

SELECTIVE SEARCH ***The COMPUTER CHESS Magazine***

Est. 1985
Issue 73

Editor: Eric Hallsworth
Dec97-Jan98 £3.50

1997 WORLD MICRO COMPUTER CHAMPIONSHIPS

Big win for almost unknown JUNIOR,
as Virtua, Shredder and MChess Pro
fail to keep up the pace.

Shocks for FRITZ
and KALLISTO.

Where were HIARCS, REBEL and
GENIUS?

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REPORT, and many of the KEY GAMES.



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• **SELECTIVE SEARCH** is produced by **ERIC HALLSWORTH**.

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NEWS & RESULTS

Computer Chess: Current Affairs!

DEEP BLUE turns DEEPER BLUE, then YELLOW!

23.Sep.1997, *The INTERNET*: "Just read on REUTER's that IBM has officially declined any further DEEP BLUE matches".

24.Sep.1997, *Malcolm PEIN* wrote in the *DAILY TELEGRAPH*: "A third match between world chess champion Garry Kasparov and Deep Blue - the computer that beat him last April - may never happen".

If Kasparov has given up his title for a mess of pottage (cp.Esau in Genesis 25'29-34) it is not surprising that he reacted angrily to the news, accusing IBM was "quitting whilst it was ahead".

He had, straight after his defeat, challenged DEEP[er] BLUE2/3! to a third and deciding match - winner take all, including Kasparov's version of the world title!

Yet it almost seems that Kasparov actually brought the worst upon himself when, in a bitter attack straight after the match, he stated that what had originally been purported as a "scientific experiment" had become a "seriously competitive challenge... in an IBM created hostile atmosphere which was very difficult for me to bear".



IBM, Hsu and the rest of the programming team were more than taken aback by this less-than-endearing side of Kasparov, and some commentators wonder if the unpleasantness of his remarks might have really been what has cost him a re-match.

At the time all the IBM team would say was that, if there is a 3rd. match, "we hope Kasparov will play his own style of chess, i.e not anti-computer chess".

But an IBM spokesman in New York now says that Deep Blue's chess-playing days are over, so that the hardware can be used for investigating new projects in healthcare, financial marketing and pharmaceuticals.

On the other hand, with IBM's and Deep Blue's prestige at an all time high, playing the famous "hard to get" strategy could perhaps increase interest and demand (not to mention the financial rewards!) to unimaginable and irresistible proportions! Hope so!

Who COULD BEAT Deep Blue?

In the aftermath of 'the Event', the names of Karpov and Anand were freely promoted on the Internet chess section, as the two most likely to succeed. In an Indian newspaper as recently as October it was stated that discussions concerning an Anand-Deep Blue match were under way, though IBM have since denied the rumour.

Kasparov, arrogant to the end, said in a recent interview, "There are only 4 players who can beat DB in a match. They are Kasparov, Anand, Kramnik and Karpov".

One is tempted to ask on what basis he included himself in the list, when he didn't!

Frank HOLT: Latest RESULTS

Frank continues to be our most prolific British contributor and has, as promised, now supplied us with two more results from major matches he's been conducting.

Rebel8 P/100-MChess Pro5 P/100

Rebel8 normal 6½-5½ MChess Pro5
Rebel8 active 9-3 MChess Pro5
Rebel8 solid 8-4 MChess Pro5
Rebel8 defends 9-3 MChess Pro5
Rebel8 aggress 6-6 MChess Pro5

For comparison, here were the scores against MCP6:-

Rebel8 P/100-MChess Pro6 P/100

Rebel8 normal 6-6 MChess Pro6
Rebel8 active 6-6 MChess Pro6
Rebel8 solid 5½-6½ MChess Pro6
Rebel8 defends 4½-7½ MChess Pro6
Rebel8 aggress 5½-6½ MChess Pro6

Clearly MCP6 is much better than MCP5, though Frank did tell us at the time that, in his estimation, no less than 14 of the 60 games were affected by special preparation in the MCP6 book.

Now to the result of the match Frank describes as an "*epic*" due to the very competitive nature of the chess played!

Rebel8 P/100-Hiarcs6 P/100 Aggressive

Rebel8 normal 6½-5½ Hiarcs6

Rebel8 active 6½-5½ Hiarcs6

Rebel8 solid 6-6 Hiarcs6

Rebel8 defends 4½-7½ Hiarcs6

Rebel8 aggress 3½-8½ Hiarcs6

Frank sent me some of the games, with EPD2DIAGrams of key moments, and I'll try to find room for these in a future Issue. For comparison, here were the results with Hiarcs6 on Normal.

Rebel8 P/100-Hiarcs6 P/100 Normal

Rebel8 normal 5-7 Hiarcs6

Rebel8 active 4½-7½ Hiarcs6

Rebel8 solid 5½-6½ Hiarcs6

Rebel8 defends 6-6 Hiarcs6

Rebel8 aggress 6-6 Hiarcs6

It is noticeable that Hiarcs on its recommended Normal setting did much better than Aggressive when playing against Rebel on its own Normal and 'nearest-to-Normal' settings.

Hiarcs6 Aggressive only did better when Rebel was separated from its top settings!

So Hiarcs6 Aggressive has the best 'killer' setting for 'weaker' opposition (no slight intended, Ed, I recognise R8 is not playing its best chess on wider settings), whilst it is apparently best kept on Normal when faced with equal or almost equal opposition.

Frank is doing Hiarcs6-Geniu5 right now, but has also just bought Fritz5, so we may get coverage here as well soon.

HIARCS6 comes 2nd= in SPAIN; Another big 2600+ Elo grading!

Hiarcs6, running on a Pentium MMX/200, has just come 2nd= in an important **week-end Tournament** in Spain.

According to the info I have at present the time control was **G/25**, and there were no less than **8 G.M.'s** playing! Operator **Amador Cuesta** had set Hiarcs6 to G/20, allowing himself 5 mins to make all the move transfers, but in two long games the computer ran very short of time.

Top-rated was Giorgadze, with whom Hiarcs6 drew. In fact H6 lost no games at all, and Amador admits that his mistakes under time pressure certainly cost H6 at least one win in the 3 draws it had.

Being provisionally rated at 2000 - Hiarcs was (!) an unknown to the Tournament organisers - it had started off with 2 'easy' 21/25 move games against unrated players. These 2 wins soon put it in against strong opposition where it had its other draws with GM's Segundo and G Hernandez, and beat GM Ubilava, and FM's R Santiago (2340) and J Hernando (2400).

The win against **Ubilava** (2520) in round 5 was partially fortuitous - but they all count! The GM obtained a strong position from a Dutch Classical Stonewall, but lost a knight in a neat tactical trick after which Hiarcs6 announced a mate in 11!

The first encounter involving time trouble came in round 6 against top-rated GM, **Giorgadze** (2625). H6 stood slightly better but Amador made a mistake changing the time setting at move 61, with the result that Hiarcs was moving quicker than it needed, so he offered a draw which the GM quickly accepted.

Hiarcs met **San Segundo** (2495), the eventual winner of the tournament, in round 8 - and was offered a draw both before the game started and after move 7! Amador said "*No*" but, in the event, the game was drawn at move 44 anyway!

In the 9th round against Mexican GM **Hernandez** (2525), H6 had a completely won endgame. But it was running short of time on the main clock after Amador had transferred a move wrongly onto the main board. The "*take back?*" request was refused, so Amador had to alter the position in Hiarcs6's memory, via set-up. It was still winning!

But now the computer's time setting also had to be changed, because of the time lost in changing the position to the one now on the board.

Permission had been obtained to reset the clock once in such circumstances, but this time Amador accidentally re-set H6 to its 'instant' level, which is designed for play against beginners (!), and the win sadly evaporated into a draw around move 80.

The Hiarcs6 grading from its games v rated opponents was **2684 Elo**. We certainly believe that computers tend to grade approx. 80 Elo higher than 'true' at G/25-30, so it is perhaps the equivalent of approx. 2604.

■ **Final result:**

8/9 San Segundo (GM 2495)
7.5 Hiarcs6, A Strikovic (GM 2560), E Ubilava (GM 2520), G Hernandez (GM 2525), G Del Rio (IM 2375).
 On 7 were six players, incl. the top rated Gior-gadze. 206 players competed in all.

The Mephisto ATLANTA earns its keep!

Countrywide Computers usually likes to enter either a dedicated computer or a PC program into the tournament at the Bury St. Edmunds Week-end Congress.

But readers may recall that no-one would play the Milano Pro in the final round last time, with its score on 3/4.

So this time we put one of the new **Atlanta** machines on our Stand, and challenged players to G/5 Blitz... *for cash!*

We - well, Mike Healey! :-) - put £5 in the kitty to start off, and added £1 for every game that the computer remained undefeated!

The 'pot' was pretty large by Sunday night, but Mike left with his money intact - the Atlanta gave up only one draw throughout the whole week-end, and actually won all the other, approximately 60, games!

"There were some pretty hairy moments", says Mike, "when I thought I was going to have to pay out. But when it was on top the Atlanta won some devastating games and, whenever it did get in trouble, it defended and counter-attacked at times quite brilliantly".

SCORE UPDATES: Milano Pro, Diamond2 and Atlanta

We've not done too much more with the Milano Pro or Diamond2 since the last issue of SS, but we have completed another 12 game match with the **Atlanta**, this time against the **Mephisto Nigel Short**.

The Atlanta won impressively and quite easily, by 9-3.

We also have the first results for the **Sapphire2/Diamond2** through from Sweden. As often seems to happen with the

Novags, the Swedish results are not quite as good as ours. It seems there is still a small fall-away in the success ratio of Kittinger's tricky type of program when the opposition has more time to sort out the created complications.

For example, whilst we have **Diamond2** 4½-1½ up against **Milano Pro** at G/30 (score was 3-0), in Sweden it's actually the other way round (just!), with **Milano Pro** leading 10½-9½!

Another of their **Diamond2** results is 10-10 v **Berlin 68000**, whilst it has a good 14-6 win against the original **Milano**, and leads 11-1 against the **Super Expert 6/C**.

Thus a rating comparison as I write (6/Nov) shows major variations between us, after allowing for the 80 Elo difference which traditionally separates the Swedish and British Elo scales.

	<i>Swe</i>	<i>SS</i>	<i>Diff -80</i>
Milano Pro	2079	2136	-23
Diam1/Sapph1	2088	2138	-30
Diam2/Sapph2	2096	2190	+14
Atlanta	-----	2252	---

I expect (and hope!) these figures will start to come together as more results come through. Right now I would guess that the Swedish rating for Diamond2/Sapphire2 will maybe rise a little, whilst mine will go down a few points?!

EPD and PGN files for PC

Over the years I have accumulated a small collection of **.pgn** and **.epd** files relating to computer chess!

The **.pgn** files are mostly **Games Collections** from various Computer tournaments or matches:-

■ **PGN LIST**

Harvard Cup 1993, 95.
 WCC 1995.
 WMCC 1993, 95, 96, 97.
 Aegon 1996, 97.
 Aegon v GM's 1997.
 Kasparov v Anand.
 Kasparov v Deep Blue 1 & 2.
 Kamsky v Karpov.
 Hiarcs6 v Hergott.
 MCPro6 v Efimov.
 Collection of (740) Fischer games.

The **.epd** files contain sets of positions from various **Test Suites**. These are useful as many PC programs now can be set to import and automatically analyse a series of test positions, without you or me having to 'sit and watch'. The program runs the test and creates a file to report the results of each position tested.

With **EPD2DIAG** it is also possible to view and/or print these positions one at a time. The very latest version of EPD2DIAG not only exports to a PRINT program via the Clipboard (as described in *SS71, page 5*), but also can now create .bmp and .gif files directly, making life even easier.

■ EPD LIST

BT2830 test (hard, tactical)
Covax tests, 1 + 2 (very hard, tactical).
Exner test
LCT2 test (tactical, positional + endgame!)
MR test (positional)
PCH test (50, all positional, from Gelfer's Handbook)
Nolot test

■ PRICES (direct only from Eric)

PGN files on disc **£5**
EPD files on disc, with EPD2DIAG **£5**
BOTH discs **£8**

Folk who have already purchased the previous version of EPD2DIAG from me can return the disc with a book of 1st. class stamps (take one stamp out to post the disc!), and I'll happily upgrade it and complete your .epd file Collection!

Thanks re KIMBO: meet SKY!

I'd like to thank the MANY who've contacted me to say "sorry" about Kimbo. Folk who visited Countrywide and met her were particularly upset, she was a super dog!

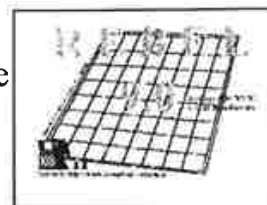


We've now got SKY, also from a Rescue Centre. Previously she'd been very badly treated. We like to rescue dogs - it reminds me that I've been rescued: "I once was lost, but now am found!" as goes the song *Amazing Grace* by converted slave trader, John Newton!

SKY will be one year old on Nov.23, and is looking lovely in the photo with Chris, my wife.

REBEL9

Sincere apologies are due from me to Ed Schroder, who kindly sent me a copy of **Rebel9** on CD the minute it came out!



And no review this time! Sorry, Ed.

I had already done my **Fritz5** review when R9 arrived, but expected to have room for both. However the News and WMCC pages etc have taken up so much room, it is having to wait until *SS74*.

Even so, I can say this: though I am pretty impressed with Fritz5, with its improvements and fine features... if you want really top strength as well, then **Rebel9** is what you should be looking at!

I'm not sure if its rating will pass Hiarc6 on the standard Pentiums - it will be a very close thing. But on Pentium Pro and MMX machines Rebel9 might make it!

Ed has re-coded relevant program parts into 32-bit, so there is a more than useful speed-up on the faster PC's! Whatever, there is no doubt that this is a very powerful program, blessed with lots of good features for chess enthusiasts and serious players.

There's also a new opening book by Jeroen Noomen, of around 185,000 positions, with some very specific evaluation figures given for each line which will be of great interest. Learning has also been added, so that Rebel9's opening play will 'evolve' according to its successes and/or failures within each owner's PC.

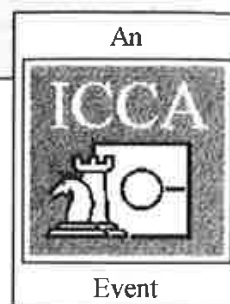
Favourite features remain, such as the ability to simulate play at a range of different Elo settings, the 4 game Simultaneous facility, and useful chess evaluation insights from the Rebel 'WarRoom'. Lots of fun!

NEXT ISSUE

- **Dutch Open Computer Champs** (played Nov-Dec).
- Ingo Althoeffer: **3-Hirn plays Shuffle Chess** against GM Yusupov.
- Komputer Korner's **Korrespondence Kup**: Result and analysed games from the Diep operator!
- **Bill Reid** finds out more about Rebel8.
- **Test your Computer:2** (*SS72*) results.
- Oh yes, mustn't forget the **Rebel9** review!



World Micro Computer Champs - REPORT & GAMES!



The 1997 and 15th. World Micro Computer Championship was held in Paris, from Oct.26 through to Nov.2nd. Credits are due to *Titus Software*, who provided the local organisation.

As usual, after the main Tournament, there was an extra day for a Blitz event and prizegiving ceremonies.

Another Paris company, AMD, supplied Pentium Pro 200MHz machines for those participants who wanted them. Others brought their own, very latest P/Pro 300's, and some software was on even more specialised equipment.

It is a shame that the programs aren't all on the same hardware, so that the Tournament would be a completely equal test, as a program running at double speed or even slightly more, clearly has a good advantage.

Pre-Tournament Favourites

Last year's winner **Shredder** was not especially fancied to repeat, despite being on an Alpha 533 - remember that many of the top commercial programs were missing in the 1996 Jakarta event.

The Israeli team had been unable to get visas for their entry with **Junior**, and some other programs withdrew as a protest. Others were put off by the costs of getting themselves and valuable PC equipment to and from Indonesia, and still others had different reasons for not entering, but that's another story!

Ferret was probably just favourite - though programmer Bruce Moreland is still an amateur (with, sadly, no interest in making his program commercial), Ferret was 2nd. last year and has gained a tremendous reputation playing Blitz on the Internet in the States; it would be running on particularly fast hardware in Paris.

The fastest hardware of all belonged to **Dark Thought**, which was on an Alpha 767, though it was considered unlikely this would get DT home!

Referring to Ferret as an amateur program may lead readers to wonder why so many

really good emerging programs remain 'amateur'. However there is rather more to producing a commercial program than 'just' playing good chess. They need interfaces, graphics and a myriad other features before they can even start to compete with those already on the market.

Many of the amateur programs have really good chess engines, but the screen (including the board!) is often in plain old scrolling text! A year's work could put this right, but our amateur friends are understandably only really interested in working on the chess side of their program.

Equally, whatever the myths, there's not much money to be made for most, even with one of the very top programs!

Junior3/3.5/4 comes into the 'amateur' and non-graphics department. Indeed versions 3/3.5/4 didn't even support proper hash tables, and only made 200K available! Despite this it has played very successfully in a team in the Chess Leagues in Israel and is another with a big reputation. Indeed the Swedish Chess Association has been testing the non-commercial versions for their *PLY* rating lists, and I have been including **Junior3.5** on mine on the basis of their results, though it seems from these that it is approx. 100 Elo behind those at the top.

However **JuniorX** for Paris would be the first version to have a proper hash system and, as it would be on a PPro/300, there were strong rumours that it also could be a leading contender.

The latest commercial versions of **MChess Pro(7)** and **Fritz(5)** were obviously fancied, especially the latter which, of course, is still World Computer Champion from the 1995 event!

Internet regular **Crafty**, by Bob Hyatt, had its supporters, though its computer-computer results have been generally inferior those against humans at Blitz, which is where Hyatt concentrates his efforts.

France's Marc-Francois Baudot was

optimistic that his new version **Virtual Chess2** could win, to celebrate the Championship being in Paris.

Kallisto also had its supporters, based on its fine Aegon result.

Missing, and not in Action!

Rebel, **Hiarcs**, **Genius**, **MChess Pro**, **Nimzo** and **WChess** were all missing from the initial list of participants.

Austria's Donninger, however, had entered **Nimzo** as **Hydra**, which caused some confusion when the questions over why certain programs were missing arose!

Rebel's Ed Schroder stated a couple of years ago that he would not be entering computer-computer events anymore.

It's partly the cost, and partly he feels there is more to be learned using his auto-testers over hundreds of games against the main commercial opposition, than in an 11 round WMCC event against all sorts.

But his main concern is the fact that the non-available amateur programs can be (and usually are) heavily prepared and booked-up in readiness for games against their easily available commercial opponents, whereas there is nothing the commercial programmer can do to prepare for the amateur programs which appear for just a few games a year.

Incidentally, and going off the subject momentarily, but that's a major reason why the Kasparov-Deep Blue match was not entirely fair - GK couldn't prepare properly for the unknown!

The extreme computer-computer case of this was the Gandalf victory over Hiarcs in 1995, and all other commercial programs I've tested would have fallen into the early trap at that time. So it could have been Rebel itself or, indeed, any of the others getting the bad headlines!

Hiarcs was entered originally, but wasn't there because Mark Uniacke and the ICCA were unable to agree about his personal status. Hiarcs is not Mark's job - he only works on it in his spare time at evenings and week-ends, as do the other helpers in his small team. So, although the program is commercially available - indeed it's currently the top rated! - Mark is not a

professional chess programmer in his view. He'd like to be, and he thought he should be classed as an "emerging professional" - as were such as Chrilly Doninger with his Nimzo/Hydra program, and the programmers of Shredder and Goliath, which are also commercially available. But the ICCA said Mark could only enter as a professional.

I should add that this had nothing to do with the £1,000 entrance fee (from which non-professionals are exempt), as Mark tells me he offered to pay that anyway.

Cash was Marty Hirsch's problem with **MChess Pro**, as I understand it.

The early story was that he was too late in sending in his entry, but I have reported in a previous Issue that Marty has had to take up other work to support his chess computing. This is mainly because a German firm still owes him a considerable sum of money for MCP programs they purchased off him.

In the event I am told that major German distributor Ossi Weiner came up with the entrance fee for Marty, enabling him to play. Indeed, he took Hiarcs place - a strange irony!

Genius is undergoing a rewrite of the code from 16-bit to 32-bit, and is still some way from being finished. Richard, understandably, didn't feel like entering with Genius5 after everyone's had a year to see what it does or doesn't do (or, more important, have in its opening book!).

Some of the New Names!

Now available commercially, **Goliath** is the new name for last year's Interchess.

The Crazy Bishop is programmed by France's Remi Coulom, who says the first code only hit the screen in Oct.96!

Chess Guru is by Joel Rivat, using bitboards and 64 bit programming and on some powerful hardware as it performs poorly on 16 and 32-bit machines.

And some Old Friends!

It's always nice to see the British amateur programs **Woodpusher** by John Hamlen and **Francesca** by Tom King entered. They were hoping to be drawn to play each other at some point though, based on the 1996

results, it was expected that Francesca might be higher up the table. Both are keen SS readers, so I'll be after them for brief 'on the scene' reports later!

Finally would **Ananse** in v3.0 manage a win - the only points it's ever scored in WMCC events has been from byes so far. You have to admire programmer Banner-man's persistence!

The Tournament! Rounds 1-4

■ **Ferret** drew with **Gandalf** before beating 2 eventually lowly-placed opponents. Then it lost in round 4 to....

■ **Junior**, which started in a rush, going straight to 3½/4. The round 4 win over **Ferret** sounded a warning!

■ **Shredder** made an awful start! A draw with **Crafty** was fair enough, but losses against **Gandalf** and **Chess Guru** left it on an early 1½/4.

■ **Kallisto** started badly, drawing with **Arthur**, **Toledo** and my friend **Francesca**, and losing to **Chess Guru**.

■ **Fritz5** astonishingly started with 3 draws and a defeat - all against opponents which all ended up in the bottom half of the table!

■ **MChess Pro7** was on standard PPro/200 hardware, so its win over **Dark Thought** in round 1 and an early 3½/4 was a very good start for it.

■ **Virtual** was also one of the early leaders, though it had had a couple of easier opponents on its way to a promising 3½/4.

■ **Nimzo/Hydra** made a poor start, losing to **Toledo** (a newcomer which was to end up with a good score) and **Arthur**. 1½/4.

■ After draws in rounds 1 and 2, **Crafty** played two weaker opponents and got nicely to 3/4.

■ **Chess System Tal** started as if it meant business. Granted its early opposition was moderate, but 3/4 was just what **Chris Whittington** would have been hoping for.

And what of my old friends **Woodpusher** and **Francesca**?

■ **Francesca** had 1½/4, thanks to a win over poor **Ananse** (as you'd expect on 0/4).

■ **Woodpusher** had a ½ point more. It had lost to **Ferret**, but beat **Dragon** and got a useful draw with **Goliath** to reach 2/4!

Round 1 - ECO C18

CS Tal 280a-The Crazy Bishop

1.e4 e6 2.d4 d5 3.♘c3 ♘b4 4.e5 c5 5.a3 ♘xc3+ 6.bxc3 ♘e7 7.♖g4 O-O 8.♙d3 ♘f5

9.♘e2 ♘c6 10.O-O c4 11.♙xf5 exf5 12.♗g3 ♘h8 13.♙g5 ♗a5 14.♗h3 ♙d7 15.♘f4 b6 16.♘h5 ♗g8 17.♗fb1 ♙e6 18.a4 a6 19.♘f4 ♗ab8 20.♘h1 ♗a8 21.♗e1 ♗gf8 22.♗e3 ♗fb8 23.♙f6 ♘g8 24.♗g3 ♘f8 25.♘xe6+ ♘e8 26.♗xg7 ♗b4 27.cxb4 ♘d8 28.♗xh7 ♗b7 29.♗g8+ ♘d7 30.♘xd8 ♗bb8 31.♗xf7+ ♘c8 32.♘c6# 1-0

Round 2 - ECO B99

Gandalf-Shredder

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♙g5 e6 7.f4 ♘bd7 8.♗f3 ♗c7 9.♙d3 ♗b6 10.♘b3 ♙e7 11.O-O-O h6 12.♙h4 ♗c7 13.♘d4 g5 14.fxg5 ♘e5 15.♗e2 ♘fg4 16.♙g3 ♙xg5+ 17.♘b1 b5 18.♙xb5+ axb5 19.♘dxb5 ♗c5 20.h3 ♘e3 21.♘xd6+ ♘f8 22.♗f2 ♗h7 23.♗he1 ♗b8 24.♘a4 ♗a3 25.♙xe5 ♘xd1 26.♗a7 ♗xb2+ 27.♙xb2 ♗xd6 28.♗d4 ♗xd4 29.♙xd4 f5 30.♗xd1 ♗b7+ 31.♘b2 fxex4 32.♗e1 ♗f7 33.c4 ♙b7 34.♗e2 ♙c6 35.a4 ♗f1+ 36.♘a2 ♙f4 37.a5 e5 38.♙f2 ♗h1 39.a6 ♙g5 40.a7 ♗f1 41.h4 ♙c1 42.♙c5+ ♘f7 43.♘a4 ♗d1 44.♘c3 ♗d2+ 45.♗xd2 ♙xd2 46.♘d5 h5 47.♘b3 ♙e1 48.♘c7 ♙xh4 49.a8=♗ ♙xa8 50.♘xa8 ♙g5 51.♙c3 ♙e6 52.♘c7+ ♘d7 53.♘d5 ♙e6 54.♙e3 ♙d8 55.♘b4 ♙h4 56.♘c3 ♙e1 57.c5 ♙xc3+ 58.♙xc3 ♘d5 59.g3 ♙e6 60.♙c4 ♘d7 61.♘d5 1-0. An early shock for last year's Champion!

Round 2 - ECO C24

M-Chess 7.0-Virtual Chess II

1.e4 e5 2.♙c4 ♘f6 3.d3 c6 4.♘f3 d5 5.♙b3 ♘bd7 6.O-O ♙d6 7.exd5 ♘xd5 8.♗e1 O-O 9.♘bd2 ♙c7 10.♘e4 a5 11.a3 a4 12.♙a2 ♗e8 13.♙d2 ♘f8 14.♘g3 ♘g6 15.♘g5 h6 16.♘5e4 ♙b6 17.♗h5 ♙e6 18.♘f5 ♙xf5 19.♗xf5 ♘h4 20.♗g4 ♗e6 21.g3 ♘g6 22.♙b4 ♗c7 23.♗ad1 ♗d8 24.♙c5 ♙a5 25.c3 b6 26.♙e3 ♘ge7 27.♗f3 ♗g6 28.♙c1 c5 29.♗d2 b5 30.♗de2 b4 31.♙c4 bxc3 32.bxc3 ♗e6 33.♗b2 ♗c6 34.♗h5 f5 35.♙d2 ♗b6 36.♗eb1 ♗xb2 37.♗xb2 fxex4 38.dxe4 ♘h7 39.exd5 ♘xd5 40.♙g5 ♘e7 41.♗b5 ♙xc3 42.♗f3 ♗c6 43.♙d3+ ♗xd3 44.♗xd3+ ♘g6 45.♗c4 ♙d4 46.♙e3 ♗a8 47.♗b1 ♗f3 48.♙xd4 cxd4 49.♗xa4 d3 50.♗d1 ♗d5 51.♗h5 ♘e7 52.a4 d2 53.♗d1 ♘c6 54.♗b5 ♗d3 55.♗b3 ♗d4 56.♗a3 ♘a5 57.♗a2 ♘c4 58.♗c2 e4 59.♗xc4 ♗xc4 60.♗xd2 ♗xa4 61.♗d5 ♗c2 1/2-1/2

Round 3 - ECO D44

Chess Guru-Kallisto

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘c3 e6 5.♙g5 dxc4 6.e4 b5 7.e5 h6 8.♙h4 g5 9.♘xg5 hxg5 10.♙xg5 ♘bd7 11.exf6 ♙b7 12.g3 c5 13.d5 ♗b6 14.♙g2 O-O-O 15.O-O b4 16.♘a4 ♗a6

17.dxe6 ♖xe6 18.♙e1 ♜e5 19.♙xb7+ ♜xb7
20.♖xd8 ♜f3+ 21.♜g2 ♖c6 22.♙e8 ♙xh2+
23.♜f1 ♙h1+ 24.♜e2 ♜d4+ 25.♜d2 ♙xa1
26.♖a8+ ♜a6 27.♖xc6+ ♜xc6 28.♙xf8 c3+
29.♜xc3 bxc3+ 30.♜xc3 ♜e5 31.f4 ♙g1
32.fxe5 ♙xg3+ 33.♜c4 ♙xg5 34.♜d5 1-0 A
disappointing result for the Aegon hero!

Round 3 - ECO C62

Francesca v0.20-Ananse

1.e4 e5 2.♜f3 ♜c6 3.♙b5 d6 4.d4 ♙d7 5.♜c3
exd4 6.♜xd4 g6 7.O-O ♙g7 8.♙e3 ♜f6 9.h3
♜xd4 10.♙xd4 O-O 11.♙xd7 ♖xd7 12.♖f3
♜h5 13.♙ad1 ♙xd4 14.♙xd4 c5 15.♙d3 c4
16.♙d4 ♖c6 17.♜d5 ♖a4 18.♖c3 ♙fd8
19.♙xc4 ♖xa2 20.♜e7+ ♜f8 21.♙c7 ♜g7
22.b3 b6 23.♜f5 gxf5 1-0 Tom King would
have been disappointed not to beat Ananse, but
a win is a win!

Round 3 - ECO B95

Shredder-IsiChess

1.e4 c5 2.♜f3 d6 3.d4 cxd4 4.♜xd4 ♜f6 5.♜c3
a6 6.♙g5 e6 7.♖d2 ♙e7 8.O-O-O O-O 9.f4
♜bd7 10.♙c4 ♙e8 11.♙b3 ♜c5 12.♙he1 h6
13.♙xf6 ♙xf6 14.♜b1 ♙d7 15.e5 dxe5 16.fxe5
♙g5 17.♖f2 ♙c8 18.g3 b5 19.h4 ♙e7 20.♜e4
♖b6 21.♙f1 ♜xe4 22.♖xf7+ ♜h8 23.♖g6 ♖b7
24.♙f7 ♙f8 25.c3 ♜xg3 26.♙c2 ♜g8 27.♙g1
♙xc3 28.bxc3 b4 29.♙f6 bxc3+ 30.♜b3 1-0

Round 3 - ECO E12

Virtual Chess II-Stobor

1.d4 ♜f6 2.♜f3 e6 3.c4 b6 4.a3 ♙b7 5.♜c3 d5
6.cxd5 ♜xd5 7.♖c2 ♙e7 8.♙d2 O-O 9.e4
♜xc3 10.♙xc3 ♜d7 11.♙d1 ♖c8 12.♙d3 ♙a6
13.O-O ♙xd3 14.♖xd3 ♙d8 15.♙fe1 ♜c5
16.♖c2 ♜d7 17.d5 ♜c5 18.b4 ♜b7 19.♜d4
exd5 20.♜f5 ♙f8 21.♙xg7 dxe4 22.♙xd8
♜xd8 23.♖xe4 ♖e6 24.♙f6 h5 25.♜g3 ♖xe4
26.♙xe4 a5 27.♙e8 h4 28.♜f5 axb4 29.♜e7+
♜h7 30.♙xf8 ♜e6 31.♙xa8 1-0

Round 4 - ECO B01

M-Chess 7-Goliath

1.e4 d5 2.exd5 ♖xd5 3.♜c3 ♖d6 4.d4 ♜f6
5.♙g5 a6 6.♜f3 b5 7.♙d3 ♜c6 8.a4 b4 9.♜e4
♖d5 10.♜xf6+ gxf6 11.♙f4 ♙g4 12.♙e2 e5
13.dxe5 ♖e4 14.♙e3 fxe5 15.♙d3 ♖d5
16.♖e2 ♙xf3 17.gxf3 ♜d4 18.♙xd4 ♖xd4
19.O-O-O 1-0 A crushing result for MCP
against the latest commercial newcomer!

Now the first major coming-together!

Round 4 - ECO A22

Junior-Ferret

1.c4 e5 2.♜c3 ♜f6 3.g3 ♙b4 4.♙g2 O-O 5.e4
♙xc3 6.bxc3 c6 7.♙a3 d6 8.d3 ♙e8 9.♜e2 d5

10.cxd5 cxd5 11.exd5 ♜xd5 12.O-O ♜c6
13.♙e1 ♙e6 14.♙b1 ♖d7 15.♙b5 ♙ed8
16.♖b1 ♙ab8 17.c4 ♜b6 18.♙c5 ♙f5 19.♙xb6
♙xd3 20.♖b3 axb6 21.♙d5 ♖f5 22.♜c1 ♙c2
23.♙xd8+ ♙xd8 24.♖xb6 e4 25.♖xb7 ♖a5
26.♜f1 ♖a4 27.♖b5 f5 28.♖xa4 ♙xa4 29.♜b3
♜e5 30.♜g1 ♜xc4 31.f3 exf3 32.♙xf3 ♜f7
33.♜c5 ♙c2 34.a4 ♜d2 35.♙g2 ♜c4 36.♜b7
♙d2 37.a5 ♜d6 38.♜d8+ ♜g8 39.a6 ♙e4
40.♙xe4 ♜xe4 41.♜c6 ♙a2 42.a7 ♜f7 43.♙d1
♜g5 44.♙d7+ ♜f6 45.♙d8 ♜f3+ 46.♜f1
♜xh2+ 47.♜e1 ♙a1+ 48.♜e2 ♙a2+ 49.♙d2
♙a6 50.♙d6+ ♜g5 51.♙d7 ♙a2+ 52.♙d2 ♙a1
53.♙d5 ♙a2+ 54.♜d1 ♙a1+ 55.♜c2 ♙a6
56.♜b2 ♙xa7 57.♜xa7 ♜g4 58.♜c6 ♜f1
59.♙d7 g5 60.♙xh7 ♜xg3 61.♜d4 f4 62.♙g7
g4 63.♜c2 f3 64.♜d3 ♜h3 65.♙a7 ♜g3 66.♙a2
♜h5 67.♜e3 ♜f6 68.♙a6 ♜d5+ 69.♜f2 ♜h4
70.♙a4 ♜h3 71.♙a8 1-0

Round 5 - ECO C48

SOS-Woodpusher

1.e4 e5 2.♜f3 ♜c6 3.♜c3 ♜f6 4.♙b5 ♜d4
5.♙a4 ♙c5 6.♜xe5 O-O 7.♜d3 ♙b6 8.♜f4 c6
9.d3 d6 10.♙e3 ♜g4 11.a3 f5 12.♖d2 fxe4
13.dxe4 ♜xe3 14.fxe3 ♖h4+ 15.g3 ♜f3+
16.♜d1 ♜xd2 17.gxh4 ♙xe3 18.♜g2 ♙h6
19.h3 b5 20.♜xb5 cxb5 21.♙xb5 ♜xe4 22.♙e1
♜f2+ 0-1

Junior gets its second major head-to-head in
consecutive rounds!

Round 5 - ECO B82

Virtual Chess 2-Junior

1.e4 c5 2.♜f3 d6 3.d4 cxd4 4.♜xd4 ♜f6 5.♜c3
a6 6.f4 e6 7.♖f3 ♖b6 8.♜b3 ♖c7 9.g4 b5
10.♙d3 ♙b7 11.g5 ♜fd7 12.♖h3 b4 13.♜e2
♜c5 14.♜xc5 dxc5 15.b3 e5 16.g6 fxe6
17.♙b2 ♖d7 18.♖e3 exf4 19.♜xf4 ♖e7
20.O-O-O ♜d7 21.♙c4 ♜b6 22.♙e6 a5
23.♜d5 ♜xd5 24.exd5 h6 25.♙hg1 ♙d8
26.♙xg6 ♙d6 27.♙e5 ♜d8 28.♖xc5 1-0

That puts new favourite **Virtual** 4½/5 in sole
1st place; it was to go further ahead in round 6...

Round 6 - ECO C88

Crafty-Virtual Chess 2

1.e4 e5 2.♜f3 ♜c6 3.♙b5 a6 4.♙a4 ♜f6
5.O-O ♙e7 6.♙e1 b5 7.♙b3 O-O 8.a4 ♙b7
9.d3 d6 10.c3 ♜a5 11.♙c2 c5 12.♜bd2 ♖c7
13.axb5 axb5 14.♜f1 ♜c6 15.♙xa8 ♙xa8
16.♜e3 ♜d8 17.♜f5 ♜e6 18.♜xe7+ ♖xe7
19.♙e3 ♜g4 20.♙d2 ♖d7 21.♖b1 ♖c6 22.b3
♜f6 23.b4 c4 24.dxc4 ♖xc4 25.♙d3 ♖a2
26.♖d1 ♙c6 27.h3 ♖b2 28.♖e2 ♙a2 29.♙xb5
♙xe4 30.♙c4 ♙xf3 31.gxf3 ♙a8 32.f4 ♜xf4
33.♙xf4 ♖xe2 34.♙xe2 exf4 35.c4 ♙a2 36.b5
♜f8 37.♙f1 ♜d7 38.♙e4 g5 39.h4 h6 40.hxg5

h×g5 41.♖e2 ♖a1 42.♗d2 ♗e7 43.♖e2+ ♗e5
44.♗b2 ♗d7 45.♗b4 ♗f3+ 46.♗g2 g4 47.c5
d×c5 48.♗×f4 f5 49.♗g3 ♗×f1 50.♗×f5 ♗d6
51.♗×g4 ♗d4 52.♗f6+ ♗d5 53.♗f8 c4
54.♗d8+ ♗c5 55.♗g3 ♗g1+ 56.♗h2 ♗g6
57.♗c8+ ♗×b5 58.f4 ♗c6 59.♗b8+ ♗a5 0-1

Round 6 - ECO E99

Junior-Chess System Tal

1.♗f3 ♗f6 2.c4 g6 3.♗c3 ♗g7 4.e4 d6 5.d4
O-O 6.♗e2 e5 7.O-O ♗c6 8.d5 ♗e7 9.♗e1
♗d7 10.♗d3 f5 11.♗d2 ♗f6 12.f3 f4 13.g3 g5
14.♗b3 f×g3 15.h×g3 ♗h5 16.♗g2 ♗g6
17.♗h1 ♗×g3 18.♗×g3 ♗h4 19.♗e1 h5
20.♗e3 c5 21.d×c6 b×c6 22.c5+ d5 23.exd5 e4
24.d×c6+ ♗h8 25.♗e4 ♗c7+ 26.♗f2 ♗g4
27.♗a4 ♗ae8 28.♗d6 ♗×e3 29.♗×e3 ♗f4
30.♗b5 ♗f5+ 31.♗×f5 ♗e5+ 32.♗d2 ♗×f5
33.♗×h5+ 1-0 A nice return to winning ways!

Round 6 - ECO D13

Kallisto-Capture

1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.♗c3 ♗f6 5.♗f3
♗c6 6.♗f4 e6 7.e3 ♗h5 8.♗g5 ♗b6 9.♗b5 a6
10.♗×c6+ b×c6 11.♗e5 ♗×b2 12.O-O g6
13.♗b1 ♗×c3 14.♗a4 ♗g7 15.♗bc1 ♗×c1
16.♗×c1 O-O 17.♗e7 ♗×e5 18.♗×f8 ♗d7
19.d×e5 ♗×f8 20.♗h4 ♗b8 21.g4 ♗g7
22.♗×h7 ♗e8 23.♗h6+ ♗g8 24.♗c3 c5
25.♗g2 ♗b1 26.♗×c5 ♗b5 27.♗g5 ♗f8
28.♗d8 ♗b2 29.♗c7 ♗g7 1-0

So after 6 rounds we had:-

•5½ Virtual

•5

•4½ Junior, MChess Pro7

•4 Ferret, Arthur, Eugen7.2, Chess Guru, DiepV, Crafty

Round 7 - ECO C82

Virtual Chess 2-Ferret

1.e4 e5 2.♗f3 ♗c6 3.♗b5 a6 4.♗a4 ♗f6
5.O-O ♗×e4 6.d4 b5 7.♗b3 d5 8.d×e5 ♗e6
9.c3 ♗c5 10.♗bd2 O-O 11.♗c2 f5 12.♗b3
♗b6 13.♗fd4 ♗×d4 14.♗×d4 ♗×d4 15.c×d4 f4
16.f3 ♗g3 17.h×g3 f×g3 18.♗d3 ♗f5 19.♗×f5
♗×f5 20.♗×f5 ♗h4 21.♗h3 ♗×d4+ 22.♗h1
♗×e5 23.♗d2 ♗×b2 24.♗f4 c6 25.♗ac1 ♗f6
26.♗×g3 ♗g6 27.♗h2 ♗e8 28.♗c5 d4 29.♗d1
♗e2 30.♗×d4 ♗e1+ 31.♗g1 ♗b1 32.♗d8+ ♗f7
33.♗d7+ ♗e8 34.♗h2 ♗×g1 35.♗e5+ ♗f8
36.♗f5+ ♗e8 37.♗e5+ ♗f8 38.♗f5+ ♗e8
39.♗e5+ 1/2-1/2

We would not have expected the next pair to be meeting like this, i.e both already standing almost out of contention on a mere 2½/6!

Round 7 - ECO C26

Fritz5-Kallisto

1.e4 e5 2.♗c3 ♗f6 3.g3 d5 4.exd5 ♗×d5
5.♗g2 ♗×c3 6.b×c3 ♗d6 7.♗f3 O-O 8.O-O
♗c6 9.d4 ♗g4 10.♗d3 ♗c8 11.♗g5 ♗f5
12.♗e4 ♗g6 13.♗×g6 h×g6 14.♗e4 ♗e7 15.d5
♗a5 16.♗×e5 ♗e8 17.♗×f7 ♗×f7 18.d6 ♗f5
19.♗×f5+ g×f5 20.d×e7 ♗×e7 21.♗d1 ♗f6
22.♗f1 ♗ae8 23.h4 ♗g6 24.♗g5 ♗e2 25.♗ac1
♗2e6 26.♗d7 c5 27.♗cd1 a6 28.♗f4 b6 29.h5+
♗f6 30.♗c7 ♗b7 31.a4 ♗8e7 32.♗×e7 ♗×e7
33.♗b1 ♗d6 34.♗×b6 ♗e4 35.♗b7 ♗f8 36.a5
♗e7 37.♗b8+ ♗f7 38.♗f4 ♗×c3 39.♗c8 ♗a4
40.♗g5 ♗e4 41.♗c7+ ♗g8 42.♗c6 ♗c4
43.♗×a6 ♗×c2 44.♗a8+ ♗f7 45.♗a7+ ♗g8
46.a6 ♗c3 47.♗e7 ♗e4 48.♗e3 ♗f6 49.a7 ♗a2
50.♗×c5 1-0

Round 7 - ECO A34

Junior-M-Chess 7

1.c4 ♗f6 2.♗c3 c5 3.g3 d5 4.cxd5 ♗×d5 5.♗g2
♗c7 6.♗a4+ ♗d7 7.♗f3 e6 8.d4 ♗e7 9.d×c5
O-O 10.c6 b×c6 11.♗×c6 ♗b8 12.♗f4 ♗b7
13.O-O g5 14.♗×c7 ♗×c7 15.♗a4 ♗b6
16.♗c2 ♗b7 17.♗fd1 ♗a8 18.♗ac1 ♗f6
19.♗b1 ♗b8 20.h3 h6 21.♗c2 ♗bc8 22.♗dc1
a6 23.♗h2 ♗c4 24.♗a1 ♗a7 25.e3 ♗a8
26.♗e1 ♗×g2 27.♗×g2 ♗f3 28.♗e1 ♗f5
29.♗d1 ♗g7 30.a3 ♗d5 31.a4 h5 32.♗g2 ♗h8
33.♗g1 ♗f5 34.♗e1 h4 35.g4 ♗d5 36.♗c3
♗b7 37.♗b1 ♗g8 38.♗d1 ♗d5 39.♗c3 ♗a5
40.b4 ♗e5 41.♗e2 ♗d5 42.b5 a×b5 43.♗×b5
♗c5 44.♗b3 ♗5c6 45.♗d3 ♗a5 46.♗f3 ♗b2
47.♗×c6 ♗×c6 48.♗b5 ♗×c1+ 49.♗×c1 ♗×a4
50.♗b8+ ♗h7 51.♗×g5+ ♗g6 52.♗c7 ♗e8
53.♗f3 ♗h7 54.♗×h4 ♗g8 55.♗f3 ♗b5
56.♗e2 ♗d3 57.♗f4 ♗×f4 58.♗×f4 ♗b7 59.h4
♗d5 60.h5 ♗c6 61.g5 ♗c1+ 62.♗g2 ♗c2
63.g6 f×g6 64.h6 ♗b2 65.♗g5 ♗c6+ 66.e4
♗e8 67.♗c7 ♗f6 68.f3 e5 1-0 So, another big
one for Junior and, with Virtual 'only' drawing
against Ferret, the lead is down to a ½ point!

Round 8 - ECO D26

Chess Guru-Junior

1.d4 d5 2.♗f3 ♗f6 3.c4 d×c4 4.e3 e6 5.♗×c4
c5 6.♗e2 a6 7.d×c5 ♗×c5 8.O-O b5 9.♗d3
♗c6 10.♗c3 ♗b7 11.a4 ♗a5 12.♗d2 b4
13.♗b3 ♗b6 14.a5 ♗a7 15.♗a4 ♗d6 16.e4
♗e5 17.♗g5 ♗×d3 18.♗×f6 ♗f4 19.♗d2 g×f6
20.♗×d6 ♗h3+ 21.g×h3 ♗g8+ 22.♗g3 ♗×g3+
23.h×g3 ♗×e4 24.♗bc5 ♗f3 25.♗b6 ♗d8
26.♗fc1 f5 27.♗c4 ♗b8 28.♗×a6 ♗e5 29.♗cc1
♗×b2 30.♗a4 ♗e5 31.♗ab1 ♗d2 32.♗e1 ♗d4
33.♗f1 ♗d6 34.♗4c5 ♗e2 35.♗fc1 ♗×a6
36.♗×a6 ♗×a6 37.♗×b4 ♗×a5 38.♗f4 ♗a7
39.♗b1 h5 40.♗f3 h4 41.g×h4 ♗d4 42.h5 ♗h4
43.♗b8+ ♗e7 44.♗bb3 ♗d1+ 45.♗h2
♗g5 46.♗g3 ♗c1 0-1

Round 8 - ECO C24

Eugen-Virtual Chess 2

1.e4 e5 2.♗c4 ♘f6 3.d3 c6 4.♘f3 d5 5.♗b3
 6.♗d6 7.♗c3 dxe4 8.dxe4 ♘a6 9.♗e3 ♗e7
 10.♗d2 ♗c5 11.♗e2 ♗e3 12.♗e6
 13.♗e6 ♗e6 14.O-O-O O-O 15.a3 b4
 16.axb4 ♘xb4 17.♗b1 a5 18.♗c5
 19.♗e4 20.♗e4 ♗a2+ 21.♗c1 ♗fd8
 22.♗a1+ 23.♗d2 ♗xb2 24.♗e1 e4
 25.♗f1 e3 26.♗e4 e2+ 27.♗xe2 ♗f4+
 28.♗f3 ♗xd1 29.♗xf4 a4 30.♗xc6 ♗b8+
 31.♗g4 ♗c8+ 32.♗xc8+ ♗xc8 33.c3 a3
 34.♗c2 ♗xh1 35.♗xa3 ♗xh2 36.g3 h5+ 0-1

Round 8 - ECO C24

M-Chess 7-Ferret

1.e4 e5 2.♗c4 ♘f6 3.d3 c6 4.♘f3 d6
 5.O-O ♗e7 6.♗e1 O-O 7.♗bd2 ♗g4
 8.a3 ♗bd7 9.♗a2 ♗c7 10.h3 ♗h5
 11.♗f1 ♗a5 12.♗e3 ♗xf3 13.♗xf3
 14.♗b5 15.♗ab1 ♗a4 16.♗b3 ♗a5
 17.♗g3 g6 18.♗h6 ♗fe8 19.♗d5
 20.♗d8 21.♗c5 22.b4 ♗cd7 23.♗xe7+
 24.♗xe7 25.♗g5 b5 26.♗c4 a6
 27.♗ec1 ♗g7 28.♗e3 ♗g8 29.♗c2
 30.♗ec8 31.♗c1 ♗e8 32.♗b3 d5
 33.♗exd5 cxd5 34.♗c5 ♗c6 35.♗e2
 36.♗e6 37.f4 ♗e8 38.fxe5 ♗xe5
 39.d4 ♗f3+ 40.♗xf3 ♗xe2 41.♗xf6
 42.♗xf6 43.♗e6 44.c6 ♗xa2 45.c7
 46.♗xf6 47.c8=♗+ ♗g7 48.♗e3 ♗e6
 49.♗f4 ♗e1+ 50.♗h2 ♗b1 51.♗xa6
 52.♗h1+ 53.♗g3 ♗e1+ 54.♗f2
 55.♗f2 ♗e7 56.♗d2 h5 57.♗xb5
 58.h4+ 59.♗f2 ♗f6+ 60.♗e3 ♗a1
 61.♗xd5 ♗f1 62.♗e5+ ♗g8 63.♗b8+
 64.♗g7 65.d5 ♗e1+ 66.♗d4 ♗d1
 67.♗e5+ ♗h7 68.♗ee3 ♗xd2+ 69.♗xd2
 70.♗a1+ 71.♗c3 ♗g1+ 72.♗e3
 73.♗xg2 74.b5 ♗f1 75.♗c5 ♗f5
 76.b6 ♗c8+ 77.♗b4 ♗d7 78.♗b3
 79.f5 80.♗c4 ♗c8+ 81.♗d4 ♗h8+
 82.♗d3 ♗e5 83.a4 ♗e4+ 84.♗c3
 85.♗e3+ 86.♗c4 ♗e4+ 87.♗c5
 88.♗e5 89.a5 g5 90.a6 ♗g3 91.♗c2
 92.♗xh3 93.a7 1-0 So MCPro7 (5½/8) manages to just stay in the race, but in doing so has surely ended 4½/8 Ferret's chances!

Round 8 - ECO C45

Woodpusher-Techno Chess

1.e4 e5 2.♘f3 ♗c6 3.d4 exd4 4.♗xd4
 5.♗e3 ♗f6 6.♗b5 ♗xe3 7.fxe3 ♗h4+
 8.g3 ♗xe4 9.♗xc7+ ♗d8 10.♗xa8 ♗f6
 11.♗d6 ♗xh1 12.♗c3 ♗xh2 13.♗c7+ ♗e7
 14.O-O-O ♗h6 15.♗d3 ♗h1 16.♗d1 ♗f3
 17.e4 h5 18.a3 ♗g8 19.♗e2 ♗e3+
 20.♗b1 ♗f2 21.♗xh5 g6 22.♗e2
 23.♗xe4 24.♗xe4 ♗xe2 25.♗d6+ ♗d8
 26.♗g5 ♗e7 27.♗c7+ ♗e8 28.♗xc8+
 29.♗d8 30.♗c7+ ♗e7 31.♗xb7 ♗f6
 32.♗xf7 ♗xf7 33.♗b3+ ♗g7 34.♗c3+
 35.♗h6 36.♗d5 1-0 My pal John Hamlen is having a wonderful time, and stands at 50%, but Tom King and poor Francesca have got stuck on 1½.

The leaders after 8 rounds are:

♦7 Virtual

♦6½ Junior

♦6

♦5½ Shredder, MChess Pro

♦5 Dark Thought, CS_Tal, Eugen7.2, Gandalf, Chess Guru, Goliath

Round 9 - ECO A05

Goliath-Chess System Tal

1.♗f3 ♗f6 2.g3 g6 3.b4 ♗g7 4.♗b2
 O-O 5.♗g2 d6 6.O-O e5 7.d3 ♗h5
 8.e4 ♗a6 9.c3 c5 10.a3 ♗d7
 11.♗bd2 b5 12.♗c1 ♗c8 13.♗e1
 14.♗f6 15.♗b2 ♗h3 16.♗xh3 ♗xh3
 17.a4 cxb4 18.axb5 ♗c5 19.♗c4
 20.♗e7 21.d4 ♗e6 22.dxe5 ♗fc8
 23.exd6 ♗xc4 24.dxe7 ♗xc3 25.♗xa7
 26.♗e8 27.♗h4 ♗f6 28.♗d2 ♗b3
 29.e5 ♗g4 30.f3 g5 31.fxg4 g×h4
 32.♗d7 ♗g7 33.e6 f6 34.♗a2
 35.h×g3 36.♗h1 ♗e3 37.♗d1
 38.♗xe1+ 39.♗xe1 ♗xe7 40.♗a8+
 41.♗e8 42.♗e2 ♗f8 43.♗a6 ♗c7
 44.♗d6 ♗xe6 45.b6 ♗f7 46.b7 0-1
 CS_Tal is looking good!

Round 9 - ECO A20

Junior-Gandalf

1.c4 e5 2.♘f3 e4 3.♗d4 ♗c6 4.♗b3
 ♗f6 5.♗c3 ♗b4 6.♗c2 O-O 7.♗xe4
 ♗xe4 8.♗xe4 ♗e8 9.♗d5 ♗e5
 10.♗f3 d5 11.cxd5 ♗f5 12.♗e4
 13.♗xd5 14.e3 ♗e5 15.♗f4 ♗f5
 16.a3 ♗e6 17.axb4 ♗xb3 18.♗e2
 19.♗e7 20.b5 g5 21.♗f3 ♗d5
 22.♗h5 ♗b4 23.O-O ♗e4 24.g3
 25.♗c2 26.♗a5 b6 27.♗a6 ♗e6
 28.♗d3 ♗e4 29.♗c4 ♗d6 30.f4
 31.♗b4 32.♗a4 ♗d3 33.♗xg5+
 34.♗xg5 35.fxg5 36.♗d7 37.h4
 38.♗g6 39.♗a3 ♗e4 40.♗a2
 41.♗g6 42.g4 ♗e8 43.h5 ♗e4
 44.♗xa7 ♗e5 45.♗a4 ♗de7 46.♗b1
 47.♗xg5 48.♗xe4 49.♗xd3
 50.♗exg4+ 51.♗f2 ♗xh5 52.b3
 53.♗d5 54.♗e2 ♗f5+ 55.♗e1
 56.♗xf1+ 57.♗xf1 ♗g5 58.d4
 59.♗g3 60.♗f2 ♗h3 61.♗g2
 62.♗h4 63.♗f3 ♗h6 64.e4
 65.♗d6 66.d5 ♗g6+ 67.♗f2
 68.f6 69.♗b2 ♗h6 70.♗c3
 71.♗g6 72.e5 fxe5 73.♗xe5
 74.♗g7 75.♗xg7 ♗xg7 76.♗g3
 77.♗g6 78.♗e4+ 79.♗f6 80.♗xh7
 81.♗e5 82.♗g8 83.♗d4 84.♗f4
 85.♗c5 86.♗e5 87.♗xb5 88.d6
 89.cxd6+ 90.♗xd6 ♗a5 91.♗c6
 92.b5 93.♗c5 b4 94.♗e6 ♗a6
 95.♗xb4 1-0 Many of Junior's games are quite long, but the results are usually the same!

Now comes a very important one!

Round 9 - ECO A74

Shredder 2.0-Virtual Chess 2

1.d4 ♗f6 2.♘f3 e6 3.c4 c5 4.d5
 exd5 5.cxd5 d6 6.♗c3 g6 7.♗g5
 8.♗g7 9.♗d2 O-O 10.e4 a6 11.a4
 12.♗e8 13.♗e2 ♗bd7 14.O-O
 b6 15.f4 ♗c7 16.♗c1 ♗b7
 17.♗b3 ♗ac8 18.♗h1 h6 19.♗h4
 h5 20.f5 ♗h6 21.fxg6 fxg6 22.♗c2
 23.♗g7 24.♗cd1 g5 25.♗f2
 26.♗e5 27.♗g3 g4 28.♗f5
 29.♗e7 30.♗c4 ♗xc4 31.♗xc4
 32.♗ce8 33.♗df1 ♗f8

28.e5 dxe5 29.♞e4 ♞xe4 30.♞xf8 ♞xg3+
31.hxg3 ♞d6 32.♞f5 ♞f4 33.gxf4 1-0

A great attacking win by Shredder, giving Junior (7½) a ½ point lead after 4 successive wins. Virtual (7) has a ½ point lead on Shredder (6½).

Round 10 - ECO D42

Chess Guru-MChess 7

1.d4 d5 2.♞f3 ♞f6 3.c4 e6 4.♞c3 c5 5.cxd5
♞xd5 6.e3 ♞c6 7.♞d3 cxd4 8.exd4 ♞e7
9.O-O O-O 10.♞e1 ♞d6 11.♞xd5 exd5
12.♞c2 h6 13.♞d2 ♞g4 14.♞e5 ♞xe5 15.dxe5
♞b6 16.♞ab1 ♞ad8 17.♞a4 ♞d7 18.♞a5 ♞c5
19.♞xb6 ♞xb6 20.♞c3 ♞fe8 21.♞a1 ♞a4
22.♞e2 a6 23.♞h1 d4 24.♞b4 ♞b5 25.♞xb5
axb5 26.f4 d3 27.♞ee1 ♞d4 28.♞d2 ♞c4 29.a3
♞f8 30.b3 ♞c2 31.♞ed1 ♞d8 32.♞ab1 ♞d5
33.b4 ♞e7 34.♞b3 ♞e6 35.h3 ♞f5 36.g4+ ♞e4
37.f5 ♞xe5 38.♞c3+ ♞e4 39.♞xg7 ♞e3
40.♞c3 ♞e2 41.♞f6 d2 42.♞h4 ♞d6 43.a4
bxa4 44.♞c4+ ♞d4 45.♞c7 ♞g5 46.♞g3 ♞d3
0-1

Well, if ever there was a big one for the 1997 Title, this was it. Could the 1996 Champion halt Junior's progress, and keep itself and Virtual in with a chance?

Round 10 - ECO D18

Shredder 2.0-Junior

1.d4 d5 2.♞f3 ♞f6 3.c4 dxc4 4.♞c3 c6 5.a4
♞f5 6.e3 e6 7.♞xc4 ♞b4 8.O-O ♞bd7 9.♞b3
a5 10.♞h4 ♞g4 11.f3 ♞h5 12.g4 ♞d5 13.♞g2
♞g6 14.e4 ♞e7 15.♞e3 ♞b6 16.♞e2 h5 17.g5
♞d7 18.♞f4 ♞d6 19.♞xg6 ♞xg6 20.♞xb7
♞f4 21.♞xf4 ♞xf4 22.♞h1 ♞b8 23.♞xc6 ♞b6
24.♞c4 ♞xb2 25.g6 ♞xg6 26.f4 ♞b4 27.♞d3
♞f6 28.♞ad1 ♞e7 29.♞g1 O-O 30.♞g3 g6
31.♞g5 ♞g7 32.♞c5 ♞h8 33.♞g5 ♞d7
34.♞xa5 ♞xd4 35.♞gg1 ♞c8 36.♞b5 ♞c6
37.♞b6 ♞d2 38.♞a6 ♞g4 39.♞xd2 ♞xd2
40.♞e2 ♞e7 41.♞a7 ♞c2 42.♞f1 ♞a5
43.♞d4+ e5 44.♞d3 ♞xa4 45.♞b5 ♞a2 46.h3
♞c1 47.♞g2 ♞xf1 48.♞xf1 ♞f6 49.fxe5 ♞a1+
50.♞g2 ♞xe5 51.♞c3 h4 52.♞h1 ♞eg8
53.♞g2 ♞h5 54.♞e2 ♞gf6 55.♞c6 ♞b2
56.♞f3 ♞g3 57.♞d4 ♞h2 58.e5 ♞h7 59.♞e3
♞xh3 60.♞d2 ♞g4 61.♞c2 ♞g5 62.♞d5 h3
63.e6 fxe6 64.♞xe6+ ♞xe6 65.♞xe6 ♞a4+
66.♞b3 ♞c6+ 67.♞c4 h2 68.♞d4+ ♞h7
69.♞h4+ ♞h5 70.♞xh2 ♞xc4+ 71.♞b1 ♞e4+
72.♞b2 ♞h6 73.♞d6 ♞f4 74.♞c5 g5 75.♞c6+
♞f6+ 0-1

Now Virtual has to win!

Round 10 - ECO B92

Virtual Chess 2-Chess System Tal

1.e4 c5 2.♞f3 d6 3.d4 cxd4 4.♞xd4 ♞f6 5.♞c3

a6 6.♞e2 e5 7.♞b3 ♞e7 8.O-O O-O 9.♞e3
♞e6 10.♞d2 ♞bd7 11.a4 ♞c8 12.a5 ♞c7
13.♞fd1 ♞fd8 14.♞e1 ♞c6 15.♞f3 h6 16.h3
♞xb3 17.cxb3 ♞c5 18.b4 ♞e6 19.♞e2 ♞f4
20.♞xf4 exf4 21.♞d4 ♞f8 22.♞d2 ♞e8
23.♞xf4 ♞e6 24.♞d2 ♞c7 25.b5 axb5
26.♞xb5 ♞dc8 27.♞d3 ♞e5 28.♞c4 ♞h8
29.♞d5 ♞h5 30.g3 ♞f6 31.♞c4 ♞h5 32.♞g2
♞e5 33.♞a4 ♞g5 34.♞b5 ♞d7 35.f4 ♞h5
36.b4 ♞g6 37.♞c3 ♞h5 38.♞d5 ♞e7 39.f5
♞g5 40.h4 ♞c1 41.b5 ♞xg3 42.♞xe7 ♞xe7
43.♞xg3 ♞g1+ 44.♞f3 ♞h1+ 45.♞e3 d5
46.♞xd5 ♞e1+ 47.♞f3 ♞h1+ 48.♞e3 ♞ce8
49.♞d4 ♞xh4 50.♞d5 ♞c7 51.♞dc4 ♞d7 52.a6
bxa6 53.♞xa6 ♞e1+ 54.♞f3 ♞h1+ 55.♞e2
♞h7 56.b6 ♞e5 57.♞f3 ♞b1 58.♞a5 ♞xb6
59.♞c3 ♞ee7 60.f6 gxf6 61.♞c6 ♞b1 62.♞f2
♞b7 63.♞a2 ♞h1 64.♞xf6 ♞h2+ 65.♞e3
♞g3+ 66.♞d4 ♞g1+ 67.♞f2 ♞a1+ 68.♞d3
♞xf6 69.♞cxf6 ♞b1 70.♞h2 ♞d1+ 71.♞c2 ♞g7
72.♞fxh6 ♞g1 73.♞h7+ ♞f8 74.♞f2 ♞c7+
75.♞d2 ♞g7 76.♞h8+ ♞g8 1-0 Phew! Virtual
had some luck here, as CS_Tal probably had a
draw by repetition at move 48 with ♞e1+. I am
told this showed as best move until the very last
moment, but it got clever and changed its mind!

So the leaders, with 1 round to go:-

•8½ Junior

•8 Virtual

•7½

•7 MChess Pro7

•6½ Shredder

•6 Ferret, Dark Thought, Toledo, Hydra, CS_Tal,
Chess Guru, Fritz5

Neither in the next can win the Tournament, but
it is still the play-off for 3rd. place!

Round 11 - ECO B50

MChess 7-Shredder 2.0

1.e4 c5 2.♞f3 d6 3.♞c4 ♞f6 4.e5 dxe5 5.♞xe5
e6 6.d3 ♞d6 7.♞g4 ♞bd7 8.♞g5 ♞b6
9.♞xf6+ gxf6 10.♞c1 ♞c6 11.f3 b5 12.♞b3
♞c7 13.♞c3 ♞a6 14.g3 c4 15.dxc4 bxc4
16.♞a4 O-O-O 17.♞b5 ♞xb5 18.♞xb5 ♞b4+
19.c3 ♞e5+ 20.♞e2 ♞xb5 21.cxb4 ♞xb4+
22.♞f1 ♞e5 23.♞e3 h5 24.♞c1 ♞d3 25.♞c2
♞b8 26.♞g1 ♞hg8 27.b3 c3 28.♞g2 ♞d5
29.♞d1 ♞gd8 30.♞b1 ♞a8 31.a3 ♞b5 32.♞h1
♞c6 33.b4 ♞f5 34.♞f1 ♞c4 35.♞fc1 ♞b3
36.♞xc3 ♞xc1 37.♞xc1 ♞d3 38.♞f2 ♞e5
39.♞e1 ♞xa3 40.f4 ♞ed5 41.b5 ♞a5 42.♞g2
♞xb5 43.♞a1 a6 44.♞h3 ♞d3 45.♞h4 a5
46.♞e2 ♞b3 47.♞e1 a4 48.♞g1 ♞b8 49.♞f2
♞d7 50.♞c2 e5 51.f5 ♞b4+ 52.♞h3 h4 53.♞c5
♞b3 54.♞e4 hxg3 55.hxg3 ♞b2 56.♞a3 ♞h8+
57.♞g4 0-1

Who organises these things?! Well, it just so happens that Fritz5 has arrived in 5= place at the right time to 'play the hero' - if it can - and show us what it's made of. Yes - they've paired it with Junior!

Round 11 - ECO C45

Fritz5-Junior

1.e4 e5 2.♟f3 ♘c6 3.d4 exd4 4.♟xd4 ♟f6
5.♟xc6 bxc6 6.e5 ♟e7 7.♟e2 ♟d5 8.c4 ♟a6
9.b3 O-O 10.♟b2 ♟b6 11.♟e2 ♟e8 12.♟f4
g5 13.♟g3 ♟g7 14.♟d2 ♟xe5 15.♟xe5 ♟xe5
16.♟xe5 ♟xe5 17.♟f3 ♟e7 18.♟d2 d5
19.♟ae1 dxc4 20.bxc4 g4 21.♟d4 ♟d8
22.♟xg4+ ♟b7 23.♟xe7 ♟xd4+ 24.♟e3 ♟xg4
25.♟f3 ♟g5 26.♟xf7 ♟xc4 27.♟xh7 ♟d5+
28.♟e2 ♟xg2 29.♟c1 ♟e5+ 30.♟d2 ♟d5
31.h4 ♟f5 32.♟e1 ♟xa2 33.h5 ♟e5+ 34.♟d2
♟c4 35.h6 ♟e2+ 36.♟c3 ♟xf2 37.♟g7 ♟f3+
38.♟d2 ♟d3+ 39.♟e1 ♟h3 40.♟g6 c5 41.♟f2
a5 42.♟cg1 ♟d5 43.♟1g3 ♟h2+ 44.♟g1 ♟h4
45.♟3g4 ♟h1+ 46.♟f2 a4 47.♟g1 ♟h3
48.♟1g3 ♟h2+ 49.♟g1 ♟h5 50.♟f2 ♟e4
51.♟f6 ♟d5 52.♟e6 ♟f5 53.♟e5 ♟f6 54.♟e3
♟d7 55.♟xf5 ♟xf5 56.♟h3 a3 57.h7 ♟e5+
58.♟d3 a2 59.♟h1 ♟d5+ 60.♟c2 a1=♟
61.♟xa1 ♟h5 62.♟e1 ♟xh7 63.♟e6 c4 64.♟c3
♟b6 65.♟b4 ♟h3 66.♟g6 ♟b3+ 0-1

And to finish, the game Virtual started having to win, in case Junior drew or lost. As we've seen, it didn't matter.

Round 11 - ECO C90

Dark Thought-Virtual Chess 2

1.e4 e5 2.♟f3 ♘c6 3.♟b5 a6 4.♟a4 ♟f6
5.O-O ♟e7 6.♟e1 b5 7.♟b3 O-O 8.c3 d6 9.a3
♟a5 10.♟a2 c5 11.d3 h6 12.♟bd2 ♟e6
13.♟xe6 fxe6 14.b4 ♟c6 15.♟b3 ♟d7 16.bxc5
dxc5 17.a4 ♟ab8 18.axb5 axb5 19.h3 ♟fd8
20.♟e3 ♟h5 21.g3 ♟f6 22.♟b2 ♟h7 23.♟c2
♟g5 24.♟h2 ♟a8 25.♟xa8 ♟xa8 26.♟xg5
♟xg5 27.♟e2 ♟f8 28.♟b3 c4 29.dxc4 bxc4
30.♟c5 ♟d6 31.♟a3 ♟a8 32.♟b4 ♟b8 33.♟a6
♟xb4 34.♟xb4 ♟a8 35.h4 ♟e7 36.♟c1 ♟b6
37.♟b2 ♟xb4 38.♟c2 ♟f8 39.h5 ♟d6 40.cxb4



Programmer
AMIR BAN
operating
JUNIOR
in Paris!

♟d4 41.♟g2 ♟c8 42.b5 ♟f7 43.b6 ♟b8 44.b7
c3 45.♟b3 ♟e7 46.♟e2 ♟a4 47.♟xc3 ♟xb7
48.♟g4 ♟d6 49.♟d3+ ♟c5 50.♟f3 ♟d7
51.♟c3+ ♟b6 52.♟f8 ♟xe4+ 53.♟h2
♟d5 54.♟a3 ♟b7 55.♟d3 ♟xd3 56.♟xd3 ♟f7
57.♟d6+ ♟b7 58.♟h3 ♟c7 59.♟xe5 ♟e7
60.♟d6 ♟c7 61.♟xe6 ♟b8 62.f4 ♟a7 63.f5
♟b7 64.♟g6 ♟d7 1-0

So Junior is the new **World Micro Computer Champion**. It appears in the final Table to have won quite easily, with a big 1½ point gap - and I think it was deserved. It played against most of its main contenders, and a final score of 9½/11 is very impressive indeed.

Virtual Chess was amongst the leaders throughout, and thus played all its games against top opposition, so deserved 2nd.

After a poor start **Shredder** met some mid-table opponents, and recovered pretty well, especially with wins over Virtual and MChess Pro7 at the end.

The **MChess Pro7** result, on a standard PPro/200, was also good. It had the hardest tournament of all in terms of strength of opposition, so did well to reach 7/11.

Fritz, **Kallisto** and maybe **Crafty** will be somewhat disappointed with their results; of **Ananse** we'll say no more!

The complete **round-by-round FINAL TABLE** is overleaf. First, here is the result of the **11 round BLITZ G/7 Tournament**, which was of some consolation for a slightly disappointed Ferret:

WMCC 1997 BLITZ CHAMPS

- ♦10 Ferret
- ♦9½
- ♦9
- ♦8½ Shredder
- ♦8 Hydra(Nimzo), Junior
- ♦7½
- ♦7 Fritz
- ♦6½ Chess Guru
- ♦6
- ♦5½ Diep, Chess Tiger, Dark Thought
- ♦5 Virtual, SOS, CS_Tal, Capture, Isichess, Comet, Gandalf
- ♦4½ Crafty, The Crazy Bishop
- ♦4 Eugen
- ♦3½ Nightmare
- ♦3 XXX2
- ♦2½
- ♦2 Patzer

1997 WMCC - CHAMPIONSHIP TABLE!

<i>Pos</i>	<i>Name</i>	<i>R1</i>	<i>R2</i>	<i>R3</i>	<i>R4</i>	<i>R5</i>	<i>R6</i>	<i>R7</i>	<i>R8</i>	<i>R9</i>	<i>R10</i>	<i>R11</i>	<i>Pts</i>	<i>OppSc</i>
1	JUNIOR	=12w	+11b	+30w	+5b	-2w	+10b	+4b	+14w	+13b	+3w	+16w	9½	69.0
2	VIRTUAL CHESS 2	+9b	=4w	+24b	+15w	+1b	+18w	=5b	+12w	-3w	+10b	-6w	8	73.0
3	SHREDDER	=18b	-13w	+20b	-14b	+31w	+24w	+23b	+15w	+2b	-1b	+4w	7½	66.5
4	M-CHESS PRO	+6w	=2b	+7w	+21b	=10w	=11b	-1w	+5b	=12b	+14w	-3b	7	75.0
5	FERRET	=13b	+20w	+22b	-1w	=15b	+7b	=2w	-4w	+11b	=8w	+14b	7	73.0
6	DARK THOUGHT	-4b	+9w	=19b	=27w	+29b	=23w	+7b	=10w	-14b	+13w	+2b	7	66.0
7	TOLEDO 2000	+8b	=17w	-4b	+28w	+13b	-5w	-6w	=27b	+22b	+15w	+18b	7	65.5
8	HYDRA	-7w	=12b	-11w	+33b	+30w	+19b	-14w	+23b	+27w	=5b	+10w	7	59.5
9	COMET	-2w	-6b	+33w	-23b	+20w	-26b	+32w	+25b	=18b	+28w	+19b	6½	57.0
10	CHESS SYSTEM TAL	+19b	+14w	=15b	=12w	=4b	-1w	+22b	=6b	+21w	-2w	-8b	6	72.0
11	ARTHUR	=17b	-1w	+8b	+19w	+24b	=4w	=15b	-13w	-5w	+21b	=12b	6	70.0
12	EUGEN 7.2	=1b	=8w	+23b	=10b	=21w	+27w	+18b	-2b	=4w	-16b	=11w	6	69.5
13	GANDALF	=5w	+3b	-21w	+30b	-7w	=16b	+25w	+11b	-1w	-6b	+26w	6	68.5
14	CHESS GURU	+34w	-10b	+17b	+3w	-18b	+22w	+8b	-1b	+6w	-4b	-5w	6	67.5
15	DIEP V	+32w	+26b	=10w	-2b	=5w	+21b	=11w	-3b	=16w	-7b	+22w	6	65.5
16	FRITZ	=20b	=18w	=27b	-24w	=28b	=13w	+17b	+19w	=15b	+12w	-1b	6	64.0
17	KALLISTO	=11w	=7b	-14w	=31b	-23w	+30b	-16w	+32b	=28b	+29w	+21w	6	53.5
18	CRAFTY	=3w	=16b	+25w	+26b	+14w	-2b	-12w	-21b	=9w	+27b	-7w	5½	66.5
19	THE CRAZY BISHOP	-10w	+34b	=6w	-11b	+32w	-8w	+24b	-16b	+23w	+20b	-9w	5½	57.0
20	ISICHESS	=16w	-5b	-3w	-29w	-9b	+34w	+33b	+31b	+24w	-19w	+28b	5½	52.5
21	GOLIATH	+29b	=22w	+13b	-4w	=12b	-15w	+28b	+18w	-10b	-11w	-17b	5	62.5
22	WOODPUSHER	+33w	=21b	-5w	=25b	+26w	-14b	-10w	+29b	-7w	+32w	-15b	5	57.5
23	XXXX 2	-26w	+32b	-12w	+9w	+17b	=6b	-3w	-8w	-19b	=31b	+34w	5	56.5
24	STOBOR	=25w	+31b	-2w	+16b	-11w	-3b	-19w	+34w	-20b	=33b	+27w	5	54.0
25	PATZER	=24b	+28w	-18b	=22w	-27b	+29w	-13b	-9w	-26w	+30b	+33w	5	53.0
26	SOS	+23b	-15w	+29b	-18w	-22b	+9w	-27b	-28w	+25b	+34w	-13b	5	52.5
27	CHESS TIGER	+31w	-30b	=16w	=6b	+25w	-12b	+26w	=7w	-8b	-18w	-24b	4½	60.0
28	ANMON	=30w	-25b	+32w	-7b	=16w	+31b	-21w	+26b	=17w	-9b	-20w	4½	55.5
29	TECHNOCHESS	-21w	+33b	-26w	+20b	-6w	-25b	+31w	-22w	+34b	-17b	=30w	4½	48.0
30	CAPTURE	=28b	+27w	-1b	-13w	-8b	-17w	+34b	-33w	=32b	-25w	=29b	3½	53.0
31	FRANCESCA	-27b	-24w	+34b	=17w	-3b	-28w	-29b	-20w	=33b	=23w	=32b	3	48.5
32	NIGHTMARE	-15b	-23w	-28b	+34w	-19b	+33w	-9b	-17w	=30w	-22b	=31w	3	48.0
33	DRAGON	-22b	-29w	-9b	-8w	+34b	-32b	-20w	+30b	=31w	=24w	-25b	3	48.0
34	ANANSE	-14b	-19w	-31w	-32b	-33w	-20b	-30w	-24b	-29w	-26b	-23b	0	49.0

Review - the brilliant FRITZ5!

Every now and then a new product comes along which is really good. This is one of them!

Franz MORSCH's series of **FRITZ** programs for the PC are already well known, and have a high reputation for their quality of features. Coming from the same stable as ChessBase has helped, so the board graphics, game analysis, printing functions and database facilities have always been first class.

PLAYING STYLE & STRENGTH

Regular readers will know, however, that I have had personal reservations about FRITZ programs! A bold statement, I know, about a program that has a blitz win over Kasparov in major competition, and beat Deep Blue to the World Computer Championship in 1995.

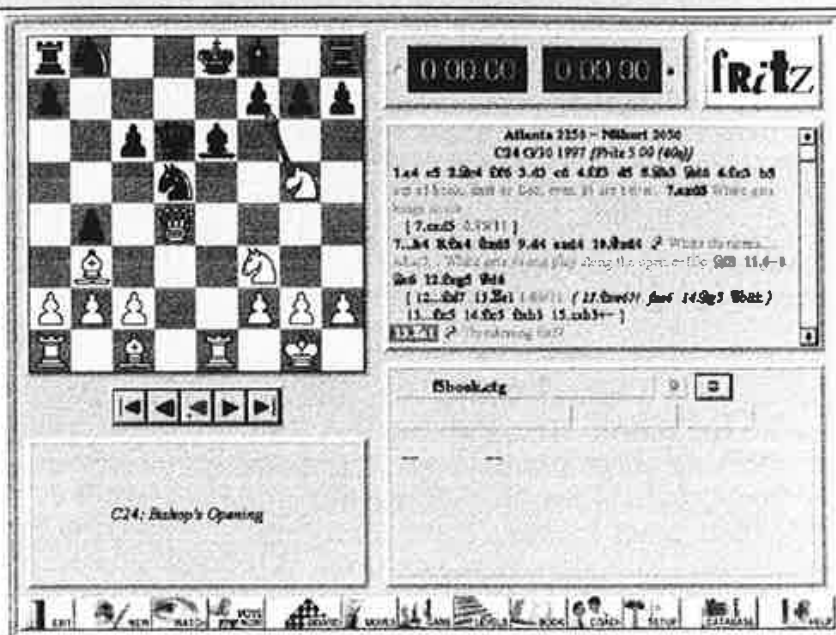
But, whilst freely admitting that they are tactically superfast, I've been disappointed in the lack of chess knowledge, resulting in poor positional and occasionally quite dubious endgame play, and doubtful game analysis and evaluations.

There were clear signs in Fritz3/4 that Morsch was tackling this, but the still understrength standard of positional matters left FRITZ3/4 still apparently languishing some 100-120 Elo below the market leaders HIARCS and REBEL.

Pre-launch rumours for **FRITZ5** abounded that a 30-40% speed increase had instead been invested in adding knowledge, and I think that's what they've done. It ought to put the program in much closer contention nearer the top!

I've not played it in so many games myself at present, but those I have are much more satisfying - the tactical speed is still all there, but with many clear moments of improved play in quieter positions demanding development, defensive repositioning or endgame preparation.

I have used it to watch how it prepares analysis of some recent games, and its work here has been a treat, especially now that its



Screen shot from move 13 of FRITZ5's analysis of ATLANTA v Mephisto NIGEL SHORT (see full game later)

comments (yes, it adds its own remarks in English as well as variations to the game when it analyses!) are based on an inherently much better chess ability.

The price of **FRITZ5** is **£89.95**. It comes on 2 CD ROMS and requires Windows.

A brief listing of NEW or especially enjoyable FEATURES!

- **For beginners** it will list and explain all possible moves! Can colour-mark threatened pieces and squares. In **Coach mode** gives valuable hints and advice - which can be heard vocally (Malcolm Pein's voice!) if you have sound on your system.
- The **very large Opening Book** is stored as a **Variation Tree**, which allows some useful statistics to be gathered such as winning %ages in different lines etc. The tree can be user edited and new trees created from games databases.
- **Automatic Analysis** can be of a whole game, with FRITZ5 [1] adding both text and variations and even quiz questions if required, or [2] 'Blundercheck' with variations and evaluations highlighting critical moments only, or [3] of selected moves with detailed variation trees being generated. The user is able to set time controls and variation thresholds for all of these.
- The **Hiarcs6** engine can also be used to

generate the analysis. One could even do an Automatic Analysis with Hiarcs6 followed by a Blundercheck using Fritz5 and store/print both together for a really comprehensive check!

- There is a **360,000 Games Database** on the CD, plus an **Endgame Database**. Some of these things, like the Opening Book, are very memory hungry, so there is the option to leave some files on the CDs, ready for access at appropriate moments.

There's a lot more, but it is well detailed in the 88 page Manual, which also gives a useful listing of chess figurine and commentary symbols and keyboard shortcuts.

Some parts of the Manual need reading a couple of times to make sure you set-up things like 'Blundercheck' correctly.

Also care needs to be taken saving a game to other non .cbh Databases - you have to store it in the new Fritz5/Chess-Base6 .cbh format first, and then copy it from the Fritz5 Database to its new home.

However Fritz5 knows how to convert them, and they now reach my ChessBase1 .cbf format database safely enough after an early mistake made by me... as they say RTFM - Read The Flipping Manual!

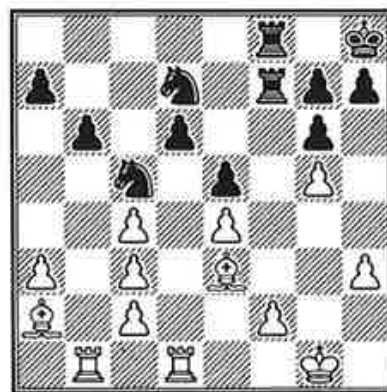
FRITZ5 in PLAY

Now an example of FRITZ5 playing chess. This is a game against REBEL8 which gives us a chance to see some improved Fritz endgame understanding.

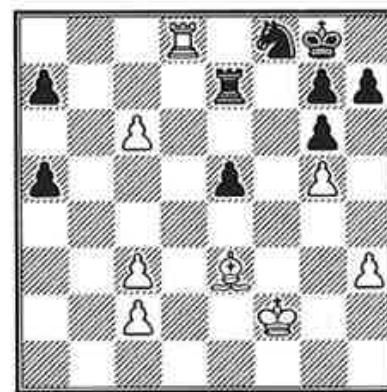
Note: Fritz5 had a small speed advantage being on a slightly faster PC.

Fritz5 P/120 (2500) – Rebel8 P/100 (2500) [C26] G/30 (round 1) Vienna Game.
Brief notes by ELH

1.e4 e5 2.♖c3 ♘f6 3.♙c4 ♙b4 4.♘f3 d6
5.0-0 0-0 6.d3 ♘bd7 7.a3 -0.06/9. F5's first move out of Book. Evaluations with a note of the depth of search can be stored with the game, so I have left a few in to show how F5 felt about its position during the game. 7...♙xc3 8.bxc3 ♘b6 9.♙b3 ♙g4 10.♞e1 ♞c8 11.♞b1 c5 12.h3 0.22/9 12...♙h5 13.g4 ♙g6 14.g5 0.47/11 14...♘fd7 15.♘h4 0.66/12 15...c4 16.dxc4 0.91/11 16...♙c5 17.♘g6 fxg6 18.♙g4 ♙d7 19.♙xd7 ♘bxd7 20.♙g2 ♞f7 21.♙a2 ♞cf8 R8 mounts an attack on the backward f2-pawn. 22.♙e3 0.63/10 22...♙h8 23.♞ed1 b6 24.♙g1 0.31/10



24...♙xe4?! *Premature?! 24...♙b8 25.♞xd6 ♙xe4 26.c5 ♙xd6 27.♙xf7 ♘xf7 results in similar exchanges to the game, but instead favouring Black. 25.c5! ♘xf2?! 25...♞f3 26.c6 ♙dc5 might have been better. 26.♙xf7 0.72/10 26...♙xd1 27.♞xd1 ♞xf7 28.c6 ♙f8 29.♞xd6 ♞c7 30.♙f2 ♞e7 31.a4 1.19/11 31...♙g8 32.a5 bxa5 33.♞d8!*



The threat of ♙c5 is decisively nasty! 33...♞c7 34.♙c5 ♙f7 35.♞xf8+ 1.44/10 35...♙e6 36.♞e8+ ♙d5 37.♙f8 ♙xc6 38.♞e7! Forcing the exchange of rooks to leave a favourable material imbalance which guarantees White the victory. 38...♞xe7 39.♙xe7 ♙d5 40.♙a3 h6 41.h4 ♙c4 42.♙b2 a4 43.♙e3 hxg5 44.hxg5 1.72/14 44...a3 45.♙a1 ♙d5 46.c4+ 2.28/14 46...♙xc4 47.♙xe5 2.63/13 47...a6 48.♙xg7 a5 49.♙d2 4.44/14 49...a4 50.♙a1 a2 51.c3 ♙c5 52.♙c2 5.44/13 52...♙d5 53.♙b2 ♙e4 54.c4 ♙d4 55.♙a3+ ♙xc4 56.♙xa4 ♙d5 57.♙b3 ♙e4 58.♙xa2 ♙f4 59.♙f6 ♙e4 60.♙b3 ♙f4 61.♙c4 ♙e4 62.♙c5 ♙e3 63.♙d6 ♙f4 64.♙e6 12.09/16 64...♙g4 65.♙f7 ♙f5 66.♙g7 1-0

Now for something different. Here is the **FRITZ5** analysis of a game in a Match we ran at Countrywide Computers between Mephisto's new ATLANTA and their very

popular NIGEL SHORT computer.

When ANALYSING a game FRITZ5 makes +/-, +/- type notes, rather than leaving evaluation figures behind. It is easy enough then to spend a few minutes going back over a game (and the variations F5 has produced) in Monitor mode, to add some F5 evaluations, so I've done that in a few places, and also added some diagrams.

Otherwise the text remarks and variations are untouched, just as Fritz5 produced them, copied over to ChessBase!

Atlanta (2250) – Meph NigelShort (2050)

C24. Bishop's Opening. G/30 (game 11)

Analysis by Fritz 5.00 (40s per move)

1.e4 e5 2.♘c4 ♖f6 3.d3 c6 4.♗f3 d5 5.♘b3
♙d6 6.♗c3 b5

Out of book

7.exd5

0.75/11 White gets kings attack

7...b4 8.♗e4 ♗xd5 9.d4 exd4 10.♗xd4



White threatens.... what?... White gets strong play along the open e-file

10...♗f8 11.0-0 ♘e6 12.♗eg5 ♗d6

[12...♗d7 13.♗e1 1.88/11 (13.♗xe6?! fxe6 14.♗g5 ♗b8±) 13...♗c5 14.♗e5 ♗xb3 15.axb3+]

13.♗e1 2.06/12

Threatening ♗xf7... also see screenshot at start of article! [13.♗xe6?! fxe6

(13...♗xe6?? 14.♗e1+–) 14.♗e1 ♗d7±; 13.♗e1]

13...h6

[13...♗d7 14.♗xf7 (14.♗xe6?! fxe6 15.♗h6 ♗f6+–) 14...♗xf7 15.♗g5+ ♗g8 16.♗xe6+–]

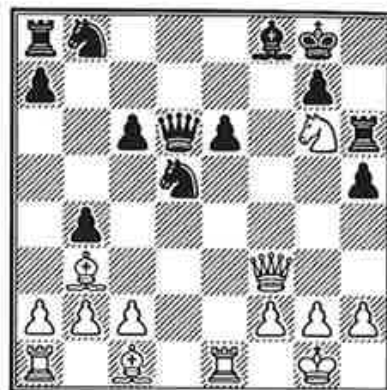
14.♗xe6 fxe6 15.♗g4 ♗f7 16.♗e5+ ♗g8 17.♗g6 h5

[17...e5 18.♗xe5 ♗h7 19.♗xd5 (19.♗xf8+?! ♗xf8 20.♗e6 ♗c5+–) 19...cxd5 20.♗e6+– (20.♗xf8+?! is clearly inferior 20...♗xf8 21.♗e6 ♗c5+–)]

18.♗f3

4.03/12 [18.♗h3 keeps an even firmer grip 18...♗d7 5.41/11]

18...♗h6



19.♗xh6

[19.♗xf8?! ♗f6 20.♗xe6 ♗xe6 21.♗xe6

♗xe6 2.84/13; 19.♗xf8+ Inferior is 19...♗xf8 20.♗xf8 ♗xf8 21.♗xh6 gxf6 22.♗xe6 a5+–]

19...gxf6 20.♗xf8 ♗xf8 21.♗xh5 ♗h7

[21...♗f6 cannot change what is in store for Black: 22.♗h4 ♗h8 23.♗ad1+–]

22.♗xd5!

finishing him off

22...cxd5

[22...cxd5 is still a small chance 23.♗xe6 ♗d7 8.44/12]

23.♗e8



13.28/13 [Threatening mate... how?]

23...♗f6

[23...♗d7 cannot undo what has already been done 24.♗xf8 ♗xf8 25.♗e1 ♗g7 26.♗e6 ♗b8 27.♗g6+ ♗f8 28.♗f5+ ♗g8 29.♗g6+ ♗h8 30.♗f7 ♗e8 31.♗xh6#] 24.♗ae1 ♗g7 25.♗g4+ ♗g5 26.♗e7+ ♗g6 27.♗g8+ ♗f6 28.♗e6# 1–0

Interesting?! Clever too! I could have printed this out direct from FRITZ5, but transfer to ChessBase is needed to export games to a Desktop Publisher for layout.

The new BS2830 Computer Chess Test

The **BS2830**, a difficult but interesting new TEST, comes from **Hubert BED-NORZ** and **Heinz-Josef SCHUMACHER**.

Thorsten Czub was keen that I should point out for the benefit of British readers that it is NOT to be confused with the BSE test for our (and only ours, so they say!) poor, infected beef!

It is, in fact, a follow-up to the popular BT2450 and BT2630 Tests by **Bednorz** and **Toennissen**. It is intended only for the stronger computers, and PC programs on decent hardware. Readers should not bother testing a computer with a grading below **2200** in the **SS** charts, as 2200 is the minimum "Elo" result possible!

It takes quite some time to complete, so I thought it would be ideal for this Issue as some readers might be wondering what to do with their spare time during the Christmas and New Year Holiday break. Or maybe for some it will provide a good excuse for a while to get away from noisy kids, constant partying or too much food!

The METHOD

Each position should be tested for **15 minutes**. If the **KEY MOVE** is found, the **TIME** should be written down.

However the computer or program should be left until the 15 mins is finished as, in some cases, it may be found that the computer changes 'its mind' and goes off the move.

The computer **only** scores according to the **Time**

the move was chosen **if** it is still holding that move when the 15 mins is over!

It is possible a computer might choose the **Key Move** at, say, 30 secs. At 2 mins it goes 'off' the move, but then returns to it at 6 mins and then stays with it. Its score should be based on the 6 mins timing.

ENTERING the RESULTS

The **MOVE CHOICE** is the move shown by the computer or program when the 15 minutes are up.

If that **Move** is the **Key Move**, then a figure (mins and secs, or secs) should have been written into the **Time** space to show when it was found.

And **if** the final **Move Choice** is the **Key Move** itself, then the figure shown at **Time** can now be converted into a **SCORE**!

The SCORING

Bednorz and Schumacher have created a (very) complicated **scoring system** for adding and converting the scores to simulate an Elo rating!

It actually produces quite accurate ratings for **some** programs!

But the system itself proves unbalanced. E.g in the (admittedly unlikely) event that a program running on a Pentium/133 found all the solutions at 15½ mins. it would score nothing at all, and be graded at 2260 (the 'base' score under their method).

If the same program was now used on a Pentium

Pro/200, it would find all the answers at around 8 minutes, and get a rating of 2680! A 420 Elo jump for a doubling in speed is, er, too much!

MY METHOD for scoring is NOT perfect either – but it IS easier to do the calculations, and proves slightly more logical.

The SCORE for a correctly found solution is calculated by **deducting** the number of **seconds** taken from **934**.

E.g1. Solution found at 3 mins = 180 secs. Score is $934 - 180 = 754$.

E.g2. Solution found at 14 mins 50 secs = 890 secs. Score is $934 - 890 = 44$.

If the **Solution** has not been found correctly, there is **no** score for that position.

At the end **TOTAL** up all of the scores; **divide** it by **40**, and **add** the result to **2200**.

Therefore the **minimum score** ("Elo") is 2200, and the **maximum score** ("Elo") is 2830. (27 results each scoring $934 = 25218$. Divide by 40 = 630. Add to 2200 = 2830).

My version of the BS score method, where a program finds everything in 8 mins on a Pentium Pro/200 would give the program a 2200 rating on a Pentium/133, and a 2506 rating on the Pentium Pro/200. A 306 gap is still much too big, but its a bit closer to accuracy and is certainly easier to work out than the BS system of deductions and squaring results! Oh, yes... and **do send in your scores**!

BS2830_1. Black to move



1...♖xf3

Move Choice.....

Time..... Score.....

BS2830_2. Black to move



1...f5

Move Choice.....

Time..... Score.....

BS2830_3. Black to move

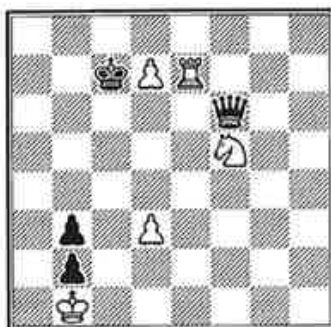


1...♕h3+

Move Choice.....

Time..... Score.....

BS2830_4. White to move



1.♘d4

Move Choice.....

Time..... Score.....

BS2830_5. White to move

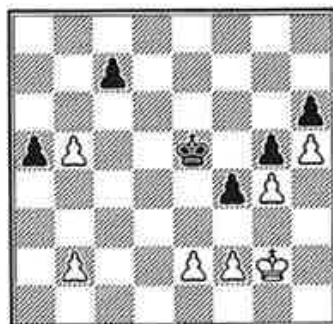


1.♖xe6

Move Choice.....

Time..... Score.....

BS2830_6. White to move

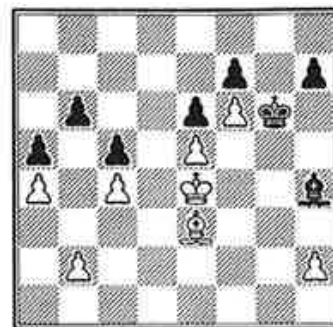


1.f3

Move Choice.....

Time..... Score.....

BS2830_7. White to move

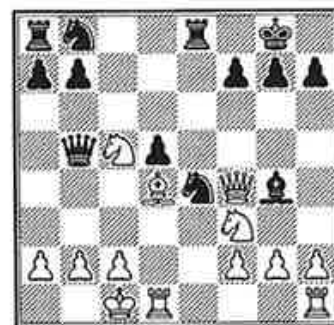


1.b4

Move Choice.....

Time..... Score.....

BS2830_8. Black to move



1...♕h5

Move Choice.....

Time..... Score.....

BS2830_9. White to move



1.♘b1

Move Choice.....

Time..... Score.....

BS2830_10. White to move



1.♕d2

Move Choice.....

Time..... Score.....

BS2830_11. White to move



1.exf6

Move Choice.....

Time..... Score.....

BS2830_12. White to move



1.♕b2

Move Choice.....

Time..... Score.....

BS2830_13. White to move



1.0-0-0

Move Choice.....

Time..... Score.....

BS2830_14. White to move



1.♗xf7

Move Choice.....

Time..... Score.....

BS2830_15. White to move

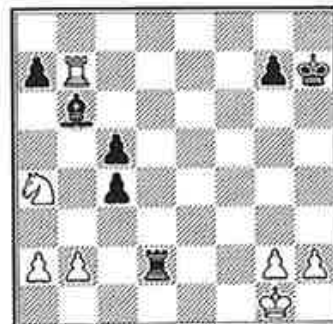


1.♖g3

Move Choice.....

Time..... Score.....

BS2830_16. Black to move



1...♖xb2

Move Choice.....

Time..... Score.....

BS2830_17. White to move

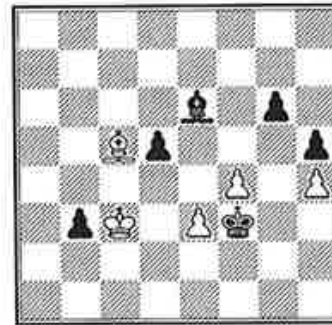


1.♗e6

Move Choice.....

Time..... Score.....

BS2830_18. Black to move



1...g5

Move Choice.....

Time..... Score.....

BS2830_19. White to move



1.♘e1

Move Choice.....

Time..... Score.....

BS2830_20. Black to move



1...0-0

Move Choice.....

Time..... Score.....

BS2830_21. White to move



1.♘e4

Move Choice.....

Time..... Score.....

BS2830_22. Black to move



1...♙xd3

Move Choice.....

Time..... Score.....

BS2830_23. Black to move

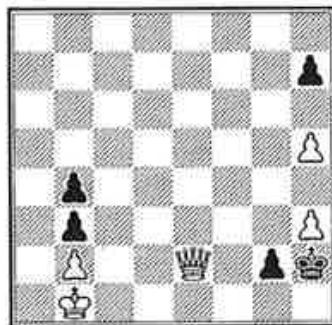


1...♖xf3

Move Choice.....

Time..... Score.....

BS2830_24. White to move

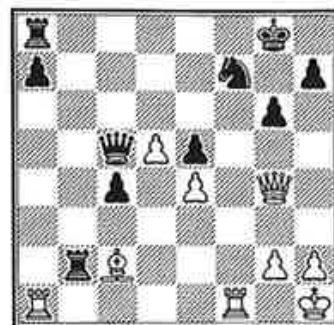


1.♕a1

Move Choice.....

Time..... Score.....

BS2830_25. Black to move

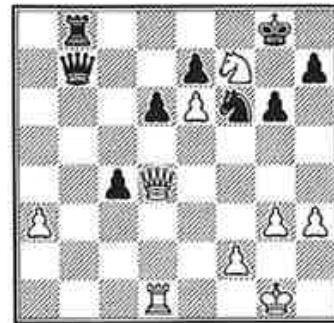


1...♖f8

Move Choice.....

Time..... Score.....

BS2830_26. Black to move



1...♙d5

Move Choice.....

Time..... Score.....

BS2830_27. White to move



1.d5

Move Choice.....

Time..... Score.....

BEST BUY GUIDE for 1998

CHOOSING A CHESS COMPUTER

WELCOME to my **1998 BUYERS GUIDE** of **Chess Computers**, **Chess PC Programs** and **Databases/Tutorials** etc... plus other material which will be of reference value during the year. What are the most important considerations when choosing a Chess Computer? I suggest:

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

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

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

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

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

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

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

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

moves. Forget the early 1980's!

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

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

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

BOARD TYPES

1. Portable Peg Sensory.

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

2. Portable Calculator.

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

3. Table-top Press Sensory.

These normally have a plastic playing surface,

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

Press sensories are always remarkably popular, as they enable a purchaser to get plenty of strength without spending too much!

4. Table-top Auto Sensory.

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

DEDICATED COMPUTER REVIEW

KASPAROV MODELS

TRAVEL CHAMPION 2100 (Morsch)

Portable - large peg sensory with hinged clip-over lid - 64 levels

- saves game - selectable playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - 35,000 move opening library - selectable book opening styles - electronic coaching features - extended playing range to help beginners - hand held version of GK-2100 and President - batteries only - board size 4½"x4½"! - great to play on - best peg sensory ever - 2040 Elo - £99.



EXECUTIVE (Morsch)

Table-top press sensory - 64 levels - saves game - 30 ply take back - display - position evaluation - recommended line of play - clocks - selectable playing & opening book styles - coaching features - neat, slim design + piece storage com-

partment and clip-on lid cover - mains or battery - 11"x9" - 1965 Elo - £99.

GK-2100 (Morsch)

Table-top press sensory - 64 levels - saves game - selectable playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - 35,000 move opening library - selectable book opening styles - electronic coaching features - extended playing range to help beginners - good design with storage compartment for pieces - mains or battery - 16"x11" - 2040 Elo - £129

PRESIDENT (Morsch)

Wood auto sensory - wood, felted pieces - 64 levels - saves game - choice of playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - 35,000 move opening library - selectable book opening styles - electronic coaching features - a lovely board to play on, remarkable value + quality + strength! - mains or battery - 14"x14" - 2040 Elo - £299.



MEPHISTO MODELS

NIGEL SHORT (Schroder).

Table-top press sensory - unlimited playing levels - saves game - full game take back and replay - excellent 2 line graphic display - position evaluations - recommended line of play - clocks - 27,500 position opening book - many fine training features - can be set to a specific grading in range from 1000 Elo upwards - will display all of its opening lines for book learning! - clip-on lid for journeys etc - one set of Staunton playing pieces and one magnetic disc set for travel - a fine all-round computer and deservedly a top seller - mains or battery - 13½"x10" - 2035 Elo - £199.

MILANO PRO (Morsch)

Table-top press sensory - 64 levels - 32 bit RISC processor at 16MHz - game memory save - 200 ply take back and replay - graphic display - position evaluation - recommended line of play - 50,000 unique positions opening book - electronic coaching features - a new machine with Morsch's latest program, and must be a top seller - 13½"x10" - clip-on lid for journeys etc - mains or battery - 2145 Elo - £249

ATLANTA (Morsch)

Table-top press sensory - 64 levels - 32 bit RISC processor at 20MHz + 512K hash tables - game memory save - 200 ply take back - graphic display - position evaluation - recommended line of play - 50,000 unique positions opening book - electronic coaching features - an even faster version of the Milano Pro, and clearly very strong - 13½" x 10" - clip-on lid for journeys etc - mains or battery - 2260+ Elo - **£379**



Mephisto EXCLUSIVE Board with a range of INTERCHANGEABLE, UPGRADEABLE programs.

EXCLUSIVE board: high quality wood auto sensory, with wood, felted pieces - mains only - 16"x16" - good choice of modules for varying playing strengths and features. The **modules** plug-in (and out) at the front of the board, so users can swap/upgrade between modules for the difference in cost. The following prices include board, playing module and display, all new.

[■] with MM6 (Morsch).

A later version of the Kasparov PRESIDENT program, but paying the extra £££'s gets a bigger board and 'buys into' an upgradeable future! - 32 bit H8 RISC at 10MHz - graphic display - 64 levels - 35,000 opening book

EXCLUSIVE + MM6 2060 Elo - **£449**

Still promised from Saitek, but not yet available are the **BOSTON** (Morsch) modules - the Milano Pro program - and the **NEW YORK** (Morsch) modules - the Atlanta program.

Prices should be:-

EXCLUSIVE + BOSTON 2145 Elo - **£599.**

EXCLUSIVE + NEW YORK 2260 Elo - **£699.**

■ **SECOND-HAND modules** are sometimes available and offer a small saving (you can hardly tell if a module is second-hand, it's the board which reveals that!). My ratings for some of the best buys for readers who may get the chance to purchase one are:-

REBELL (MM3) 1875 Elo

MM5/POLGAR 2020 Elo

LYON/VANCOUVER 68000 2160 Elo

LYON/VANCOUVER 68020 2210 Elo

LONDON 68000 2215 Elo

RISC1 2275 Elo

LONDON 68020 2250 Elo

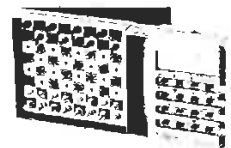
RISC2 2320 Elo

LONDON 68030 2375 Elo

NOVAG MODELS

AMBER (Kittinger)

Portable - peg sensory with hinged lid, a new design with taller pieces - 128 levels - saves game - 112 move take back - 9,000 position opening library - clear info rich display - position evaluation - recommended line of play - clocks - coaching features - mains or battery - a well-designed and compact 4"x7½" - board 3¾" square - good strength/price value - H8 processor - 2055 Elo - **£129.**



SAPPHIRE2 (Kittinger).

Portable - keypad entry - separate 6" square playing board with magnetic disc pieces - unlimited levels - 64 game storage - full take back - 36,000 position opening library - 4-digit display with scrolling option - position evaluation - recommended line of play - clocks - mains or battery - the strongest portable so far! - 26MHz H8 processor - small hash table system - quite tricky playing style - vinyl carry bag - 2180 Elo - **£224.**



■ This Novag keyboard design range is unique for 1600+ Elo computers. I note here my ratings for it's pre-decessors should a reader get the chance to buy one second-hand!

SAPPHIRE1 2140 Elo

RUBY 1940 Elo

SUPER VIP 1750 Elo

EMERALD CLASSIC PLUS (Kittinger)

Table-top press sensory - 128 levels - saves game - 112 move take back - 9,000 position opening library - clear info rich display - position evaluation - recommended line of play - clocks - coaching features - mains or battery - 14½"x 10½" - good strength/price value - H8 processor - 2055 Elo - **£149.**

DIAMOND2 (Kittinger).

Table-top press sensory SAPHIRE2 program - unlimited levels - 64 game storage - full take back - 36,000 position opening library - 4-digit display with scrolling option - position evaluation - recommended line of play - clocks - 26MHz H8 processor - mains only - small hash table system - 2180 Elo - **£249.**
DIAMOND1 2140 Elo **£199.**



AUTO 'UNIVERSAL' BOARD

Novag's good looking, 81 LED wood AutoBoard will work plugged in to many of their own models. Particularly nice for playing the strong SAPPHIRE at home! Plus PC connection when running Dave Kittinger's WCHESS, also some Genius, Fritz and Rebel versions - £299.

OTHER MODELS

TASC R30-1995 version

Wood auto sensory, with piece recognition - a really beautiful board and easy to use in every way - wood felted pieces - unlimited levels - saves game -



select from 5 playing styles - big screen display housed in separate unit - position evaluations - clocks - display of board position - recommended line of play - full take-back and replay - 200,000 move opening book - mains only - 16"x16" main board - RISC processor at 30MHz - R30-1995 is 2405 Elo - £1245.

TASC R30-1993 version rates at 2350 Elo.

- There have been some design changes to the piece recognition system of the TASC board, which was temporarily unavailable during 1997. The new system offers the standard 64 LED system, which I prefer, at the above price, and soon an 81 LED system for probably £50 extra.

Fidelity CHESSTER.

Table-top press sensory - an extended voice model which is both serious and fun with 345 phrases to coach, teach... and amuse - don't blunder a piece while anyone else is within listening distance! - a serious machine on its normal levels as it uses the Par Excellence/2100 program - ideal also for visually handicapped players who will hear the computer moves given in algebraic notation! - 1885 Elo - £169

PC SOFTWARE

Comparing chess computer programs is NOT an easy task -

- 1 there are so many.
- 2 they tend to get almost annual upgrades, so what is always intended to be 'latest' information sometimes doesn't last long!
- 3 just as each of us has our own favourite players and preferences for playing styles (e.g. Tal or Petrosian, Kasparov or Karpov), we can

also have strong opinions on the various programs and their styles. Some will prefer the combative and sometimes very tricky play of top-rated HIARCS, others the sound, solid feel of the knowledgeable Genius program; still others would go for the fast tactical abilities of the improving Fritz series, or the all-round character and strong play of the highly rated Rebel!

All of the **software** in this review is for IBM compatible PC's, the minimum requirement is a 386; a 486 is okay, but a Pentium, Pentium MMX or Pentium Pro is highly recommended.

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

After discussing my favourite programs the article continues with various **TABLES**. These include the ratings on Pentium/133 machines for each program. Where a new version has just arrived or is imminent, but user-testing has not yet started, I have shown the known rating for the current version and signified uncertainty over the 'new version' rating by inserting 'est'.

Other **TABLES** compare the difference the various PC PROCESSORS are likely to make to a program's rating, plus other rating matters!

In the following feature **REVIEW of PC programs**, the **top 5** are listed in alphabetical order, to avoid any suggestion of bias!

FRITZ5 by Franz Morsch. A brilliant tactical program, Fritz is frequently the fastest to sort out the most complicated combinations and find any deadly tactical chances which are present in a position. Chess knowledge and endgame play have been greatly improved since v4 - that's the Fritz4, with a special opening book, which beat Deep Blue, Star Socrates (and the rest!) to the 1995 WCC title, so Fritz5 will be a real contender! Coming from the *ChessBase* stable, it is still 'no.1' for features such as game analysis, adding notes and variations, game storage, quality game and diagram printing, plus many useful coaching and training features. Windows and CD-ROM only. £89.



GENIUS5 by Richard Lang. A v6 is not expected until 1998, but a new **Gold Collection** offers some extras. Genius was long acknowledged as the one the rest had to catch and beat - until last year a Genius version topped every PC Rating List in my Magazine for very many Issues! The Windows Genius5 has on-line help; multiple, moveable and re-sizeable windows for boards (2D and 3D!), analysis etc; choice of piece sets; user can add personal game comments; ChessBase and PGN files fully supported. The opening book size is 220,000 positions. The CD-ROM contains Windows Genius 4 & 5 and DOS Genius1,2,3,4,& 5; plus a 500,000 game Collection and Graham White's opening book. The DOS versions miss out on the Windows graphics quality and printing features, but enable maximum hash. **£89.**



Chess
Genius 5

HIARCS6 by Mark Uniacke. A v7 is expected by Spring 1998. Acclaimed for its enjoyable and human-like style of play HIARCS uses high res. VGA and Super VGA graphics. It is an MS-DOS program for maximum hash and speed, but with PIF and Icon files provided for Windows. 143,000 tournament opening book with extra 300,000+ position study book; EPD, PGN and ChessBase files can all be imported & exported. Analysis features incl. automatic 2nd and 3rd best moves evaluated simultaneously on request. Learning feature. Can set up board positions and play 'Shuffle' chess! I do most of the opening book for HIARCS (so am biased!)... but the improved hash tables and move ordering method in H6, added to the fact it has more chess knowledge than ever, have got it to the top of the Swedish and USA rating lists, as well as our own. The CD-ROM, includes both PC and Apple MAC versions of HIARCS6. On disk is a PC version only. **£89.**



Hiarcs

M CHESS PRO6 by Marty Hirsch. Another with a very competitive playing style (occasionally too much so!) and a very large opening book (approx. 300,000 positions) in which the Tournament book seems heavily geared for play against other programs. It's a shame that MCP seems in part to be aimed for playing other computers rather than for use by the folk who buy it, such as you and me! However MCP5 won the WMC Champs and topped my ratings briefly during 1996. MPC6 is definitely better again, and it is never far from one of the top 2 or 3 positions in our ratings. A v7 has just been announced, expected any day! **£89.**

REBEL9 by Ed Schroder. Rebel programs have

a good, positive chess feel and style, and Ed Schroder's efforts continue to result in useful upward moves in strength! The occasional graphics problems of Rebel8 seem to have been sorted out. Features include: VESA graphics support; PGN, EPD, NICBase file support; 5 playing styles; new 190,000 position opening book; can convert and use Genius and Fritz books, and also create User Books from game databases!; extra 'specialist' books available; user can add own comments to games. 'War Room' feature for multiple info and line analysis; graphic board overview aids after-game analysis. Can play 4 games Simultaneously. Runs under DOS, Win3.1 and Win95; no installation limitations; on CD ROM. **£89.**



Some of the others:-

□ **VIRTUA CHESS1.9** by M F Baudot, available on CD-ROM. Virtua has not caught on at all, either in Sweden or Britain, so is largely untested. On a Pentium its grades in Aegon have suggested it may not be quite up with the best, and its showing amongst mainly amateur programs in the 1996 WMCC was also a disappointment, but the one or two owners I know always insist that it's better than its results! Win3/95. **£79.**

□ **SHREDDER** and **FERRET** came 1st and 2nd in the 1996 World Micro Computer Championships, but the value of their success must be put into perspective: Genius, Hiarcs, MChess Pro, Rebel, ChessMaster, W Chess and Kallisto were non-participants!

Both remained amateur and non-commercial programs until recently, when **SHREDDER1** came onto the market, Win95 + CD only, price **£79.**

□ **SHREDDER2** has just been announced, Win95 only, CD ROM, **£89.**

Ferret plays a lot of chess on the Internet in the States, and is highly respected there.

□ **JUNIOR** by Amir Ban and Shay Bushinsky in Israel. The 'Israel-factor' is important, as Junior has not always been able to play in the Tournaments the programmers would have wished to! An early version came 10= with 6½/11 in the 1995 WMCC but, though still non-commercial, **Junior3.5** found its way to the *Ply* and *SS Rating Lists* earlier this year. A slightly better rated **Junior4** has appeared in Sweden, but rumour is that the version entered for the 1997 WMCC shows yet more improvement. We'll see!

□ **CS_TAL** by Chris Whittington, England. Finally arrived in Oct.97 (2 years later than initial forecasts!). Designed to play in Tal's own dangerous style, this program is radically different

in concept to most others as it uses much speculative knowledge. It is sometimes as much a danger to itself as to its opponents, but can be an exciting opponent! DOS on CD only, £49.

□ **CRAFTY**, by Robert Hyatt, is a non-commercial program. It can be downloaded privately via the Internet for decoding and running under MS-DOS. It has a good Blitz record on the 'net against American players, and did well in the 1996 WMCC, though users' tests against Genius5 and Rebel8 were much less convincing.

□ **NIMZO3.5**, by the busy Chrilly Doninger, is a strong, tactically fast program which now appears on our rating lists. On CD-ROM only, it still appears to me to be a little behind the market leaders! £89. **NIMZO'98** just announced - re-written for Win95 and 32-bit. £89.

□ **CHESSMASTER 5500** by Johan de Koning, is Win95 only and just out. I'll report in SS as soon as I have some results and opinion, but initial comments suggest the chess engine is barely different from the one in ChessMaster 5000.

□ **KALLISTO2/3?** got the highest PC rating at Aegon '97, and should be available soon. I have Kallisto1.98, which has a not-too-easy-to-use interface etc with pretty ordinary features, and I've been sent the v2/3 program to run within it, which seems to be a fast, tactical type of program. Though clearly strong I have to say I'm surprised it did that well at Aegon. Watch SS in 1998 for a review and rating, once the new version with improved features comes out! £89.

PC AUTOBOARDS

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

Tasc SMARTBOARD

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

■ The newly designed SmartBoard is again available, after being temporarily withdrawn during 1997, but I haven't found out if the list of compatible programs has been updated yet since 1995/6. Best to check this before buying!

Also see the Novag UNIVERSAL board (p25).

ALL the TOP PROGRAM RATINGS

The 'standard' is now probably a Pentium at 133MHz with 16MB MB RAM. Therefore the gradings will be based on this configuration.

TABLE1 considers what differences other processing power set-ups are likely to make.

The PC and its PROCESSOR: comparisons

What if your Computer is... faster :-)
..... or slower :-(
? What difference does that make to the estimated grading? Table1 will guide you nicely on that!

TABLE1: PC COMPARISONS
if Pentium/133 = 0

PC/ Processor	Add/Subtract
Pentium Pro/200	+60
Pentium/166	+20
Pentium/133	=
Pentium/100	-20
486DX4/100	-80
486DX2/66	-100
486DX/50	-120
486DX-SX/33	-160
386DX-SX/33	-240

GRADING CHESS PLAYERS AND COMPUTERS

What is a GRADING ?!

The British Chess Federation (BCF hereafter) measures a player's ability by comparing their results against other rated players in official Tournaments and Matches. An average but regular Club player will have a grade of perhaps 130 or 140 BCF.

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

$$(BCF \times 8) + 600 = \text{Elo.}$$

$$\text{E.g } 175 \text{ BCF} = (175 \times 8) + 600 = 2000 \text{ Elo}$$

$$(\text{Elo} - 600) / 8 = \text{BCF.}$$

$$\text{E.g } 2000 \text{ Elo} = 2000 - 600 = 1400 / 8 = 175 \text{ BCF}$$

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

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

If it mentions Blitz or Active chess there's more to deduct.... read on!

TABLE2, the **Grading Guide** classifies various playing standards with a range of Gradings for the British and Elo.

TABLE2: GRADING GUIDE

Player 'Standard'	BCF	Elo
Beginner	0-50	600-1000
Occasional player	50-75	1000-1200
Good Hobby	75-100	1200-1400
Club	100-125	1400-1600
Club, Team standard	125-175	1600-2000
County, Team standard	175-200	2000-2200
Master	200+	2200+
I.M.	225+	2400+
G.M.	245+	2550+
Gary Kasparov	275	2800

WHO will win? - BY how much!?

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

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

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

COMPUTER GRADINGS

The Computer gradings shown in this GUIDE are all taken from the RATING LIST which appears in our regular Magazine, and represent each program's results at popular time control settings from Game in 60 mins to 40 moves in 2 hours.

Our team of readers, and Countrywide Computers where I work most afternoons, not only play many **Computer-v-Computer** matches, we also enter Computers into official Tournaments with live **Human** players (!), and collate all these and other results from around the world to maintain a COMPUTER RATING LIST, which is as reliable and accurate as we can make it!

In the latter respect we owe a great deal to the massive amount of work done by the Swedish testers and their excellent "Ply" Magazine.

TOP PC program ratings

Program	Pentium/133 rating
Hiarcs6	2527
Rebel9	est 2525
Rebel8	2501
Hiarcs5	2498
MChess Pro6	2480
Genius5	2476
Genius3	2466
Genius4	2465
Hiarcs4	2462
Shredder1	est 2460
Fritz5	est 2460
Rebel6	2454
Rebel7	2453
Junior4	est 2450
MChess Pro5	2449
Nimzo3.5	2438
ChessMaster 5000	2434
Hiarcs3	2430
ChessMaster 4000	2417
Fritz4	2407
Fritz3	2397
W Chess	2377
Kallisto1.98	2374
CS_Tal	est 2348
Comet32	2269
Zarkov2	2252
Socrates3	2248
Zarkov3	2184
Kasparov's Gambit	2171
Complete Chess System	2141
Gandalf2.1	2099

FAST CHESS!

The ratings we give in "Selective Search" are for 'Tournament' games from G/60 through to 40/2, but a Computer playing against humans in an Active Tournament (Game in 30 mins) or a Blitz Tournament (Game in 5 or 10 mins) should always grade higher, as shown in **Table3**.

TABLE3

Computer Improvement @ FAST CHESS

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

Although the standard of the chess played usually drops a little at fast chess, the Computers nearly always get higher gradings! Why? We believe that the Computers are less prone both to blunders through time pressure, and mental exhaustion through playing many consecutive games, compared with their human opponents.

Therefore if you see 'claimed gradings' based on Blitz or Speed Chess, remember to

make an appropriate deduction (just like the -120 from USCF) to reach a truer Elo figure for your prospective purchase!

REVIEW of 1997's MAIN RESULTS!

■ January

G.M Nigel Short beats **Virtua Chess1.9** by 2-1 @ G/15

■ February

■ March

Rebel7 wins Welser @ 40/2 with 9/12; Genius5 is 2nd; Hiarcs5, Nimzo3.5 and Hiarcs4 come 3= whilst MChessPro6 is 6th. with Rebel8 and Fritz/3 in a group at 7=.

■ April

Hiarcs6 PPro/200 beats I.M Deen Hergott by 4-2 @ 40/2 for a 2618 grading.

Deep[er] Blue2 beats World Champion Garry Kasparov by 3½-2½ @ 40/2 for a 2850 grading!

■ May

In Aegon'97 @ G/90+30secs **Kallisto3.1** gets the top Computer grading with 4½/6 and 2632. Rebel'97 and ChessMaster5000 also score 4½. On 4/6 are Zugzwang, Dragon, Cilkchess, Nimzo3.5, Zarkov'97, The King, Chessica, Gandalf and Hiarcs6, whilst MChessPro6, Fritz4 and WChess score 3½, and Genius5, Ferret and Virtua get 3/6. 1996 WMCC Champion Shredder scores just 2½.

■ June

Rebel8 PPro/266 beats G.M Arthur Yusupov 6-1 @ G/5, 3½-3½ @ G/15, 1-2 @ G/30, for a match total 10½-6½.

MChessPro6 beats I.M Igor Efimov by 3½-2½ @ G/90 for a 2596 grading.

■ July

■ August

■ September

Hiarcs6 scores 7½/9 for a 2684 grading in Spain @ G/30 and comes 2nd behind G.M San Segundo but ahead of 5 other G.M's and a smattering of IM's.

■ October

■ November

The 1997 WMCC is won easily by **Junior** with 9½/11.

MEET THE PROGRAMMERS

Amir Ban & Shay Bushinsky (Israel). PC program JUNIOR.

■ 95: 10= WMCC 6½/11.

■ 97: Easily 1st WMCC with amazing 9½/11.

M F Baudot & Jean Christophe Weill

(France). PC program VIRTUA chess.

■ 95: 3rd= WMCC with 7½/11.

■ 96: lowly 6= WMCC; 3½/6 =2348 Aegon.

■ 97: 2 WMCC 8/11; PPro 3/6 =2487 Aegon.

Don Dailey/Larry Kaufman (US). PC programs REX and SOCRATES.

■ 93: 1st. ACM Tourn.

■ 94: 1st Harvard Cup.

■ 95: 2nd WCC.

Chrilly Donniger (Austria). PC program NIMZO; also the CHESS232 PC Board and AUTO232 system.

■ 93: 3rd= WMCC..

■ 95: 3rd= WMCC with 7½/11.

■ 96: 3rd WMCC; 4½/6 =2599 Aegon.

■ 97: Under the name "Hydra" 4= WMCC 7/11; on PPro 4/6 =2486 Aegon.

Marty Hirsch (USA). PC programs M CHESS and M CHESS PRO.

■ 94: 3rd Harvard Cup.

■ 95: 3rd Aegon; 1st= WMCC.

■ 96: 4/6 =2393 Aegon.

■ 97: 4= WMCC 7/11; on PPro 3½/6 =2332 Aegon.

Feng Hsing Hsu. Main-frame program DEEP THOUGHT/DEEP BLUE1/2.

■ 95: 3= WCC95. Lost 4-2 to Gary Kasparov in Match. Despite these reverses was almost certainly 10 BCF/80 Elo at least above the best PC programs

■ 97: Proved it in latest version and hardware format by beating Kasparov 4-2 in the return Match!

Bob Hyatt (USA). Main-frame program CRAY BLITZ; now PC program CRAFTY (non-commercial).

■ 96: 3= WMCC.

■ 97: 8= WMCC 6½/11.

Julio Kaplan. Kasparov SIMULTANO and many Saitek models, e.g TURBOSTAR.

Dave Kittinger (USA). All Novag models for many years, incl. current JADE2, ZIRCON2, SAPPHIRE and DIAMOND. PC program W CHESS (and Power Chess?).

■ 94: 1st Harvard Cup. 1st Uniform Platform.

■ 95: 5th Aegon

■ 96: 4/6 =2294 Aegon.

■ 97: On PPro 3½/6 =2247 Aegon.

Johan de Koning (Holland). Saitek RISC 2500, Mephisto MONTREUX, Tasc R30. PC programs THE KING, CHESSMASTER 4000/5000.

■ 93: 1st Aegon. 1st Welser. 2nd WMCC.

■ 94: 2nd Harvard Cup.

■ 95: 6th= WMCC; The King 4/6 =2379 Aegon.

■ 97: With Tasc R30 3½/6 =2221 Aegon.

Richard Lang (England). Mephisto MONTREAL, BERLIN/BERLIN PRO, VANCOUVER, GENIUS and LONDON. PC programs PSION and GENIUS.

■ 1985-95: World Champion 1st or 1st= @

every WMCC.

- 94: Famous victory 1½-½ over Gary Kasparov in Intel Active Tournament, London.
- 96: 4/6 = 2213 Aegon.
- 97: On PPro 3/6 = 2389 Aegon.

Stefan Meyer-Kahlen (Germany). PC program SHREDDER.

- 96: 3/6 = 2086 Aegon; then 1st WMCC96, a major surprise!
- 97: 3rd with 7½/11 WMCC; on PPro 2½/6 = 2148 Aegon.

Bruce Moreland (USA). PC program, Amateur status, FERRET.

- 95: 3 = WMCC.
- 96: 2nd WMCC with 8½/11..
- 97: 4 = with 7/11 WMCC; on PPro 3/6 = 2325 Aegon.

Franz Morsch (Holland). Kasparov GK2000/2100, TRAVEL CHAMPION and PRESIDENT, Kasparov BRUTE FORCE, and new Mephisto models MILANO PRO, ATLANTA, BOSTON and NEW YORK. PC programs QUEST and FRITZ.

- 94: Shot to fame when FRITZ tied 1 = with Kasparov in major International Blitz Tournament.
- 95: 1st WCC, beating Deep Blue 1 along the way! Then disappointing 6 = WMCC.
- 96: 3½/6 = 2415 Aegon; poor 6 = WMCC96.
- 97: Disappointing 10 = with 6/11 WMCC; on PPro 3½/6 = 2254 Aegon.

Ed Schroder (Holland). Mephisto MM5, POLGAR, MILANO, NIGEL SHORT, RISC 1MB. PC programs GIDEON and REBEL.

- 92: 1st WCC.
- 93: 3rd Welsch.
- 96: 4/6 = 2525 Aegon.
- 97: On PPro 4½/6 = 2619 Aegon!

Dan & Kathe Spracklen (USA). Most Fidelity models incl. PAR EXCELLENCE, MACH2/3/4. Also Kasparov SPARC.

- 1980-84: World Champions.
- 93: 2nd Aegon.

John Stanbeck. PC program ZARKOV.

- 97: On PPro 4/6 = 2476 Aegon.

Mark Uniacke (England). PC program HIARCS (also available on MAC).

- 92: World Amateur Champ.
- 93: 1st. World Software Champ; 1st Uniform Platform.
- 95: 1st Aegon. 6 = WMCC95.
- 96: 4/6 = 2384 Aegon.
- 97: On PPro 4/6 = 2308 Aegon.

Bart Westrate (Holland). PC program KAL-LISTO.

- 95: 10 = 6½/11 WMCC.
- 96: 4/6 = 2345 Aegon.
- 97: lowly 10 = with 6/11 WMCC; on PPro

4½/6 = 2632 Aegon.

Chris Whittington (England). CS_TAL.

- 95: 26 = with 4½/11 WMCC.
- 96: 3½/6 = 2158 Aegon.
- 97: 10 = with 6/10 WMCC; on PPro 3/6 = 2177 Aegon.

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

DATABASES for PC

CHESSBASE FOR WINDOWS

During the past few years ChessBase has steadily developed into an outstanding DataBase system for storing, studying, comparing and... enjoying chess games. Massive collections of great games, both historical and contemporary, are included when you buy, and there are annual additions on disk and CD ROM.



The latest release, **ChessBase for Windows v6**, has reached new standards for completeness and genuine ease-of-use throughout a massive range of features and operations.

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

Also NOW multi-media with hundreds of player profiles, photos and even videos!

■ **Basic Package** with 260,000 games, 1,000 annotated. CD or disks **£225**.

■ **Professional package** with 350,000 games, 20,000 annotated. CD or disks **£325**.

■ **Mega package** with 590,000 games, 20,000 annotated, Alpha Utility, Endgame CD's + 1yr sub to CB Magazine! On CD only **£449**.

■ **Extras:** HIARCS6 analysis module. The perfect companion (a must for most of us!?) to use within ChessBase - obtain high powered analysis and evaluation of current position as you play through or enter a game - this special **Hiarcs for ChessBase** module can show top-ranked, top

two, top three etc move recommendations.

Hiarcs6 for ChessBase analysis module £45.

- It is a rumour that **Junior** will be available to work in the same way by Feb '98.
- N.B the analysis modules 'only' analyse... they won't play as an opponent. However the same £45 Hiarcs6 (and maybe Junior?!) engines will play when loaded into Fritz5!

BOOKUP for Windows

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

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

BookUp also now comes with the ZARKOV analysis module built-in, for on-screen analysis and evaluations. Files can also be exported to Zarkov (and HIARCS, REBEL or GENIUS), and any of these strong programs can prepare overnight, at any chosen time control, valuable analysis and evaluations for the specified positions. Results can then be imported back into BOOKUP files to create a permanent record.

Back-solving is a particularly useful part of BOOKUP! For complete games with 1-0, ½-½, 0-1 scores (e.g from a PGN file) or from positions evaluated by, say, Zarkov or Hiarcs, BOOKUP can 'back-solve' the end evaluations to value each line +/-, =, -/+ at the start of the variation, enabling the user to assess at the root positions which lines are winning/equal/losing for either side! Thus which lines are best for playing and which may need further research seeking possible improvements, TN's etc for use in actual play. Research results can be kept on file as part of the 'book', and also sent to a printer for output in ECO-type format.

- **BookUp for Windows £159** (on disk with Zarkov, and includes one free 'Book on disk').

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

CHESS MENTOR

The most popular and comprehensive PC chess course EVER, Mentor is useful for beginners

though aimed more at the hobby and club player, with multiple lessons which go right up to Master class! As simple or tough as you want!

A truly massive course which now includes 15 superb, graduated modules covering all aspects of the game from openings, tactics, and positional factors, to long-term strategy and endgames. Can revolutionise anyone's chess understanding and strength - and the PC environment means the user can concentrate on the chess, moving forwards and backwards through the actual lessons and chess variations with ease.

The integrated 'hints' and 'counsel' sections available at each potential move of every single lesson (!) offer different levels of comprehensive advice according to your own requirements - highly recommended!

- **Chess Mentor £199.95** (or with 'just' 5 basic Modules £59.95; modules then £22.95 each).

General SOFTWARE/PC remarks

There seems (happily!) to be no end to new products and upgrades in the field of software. And things can change so rapidly - new processors, new speed limits (!), new programs! What will 1998 bring?

Sometimes **upgrades** come out sooner than expected: e.g the Hiarcs5=>6 when a small fault in '5' enabled Mark Uniacke to incorporate a worthwhile improvement he'd found to create '6' as an upgrade for a fairly nominal price (£15).

On the other hand at times a **new product** may emerge commercially without much of a trumpet blast at all - especially in Britain where the size of the market sadly does not allow the investment of huge marketing sums. So programs like Nimzo, Virtua and Shredder have arrived with barely a whisper. Nevertheless, I can usually get hold of these for readers and, indeed, sometimes there are already one or two in stock - if not they can probably be acquired with only a few days delay! If you're the first 'British buyer', maybe you can then do a **review** for other SS readers?!

Usually **upgrading** from version X to version X+1 of a program is possible at around ½ price. Upgrades should offer strength improvement and/or new features!... though sometimes they offer little of either! - it's not as easy to produce 100, or even 50 Elo a year as it used to be!

It normally takes a couple of weeks for reasonably expert opinion to come through as to the value of an upgrade - a little longer when testing a completely new program. Do feel able to ring me for news - I'll gladly share whatever info I have, and what I don't know I'll try to find out!

The (nearly) All-Time RATING LIST

Deep Blue2	2750	Nov Super Forte-Expert C/6	2011	Mephisto MM2	1808
Deep Blue1	2650	Novag Expert/Turbo16	2009	SciSys Turbostar 432	1807
Tasc R30-1995	2402	Mephisto Montreal	1997	Fidelity Excellence/3	1803
Mephisto London 68030	2374	Mephisto Roma 68000	1997	Fidelity Designer 2000	1803
Tasc R30-1993	2348	Mephisto Academy	1988	Kasparov A/4 module	1795
Mephisto Genius2 68030	2347	Mephisto Amsterdam	1983	Conchess/4	1785
Mephisto London Pro 68020	2341	Novag Super Forte-Expert B/6	1972	Kasparov Prisma-Blitz	1782
Mephisto RISC2	2320	Mephisto Mega4	1969	Novag Super Constellation	1781
Mephisto Lyon 68030	2309	Kasparov D/10 module	1966	Kasparov Renaissance basic	1781
Mephisto Portorose 68030	2293	Fidelity 68000 Mach2C	1964	Novag Super Nova	1776
Mephisto Berlin Pro 68020	2291	Fidelity 68000 Mach2B	1964	Mephisto Blitz module	1766
Kasparov RISC 2500-512	2288	Kasparov GK2000-Executive	1963	Novag Supremo-SuperVIP	1741
Mephisto Vancouver 68030	2286	Mephisto Modena	1953	Fidelity Prestige	1740
Meph Lyon-Vanc 68020/20	2281	Mephisto MM4	1949	Fidelity Elite A	1737
Meph RISC1	2271	Fidelity Travelmaster-Tiger	1947	Fidelity Sensory 12	1734
Kasparov SPARC/20	2262	Novag Ruby-Emerald	1939	SciSys Superstar 36K	1719
Mephisto Atlanta	2257	Meph Supermondial2-College	1936	Meph Chess School-Europa	1716
Mephisto London 68020/12	2248	Mephisto Monte Carlo4	1936	Mephisto Exclusive S/12	1715
Mephisto Montreux	2242	Novag Super Forte-Expert A/6	1933	Conchess/2	1713
Kasparov RISC 2500-128	2240	Kasparov Travel Champion	1933	Novag Quattro	1704
Mephisto London 68000	2217	Kasparov Advanced Trainer	1933	Novag Constellation/3.6	1701
Fidelity Elite 68040-v10	2212	Kasparov C/8 module	1925	Mephisto Mondial2	1700
Mephisto Vancouver 68020	2205	Mephisto Monte Carlo	1921	Novag Primo-VIP	1700
Mephisto Lyon 68020	2201	Conchess Plymate Victoria/5.5	1916	Fidelity Elite B	1686
Novag Sapphire2-Diamond2	2180	CXG Sphinx Galaxy	1916	Fidelity Elite original	1660
Mephisto Portorose 68020	2175	Kasparov Turboking2	1913	Mephisto Mondial1	1659
Mephisto Berlin	2170	Fidelity 68000 Mach2A	1912	Novag Constellation/2	1645
Fidelity Elite 68030-v9	2169	Conchess Plymate Roma/6	1899	CXG Super Enterprise	1632
Mephisto Vancouver 68000	2157	Fidelity Par Excellence/8	1899	CXG Advanced Star Chess	1632
Mephisto Lyon 68000	2156	Novag Expert/6	1897	Fidelity Sensory9	1583
Mephisto Almeria 68020	2150	Novag Super Forte-Expert A/5	1886	Kasparov Astral-Conquistador	1578
Mephisto Milano Pro	2141	Fidelity 68000 Club B	1885	Kasparov Cavalier	1578
Novag Sapphire1-Diamond1	2138	Novag Expert/5	1882	Novag Mentor16-Amigo	1549
Mephisto MM4/Turbo18	2130	Fidelity Par Excellence	1874	GGM+Steinitz module	1548
Mephisto Portorose 68000	2124	Fidelity Elite+Designer 2100	1874	Chess 2001	1547
Fid Mach4-Des2325-68020-v7	2118	Fidelity Chesster	1874	Mephisto 3	1531
Fidelity Elite 2x68000-v5	2091	Novag Forte B	1873	Kasparov Turbo 24K	1529
Mephisto Mega4/Turbo18	2087	Mephisto Rebel	1872	SciSys Superstar original	1527
Mephisto Polgar/10	2079	Fidelity Avant Garde	1871	GGM+Morphy module	1522
Kasparov Brute Force	2078	Kasparov Stratos-Corona	1864	Kasparov Turbo 16K-Express	1522
Mephisto Roma 68020	2077	Novag Forte A	1863	Mephisto 2	1520
Mephisto Dallas 68020	2068	Mephisto Supermondial1	1858	Conchess A0	1479
Mephisto Almeria 68000	2063	Fidelity 68000 Club A	1855	SciSys C/C Mark6	1476
Mephisto MM6	2060	Kasparov A/6 module	1853	CKing Philidor-Counter Gambit	1473
Novag Emerald Classic-Amber	2058	Conchess Plymate/5.5	1852	SciSys C/C Mark5	1471
Novag Scorpio-Diablo	2056	Kasparov Simultano	1851	Morphy Encore-Prodigy	1410
Novag Jade2-Zircon2	2043	Kasparov Turboking1	1850	Sargon Auto Response Board	1400
Kasp President-GK+TC2100	2037	Conchess/6	1845	Novag Solo	1370
Mephisto Nigel Short	2032	Fidelity Excellence/4	1837	CXG Enterprise-Star Chess	1360
Mephisto MM4/10	2032	Novag Expert/4	1836	Fidelity Sensory Voice	1340
Fid Mach3-Des2265-68000-v2	2026	Novag Jade1-Zircon1	1835	Chess King Master	1300
Meph Dallas 68000-MondialXL	2018	Conchess Plymate/4	1829	Boris Diplomat	1250
Mephisto MM5	2016	SciSys Turbo Kasparov/4	1827	Fidelity Chess Champion 10	1250
Mephisto Polgar/5	2014	Fidelity Elite C	1822	Novag Savant	1225
Mephisto Milano	2013	Fidelity Elegance	1814	Boris2.5	1200