE-EXP A/5	1886	11	2186	72	1852	80
160	FID CLUB B	1885	12	1548	73	1890	48
159	NOV EXPERT/5	1882	26	316	74	1921	134
159	FID PAR E-ELITE+DES2100	1875	9	2645	75	1990	6
158	NOV FORTE B	1874	10	1917	76	1767	6
159	MEPH REBELL	1873	11	2333	77	1864	220
158	FID AVANT GARDE/5	1871	11	1738	78	1916	208
157	NOV FORTE A	1865	9	2251	79	1940	69
157	MEPH SUPERMONDIAL1	1863	11	1611	80	1965	80
156	FID CLUB A	1858	11	242	81	2012	68
156	KASPAROV MAESTRO A/6	1855	14	1023	82	1827	18
156	CONCH PLYMATE/5.5	1854	14	2353	83	1825	29
156	KASP SIMULTANO	1853	9	1149	84	1923	55
156	KASP TURBOKING1	1851	13	364	85	1824	36
155	CONCHESS/6	1850	24	106	86	1900	61
155	FID EXCELLENCE/4	1847	45	1756	87	2017	8
154	NOV EXPERT/4	1838	14	1059	88	1960	43
154	NOVAG JADE1-ZIRCON1	1837	17	19	89		
154	CONCH PLYMATE/4	1836	14	372	90		
153	SCI TURBO KASP/4	1829	24	524	91	2007	6
153	FIDELITY ELITE C	1828	20	182	92	1933	11
152	FIDELITY ELITE C	1823	34	702	93	1869	64
151	FID ELEGANCE	1814	17	791	94	1852	52
151	MEPHISTO MM2	1808	16	1407	95	1776	40
151	SCI TURBOSTAR 432	1808	12	1664	96	1872	67
151	FID EXCELLENCE-DES2000	1808	16	1852	97	1852	52
150	CONCHESS/4	1803	11	515	98	1875	28
148	KASP PRISMA-BLITZ	1786	24	358	99	1782	59
147	CONCHESS/4	1783	20	515	99	1875	28
147	NOV SUPER CONST	1781	7	3736	100	1817	284