CONTENTS: no.81

- **SUBSCRIBE NOW** *to get your REGULAR COPY of the LATEST ISSUE and RATING LIST. My address and phone details are shown below. Please state the no. of the FIRST ISSUE you wish your sub. to cover.*
- **£20** *PER YEAR for 6 ISSUES by mail. FOREIGN addresses £25. Re FOREIGN PAYMENTS please note that CHEQUES must be in POUNDS STERLING, or (best for you) use CREDIT CARD.*
- **PUBLICATION DATES**: *Early Feb, Apr, Jun, Aug, Oct and late Nov (incl. annual BEST BUY Guide).*
- **ARTICLES, REVIEWS, GAMES** *sent in by Readers, Distributors, Programmers etc are **welcome**.*

COMPUTER & PC... BEST BUY Ideas!

NEWS and RESULTS

BOOKUP UPGRADE eagerly awaited

The first BOOKUP upgrade for over a year is undergoing final beta testing as I write.

The most attractive new feature visually is the superb 3D board - it really does look good, the perspective is ture, and you can actually play on it and see what's going on!

Not everyone is 3D orientated, of course: other improvements include:

- Extra info of Zarkov engine's findings, including best 2 lines of analysis, button to play best move, and 'grabbing' of Zarkov analysis for adding to game comments!
- Improved animation speed
- Improved import, export and clipboard handling of PGN files, including FEN notation

The pricing looks very attractive - **new BOOKUP 1.6** will cost £149 and those wishing to **upgrade** from version **1.5** only pay £39.

KK KUP II CROSSTABLE

The second KK (Correspondence) Kup finished recently, after the best part of a year's play!

Games were played on a P/133 (which was a more up-to-date PC when it started than it is now!), and programs were allowed 8 hours per move.

		CM	R9	C14	F5	H6	Tot/4
1	CMaster 5500	xx	½	1	½	1	3
2	Rebel 9	½	xx	½	1	½	2½
3	Crafty 14.81	0	½	xx	½	1	2
4	Fritz 5.16	½	0	½	xx	½	1½
5	Hiarcs 6	0	½	0	½	xx	1

CATCHING UP with the NEW SOFTWARE PROGRAMS!

Efforts to keep readers up-to-date with new

Pos	Program	H7	J5	MCP8	F532	Tiger	Shr3	R10	F516	N99a	Gen6	C16.1	Total
	Enrique Irazoqui's massive Auto232 40/40 ALL-PLAY-ALL. PCs= 2 x P2/400MHz FINAL 'new programs' TOURNAMENT TABLE												
1	Hiarcs 7	---	4	3½	4½	4	6	7	8	6½	8	7½	59
2=	Junior 5	6	---	6	5½	6½	5½	5	4½	5	3½	8½	56
	MChess Pro 8	6½	4	---	3½	5½	5½	5½	5	7	6½	7	56
4=	Fritz 532	5½	4½	6½	---	5	6½	4	4½	5	7	7	55½
	Chess Tiger	6	3½	4½	5	---	5½	6	5½	6½	6	7	55½
6	Shredder 3	4	4½	4½	3½	4½	---	6	6	5	6	7	51
7=	Rebel 10	3	5	4½	6	4	4	---	5½	5	6	5½	48½
	Fritz 516	2	5½	5	5½	4½	4	4½	---	4	5½	8	48½
9	Nimzo 99a	3½	5	3	5	3½	5	5	6	---	5½	6½	48
10	Genius 6	2	6½	3½	3	4	4	4	4½	4½	---	4	40
11	Crafty 16.1	2½	1½	3	3	3	3	4½	2	3½	6	---	32

programs and the latest upgrades are almost doomed to failure - the 'news' is likely to be as out-of-date, by the time it reaches you, as last year's Pentium2 200MHz PC's now are!

However I've not thus far included **screen shots** of all of the new programs, and it's time I put that right along with the latest news I have here, as I go to press!

SHREDDER 3

This program has been on the market since December 1998, and has performed well in **Enrique Irazoqui**'s major Tournament.

However it came a cropper in **Harald Faber**'s test against HIARCS7 when the latter, on 33% slower hardware, won 26½-13½ at 40/2. Even so, I'm sure it is right to class it as one of the leading programs, and it is very highly rated by everyone at Blitz play.

Priced at **£89.95** it is a 32-bit program for Win95/98/NT4, and comes on 4 CD's to include extensive endgame tablebases.

GENIUS 6

Richard Lang's latest version does, in truth, give me a minor problem knowing how or what to report on it.

Some years ago - in the days of the Mephisto LYON and VANCOUVER - I used to give Richard a little help in testing and the reporting of areas where it seemed there might be 'improvement potential'. Even though I no longer do this, we still talk quite often, sharing our views of what's happening in the computer chess world etc. and I have always hoped that we'd see another surge forward from the programmer who set a pace which, for quite a few years,

no-one was able to keep up with at all!

However the last couple of Genius upgrades don't seem to have provided much strength improvement, and the still 16-bit Genius 6 also appears little different, which Richard himself accepts.

Not that ratings are everything! Of course I'm as guilty as anyone for constant reference to issues of playing strength - indeed that's how and why *Selective Search* was born. But nowadays the top programs are all so strong that the differences which can matter most relate to features - *'what are you buying your PC program for?'* is the more critical question, to find out which one has the best range, arrangement and use of features for your needs.

Equally important is playing style. Although a good move is usually a good move (!), there is a growing feeling that, whilst the emphasis on more and more speed and depth of search might produce overpowering performances against other computers, and quicker solving times for tactical tests, it does not always result in 'better' chess... though who is to say what that is!? Kasparov I suppose!

Furthermore a strength gap of 10 BCF points matters less in the stratospheres of today's arena around 250 BCF than it did in the days when the top machines were nearer 150 BCF. I could tell fairly easily which machines were stronger, and why, then... but now!!

Well - I've left my subject: back to Genius6!

Reviews, games and coverage are in short supply at present, partly because the *Millenium* company have apparently been placing some restrictions on the reporting and rating of Genius6 games and results, and

those of any of the programs which can be purchased to run within Genius, such as W Chess, Zarkov, Shredder and Nimzo.

Certainly **Thoralf Karlsson** of the Swedish _SSDF/Ply_ group has stated on the Internet, and e-mailed me, that he has been told that they do not have permission to rate any of these programs, and that legal action will be taken against them if they try. I'm not sure if such a restriction is enforceable by law, but as I don't have any money, I wouldn't have wanted to be the one to try and find out!

Thus there is no GENIUS 6 in our Rating List either, at present. Readers will have seen for themselves how it fared in **Irazoqui**'s Tournament, and be able to make their own judgements, but these games were played on a particularly fast pair of PC's and at slightly unusual time controls, so should be considered as 'small sample'.

I have, however, recently spoken with **Richard Lang** about it, because I wanted to print a result and include a couple of games from a mini-match which it won narrowly against FRITZ5.32. He said _'it's okay with me - do it!'_ - so I have.

The biggest surprise was when I recently visited **Bert Seifriz**'s respected _GambitSoft_ web pages, to find Genius demoted from the Grandmaster to the Master group.

Bert wisely adds _'the classification into different groups is a big problem, of course, and certainly not always justified. Nevertheless it might help you a bit in choosing the program you want.'_

For the record, here is Bert's **Chess Program** grouping, as in February 1999:

Grandmaster	Master
Chessmaster 6000	Chessica (Windows)
Fritz 5.32	Chess Genius 6
Hiarcs 7	Kallisto 2
M Chess Pro 8	Virtua Chess 2
Nimzo 98	Chess System_Tal
Rebel 10	Gandalf 3
Shredder 3	
Junior 5	
Nimzo 99	

Finally I can assure those of you (and I include myself!) who've been using and enjoying the GENIUS programs over the years, that Richard is doing his very best to get a Genius6 32-bit version out that will get him back to one of the top 3 placings.

NIMZO 99a

This FRITZ 5.32 clone is getting better scores both here and in Sweden than it managed in the **Irazoqui** Tournament, and can be expected to be quite close to the standalone NIMZO 98 version when all is said and done.

CHESSMASTER 6000

I must admit that I have never put much information into _SS_ about the Chessmaster series. They are sold so cheaply in some High Street stores and computer shops, as well as by their mail order branches, that they really leave the specialist companies with such a small margin that it's almost better not to even try, especially as the programs have all had their fair share of

'problems/bugs' and tend to require more after-sales service than most.

CM6000 comes into the same category, with 'bug' complaints appearing on the Internet as soon as it came out, then some 'fixes' subsequently appearing for download. As I haven't bought CM6000 for myself, I can't help others with problems on this one, I'm afraid.

The packaging and program features are a little on the gimmicky side and aimed more at a shop window type of audience! As a result some of the 'serious' features for such things as opening book study and analysis are lacking compared with such as Fritz & Co., Hiarcs and Rebel. However there are features for instructing beginners as they play through some great games, annotated by **Josh Waitzkin**.

Whatever, **Johan de Koning**'s playing programs themselves are not to be scoffed at.

This one is *King2.61* and testing has started in Sweden, with a few early results indicating that the program strength is indeed going to be fairly close to the leaders.

M CHESS PRO 8

Marty Hirsch's latest offering seems to play a little more positionally than its predecessors, though this is not showing up as an improvement on the Rating Lists at present.

The playing style is still combative and will keep the strongest of players very much on their toes. The Opening Book is an even larger 600,000 positions, again tuned specifically for play against computers. Overall appearance and features are basically the same as MCP7, though there is a new chess tutor function.

FILES AND UPGRADES from the INTERNET!

The new policy - adopted by the folk at ChessBase, Rebel, Genius and Hiarcs (and maybe others?) is to download fixes, patches, and even small upgrades onto their respective **web pages**.

This is fine for everybody who's 'connected', but frustrating I'm sure for those who aren't. Of course, before the 'net, we all just waited the usual 12 months for the next version, so the new opportunity is a *bonus* in that sense... but still nice to take advantage of!

Firstly let me remind readers - you **have to be the legal owner** of a purchased version of each original program before you can use the 'upgrade' - so it's no use getting a

Rebel10c upgrade, or Hiarcs7.01, or Nimzo 99a etc. if you haven't got the original!

Where *I* have the original and have downloaded the upgrade and can fit the file/s onto 1 FLOPPY DISK, I'm willing to supply folk for £5 each disk to cover downloading, disk-copying and postage costs.

Currently the 6 disks I have of the upgrades and/or files are:-

- **Hiarcs7.01** (see details below)
- **Rebel-10c** (see details below)
- **Rebel-10 engine for EPD2DIAG** and **Rebel-10 engine for ECTOOL** (on one disk; requires original ownership of Rebel-10)
- **Nimzo99a** (latest version)
- **Crafty16.5** (... or whatever's latest! Don't forget it requires Fritz532, Junior5 or Nimzo99 to host the program)
- **Genius 6** (only a correction for importing/exporting large EPD files)

Hiarcs 7.01

☐ Deeper search selectivity option to improve overnight searching - e.g. for Correspondence Chess.
☐ Chess engine 2% faster.
☐ Swedish language option added.
☐ Tasc SMARTBOARD supported.
☐ New, slightly modified piece design.
☐ Days left before refuel shown. Option to refuel at any time rather than only when period lapsed, and refuels last longer.
☐ Dell extended memory fix included, and executable slightly smaller for improved memory efficiency.
☐ Extra shortcut keys added.

Rebel 10c

Whereas **Rebel 10b** was a features upgrade - as reported in *SS/80* - **Rebel 10c** is an **engine update** - the first fruit of the REBEL-TIGER project.
☐ System Tiger option will make Rebel 10 some 2½ times faster in certain searches
☐ Improved hash table algorithms, which will strengthen the program especially in the endgame
☐ New extensions improve tactics
☐ Combination feature is changed so that, when 'on' it applies throughout the game
☐ New features of Rebel 10b all included

Remarks: when putting the file onto the Rebel 10 subscription site, Ed Schroder commented that AUTO 232 has not been added yet, as they still believe that Rebel 10 performs better playing games manually, though they still don't know why the Auto232 is apparently having a detrimental effect.

Frank HOLT's latest testing

Following on from his marvellous contribution in *SS/80*, in which he had compiled a useful summary of **Nimzo98**'s results, Frank has now followed up with similar coverage for **Hiarcs 6**.

First his latest scores:

Hiarcs6 normal	6½-5½	MCPro7 normal
Hiarcs6 aggres	10-2 (!)	MCPro7 aggres
Hiarcs6 solid	8-4	MCPro7 solid
Hiarcs6 normal	6-6	Rebel-10 normal
Hiarcs6 aggres	4½-7½	Rebel-10 aggres
Hiarcs6 solid	7-5	Rebel-10 solid

Frank expressed disappointment with MCP's play, but commented on how hard Hiarcs had found it, playing against Rebel-10, which is a very up-to-date and latest version. He adds *'I am now in the middle of Hiarcs7 and, from what I have seen, a very big improvement indeed.'*

'Here is my year's analysis of Hiarcs6 against my top 10 Chess Programs, where overall it scored 53.47%. Considering some of these were new 32-bit, it did very well.'

Opponent	H6 norm	H6 aggr	H6 solid	Opp.total/36
MCPro6	5-7	4-8	2-10	11
MCPro7	5½-6½	2-10	4-8	11½
Genius4	5½-6½	5-7	4-8	14½
Genius5	6½-5½	4-8	6½-5½	17
Fritz5	7½-4½	6½-5½	8-4	22
Junior4.6	3-9	6½-5½	8½-3½	18
Nimzo98	7½-4½	6-6	7½-4½	21
Rebel8	5-7	5½-6½	5½-6½	16
Rebel9	6-6	5½-6½	6½-5½	18
Rebel-10	6-6	7½-4½	5-7	18½
H6 totals	62½	67½	62½	->out of 120

'I believe you said, Eric, that default in your opinion should be Aggressive - so you are vindicated because this mode proved to be the best.'

Last month's summary showed Rebel-10 and Fritz5 doing best against Nimzo98, and this month we see Fritz5 and Nimzo98 as having the best records against Hiarcs6. The Rebel versions also all have very respectable results, with each year's upgrade scoring a little more than the previous version, which should encourage Ed Schroder!

LATE NEWS

Chessmaster 6000 stocks were non-existent anywhere (at least throughout Europe!) during March. Reason unkown.

My apologies to anyone who's order with myself or Countrywide has been delayed, we'll sort it out as soon as we're able!

Genius6 EXTRA programs now available at **£44.95** each are:-
- W Chess 2000
- Zarkov 2000
- Shredder 3
- Nimzo 2000

Komputer Korner has resigned his interests and Internet involvement in chess. His company has been forced to review his position and **Alan** (Canada's *'KK'* has a real name! - Alan Tomalty) has decided to study computer programming languages in order to keep himself in work.

Alan, at 48, is a little bit younger than I am, but fears he is coming to the place and age where, when chess no longer places a living wage in the bank account, it can be very difficult to find something that will!

His computer chess knowledge - and a rare, ready willingness to share it - will be greatly missed on the 'net. I wish him well.

DGT Boards seem to have all but disappeared. We've been unable to get new ones for months and distributors in Europe have fairly large backlogged orders, and are seeing only a trickle - or none at all - arriving.

Mark UNIACKE and **Ed SCHRODER** are trying to get HIARCS & REBEL working with the **NOVAG Universal Board**.

Similar work at Novag on **Fritz532** is also proceeding well - my current test version is almost there! Fingers crossed.

Internet Match - Chess Lines
FRITZ5.32 plays GENIUS6

Chess Lines recently hosted a match between established 'top 2' program FRITZ5.32 and Richard Lang's new GENIUS6.

It was played over the Internet and arranged so that subscribers could watch all of the games in progress. As I found watching *HIARCS-Hergott* and some of *Deep Blue2-Kasparov* I can tell you this can be pretty addicitve!

The time control in use was **G/90** and the programs were both running on very fast P2/450MHz machines.

The first 2 games were drawn, so we join the match for the 3rd. game, with Fritz as White.

Fritz532 – Genius6

[B66] G/90 round 3

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 ♘c6 6.♗g5 e6 7.♕d2 a6 8.0-0-0 h6 9.♗e3 ♗e7 10.f3 d5 11.h3
   Brings my theory to and end! 11.exd5 ♘xd5 12.♘xd5 ♕xd5 13.♘xc6 ♕xc6 occurred in a game between Ivanchuk and Salov in 1994
11...0-0 12.g4!?
   Typically bold Fritz play, it seems well programmed to energise its pawns against the enemy king after castling on opposite sides has taken place!
12...dxe4 13.fxe4
   13.♘xc6 bxc6 14.♘xe4 ♕xd2+ 15.♖xd2 is an alternative proposed by both Junior and Hiarcs, but whether White has enough with his distant pawn majority is, I think, doubtful
13...e5 14.♘xc6 ♕xd2+ 15.♖xd2 bxc6 16.g5 hxg5 17.♗xg5 ♗e6 18.h4! ♖fb8
   Genius doesn't seem to have much going for it here. If it tries a q–side advance with 18...a5 then 19.h5! and White's potential seems much more immediate
19.♖g2 a5
   The advance we mentioned... as is White's reply.
20.h5

20...♖b7 21.h6
   The pawn looks threatening here, but it allows Black to block progress even though dislodgement is a long way away
21...g6 22.♗d3?!
   I can't see what good the bishop is doing on d3... ♗e2 would surely be better
22...♔h7 23.♗e3 ♖ab8
   Black is drumming up some pressure while White treads water, and the position is not far from having been equalised!
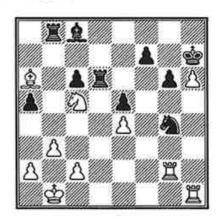**24.b3 ♘g4 25.♗d2 ♗a3+ 26.♔b1 ♗b4 27.♘a4**
   27.♔b2! was worth considering, trying to secure the position against Black's offensive
27...♗xd2 28.♖xd2 ♖d7 29.♘c5 ♖d6 30.♖g2
   30.♘xe6!? ♖xe6 31.♖g2 ♘xh6 32.♗c4 ♖f6 33.♖gh2 g5 would have introduced some awkwardness into Black's position, but White's advantage would not be great
30...♗c8 31.♗a6

31...♘e3

There were various alternatives:

31...f5!? is the way Hiarcs and Fritz would have played it, then 32.♗xc8 ♖xc8 33.♘b7 Now probably only 33...♖d4 will keep Black in the game and both sides have chances!;

31...♗xa6! gives Black an advantage according to Junior 5, after 32.♘xa6 ♖b6 33.♖xg4 ♖xa6 though I'd say this is pretty equal

32.♖g3 ♗xa6 33.♘xa6 ♖b6 34.♘c5 ♘c4?! 35.♔c1!

The best way to deal with the pin, and getting Black's knight to misplace itself!
35...♘a3

35...♘d2 doesn't look so bad, but after the tricky 36.♖e1 a4! 37.♘xa4! ♖a6 38.♖e2 White is still winning

36.♖d3 ♘b5 37.♘d7 ♖xd3 38.cxd3 ♖b7 39.♘xe5 ♖e7 40.♘c4 ♖a7 41.♔d2 a4 42.b4

Better than 42.bxa4 ♖xa4 43.♘e5 ♖xa2+

42...♖e7 43.♘a5 ♖e6 44.♘b7 ♖f6 45.♘d8 g5 46.♖h5?!

Possibly expecting ♖xh6, this may be the first little glitch in White's play. He MUST keep an eye on the g-pawn now it's started to move – it will be dangerous if it gets the chance to run.

I had a look at 46.e5! ♖xh6 47.♖xh6+ ♔xh6 48.♘xc6 (*48.♘xf7+? ♔g6*) but the thought of 48...g4 made me a little nervous, I must say
46...♘d4! 47.♔c3 ♘f3

48.a3??
Nearly any move was better than this, which gives Black excellent chances. One possibility is the move I suggested earlier: 48.e5 ♖xh6 49.♖xh6+ ♔xh6 50.d4 At this point White looks okay, but a pawn race is under the starter's gun, so let's play a few likely moves and see what we think then: 50...g4 51.♘xf7+ ♔g6 52.♘d6 g3 53.e6

♔f6 It still looks scary, but 54.♘e4+ ♔xe6 55.♘xg3 clarifies things and shows only White has winning chances.; A quieter, safer option was 48.♖h3 keeping an eye on ♖g3 if the g-pawn moves again] **48...g4!** Perfect timing, and very dangerous as Black's pieces are much better placed to support it than White's to stop it! **49.e5 g3! 50.exf6 g2 51.♖f5 g1♕ 52.♖xf3 c5 53.♔d2** [53.bxc5 was the only chance to seek some counterplay, but really it comes to nothing after 53...♕xc5+ 54.♔d2 ♕a5+ 55.♔e3 ♕xd8 56.d4-+] **53...cxb4! 54.axb4 a3! 55.♖f5 ♕g4!** The rook has nowhere to run! **56.♘c6** [56.♖b5 a2; 56.♖a5 ♕xb4+; 56.♖f1 ♕g2+] **56...♕xf5 57.♘d4 ♕f2+** [57...♕f2+ 58.♔c3 ♕b2+ 59.♔c4 a2-+] **0-1**

Genius6 also won in round 4, but Fritz got one back in round 5, so the Score-table looked like this, with 1 to play:

	1	2	3	4	5	6	Total
Genius6	½	½	1	1	0		3
Fritz532	½	½	0	0	1		2

Genius6 – Fritz532

[B80] G/90 round 5

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗e3 e6 7.f3 b5 8.♕d2 ♘bd7 9.g4 ♘b6 10.0-0-0 ♗b7 11.h4 ♖c8 12.♘cxb5 axb5 13.♗xb5+ ♘fd7 14.♕b4 ♕c7 15.♕b3 ♘a8

Exits the books. 15...♔d8 16.♗g5+ ♗e7 17.♗xd7 ♔xd7 18.♘b5 was once played by Short and Hubner in the 1980's, and considered to be pretty equal
16.♖d3

16...h6?
A suprising mistake by Fritz. In fact

on my my PC it rejects this just inside 1 minute, and prefers d5, one of the moves I recommend in my notes.

16...d5!? 17.♖c3 *(17.♘xe6 no longer works 17...fxe6 18.♖c3 ♕d8 and there is no ♕xe6.)* 17...♕d6 18.♖xc8+ ♗xc8 19.exd5 ♕xd5 20.♕xd5 exd5 21.♖e1 results in a much simpler position, with White's q–side pawn potential just giving him the edge;

16...♗e7! 17.♖c3 *(17.♘xe6 no longer works again 17...fxe6 18.♖c3 ♕d8 and now ♕xe6 can be played, but no longer gives check.)* 17...♕d8 is an inviting and unclear position to play, with Black having the material edge but White the space and chances to attack the enemy king

17.♘xe6!

Well done Genius. Also good is 17.♖c3 ♕d8, which could transpose after 18.♘xe6. But I think 18.♗c6 might be even stronger!?

17...fxe6 18.♖c3! ♕d8 19.♕xe6+ ♗e7 20.♗d4

Threatening mate by ♕g6+ and ♕xg7.

20...♖f8

The only defence as ♔f8 allows ♗xd7

21.♗xg7 ♖xc3

21...♖f7!? 22.♕xh6 ♖xc3 23.♗xc3 ♘c7±

22.♗xf8!

With this there is no doubt that White is ahead

22...♘c7!?

22...♖xf3?! 23.♗xh6 ♖f7 was the alternative

23.♗xd7+! ♕xd7 24.♕xe7+ ♕xe7 25.♗xe7 ♖xf3 26.♗xd6 ♘e6 27.e5 ♖f2 28.♖e1 ♖h2

29.h5?!

Fixing the pawns doesn't look right. Other suggestions are:

a. The initially surprising 29.♖f1!? ♖xh4 30.♖f6 ♔d7 31.♖f7+ which is quite

complicated, I think;

b. in particular 29.g5 hxg5 30.hxg5 ♘xg5 31.e6! which looks testing!

29...♘f3 30.♖f1 ♗g4 31.♖f6 ♖xh5 32.b4 ♖h2 33.b5 ♘d4

34.e6!

White's pawns look imposing, but the position is probably drawn. This idea, which threatens mate (easily dealt with, however) returns some of the material, and is the best way to keep trying for the win. The problem is that rooks are about to come off, and White cannot win with the a–pawn as he has the wrong–coloured bishop!

Note that, by trying for too much, Genius could possibly have got itself in trouble: 34.♖f8+? ♔d7 35.♖f7+ ♔e6 36.♖e7+ ♔f5 37.b6 ♖xc2+ 38.♔b1 ♗e2 and the position is tricky, but favours Black

34...♖xc2+ 35.♔b1 ♗xe6! 36.♖xe6+ ♘xe6 37.♔xc2 ♘d4+ 38.♔d3 ♘xb5 39.♗f4 h5 40.a4 ♘a3 41.♗c1

Pointless, as the knight is immaterial because of the bishop and a–pawn problem mentioned above.

If White wanted to try for a win by persuading Black to go wrong, and move his king towards the kingside in supposed support of his h–pawn, he could have tried 41.♔e4!? but I tested Fritz, and it would not have fallen for it!

41...♔d7!

Drives the point re the queening square home in a slightly mocking yet clarifying way.

42.♗xa3 h4 ½–½

Final	1	2	3	4	5	6	Total
Genius6	½	½	1	1	0	½	3½
Fritz532	½	½	0	0	1	½	2½

EVALUATING BISHOPS v KNIGHTS
COMPUTER and PC PROGRAM RESULTS

In *SS80* I gave readers 3 positions to look at which made into a quick test, to see how the various programmers <u>rate</u> the **Bishop v Knight** issue.

The 2 **evaluations** I asked for were
- [a] the FIRST one you see! and
- [b] the evaluation <u>AFTER</u> 1 minute, to see if searching has affected the initial pre-programmed knowledge.

Here are the positions, with reader's and my own results now appended to each one.

Position 1. Eval: 2n v 2b. White to move.

Programmer	Program	Immed	At 1 min
Schroder	Meph RISC 1MB	-27	-31
	Meph Academy	-35	-33
Kittinger	Nov Scorpio	-12	-14
Uniacke	Hiarcs 6	-86	-99
	Hiarcs 7	-97	-97
Morsch	Fritz 4	-50	-50
	Fritz 5.32	-34	-47
	Cosmos	-60	-60
Hyatt	Crafty 14.x	-93	
	Crafty 16.4	-38	-44
Ban	Junior 5	-31	-34
Lang	Mondial 68000XL	-32	-36
	Genius 4	-54	-54
	Genius 5	-48	-54
Whittington	ComplChessSystem	-30	-19
De Koning	ChessMaster 6000	-31	-40

I was keen to include a figure for a latest

CRAFTY version, as it was some interesting comments made by its programmer, **Bob Hyatt**, which attracted my attention to this issue!

He wrote that: *'With no searching, Chessmaster 2100 says -26, Fritz2 says -47 and Genius1 says -48.*

'I recently fixed two "holes" in Crafty's evaluation: one concerning 'if you have one bishop in the ending, get your pawns on the other colour squares', and 'if in an endgame, with pawns on both wings, a bishop is significantly better than a knight.'

'In Position 1 with Crafty, Black gets the bishop-over-knight in endgame bonus twice as well as the standard bonus for 'the two bishops' (+.25 in Crafty14 versions) - which might or might not be overkill!

'In any case, I gave this position to a GM to look at and his response was "Black wins easily". When I told him that Crafty statically evaluates the position as Black

+93, he said "hmmm" and we had an interesting discussion without concluding if this is too large, too small, or just right!'

Readers will have gathered that the above was written around the time of Crafty14.x, and it seems from the Crafty16.4 evaluation of Black +38 that Bob has decided since then that +93 was too much. However when a GM says *"Black wins easily"* I think I'd prefer the old Crafty14 +93 or the Hiarcs7 +97 to figures <50.

Position 2. Eval: 1n v 1b. White to move.

Programmer	Program	Immed	At 1 min
Schroder	Meph RISC 1MB	6	-6
	Meph Academy	-6	-5
Kittinger	Nov Scorpio	1	6
Uniacke	Hiarcs 6	-13	-18
	Hiarcs 7	-22	-18
Morsch	Fritz 4	-26	-22
	Fritz 5.32	-16	-19
	Cosmos	-20	-20
Hyatt	Crafty 14.x	-22	
	Crafty 16.4	-11	-11
Ban	Junior 5	0	0
Lang	Mondial 68000XL	32	28
	Genius 4	0	-3
	Genius 5	0	-3
Whittington	ComplChessSystem	0	23
De Koning	ChessMaster 6000	4	3

Some tests were done by Bob on R+B v R+N, and Q+B v Q+N, but not all the experts (i.e. GM's!) agree 100%, so findings might not be particularly useful.

In B+R in some positions this pair can rake the enemy king, which they're very good at! On the other hand a king can actually fork a knight and rook (!) and a bishop on the wrong coloured square can end up being worth little more than a pawn, so it's not a cut-and-dried issue even though I would still just favour a small '+' for B+R.

In B+Q v N+Q the latter might actually be the better, as they do co-operate well together in attacks around the king! However I wouldn't be surprised if most computers evaluate the B+Q as better.

More important than these points is knowing how to handle pawn structure and movement together with king positioning, in the light of whatever piece configuration imbalance is on the board... but that's altogether another and much more complex issue!

Position 3. Eval: b+n v b+b. White's move.

Programmer	Program	Immed	At 1 min
Schroder	Meph RISC 1MB	4	-12
	Meph Academy	-6	-12
Kittinger	Nov Scorpio	-11	-8
Uniacke	Hiarcs 6	-54	-63
	Hiarcs 7	-49	-64
Morsch	Fritz 4	-28	-22
	Fritz 5.32	-16	-22
	Cosmos	-30	-30
Hyatt	Crafty 14.x	-69	
	Crafty 16.4	-28	-36
Ban	Junior 5	-18	-24
Lang	Mondial 68000XL	-4	-40
	Genius 4	-36	-42
	Genius 5	-36	-39
Whittington	ComplChessSystem	0	8
De Koning	ChessMaster 6000	-24	-31

Frank Cole's BERLIN PRO v Gerry Dyer's TASC R30-1993

CORRESPONDENCE GAME, Sept. 1996 - Nov. 1998

I've been delighted with the response to my plea in *SS/79* for a few games or reports involving dedicated machines.

In addition to Tony Leech's excellent report on 2 games between himself and a Mephisto Atlanta − elsewhere in this issue − Frank Cole has sent me a Correspondence game played between his own **Berlin Pro 68020** and Gerry Dyer's **Tasc R30−1993!**

In fact, although played as a Correspondence game, time controls were set at 40/2 as 2 games were being played at the same time... the other was a draw.

As Frank points out, there are three distinctive features to this game:
1. the unorthodox opening
2. the very tactical middle game
3. the surprise at the end

Berlin Pro − Tasc R30-1993

[B30 *Sicilian Rossolimo*] 40/2
Analysis: Cole/Hallsworth

1.e4 c5 2.♘f3 ♘c6 3.♗b5?!
A fairly infrequently seen choice.

3...e6 4.0-0 ♗d6
Even more unusual, causing both computers to depart from book lines. 4...♘ge7 is usual, and then BCO gives 5.c3 a6 6.♗a4 b5 7.♗c2 ♗b7

5.d4 ♘xd4 6.♘xd4 cxd4 7.♕xd4 ♕c7
Already the play is becoming decidedly tactical.

8.♕xg7
8.g3!? appears better as an immediate measure, though 8...♗e5 9.♕a4 a6 is already aggravating. Also White would have

a long−term hole in his king security.

8...♗xh2+ 9.♔h1 ♗e5
The R30 has regained his pawn, defended the h8−rook and is ready to launch the d7 pawn at the right moment.

10.♕g5 a6 11.♗d3 h6
The R30's opening has a slightly Basmanic flavour: the g−pawn has gone, and the a7−a6 and h7−h6 pawns have been put to good use!

12.♕h4
Hiarcs 7 preferred 12.♕e3 ♗f6 13.c3 b6 14.f4 ♗b7 15.♗d2 ♗h4

12...♘e7 13.♕h5
The 5th queen move in the last seven, which seems to be stretching develpment 'rules', even though some of them were forced! However chances are still quite equal.

13...b6 14.♘d2 ♗g7 15.♘c4 d5?!

Attacking White's centre, but it's somewhat double−edged and probably yields the advantage to White. 15...b5 might have been better/safer.

16.exd5 exd5 17.♘e3
In compensation for his 4 (!) pawn islands, which includes 3 isolated pawns,

Black has made it difficult for the Berlin Pro to develop his c1-bishop and, thereby, his a1-rook.

17...♗e6 18.♖e1 ♕d7

The R30's rather grim pawn structure gives him another problem – where to get his king into safety. Neither castling option looks particularly appealing: the q–side has virtually no defence, and the k–side has been significantly weakened by those multiple White queen manoeuvres. One would have to prefer the White's position now.

19.♘f5 ♘xf5 20.♕xf5 ♔f8

21.♕f4 ♔g8 22.♔g1!? a5 23.c3 ♖c8?!

Hiarcs 7 recommended a further push of the d–pawn as a wedge in White's position, and to stop the BPro reply. The eval for 23...d4 24.c4 ♖c8 25.b3 h5 26.♕g5 ♖c5 27.♕g3 ♕d8 was White +134, whereas the move played earns a White +211

24.♗e3
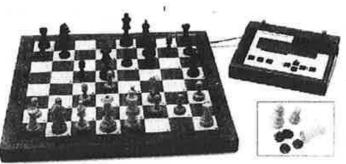
In the game at last.

24...♕c7

A sensible offer by the R30, as the exchange of queens would lessen the pressure around his king.

25.♕h4?!

25.♕xc7 ♖xc7 26.♗xb6 ♖b7 27.♗xa5 ♖xb2 28.♖eb1 might have given the Berlin Pro a winning advantage.

25...♕d8 26.♕g3 ♔f8 27.♗f4 h5!

A real surprise! The enterprising de Koning program begins its own attack.

28.♗d6+ ♔g8
29.♗e5 f6

A further weakening of Black's position. Surely White is winning!

30.♗d4 h4! 31.♕f3 ♖c6 32.♗c4!

I love sneaky moves like this. Apart from the fact that 32...dxc4 gets 33.♕xc6, there is the threat of 33.♖xe6 ♖xe6 34.♗xd5.

32...♗f7! 33.♗b5

Switching the attack to the q–side.

33...♖d6 34.♕g4 ♖h6

The Berlin Pro appears still to have the ascendancy in this position: Black's pawns are in complete disarray and White should soon convert his advantage into something more tangible.

35.♗d3 ♗h5 36.♕xh4 ♗e2 37.♕g3 ♗xd3 38.♕xd3

So White has indeed gained a pawn... but has had to relax the pressure on Black to do so.

38...♕d7 39.♖e3 ♔f7 40.♖ae1 ♗f8

Did the R30 actually have something long–term in mind here, a piece of tactical knowledge that might just come in useful?!

41.♖g3 ♖e6 42.♖xe6 ♕xe6

With the endgame approaching, does White need more than the single pawn?

43.♖e3 ♕c6 44.♕a6

Pro goes for another pawn.

44...♗d6 45.♕xb6

It looks over – the queen exchange will

really suit White, so what can the R30 do?!

45...♕a4

Suddenly Black has a serious–looking attack, as well as a mate threat!

46.♕b7+ ♚g6 47.♕b3 ♕d7 48.♖f3 ♚g7 49.♕b6
Looking to win yet another pawn.

49...♚g8!

This is clever, giving his now–dangerous queen greater scope on the board.

50.♕a6??
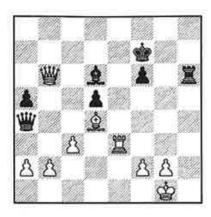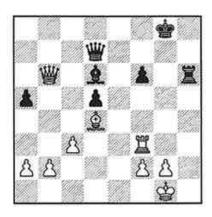Taking his eye off the ball for a moment! 50.♔f1 should still have won, e.g the Hiarcs 7 analysis goes 50.♔f1 ♕a4 51.♕b3 ♕xb3 52.axb3 ♔f7 53.♖h3 ♖xh3 54.gxh3 ♗c7 55.h4 >+300

50...♖h1+!
This momentarily stunning move by the R30 gets the draw!
51.♔xh1 forced 51...♕h7+ 52.♔g1 ♗h2+ 53.♔f1 (♔h1 repeating already makes no difference) 53...♕b1+ 54.♔e2 ♕c2+ 55.♔e3 ♕c1+ (55...♕e4+?? 56.♔d2) 56.♔e2 ♕c2+ etc. ½-½

Game in 15 Tournament
6 round SWISS
PC's used: 2 x AMD K6/200MHz 64MB RAM

Pos	Program	Score/6
1	Junior 5	6
2=	Hiarcs 6	4
	Fritz 516	4
4=	Rebel Decade 2	3½
	Genius 5	3½
	Rebel 10	3½
	M Chess Pro 5	3½
8=	Genius 3	3
	Crafty 15.x	3
	Grandmaster Chess	3
11=	ChessMaster 5000	2½
	ExChess	2½
	Fritz 2	2½
14	CS_Tal	2
15	Complete Chess System	1½
16	Novag Scorpio	0

MCLANE'S Christmas Tourny
40/2. Scores after 11 rounds
PC's used: 2 x AMD K6/200MHz 64MB RAM

Pos	Program	Score/7	Score/11
1	Hiarcs 7	5½	8½
2	Rebel 10b	4	8
3	Chess Tiger 11.7	5	7½
4	Shredder 3	3½	6½
5=	CS_Tal Win95	4	6
	Fritz 532	4	6
7=	Nimzo 98		5½
	Genius 6	4	5½
	Junior 5	3½	5½
10=	Zarkov 5	3½	5
	Gandalf 3	2½	5
12=	M Chess Pro 8	3½	4½
	The King 2.55	3	4½
14=	Crafty 16.3	2½	4
	W Chess 2000	3	4
16	Diep 1.6	½	2

FRANCESCA at the local CHESS Club
by ~~its~~, sorry, her programmer, TOM KING

"**Francesca at the local chess club**" is the promised follow-up to Eric's article on Francesca in *SS/80*. This time the author is the programmer himself, TOM KING.

Shortly before Christmas, I received a phone call from a member of the Rugby Chess Club. They were having a special evening, with food laid on, simul. games against the leading player from the chess club etc. Would I like to come along with my computer program, to take on all comers?

The answer was *"yes"* of course. My program, Francesca, has played plenty of computer opposition in the past, but very few humans. I was interested to see how she would do.

Like most programs, she can play grandmaster-like tactics, but can be positionally suspect. So it would be interesting seeing how she would fare against some typical club players.

The hardware was a little obsolete in comparison to what's on offer in today's computer world, but was adequate for the job. I borrowed a laptop PC, equipped with a Pentium 133Mhz processor and an excellent screen. Playing conditions were very relaxed, with every possible advantage given to the humans. No clocks were used, but Francesca was set to play at blitz speed. I told each of Francesca's opponents they could play as they wished and, as it happened, they all played fairly quickly.

I was hoping that Francesca would get the chance to play a wide variety of opponents. However, the first opponent, a player rated about 140BCF was having so much fun, he remained as Francesca's opponent throughout most of the evening!

A few quick games were played against some junior players, but they were unfortunately not recorded. At the end of the evening, Francesca finally got to play the local champ, a fantastic player graded around 200BCF.

I'm never sure about naming human

opponents without seeking their approval, so I'll just call the players '140BCF' and '200BCF'.

On to the games. The first game has an interesting story behind it. The first few (5 or so) moves were played by BCF200, but then he was called over to play some simul. games against 20 or so juniors.

BCF140 took over, and quickly gained the upper hand against Francesca:

White **BCF140**
Black **Francesca v0.63** P/133
TimeControl setting 60/5mins

1.d4 d5 2.♗g5 c6 3.e3 ♗f5 4.c4 d×c4 5.♘c3 h6 6.♗h4 g5 7.♗g3 ♗e6
  Oops. Blocking the e pawn!

8.♘f3 ♘d7 9.♘e5 ♘×e5 10.♗×e5 f6 11.♗g3 ♛b6 12.♛c2 ♗f5 13.e4 ♗g6 14.O-O-O ♛a6 15.♔b1 h5

By this stage, I was worried about Francesca's lack of development. White was dominating the centre. This was moving towards into the kind of position which computer chess programmers dread. No ideas, no plans - just pointless moves, as far as I could see. This was going to be embarassing! I'd explained that on fast hardware I thought Francesca could be about 200BCF, and here she was losing against a 140BCF

player! Still, maybe the position wasn't too bad. Black was beginning to counter attack on the queenside.

16.f3 b5 17.♗e2 ♖h6 18.f4 h4 19.f×g5 f×g5 20.♗e5 ♘f6 21.♖hf1

Ok, so Black is nominally a pawn up - but White's position seems to be rich in possibilities.

21...b4 22.♗×f6 e×f6 23.♘a4 b3 24.a×b3 c×b3 25.♕×b3 ♕×e2

A few tactics, and it's all swung around. Suddenly White is scratching around. Can he get a draw by repetition here?

26.♕e6+ ♔d8 27.♕×f6+?

There's no draw now.

27...♗e7 28.♕×c6 ♗×e4+ 0-1

So Francesca won, but it was hardly an inspiring game. She didn't develop properly, let White seize the centre and the initiative, and looked lost until some tactics appeared.

I was disappointed in that, but couldn't just pack up and leave, so we set up the pieces again for game 2.

This game appeared, with comments and analysis in SS80, so only the moves are shown here.

White **BCF140**
Black **Francesca v0.63** P/133
TimeControl setting 60/5mins

1.d4 d5 2.♗g5 c6 3.e3 ♗f5 4.c4 d×c4 5.♘c3 h6 6.♗h4 g5 7.♗g3 ♗e6 8.♘f3 ♘d7 9.♘e5 ♘×e5 10.♗×e5 f6 11.♗g3 ♕b6 12.♕c2 ♗f5 13.e4 ♗g6 14.0-0-0 ♕a6 15.♔b1 h5 16.f3 b5 17.♗e2 ♖h6 18.f4 h4 19.f×g5 f×g5 20.♗e5 ♘f6 21.♖hf1 b4 22.♗×f6 e×f6 23.♘a4 b3 24.a×b3 c×b3 25.♕×b3 ♕×e2 26.♕e6+ ♔d8 27.♕×f6+ ♗e7 28.♕×c6 ♗×e4+ 0-1

Back on track, then. This game was more of a fight - I felt Francesca was outplaying as well as outcalculating the opponent.

All these games were played in quick succession. 140BCF was a really good opponent for Francesca and me. He peppered all the games with comments and statements like *"this is great, I'm really enjoying myself"*, and he was!

For game 3 he said, *"let's try something*

different", and proceeded to open the game with the fianchetto of both bishops.

White **BCF140**
Black **Francesca v0.63** P/133
TimeControl setting 60/5mins

1.g3 d5 2.♗g2 ♘f6 3.b3 e5 4.♗b2 ♘c6 5.e3 ♗g4 6.♘e2 ♗b4 7.0-0 0-0 8.a3 ♗c5 9.b4 ♗d6 10.d3

Ok. Francesca is in a position I am happy with. She has developed some pieces, castled, and now decides to try and open things up.

10...a5 11.b5 ♘e7 12.♘d2 ♕d7 13.c4 ♗h3 14.♘f3 ♗×g2 15.♔×g2 d×c4 16.d×c4 ♕f5 17.♘c3 ♖fd8

Fairly even, you might say. However, Black's pieces are looking threatening, and now White's knight commits suicide!

18.♘h4?!

Hello. Where are you going?

18...♕e6 19.♕e2 e4

Here's the trap. White's knight doesn't have many safe squares to go to.

20.♖fd1

White hasn't noticed

20...g5

Bam! In true human style, White falls to bits in the next two or three moves.

21.♘f5 ♕×f5 22.♘d5 ♘e×d5 23.♖×d5 ♘×d5 24.c×d5 ♗e5 25.♗×e5 ♕×e5 26.♖d1 ♖×d5 27.♖c1 ♖×b5 28.♕c4 c6 29.♖d1 ♖b2 30.♖d7 ♕f5 31.♕×e4 ♕×e4+ 32.♔h3 ♕f5+ 33.g4 ♕f3♯ 0-1

There was no rest between games. Quickly setting up the pieces, BCF140 was already asking for another game.

I think game 3 convinced him that off-

beat openings may work sometimes, but often they're just plain weak. In tournament chess, he's a 1.d4 player, so..

White **BCF140**
Black **Francesca v0.63** P/133
TimeControl setting 60/5mins

1.d4 d5 2.c4 e6 3.c×d5 e×d5 4.♘f3 ♘f6 5.♗g5 ♘c6 6.a3 h6 7.♗h4 ♗e7 8.♘c3 O-O 9.e3 ♘e4 10.♗×e7 ♘×e7 11.♗d3 ♘×c3 12.b×c3 ♗f5 13.O-O ♕d7 14.♘e5 ♕e6 15.♗×f5 ♘×f5 16.♕b3 ♘d6

Things have turned out a bit quieter this time round. BCF140 was concentrating harder than before, I thought.

17.a4 ♖ae8 18.c4
What's this? He's giving us a pawn? Ok, we'll take it and see how it goes... you notice the royal 'we' - I <u>am</u> my program, at least when it's playing well and winning!

18...d×c4 19.♕b4 f6 20.♘g6 ♖f7 21.♘f4 ♕f5 22.♖ac1 g5 23.♘h5 ♕g4 24.♘g3 f5 25.h3 ♕h4

I was very happy with the position now. Black's pawns and pieces are beginning to menace the White king.

26.♖×c4

Interesting. White gives up a rook for a knight, and he does get some compensation - Black's rook on f7 is pinned, and is out of the game for the next few moves.

26...♘×c4 27.♕×c4 f4 28.♘f5 ♕h5 29.e×f4 g×f4 30.g4 ♕×h3 31.f3 b6 32.♕c6 ♖e2 33.♕g6+ ♔f8 34.♕×h6+
Swapping queens is only going to help Black. But what else can White do now?

34...♕×h6 35.♘×h6 ♖h7 36.g5 ♖g7 37.♘g4 ♖×g5 38.♖c1 ♖d5 39.♔f1 ♖a2 40.♖×c7 ♖×d4 41.♖c8+ ♔e7 42.♖c7+ ♔d6 43.♖c1 ♖d3 44.♘h6 ♖×f3+ 45.♔g1 ♖g3+ 46.♔f1 ♖h3 47.♖d1+ ♔c7 48.♖c1+ ♔b7 0-1

Well, 'we're' 4-0 up! As Francesca had so far only played with the black pieces, I suggested a swap. So the next few games were played with Francesca as White.

Again, as this game appeared with comments and analysis in SS80, only the moves are shown here.

White **Francesca v0.63** P/133
Black **BCF140**
TimeControl setting 60/5mins

1.d4 ♘c6 2.d5 ♘e5 3.e4 d6 4.f4 ♘g6 5.♘f3 ♗g4 6.♗b5+ ♗d7 7.♗×d7+ ♕×d7 8.O-O e5 9.f5 ♘6e7 10.c4 ♘f6 11.♘c3 c5 12.♗g5 h6 13.♗×f6 g×f6 14.♘b5 a6 15.♕a4 ♔d8 16.♕a5+ ♔c8 17.♘c3 ♕c7 18.♕a4 ♔b8 19.♕e8+ ♘c8 20.♔h1 ♗g7 21.♕a4 ♘b6 22.♕b3 ♔a7 23.a4 ♖ag8 24.a5 ♘c8 25.♖fd1 h5 26.g3 ♗h6 27.♖f1 ♗e3 28.♘b5+ a×b5 29.c×b5 ♕d7 30.b6+ ♔b8 31.♕×e3 ♖g4 32.♖fc1 ♕b5 33.b3 ♕b4 34.♖c4 ♕b5 35.♕c3 ♘e7 36.♖g1 ♖hg8 37.♖c1 ♖8g7 38.b4 ♖g8 39.b×c5 d×c5 40.♘×e5 ♘×d5 41.e×d5 f×e5 42.♕×e5+ ♔a8 43.♖×c5 ♕d7 44.a6 ♖e8 45.♕×e8+ ♕×e8 46.♖c8+ ♕×c8 47.♖×c8♯ 1-0

5-0 ahead and, in truth, the next game was a push over. I think BCF140 was beginning to feel tired now.

White **Francesca v0.63** P/133
Black **BCF140**
TimeControl setting 60/5mins

1.d4 d5 2.c4 d×c4 3.♘c3 ♘f6 4.e4 ♘c6

5.♘f3 ♗g4 6.♗e3 e5 7.d5 ♗×f3 8.g×f3 ♘e7 9.♗×c4 g6?

Does this move lose? After White's next move, Black is in deep trouble.

10.♕b3! ♖b8 11.d6 c×d6 12.♗×f7+ ♔d7 13.♕e6+ ♔c7 14.♘b5+ ♔c6 15.♘×a7+ ♔c7 16.♖c1+ ♘c6 17.♘b5# 1-0

To make matters worse (for BCF140), the seventh and last game was a King's Gambit. Not what you want to face: against a computer at blitz speed when you've just played (and lost) 6 games on the trot.

White **Francesca v0.63** P/133
Black **BCF140**
TimeControl 60/5mins

1.e4 e5 2.f4 e×f4 3.♘f3 ♘c6 4.d4 ♕f6 5.♘c3 ♗b4 6.♕d2 d6 7.a3 ♗a5 8.b4 ♗b6 9.♘d5 ♕g6 10.♗d3 ♘ge7 11.♘×f4 ♕h6 12.♕f2 ♕f6 13.♗e3 O-O 14.O-O

White has a firm grip on the centre. I was looking forward to the rest of this game!

14...♗g4 15.♘d5 ♘×d5 16.e×d5 ♘×d4??

This is wrong. Maybe Bxf3 keeps Black in the picture for a while longer?

17.♘×d4 ♕×f2+ 18.♗×f2 ♖ae8

Although Black struggles on, White is effectively up a piece for a pawn, and it's going to be downhill all the way.

19.♘b5 a6 20.♗×b6 c×b6 21.♘×d6 ♖d8 22.♘×b7 ♖×d5 23.♗×a6 ♖a8 24.♖ae1 g6 25.b5?!

Francesca shuts her bishop out of the game. But it probably doesn't matter by now - it's one way traffic.

25...♖c8 26.♘d6 ♖×c2 27.♖e8+ ♔g7 28.♖×f7+ ♔h6 29.♘e4 ♖e2 30.h3 ♗f5

31.♘f6 ♖d1+ 32.♔h2 ♖dd2 33.♖×h7+ ♔g5 34.♖×e2 ♖×e2 35.♘d5 ♖a2 36.♗b7 ♖×a3 37.h4+ ♔g4 38.♘×b6 ♖b3 39.♗f3+ ♔f4 40.♖e7 ♖×b5 41.♘d5+ ♖×d5 42.♗×d5 g5 43.g3+ ♔g4 44.♖g7 ♔h5 45.♖×g5+ 1-0

BCF140 now left the board, and a couple of junior players took up the challenge. Unfortunately, these games weren't saved, but then came the good news I'd been hoping for. BCF200 had finished his simul., and said he'd like to play.

This was going to be a challenge. Against a player like this, I'd like Francesca to be running on a faster processor, and I'd like both players to be using proper time controls too. However, I didn't want to make waves, so I just continued as before... Francesca was still set to play blitz (60/5), and her opponent was told this, but left to play at his own speed.

BCF200 admitted to having Fritz on a PC at home (which version, I don't know), but apart from that he was mainly used to playing humans.

I've watched this guy play humans before, and looked on in some awe at him demolishing strong players.

Many members of the club crowded round the board, some taking an avid interest in what was being displayed on the screen.

White **Francesca v0.63** P/133
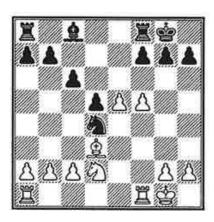*Black* **BCF200**
TimeControl setting 60/5mins

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.O-O ♗c5 5.♘×e5 ♘×e5 6.d4 c6 7.d×e5 ♘×e4 8.♗d3 d5 9.♕e1

'Hmm. That's not theory' said BCF 200. Quite right. Francesca had been out of book for a move or two at this stage.

9...♕h4 10.♗e3 ♗×e3 11.♕×e3 O-O 12.f3 ♕g5 13.♕×g5 ♘×g5 14.♘d2 ♘e6 15.f4

The queens have gone, but BCF200 was not happy with his position. He said he was worried about Francesca's kingside pawns shoving him back up the board, and began to play slower.
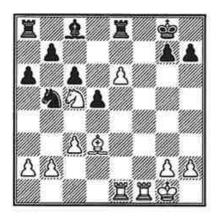
15...♘d4 16.f5

16...♗d7 17.c3 ♘b5 18.♘b3 a6 19.e6

Francesca's score jumped somewhat when playing this move. BCF200 was now under pressure.

19...f×e6 20.♘c5 ♗c8 21.f×e6 ♖e8 22.♖ae1

Is White's passed pawn strong or weak?

22... ♖e7 23. ♖f7

As you'd expect, Francesca jumps at the chance of some tactics. Here, I'm not sure that Rf7 is actually the right idea.

23...♖×f7 24.♗×h7+ ♔f8 25.e×f7 ♔×f7 26.♘d3 ♗e6 27.♘f4 ♘c7 28.♗c2 g5

White's advantageö has just disappeared!

29.♘g6 ♖g8 30.♖f1+ ♔g7 31.♔h1?

'Eh? What's that for?' asked BCF200. I couldn't answer, and just mumbled something about my program not always having good ideas at fast time limits!

31...♖e8 32.♘e5 ♗g8 33.♖f5 ♘e6 34.♖f2 ♘f4 35.♘f3 g4 36.♘g1 ♘h5 37.♖f5 ♔h6 38.♗d1 ♗h7!

Black tempts Francesca's rook away from the action. I could sense an attack looming!

39.♖f7 ♗g6 40.♖×b7

Francesca bites on the pawn. At longer time controls/with better hardware she wouldn't take it... would she?? I don't know the answer, but I will check it sometime.
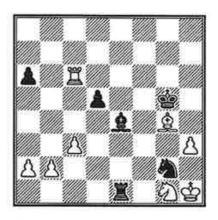
40...♖e1?

Looks threatening, but allows White to nab the g4 pawn. Maybe something like ..Nf6 was better here?

41.♗×g4 ♘f4 42.♖b6

Francesca goes for another pawn. Her rook is still badly out of the game, and Black's pieces are all bearing down on the white king. As a human I'd think *'help!'* But computers don't panic in these situations, in fact they revel in them.

42...♗e4 43.♖×c6+ ♔g5 44.h3 ♘×g2

45.♔h2 ♘e3 46.♘f3+ ♗×f3 47.♗×f3 ♔f4 48.♖f6+ ♔e5 49.♖f8 ♖b1 50.♖b8 d4 51.c×d4+ ♔×d4

The position has simplified, and amazingly White is simply two pawns up

52.♔g3 ♖a1 53.♖d8+ ♔c5 54.♖c8+ ♔d4 55.♔f4 ♖×a2

A final blunder in a lost position, or did he have something else in mind?

56.♖d8+ ♔c5 57.♖d2 ♖a4+ 58.♔×e3 ♖b4 59.♖d5+ ♔b6 60.♖d7 ♔c5 61.♖b7 ♖a4 62.♗d1 ♖a1 63.♗f3 a5 64.h4 ♖a4 65.♗e4

That's it. BCF200 wont be able to stop the h-pawn. It's all over bar the shouting.

65...♖a1 66.h5 ♖e1+ 67.♔f4 ♖f1+ 68.♔e5 1-0

There were a few shocked faces in the club house! However, a proper game under tournament conditions could be a different challenge altogether. If it can be arranged, I'll let you know what happens.

Reader's Games:
Tony LEECH v Mephisto ATLANTA

Using the COLLE against a COMPUTER

Tony writes: *"I very much enjoyed reader's 'Game of the Month' from SS/79 - so I thought I would attempt a similar (and first) short article, which your readers might find interesting, and for a possible inclusion in a future issue of SS.*

*'This one is about the **Colle System** which, although considered rather passive for White against humans, can sometimes work quite well against computers which usually struggle because there is a lack of targets in their opponent's (White's) position. Even some of the stronger ones have a tendency to either aimlessly shuffle pieces, not knowing what to do - or lash out recklessly!'*

Mephisto ATLANTA

*'The opponent in the game below is my **Mephisto ATLANTA**, and the plan was to slowly prepare a kingside attack and (hopefully!) sacrifice on h7! - that's the theory anyway.*

Tony Leech − Meph Atlanta
[D05 Colle System] 40/120
Notes by Tony Leech and Eric Hallsworth

1.d4 d5 2.♘f3 ♞f6 3.e3 e6 4.♗d3
The Atlanta is apparently not a Colle System expert, as this puts it out of Book. Encouragingly it does find correct book moves for a while however
4...c5 5.b3
The Zukertort variation, which achieves the same as 5.c3 but by stopping Black from playing ...c4. The move has the added advantage of freeing the c1-bishop at the same time
5.c3 is the other alternative. This keeps the bishop on the b1-h7 diagonal if Black should play 5...c4 now or in the near

future, as White responds 6.♗c2 Both moves have good reputations
5...♞c6 6.a3!?
I thought this advisable to stop 6... ♞b4 which would again threaten to shift my bishop. 6.0-0 ♗d6 7.♗b2 is usual
6...b6 7.♘bd2
This is quite useful in the Colle, to stop the otherwise often played ♞e4

7...♗e7 8.♗b2 0-0 9.0-0 ♛d7?
After finding good book moves since 4.♗d3, Atlanta finally goes astray as it positively invites my response!
9...♗b7 is the theory move − there are 44 games with this in the Rebel EOC tree, and the move has a 50% score record! Usually 10.♛e2 a5 11.♘e5 would follow. Also 9...♛c7 might also be possible
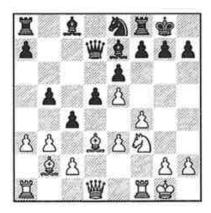**10.♘e5! ♞xe5?**
Maybe only the Morsch programs tend to play this?! Certainly Hiarcs was only interested in ♛c7 when I (Eric) played through the game, and Tony says that his Rebel Decade2 also chose that... indeed he admits that he continued the game after seeing RD2's clear improvement, and *'lost gruesomely!'*
The reason the Atlanta's move is dubious is because the f6−knight will be forced to move in a moment, and it is a key to stopping occasional sacrifices by White on h7!
11.dxe5 ♞e8 12.f4 b5
Of course I can see what Atlanta is up to − it's still trying to deflect my d3−bishop. If it's thinking of 13...c4, then I don't need to go for the sac' this move and can get my ♘ onto te kingside first
13.♘f3 c4
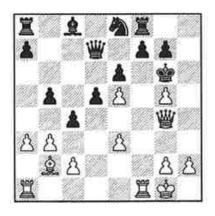
Well, there it is... and it's expecting ♗e2 of course

14.♗xh7+!

It's now or never!

14...♔xh7 15.♘g5+ ♗xg5 16.fxg5 ♔g6?

16...g6 17.♕g4 ♔g7 might have been more of a challenge;

16...♔g8 is no better after 17.♕h5! followed as soon as possible by ♖f1-f3-h3;

16...♖h8 I (Eric) like this – your move Tony!?

17.♕g4

17...♖h8

For 17...♗b7 here, see next game

18.♖f6+!!

A great move, giving Black no chance for counterplay. The rook is taboo, and Atlanta doesn't spend too long looking at the consequences of capturing it

18...♔h7

Best, though the game is, yes... lost! Playing this Atlanta correctly expected 19.g6+ but evaluated itself wrongly as +140?!

The bad moves:

a. 18...♘xf6 19.gxf6+ m/6;

b. 18...gxf6 19.gxf6+ ♔h7 20.♖f1 and only silly sacrifices delay the mate

19.g6+

19.♕h5+ is the method I tried (in a slightly different position) in the next game. Here it doesn't work at all and would earn a '??' because after 19...♔g8 20.♕g4 and now 20...gxf6 is okay for Black

19...fxg6 20.♕xg6+ ♔g8 21.♖af1 ♕e7

21...♘xf6 22.exf6 c3 *(22...♕f7 23.fxg7 leads to mate)* 23.♗xc3 ♕f7 *(23...d4 24.f7+ m/5)* 24.♕xf7+ m/9

22.♖f7 ♖h6

Atlanta now reads −80 (should be much more, of course). Note that 22...♕c5? and 23.♖xg7+ mates

23.♖xe7 ♖xg6 24.♖xe8+ ♔h7 25.♖ff8

Threatens mate again and wins the bishop. The win is in sight and I'm beginning to enjoy myself!

25...♖g4 26.♗d4

Putting paid to all hope – can Computers hope? 26.♖xc8 ♖xc8 27.♖xc8 b4 appeared to offer a glimmer of counterplay in Tony's view, thus the bishop move

26...a5 27.♖xc8 ♖xc8 28.♖xc8 a4 29.b4 ♖h4 30.♖b8 g5 31.♖xb5 ♔g6 32.♖a5 ♔f5

The Atlanta can't resign, but read −620. It's a-pawn is lost, my b-pawn can run... and I felt entitled to switch off! **1-0**

Tony Leech – Meph Atlanta
[D05] G/60

1.d4 d5 2.♘f3 ♘f6 3.e3 e6 4.♗d3 c5 5.b3 ♘c6 6.a3 b6 7.♘bd2 ♗e7 8.♗b2 0-0 9.0-0 ♕d7 10.♘e5 ♘xe5 11.dxe5 ♘e8 12.f4 b5 13.♘f3 c4 14.♗xh7+ ♔xh7 15.♘g5+ ♗xg5 16.fxg5 ♔g6 17.♕g4

As per game 1 so far, see diagram in opposite column.

This time we're playing at G/60, and Atlanta chooses something different:

17...♗b7 18.♖f6+ ♔h7

The only move. As in the last game Atlanta quickly discarded 18...gxf6 19.gxf6+; and 18...♘xf6 19.gxf6+

19.♕h5+?!

19.♕h4+! is preferred by Hiarcs7 and Fritz5 as leading to a quick win: 19...♔g8 20.♖f3 f6 21.g6 ♖f7 forced 22.♕h7+ ♔f8 23.exf6
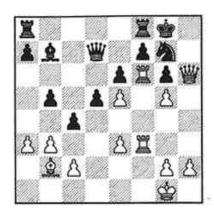
19...♔g8 20.♖af1 g6

The rook is still taboo!

a. 20...gxf6 21.gxf6 d4 22.♖f4 ♘xf6 23.exf6 ♗e4 24.♖h4 ♗xc2 25.♕h8#;

b. 20...♘xf6 21.gxf6 ♕d8 22.♕g5 g6
23.♕h6 ♕xf6 24.exf6 cxb3 25.♕g7#
21.♖h6 ♘g7
   21...♘xf6? 22.exf6 cxb3 23.♕g7#
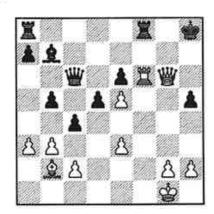**22.♖1f3**
   White is winning now

22...♕c6??
   A blunder that will escape unpunished.
22...♘h5 is probably best, though 23.♖h3
followed by the ♖xh5 exchange sac' will
win much as in the game
**23.♖h3 ♘h5 24.♖xh5 gxh5 25.g6 fxg6
26.♕xg6+ ♔h8**

   From our note at move 22 (*'a blunder
that escapes without punishment'*), all is
correct so far. But Tony now misses his
winning chance which causes him a lot
of extra trouble in securing the point!
27.♖xe6
   27.♕xh5+ mates quickly: 27...♔g8
28.♕g5+ ♔h8 29.♖h6#
**27...♕xe6 28.♕xe6 ♔g7 29.♕d7+ ♔h6
30.♕xb7 cxb3 31.e6 ♖g8 32.♕xd5**
   32.e4 might be better, as Tony himself
suggests: 32...♖af8 33.e7!
**32...♖ad8 33.♕e5 ♖d1+ 34.♔f2 ♖d2+
35.♔f3 ♖f8+ 36.♔e4 ♖xg2 37.e7 ♖fg8**
   37...♖g4+ 38.♔d5 ♖fg8 39.e8♕ ♖xe8
40.♕xe8 makes no difference
38.e8♕ ♖2g4+

   39.♔d3 is m/6
**39...♖xe8 40.♕xe8 h4 41.♕h8+ ♔g6
42.♕g8+ ♔h5 43.♕xg4+ ♔xg4 44.cxb3
♔h3 45.♗e5**
   The Zukertort bishop leaps into
action!
**45...♔g4 46.e4 a6 47.♔d4 h3 48.♔d5 ♔f3
49.♗d6 ♔g4 50.e5 ♔f5 51.e6 ♔f6 52.♗c5
a5 53.♔d6 1-0**

'It is certainly worth your readers experimenting with the Colle System against their computers', Tony ends. *'It's one of those 'do little but do it well' systems that machines can have trouble with. I suspect though that top programs like Hiarcs, Fritz, or Rebel would be a different kettle of chips.'*

A major WINBOARD AMATEUR TOURNAMENT (no. 3!) concluded recently.

   The Winboard system is similar in intent to the (up to now) better known Auto232 connection method between 2 PC's, enabling suitably prepared programs to play each other without human intervention. Many amateur programs are 'Winboard compatible' so they can test against each other, but commercial programs have a copy protection problem: just as the amateur programs are freely downloadable off the Internet, anyone could similarly make a Winboard Hiarcs, Rebel or whatever freely available in the same way.

My interest in this Tournament was due to the participation of our friend Francesca! The programs ran on K6 AMD 300MHz machines, and played 8 games against each opponent selected on the Swiss system.

Pos	Program	Score/72
1	Bionic Impakt 4.01	44½
2	Crafty 16.3	42½
3	Patzer 2.99	42
4=	Francesca 0.64a	40
	Gromit 2.11	40
	Comet A98	40
7	Phalanx 20	39½
8	The Crazy Bishop 0042	38½
9	ANT 3.42	37
10	Little Goliath 1.40	34½
11	Z Chess	33½
12=	Lamb Chop 7.1	28
	ExChess 2.51	28
14	La Dame Blanche 2.0	16

HOW GOOD is your Computer's chess?!

Here is a TEST of the type which I always used to enjoy doing - especially with some of the old dedicated machines, when they couldn't score as well as I could!

Readers might also enjoy comparing their own efforts alongside those of a Computer, dedicated or PC. So I've spread the moves out a little so you can cover them with a piece of card to avoid unnecessary temptation!

I would class this as a mid-game/end-game test, even though it starts at move 13. You are White, and should allow yourself 3 mins. per move - the original time control was 40/2.

White   *Bob Wade*
Black   *Miguel Czerniak*
[B06]

The position from where the test begins arose from the following moves of the 1950 game between Wade and Czerniak:

1.e4 g6 2.d4 ♗g7 3.g3 d6 4.♗g2 ♘f6 5.♘e2 0-0 6.0-0 e5 7.c3 ♘c6 8.♘d2 ♘h5 9.♘c4 f5?! 10.exf5 gxf5 11.dxe5 dxe5 12.♕xd8 ♘xd8

Black's opening leaves him with lasting pawn weaknesses. White must maintain an initiative with good piece development, and the weak pawns will eventually start falling.

13.♗f3!
2 points. This was the idea behind the exchange of queens, and keeps White ahead.

13...♗e6
If 13...♘f6 14.♘xe5!

14.♘xe5!
3 points. Opening the e-file by the so-called 'desperado' combination gets White a lot of play.
No points for 14.♗xh5 ♗xc4.
Also none for 14.♘e3 ♘f6 when, if anything, Black's minor pieces are the better placed.

14...♘xg3

15.hxg3
Just 1 point as this is the only reasonable move. There is no reason to break the general rule that pawns should capture towards the centre, and 15.♘xg3 would leave White's f and h pawns unnecessarily separated.

15...♗xe5

16.♘f4
3 points.
1 point for 16.♖e1.
3 points for 16.♗f4. which actually seems the more thematic, since the weakness of Black's b-pawn and the placing of his kingside pawns on white squares makes Black's QB potentially a 'bad' bishop with little attacking scope compared with its White counterpart operating on the white squares. White is judging that this plan of campaign can be tried later, so is first exploring the possibility of obtaining the 2 bishops.
16.♗h6 is also playable, and worth 2 points.

16...♗f7

17.♖e1
This is worth 2 points as it forces further simplification – the hallmark of the strong player when his opponent has lasting positional weaknesses is to keep simplifying.
We're also giving a tentative 1 point for 17.♖d1 which is a strong move, but allows Black to redeploy a little with 17...♖e8 18.♘d3 ♗d6.

17...♖e8
Best. If 17...♗d6?! then 18.♘h5 probably forces 18...♗xh5 19.♗xh5. Now Black could try giving a pawn up to create a weakness in White's position by 19...f4!? 20.♗xf4 ♗xf4 21.gxf4 ♘c6 (21...♖xf4 22.♖e8+ ♖f8 23.♖e7) but 22.♖ad1 looks to leave White well in control.

18.♘d3
1 point.

18...♗d6

19.♖xe8+
Obvious, so just the 1 point.

19...♗xe8

20.♗f4
3 points. White deprives the c-pawn of its defender and, at the same time, exchanges Black's most active remaining piece.

White could return to the previous plan with 20.♘f4 for which we'll give 1 point. But Black does then get back to near equality with 20...♗c6!

20...♗xf4

21.♘xf4
This is worth 2 points, to distinguish it from the move your computer mustn't make!

Not 21.gxf4? partly because 21...♗c6 at least equalises, and particularly because White needs to be able to get his king to f4 to attack the weak f-pawn.

21...♗c6

22.♘d5
This is another 2 pointer. Why? Because it obtains the advantage of bishop against knight in an open position.

Some programs may well choose 22.♔g2 which scores nothing as 22...♗xf3+ 23.♔xf3 ♘f7 will most probably end up a draw.

22...♗xd5
Black cannot defend the c-pawn with 22...♖c8? as the fork 23.♘e7+ wins.

23.♗xd5+
1 point.
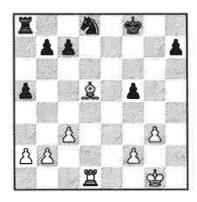
23...♔f8

24.♖d1!
This is worth 3 points – it's a vital move which confines Black's knight to the back rank for some time to come. It is a general principle governing play in a bishop v knight ending where the position is open, that the bishop can be used to restrict the knight's activity.

24.♔g2 is worth 1 point, as the knight still couldn't move just yet: 24...♘f7? 25.♖h1!.

But nothing for 24.♖e1 when 24...♘f7! does become immediately playable. If 25.♗xb7 ♖b8 brings Black back into the game with drawing chances.]

24...a5

25.♖d4
4 points for this very constructive move. The ideal situation to aim for in rook and pawn endings, as I'm certain readers know, is to penetrate with the rook to the 7th rank and get among the enemy pawns.

But another possibility of which we should keep ourselves aware is the strength of combining vertical and horizontal rook manoeuvres... the rook's new placement on d4 enables it to threaten, from along the 4th. rank, almost every one of Black's pawns with its next move – indeed the f-pawn is claimed to be won by force, and it probably is, though see my analysis below!

2 points for 25.♗c4 which is also strong, as it threatens the rook penetration just spoken of by ♖d7. Therefore Black replies 25...♔e7 and now 26.♖d5 looks decisive.

25...c6
25...♖a6 doesn't save the pawn: 26.♖f4 ♖f6 27.♗e4!

25...♔g7 may save the f-pawn, but loses in another way: instead of 26.♖f4?! ♔g6! White plays 26.♗b3! ♔g6 27.♖d7! ♖c8 28.♗c2! followed by g4! which looks unpleasant for Black.

26.♗b3
2 points. The bishop must stay on the diagonal where it restricts the knight for as long as possible. Nothing for 26.♗c4?! which loses an important tempo to 26...b5

26...b5

27.♖f4
2 points.
27.♖d7 looks tempting: 27...h6 28.♖h7 a4 29.♗e6 (can't be taken because of ♖h8+ winning Black's rook) 29...f4 30.gxf4 ♘xe6 31.♖h8+ ♔e7 32.♖xa8 ♘xf4 33.c4! If White's technique is good – and my analysis of this line – then maybe he can win this. So 1 point.

27...a4

28.♖xf5+
1 point.

28...♔g7

29.♗c2
1 point.

29...♘e6

30.♔f1
We're giving this 3 points – White is a pawn up

and he should consolidate against any potential counter–attacks... e.g ♖a8–d8–d2. Bringing the king to the centre is the obvious way to do this.

But we need also to consider two other possible ideas and award points accordingly:

a. 30.♖e5 ♔f6 31.♖h5 ♘f8 32.♖h6+ looks well worth 1 point.

b. 30.♗e4 also gives Black problems, so again 1 point.

30...♖d8

31.♔e2
1 point.

31...h6

32.♗e4
3 points. This is a further moment of consolidation and Black is again forced back into passive defence.
32.f4 here also earns 1 point.

32...♖d6

33.f4
Perfect timing and 2 points. The advance of the passed pawn also deprives Black's knight of the square g5.

33...b4

34.a3!
The final blow, which your computer must find, for 5 points. By fixing the queenside White deprives his opponent of even the least counterchance. It's all about initiative and consolidation, taking turns.
I can't believe any computer will choose it, but deduct a few points – say 7 – for 34.cxb4?? ♘d4+

34...bxa3

35.bxa3
1 point.

35...♘c7

36.♖c5
Another vital move, scoring 4 points. Now another pawn is lined up for execution.
Only 1 point for 36.♖a5 ♘b5 37.c4 *(but deduct 5 points if your computer showed 37.♖xa4??* in the analysis for 36.♖a5 as *37...♘xc3+* would ruin everything!)*

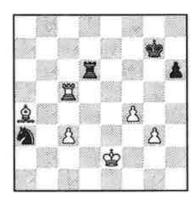**36...♘b5**

37.♗xc6
3 points – perhaps a bit generous.
However there's a move to avoid, namely 37.♖xc6 when 37...♘xc6 38.♗xc6 ♘xc3+ 39.♔d3 ♘b1 quite possibly draws.

37...♘xa3

38.♗xa4
A final easily–earned 1 point. Two pawns ahead, the win is now assured.

The 'test' as I've prepared it finishes here but, for the record, the remaining moves were:

38...♖e6+ 39.♔d2 ♖g6 40.♔c1 ♖b6
40...♖xg3? 41.♔b2

41.♖c7+ ♔f8 42.♗d1 ♖b1+

43.♔d2 ♘b5 44.♖b7 ♘xc3 45.♖xb1 ♘xb1+ 46.♔d3 ♔g7?!
If Black had played the better–looking 46...♘a3, then 47.♗a4! and the knight is trapped

47.♗e2 ♘a3 48.♔c3 h5 49.♔b2 1-0

It's time to add-up 'your' points - or your computer's, as the case may be!

I reckon there were **54 points** on offer, and my CATEGORISATION (which I must admit is only theoretical) is as follows:

Score	Elo	BCF	Comment
51-54	2600	240	Kasparov!?
46-50	2400+	225+	IM/GM
41-45	2300+	212+	IM
36-40	2200+	200+	Master
31-35	2100+	187+	County
26-30	2000+	175+	Strong club
21-25	1800+	150+	Above average club
16-20	1600+	125+	Club
11-20	1400+	100+	Occasional club or hobby
0-10	<1400	<100	Home or beginner

Of course it's just one short test, so if your program obtained a G.M rating, maybe I got the categories wrong and perhaps you shouldn't take it too seriously!

But it will still be interesting to compare results, so I'd be glad if a few of you feel like sending your scores in, and we'll print a little league table next time!

Bernard HILL gets help to face early 1980's 'monster' Fidelity VOICE Chess Challenger

I wonder how many of my readers still play through 'real' human games in the chess magazines, or occasionally spend time browsing through any of the old 'classics' by Morphy, Capablanca, Alekhine, Tal or Fischer?

It's still well worth doing!

Long-time *SS* reader **Bernard Hill** recently sent me a CONSULTATION GAME which he played years ago against a then highly valued **Fidelity VOICE CHESS CHALLENGER**.

Those were the days when the machines made an inviting range of blunders on which to sharpen one's attacking skills, and knew little about king-safety - some think that's still a problem today, though few can survive long enough to test the opinion!

But before we see Bernard's game, here's a similar one which shows exactly why it's worth playing over these old gems, in order to get the ideas for one's own games.

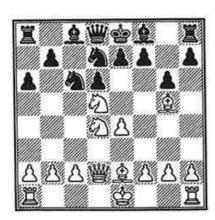## Khloyer – Nagy
[B60] Budapest 1942

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 d6 6.♗g5 a6 7.♕d2 ♘d7

This will be the first similarity, as here Nagy ventures into his own private theory! Correct was, and still is, 7...e6 8.0-0-0 with only a small advantage to White

8.♗e2 g6

When you play through Bernard's game, you'll see this was similarity 2

9.♘d5

9...f6??

And this will be similarity 3. The first two were not so crucial, but this one can only lead to disaster – and it did, in a finish very similar to the one against VCC!

So it's always worth playing through some of the many old miniatures to gather ideas for threats and mates. They wont catch the modern computers out, but you'll still get some of the golden oldies with them! You'll also have the sheer pleasure of enjoying the age of innocence when blunders abounded allowing the Anderssen's and Morphy's their immortal games.

9...♘c5 was needed, incidentally.

10.♘e6 ♕a5 11.♘dc7+ ♔f7 12.♘d8+ ♔g7

12...♘xd8 would hang on briefly, though it's likely the sight of 13.♕xa5 would have persuaded Nagy to resign

13.♘e8+ 1-0

So now we move onto Bernard's game.

He and **John Lindores** played in Consultation - obviously the reputation of these early Fidelity had gone before them! - probably as well, as their high standing rather resembled notoriety instead, once folk had played a few games against them!

The time control was approximateey 2 minutes per move.

Those who an early Fidelity will understand 'approximately'! They used to just about keep to that until they got into trouble - then they could easily spend half-an-hour or more trying to wade

through the dizzy heights of a 3rd or 4th ply in a vain attempt to solve the impossible!
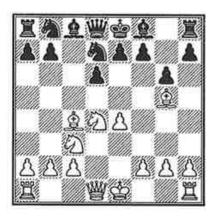
Hill/Lindores – Fid Voice Ch. Challenger

[B70] 2mins per move

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 g6

The similarities are played in a different order – this was number two in the first game. As played at this moment – from VCC's book no less! – it's perfectly allright. It is what the computer does with it that matters!
6.♗g5 ♘fd7?

VCC has left its book, and it shows from just one move! In fact, as readers will see, it begins to play pretty badly. 6...♗g7 7.♕d2 ♘c6 was quite okay.
7.♗c4

7...f6??

Suddenly the board closely resembles that in game 1, and the dynamic duo take their cue.
8.♘e6! ♕b6

9.♘b5?

Aha! It's the Hill/Lindores pairing's

turn to go wrong – though with their position they can afford to miss the best continuation once in a while!

Look at 9.♘d5!! as in Khloyer's game, then 9...♕a5+ 10.♗d2. Now Black must lose his queen, as the only move to avoid its loss, 10...♕a4, allows 11.♘dc7+ ♔f7 12.♘d8+
9...♕a5+??

Because of White's 9th. there was a chance to hang on a bit here with 9...♘a6 10.♗e3 ♘dc5. But not now as Hill and Lindores get back on track.
10.♗d2 ♕a4 11.♘bc7+ ♔f7 12.♘d8+ ♔g7 13.♘e8# 1-0

A beautiful finish by the pair of knights! Obviously readers will have spotted the similarities in the blunders by Black, despite the different order in which they happened. It's being aware of them to take advantage of them during the game which counts, which is where both playing and playing-through games comes in.

An INTERESTING idea!

Tom KING, whose Francesca program has been featured a couple of times recently, wrote suggesting it might be fun to look at some of the old **computer -v- computer** games from World Championship encounters and other big Tournaments in the 1970's and '80s!

He also thought that it might give added interest if I included selected games in each issue with analysis by one of today's top PC programs.

Great idea Tom. I'm busy gathering games by the mighty (?) old main-frames:-
- Chess3/4/4.7 (David Levy's opponent in his early $$$ Challenge matches),
- Belle,
- Cray Blitz,
- HiTech and
- the early Deep Thought etc. and will aim to include the first in *Issue 82*.

Of course the *'blunder level'* will not compare with those from the Voice Chess Challenger performance we've just seen!

But will Fritz 5, Hiarcs 7, Rebel 10 & co be able to highlight weaknesses in the old warhorses, and demonstrate that they would beat them on today's fast PC's?!

Internet Challenge
FERRET v GM BLATNY

The following two games were played on the Internet as a challenge match. Folk who were interested could 'log on' and watch the games in progress.

☐ BLATNY is a GM, though with 2490 not one of the top-rated ones.

☐ Bruce Moreland's FERRET is very well known on the 'net, being one of the Internet's most prominent players at G/2+12secs and other fast time controls. If it ever came out commercially, I believe it would jump straight into the top 10, and maybe even the top 5 or 6!

Blatny (GM, 2490) v Ferret

G/30

1.♘f3 ♘f6 2.b3 d5 3.♗b2 e6 4.g3 ♗e7 5.♗g2

Suddenly a popular idea against Computers, apparently – see one of the Francesca games in which the opponent also went for the double fianchetto!

5...0-0 6.c4 c5 7.e3 ♘c6 8.0-0 b6 9.♘c3 ♗a6 10.d3 ♕c7 11.♕e2 ♖ad8 12.♖ad1 ♖d7 13.♕c2 ♗b7 14.♘e2 ♖fd8 15.♕b1?!

Blatny appears to be waiting for Ferret to make an over–commitment of some sort

15...a6 16.♘f4 d4 17.e4 b5 18.♘d2 ♖b8 19.h3 ♗d6 20.♘e2 e5 21.f4 exf4 22.gxf4 ♗e7 23.♘g3 ♘d8 24.e5 ♗xg2 25.♔xg2 ♘e8 26.♖de1 ♗h4 27.♖e2 ♗xg3 28.♔xg3 f6 29.♕e1 ♖b6 30.♗c1 ♖e6 31.♘f3 ♖de7 32.f5 ♖b6 33.♗f4 ♕c8 34.♘h4?!

34.♕a5 ♖eb7 35.e6 g5∓

34...fxe5 35.♗xe5 ♘f7 36.♖f4 ♘f6

37.♗xf6 ♖xe2 38.♕xe2 ♖xf6 39.♖e4 ♘d6

40.♖e5 ♔f8 41.♕h5?

41.♔g4 was the best way to support the beleagured pawn

41...♕c7! 42.♔g2 ♖h6

43.♕f3 ♖xh4 44.♕a8+ ♘c8 45.♕d5 ♖h6 46.♕xc5+ ♕xc5 47.♖xc5 ♘d6 48.♖d5 ♖f6 49.♖xd4 ♘xf5 50.♖d8+ ♔e7 51.♖b8 ♔d6?!

A strange choice – for a moment Blatny may have wondered if maybe these materially unfavourable endgames could, in fact, still be held against computers!

52.cxb5 ♔c7 53.♖h8 axb5 54.♖xh7 ♖a6 55.♔f3 ♔d6 56.♔e4 g6 57.a4?! bxa4 58.bxa4 ♖xa4+ 59.♔f3 ♔e5 60.♖h8 ♖f4+ 61.♔g2

61.♔e2 was better, though Ferret would still win after 61...♔f6 followed by ♔g5

61...♖d4 62.♖g8 ♖xd3

and Blatny resigned as he can't take the pawn because of ♖g3+. **0-1**

Ferret - Blatny (GM, 2490)

[B12 Caro-Kann Advance] G/30

1.e4 c6 2.d4 g6 3.f4 d5 4.e5 h5 5.♘f3 ♗g4

5...♘h6 6.c3 ♗g4 is usual. By playing the latter first Blatny puts Ferret out of book.

6.♗e2 ♘h6 7.0-0 e6 8.♕d3 ♘f5 9.♗e3 ♕b6 10.♘bd2 c5?!

A little early to open the position up – the blocked pawn centre should benefit a 'computer literate' GM's long term strategic aims!

11.dxc5 ♗xc5 12.♗xc5 ♕xc5+ 13.♖f2 ♘c6 14.c3 ♕e3

Ferret is well known for being a tactical wizard, so Blatny's strategy for this game

seems to be to reduce any such dangers and try to reach an early endgame in as equal a position as possible.

15.♕xe3 ♘xe3 16.♗d3 ♗xf3 17.♖xf3 ♘f5 18.♖d1 ♘ce7 19.♔f2 0-0-0 20.♗c2 ♖d7 21.♖d3 ♖c7 22.a3 b6 23.♘f3 ♔b7 24.g3 ♘c6 25.h3 ♘a5 26.g4 hxg4 27.hxg4 ♘e7 28.♔g3 ♘c4 29.♖b1 ♘c6 30.a4 ♘b8 31.♘d4 a6 32.♘f3 ♖cc8 33.♘g5 ♖cf8 34.♗d1 ♘d7 35.b3

The wrong placement of the knight on Black's next is the start of his troubles, as it gives Ferret the opportunity ot build up a strong attack.

35...♘a5?!

35...♘c5 (moving the other knight!) aiming to dislodge the rook by 36.♖d4 allowing the knight to find a measure of safety by *(36.♖f3?? ♘d2)* 36...♘e3

36.♖d2 ♔c7?

The king shouldn't leave the a–pawn. Best was still 36...♘c5

37.♗e2 ♘b8 38.b4 ♘ac6 39.c4 dxc4 40.♗xc4 ♔b7 41.♗d3

41.b5 axb5 42.axb5 was also strong.

41...♖hg8

41...♖h6 is no better, it seems, after 42.♗e4!

42.b5

42.♗e4 is also quite effective here: 42...b5 43.axb5 axb5 44.♖c1

42...axb5 43.axb5 ♘e7 44.♗e4+ ♘d5 45.♖a1 ♘d7 46.♘xf7 ♔b8 47.♘g5 ♘c5 48.♗xd5

If 48...exd5 49.♖da2 wins easily. **1-0**

WORLD COMPUTER Championships

The 9th. Championship series will be a **7 round Swiss** Event, and is scheduled to take place in **Paderborn**, Germany from June 14th to 20th.

There have been problems with recent **micro**-Computer Championships - venues, costs and other things - so the entry list has tended to be short of some of the programs which we are so used to seeing at the top of our Rating Lists. Of course 'nerves' can keep folk away as well (!) so it will be very interesting to see just who enters this time.

It would be great to see all of the leading **PC programs** there, putting their reputations on the line - Hiarcs, Fritz, Junior, Rebel, Nimzo, Genius, MChess Pro, plus some the more recent and less well-known arrivals like Shredder, Virtua, Crafty, Comet, and CS_tal Windows.

If various top 'amateurs' such as Ferret, Chess Tiger, Francesca and The Crazy Bishop were there as well, it could be great tournament.

Whether that will happen, I don't know.

For example Ed Schroder did say that he wasn't going to get involved in computer-computer events again, and would stick to testing Rebel against humans (such as Yusupov and Anand!).

However, now that the superb Aegon computers-v-humans event has sadly come to its end, such opportunities are considerably fewer without great expense, so maybe he'll change his mind. A World Championship is good publicity for everyone, and Rebel-10c must be one of those in with a chance, as the Chess Tiger option from the Schroder-Thieron co-operation is reported to have helped Rebel's performance against other programs, if not against humans.

The other two I'd definitely fancy (without knowing what main-frames might be involved!) would be Hiarcs and Fritz - an easy choice as they top my Rating List! Ferret would be my 'dark horse'!

The **entry list** should be available in good time for our next Issue.

Obviously the small number of rounds (just 7) taking place makes it a bit of a lottery, which is the one shame about it.

Why on earth aren't slightly quicker time controls used, now they're all on such fast hardware, to get 2 rounds a day in for, say, an 11 round event?! 60 moves in 1½ hours with a G/30 finish should enable that, and my view is that it would then be a more meaningful and exciting Tournament!

RATING LISTS and NOTES

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

■■■■■■■■

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

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

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

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

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

■■■■■■■■

A guide to PC Gradings:

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

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

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

PPro-PC represents a program on a Pentium Pro/200-233, or a Pentium MMX//200-233.

Users will get slightly more (or less!) if the speed of their PC is significantly different. A doubling or halving in **MHz speed** = approx. **50** Elo; a doubling or halving in **MB RAM** = approx. **5** Elo.

Approx. guide if Pentium/133 = 0			
Pentium Pro2/450	+100	Pent K6/Pro2/300	+80
Pent Pro2/MMX/233	+60	Pentium/166	+20
Pentium/133	0	Pentium/100	-20
486DX4/100	-80	486DX2/66	-100
486DX-SX/33	-160	386DX/33	-220

RATING LIST (c) Eric Hallsworth. SS81 Apr 1999

BCF	Computer	Elo	+/-	Games	Pos	Human	/Games
254	HIARCS7 PPRO-PC	2635	17	672	1		
251	FRITZ532 PPRO-PC	2614	22	426	2		
248	FRITZ516 PPRO-PC	2590	13	1213	3	2443	6
248	JUNIOR5 PPRO-PC	2588	17	672	4		
248	NIMZO98 PPRO-PC	2587	13	1180	5	2405	10
246	REBEL-10 PPRO-PC	2571	32	202	6	2595	2
246	NIMZO99A PPRO-PC	2571	33	198	7		
246	HIARCS6 PPRO-PC	2571	14	1038	8	2503	18
244	REBEL9 PPRO-PC	2557	14	985	9	2619	6
244	SHREDDER3 PPRO-PC	2554	42	120	10		
244	REBEL8 PPRO-PC	2553	21	482	11		
244	MCHESS PRO7 PPRO-PC	2553	15	869	12	2530	1
243	MCHESS PRO6 PPRO-PC	2547	18	667	13	2474	12
242	CHESS GENIUS5 PPRO-PC	2540	15	919	14	2389	6
242	MCHESS PRO8 PPRO-PC	2540	18	642	15		
241	SHREDDER2 PPRO-PC	2535	16	785	16	2148	6
238	GANDALF3 PPRO-PC	2509	27	277	17		
236	JUNIOR4.6 PPRO-PC	2493	45	105	18		
236	HIARCS6 PENT-PC	2491	11	1586	19	2540	2
235	KALLISTO2 PPRO-PC	2483	22	412	20		
235	HIARCS5 PENT-PC	2482	19	585	21		
235	FRITZ5.16 PENT-PC	2482	35	170	22		
234	REBEL9 PENT-PC	2479	17	697	23		
234	REBEL8 PENT-PC	2476	10	2072	24		
233	CHESS GENIUS5 PENT-PC	2465	12	1381	25		
231	CHESS GENIUS3 PENT-PC	2454	14	1028	26	2658	10
231	MCHESS PRO6 PENT-PC	2453	11	1551	27	2316	4
231	CHESS GENIUS4 PENT-PC	2450	13	1187	28	2387	16
230	HIARCS4 PENT-PC	2446	14	1008	29	2348	6
230	REBEL7 PENT-PC	2444	14	1082	30	2242	11
230	REBEL6 PENT-PC	2442	19	594	31	2403	6
229	MCHESS PRO5 PENT-PC	2439	15	921	32	2423	19
228	NIMZO3.5 PENT-PC	2430	15	880	33	2426	6
228	CHESSMASTER 5000+5500 PENT-PC	2430	26	314	34	2372	6
228	JUNIOR4.0 PENT-PC	2427	16	810	35		
227	NIMZO3.0 PENT-PC	2421	16	843	36		
227	HIARCS3 PENT-PC	2420	18	628	37	2631	6
226	SHREDDER1 PENT-PC	2413	37	151	38	2068	6
226	CHESSMASTER 4000 PENT-PC	2409	45	104	39	2394	12
225	CHESS GENIUS4 486-PC	2404	15	899	40		
225	MCHESS PRO4 PENT-PC	2400	19	597	41	2497	13
224	CSTAL PPRO-PC	2398	36	159	42	2177	6
224	CHESS GENIUS3 486-PC	2396	12	1382	43	2499	7
224	FRITZ4 PENT-PC	2393	18	628	44	2318	25
222	FRITZ3 PENT-PC	2383	12	1355	45	2382	30
222	MEPH GENIUS2 486-PC	2376	11	1636	46	2263	31
221	REBEL7 486-PC	2371	16	789	47		
220	W CHESS PENT-PC	2367	14	1044	48	2321	31
220	MCHESS PRO5 486-PC	2364	16	786	49	2145	2
219	KALLISTO1.98 PENT-PC	2359	14	1017	50	2345	6

RATING LIST (c) Eric Hallsworth. SS01   Apr 1999

BCF	Computer	Elo	+/-	Games	Pos	Human	Games
223	TASC R30-1995	2389	17	694	1	2276	18
219	TASC R30-1995	2359	35	175	2	2272	6
217	MEPH LONDON 68030	2341	12	1346	1	2336	66
217	TASC R30-1993	2339	18	629	4	2308	23
216	MEPH GENIUS2 68030	2329	67	47	5		
216	MEPH LONDON PRO 68030	2303	15	889	6	2392	51
212	MEPH LYON 68030	2302	21	448	7	2237	6
212	MEPH RISC2 1MB	2290	20	525	8	2340	82
211	MEPH PORTOROSE 68030	2285	13	1221	9	2217	29
210	MEPH BERLIN PRO 68030	2279	17	676	10	2347	54
209	KASP VANCOUVER 68000	2278	25	338	11	2384	10
209	KASP RISC 2500-512K	2274	27	286	12	2327	95
208	MEPH LYON-VANC 68020/20	2265	9	2521	13	2232	12
207	MEPH RISC1 1MB	2261	14	1026	14	2251	24
207	KASPAROV SPARC/20	2243	31	212	15	2288	54
205	MEPH ATLANTA-MAGELLAN	2240	17	743	16	2270	67
205	MEPH MONTREUX	2234	9	2620	17	2040	4
204	KASP RISC 2500-128K	2231	77	36	18	2215	21
203	FID ELITE 68040-V10	2208	53	75	19	2121	33
201	MEPH LONDON 68020/24	2201	9	2355	20	2250	80
200	MEPH VANCOUVER 68020/12	2196	8	3363	21		
199	MEPH LYON 68020/12	2177	69	45	22		
197	MEPH LONDON 68000	2174	21	480	23	2240	188
196	MEPH SAPPHIRE2-DIAMOND2	2171	10	1843	24	2169	13
196	NOV SAPPHIRE2-DIAMOND2	2163	15	919	25	2221	25
195	MEPH PORTOROSE 68020	2152	12	1321	26	2083	33
195	FID ELITE 68030-V9	2151	11	1718	27	2126	23
194	MEPH BERLIN 68000	2147	14	1363	28	2172	215
193	MEPH LYON 68000	2139	21	1034	29	2169	10
193	MEPH VANCOUVER 68000	2134	12	454	30	2111	25
192	MEPH ALMERIA 68020	2120	11	1353	31	2179	77
191	MEPH MILANO PRO-SENATOR	2115	9	1705	32		
190	NOV SAPPHIRE1-DIAMOND1	2091	25	2269	33	2179	130
189	MEPH PORTOROSE 68000	2076	18	332	34	1888	2
186	FID MACH4-DES2325 68020-V7	2074	14	656	35	2080	54
184	FID ELITE 2*68000-V5	2072	14	1073	36	2041	64
184	MEPH POLGAR/10	2068	14	1072	37	2182	42
184	MEPH ROMA 68020	2059	14	980	38	2069	197
183	KASPAROV BRUTE FORCE	2052	10	1002	39	2093	31
182	MEPH DALLAS 68020	2033	16	2092	40	2132	129
181	MEPH ALMERIA 68000	2030	25	836	41	2072	65
179	NOVAG SCORPIO-DIABLO	2022	6	322	42	2105	230
178	KASP PRESIDENT-MM6-TC+GK2100	2016	11	5712	43	2136	5
177	MEPH NIGEL SHORT	2010	10	1542	44		
177	FID MACH3-DES2265 68000-V2	2010	10	1797	45		
176	MEPH DALLAS 68000	2008	13	2833	46		
176	MEPH HM5/5	2007	8	2988	47		
176	MEPH POLGAR/5	2005	48	1163	48		
175	MEPH MILANO	2005	64	52	49		
175	NOV SUPER FORTE-EXP C/6						
175	MEPH POLGAR/5						
175	NOV EMERALDCLASS-AMBER						
175	MEPH MONDIAL 68000XL	2000	15	867	50	2049	77
174	NOVAG JADE2-ZIRCON2	1995	41	128	51	2032	48
174	MEPH MONTREAL-ROMA 68000	1994	9	2553	52	1968	56
173	MEPH ACADEMY/5	1984	9	2412	53	2023	111
172	MEPH AMSTERDAM	1981	9	2341	54	2054	182
171	NOV SUPER FORTE-EXP B/6	1968	12	1464	55	2017	84
170	MEPH MEGA4/5	1966	8	2708	56	2029	169
170	KASPAROV MAESTRO D/10	1964	27	1315	57	1956	109
169	FID MACH2B	1962	12	287	58	1960	25
169	FID MACH2C	1959	14	2676	59	2059	127
168	KASP GK2000-EXECUTIVE	1959	16	992	60	1862	20
168	MEPH MODENA	1950	8	793	61		
168	MEPH MM4/5	1945	8	2863	62	2006	97
168	FID TRAVELMASTER	1944	18	648	63	1981	83
166	NOVAG RUBY-EMERALD	1935	27	743	64	1917	48
166	MEPH SUPERMOND2-COLLEGE-MCARL04	1932	12	288	65	2074	176
166	KASP TRAVEL CHAMPION	1930	29	1461	66	2021	8
165	NOV SUPER FORTE-EXP A/6	1930	27	257	67	1862	22
165	KASPAROV MAESTRO C/8	1927	28	296	68	1999	98
164	MEPH MONTE CARLO	1917	9	2466	69	2046	10
164	CXG SPHINX/4	1912	16	814	70	1943	155
164	CONCH PLY-VICTORIA/5.5	1912	16	1047	71	1870	15
163	KASP TURBOKING2	1910	14	814	72		
163	FID MACH2A	1910	25	338	73	1912	35
162	NOV EXPERT/6	1897	32	206	74	2026	22
162	FID CLUB B	1884	12	1375	75	1827	18
160	NOV SUPER FORTE-EXP A/5	1882	11	1563	76	1825	29
160	NOV EXPERT/5	1880	26	310	77	2012	68
160	FID PAR E-ELITE+DES2100	1873	9	2600	78	1916	220
159	NOV FORTE B	1872	10	1855	79	1965	208
158	MEPH REBELL	1870	9	2280	80	1940	69
158	FID AVANT GARDE/5	1869	11	1712	81	1852	80
157	KASP STRATOS-CORONA	1861	9	2174	82	1890	48
157	FID CLUB A	1861	30	228	83	1767	6
157	NOV FORTE A	1860	9	2234	84	1921	134
156	MEPH SUPERMONDIAL1	1854	11	1619	85	1990	6
156	KASPAROV MAESTRO A/6	1851	14	979	86	1864	131
155	CONCH PLYMATE/5.5	1847	9	2291	87	1923	55
155	KASP TURBOKING1	1847	24	358	88	1900	61
155	CONCHESS/6	1844	45	104	89		
154	KASP SIMULTANO	1844	13	1159	90	2017	8
154	FID EXCELLENCE/4	1836	11	1724	91	1824	36
154	NOV EXPERT/4	1835	14	1054	92	1960	43
153	CONCH PLYMATE/4	1827	24	372	93	2007	5
153	SCI TURBO KASPAROV/4	1825	20	524	94	1933	64
152	FIDELITY ELITE C	1820	34	181	95	1869	11
151	FID ELEGANCE	1812	17	701	96	1852	40
150	SCI TURBOSTAR 432	1805	12	1406	97	1900	67
150	MEPHISTO MM2	1805	16	772	98	1776	8
150	FID EXCELLENCE-DES2000	1802	11	1644	99	1852	52
147	CONCHESS/4	1783	20	515	100	1875	28