

Selective Search



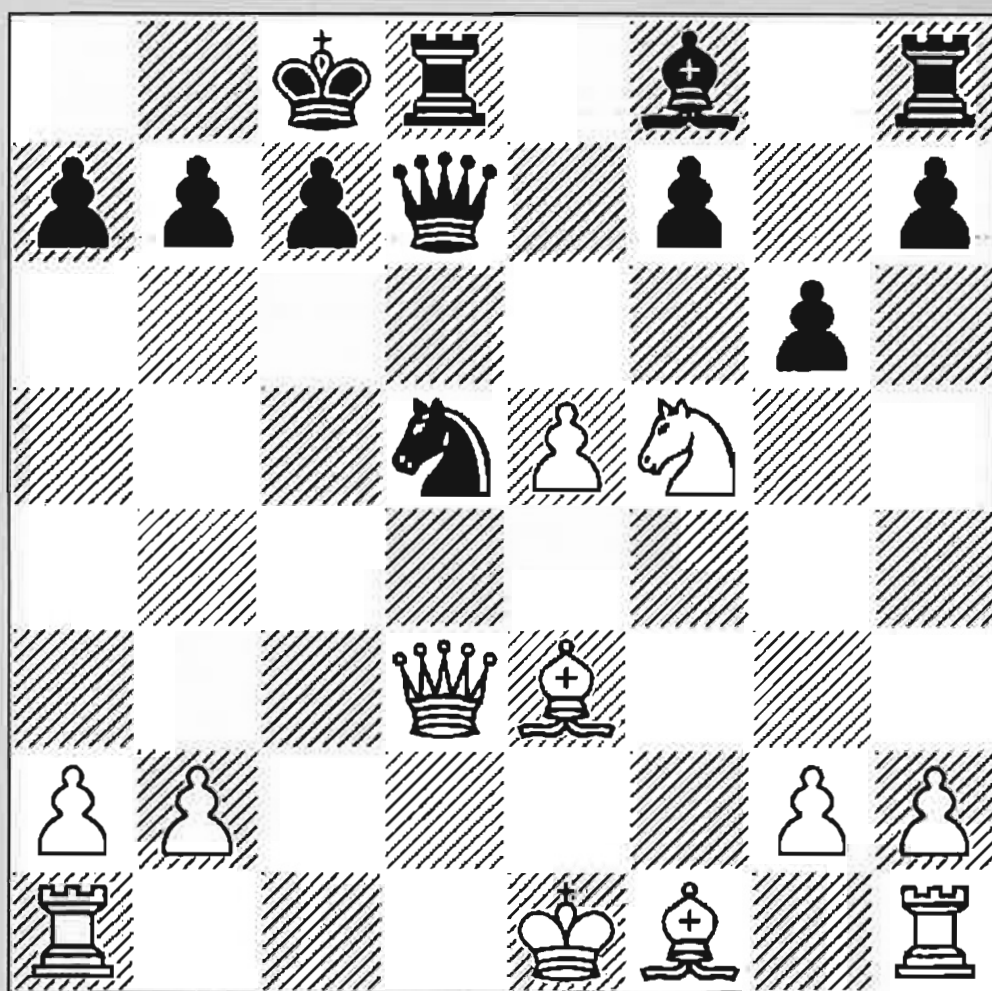
April / May 1994

T
H
E

C
O
M
P
U
T
E
R

C
H
E
S
S

M
A
G
A
Z
I
N
E



Genius 68030 beats the R30, with Black, playing the Alekhine, in 24 moves. GM Murray Chandler on the Novelty that Wasn't...

£2.00

Issue 051

Selective Search

is a review of the UK chess computer scene published six times a year by

Countrywide Computers Ltd.

who stock all the leading makes and have the widest range of new and secondhand machines in the UK. Countrywide are also sole distributors for Mephisto in Great Britain and the Republic of Ireland.

Orders and enquiries are welcome either by phone or in writing:

Countrywide Computers Ltd.

Tel: (0353) 740323

**Victoria House, 1 High Street, Wilburton, Cambs.
CB6 3RB**

Visitors welcome. Hours are 9am - 5.30pm Mondays to Saturdays, although it is advisable to telephone first. Mail order a speciality - Access and Visa accepted.

Subscribe to Selective Search!

**Only £12 for a whole year's subscription
(overseas £18)**

Mephisto®

The World's Best Chess Computers...

Selective Search is compiled and produced at the offices of *The British Chess Magazine* on behalf of Countrywide Computers Ltd. Articles submitted for publication should be addressed to: Simon Knight, Editor, *Selective Search*, c/o The Chess Shop, 69 Masbro Road, Kensington, London W14 OLS. Tel: 071 603 2877. Fax: 071 371 1477.

Contents

• Berlin Professional: <i>The new Laptop flagship previewed</i>	4
• Nearly a Novelty: <i>GM Murray Chandler annotates specially for S/S</i>	6
• ECO Busted: <i>Can computers bust the Openings Bible?</i>	8
• CCs in Tournaments: <i>Warning: Armpits can damage your rating tables</i>	12
• Chess and Education: <i>CC-related extracts from Norwood's fine book</i>	14
• Chess Tutor: <i>Those clever chaps at Tasc come up with something new</i>	16
• Games Collection: <i>Frank Holt at the coalface again - our thanks!</i>	18
• HGYC: <i>another unreliable (but interesting?) IQ test for CCs.</i>	21

New Product Preview

Mephisto Berlin Professional

By the time you read this, the latest and strongest in Mephisto's Laptop series will either have arrived in proper numbers, or be within days of doing so. A considerable waiting list of firm orders has already built up, together with an even longer list of interested enquiries, so the sooner our consignment arrives, the better!

That interest in this latest Mephisto should be so high is not surprising. Given the grading breakthrough achieved in the past year by the likes of the R30 and Genius 68030, a 'very strong' chess computer now means in the order of BCF 220 and up, but it isn't everyone who can afford the four-figure sums that accompany the CC elite.

A little lower down the scale, the vices and virtues of the Saitek 2500 are well enough known, and until now there has been nothing of note to fill the gap between £400 and £1300+ for buyers whose primary concern is playing strength.

As with many 'first reports' of computers which have not yet appeared, two statements made about the Berlin Pro in the last S/S have turned out to be inaccurate; the bad news is that the price will be £595 and not £549, but for most prospective purchasers, this is more than offset by the good news - the Pro uses the MG2 program, not the original Genius as first stated.

Features are identical to the original Berlin, i.e. comprehensive and outstanding, so the difference lies in the program and the processor; a 68020 as opposed to a 68000. Processor speed is more than doubled, at 24.5Mhz from the old Berlin's 12Mhz, while ROM and hash table size are both doubled exactly (from 128k to 256k, and from 512k to 1024k respectively).

A reliable account from elsewhere has the Berlin Pro trouncing the upgraded Saitek 2500 (would have been £549) by 7/3, so it is evidently far stronger still than the 'ordinary' 2500, whose owners form a large part of the orders/enquiries already mentioned!

A 2500 was not to hand for any testing during the limited time I was able to obtain a review model of the Berlin Pro, and I had to make do with playing only four games at the quickest time limits eligible for the S/S list, namely game in 60 minutes each. I chose to play two against the old Berlin, and two against the R30. All four scores are given below.

The first encounter against the Berlin 68000 could only be called a game of chess in the strict technical sense; 24 moves of theory were rattled off from book, in which the Pro was told to sacrifice a knight. Immediately it started thinking for itself, it took one look at the position and scuttled for a draw by repetition! Play this game through only if you want to learn an interesting line in the Sicilian...

Readers not familiar with programs by Richard Lang may not know of the unique 'contempt' factor which most of them offer. This feature allows the user to determine how much contempt (or respect!) his program should show toward its opponent; on maximum respect, it will play for a draw even if it stands somewhat better; on maximum contempt, it will try to avoid sharing the point unless its position is a great deal worse!

In the game mentioned, the contempt factor of both Berlins was set to its default of neutral, and under these circumstances the Pro did the right thing to keep on checking. When Berlin Pros are more plentiful, I intend to return to the final position, and experiment with different contempt settings, to see if it responds differently if told to pre-

tend that the Berlin 68000 is a patzer. The second game was more like it; a fluent build-up followed by an effortless attack after the Berlin 68000's weak 28th, and it was all over by move 33.

The same evening the Pro was pitted against the R30. The Tasc had recently been lucky to come out level in a ten-game match against the Genius 68030, which also uses the Genius program. The best game from that match, a quick and brilliant win by the 68030, is annotated elsewhere in this issue. The other games were generally long, and for no reason other than the luck of the draw, not terribly exciting. Overall, the Tasc had just enough ingenuity to hold the Genius 68030 at bay, but its normal freewheeling policy was less successful than normal when pitted against Lang's program. In the first R30 game, the Tasc gave up a pawn for no visible reason, and then tried desperately to drum up counterplay, but the pawn told in the end. In the second, the opening books were turned off, and a strange but interesting game then followed, with the balance shifting from one side to the other before the point was shared.

□ Berlin Professional ■ Berlin 68000

1 e4 c5 2 ♖f3 d6 3 d4 cxd4 4 ♜xd4 ♜f6 5 ♜c3 a6 6 ♙g5 e6 7 f4 ♜c7 8 ♜f3 b5 9 0-0-0 ♜bd7 10 e5 ♙b7 11 ♜h3 dxe5 12 ♜xe6 fxe6 13 ♜xe6+ ♙e7 14 ♙xf6 gxf6 15 ♙e2 h5 16 ♜d5 ♙xd5 17 ♜xd5 ♜c5 18 ♜f5 ♜c6 19 ♜g6+ ♜f8 20 ♜hd1 ♜e8 21 ♜f5 ♜c8 22 ♜g6 ♜e6 23 ♙xh5 ♜g8 24 ♜d8+ ♜xd8 25 ♜xd8+ ♙xd8 26 ♜e8+ ♜g7 27 ♜g6+ ♜f8 28 ♜e8+ ♜g7 29 ♜g6+ ♜f8 30 ♜e8+ 1/2-1/2.

□ Berlin 68000 ■ Berlin Professional

1 e4 e5 2 ♖f3 f5 3 ♜xe5 ♜f6 4 d4 d6 5 ♜c4 fxe4 6 ♙e2 ♜d8 7 0-0 ♜f6 8 ♙g5 ♙e7 9 ♜e3 c6 10 c4 0-0 11 ♜c3 ♜bd7 12 ♜c2 ♜e8 13 ♜ad1 ♜a5 14 ♙xf6 ♜xf6 15 ♜xe4 ♜xe4 16 ♜xe4 ♙d7 17 ♙d3 ♜h5 18 ♜f5 ♙g5 19 ♜g3 ♜h6 20 ♜f3 ♜f8 21 ♜e2 ♜ae8 22 ♜c2 ♜f7 23 ♜de1 ♜ef8 24 c5 d5 25 ♜e5 g6 26 ♜a4 ♙f6 27 ♜e3 ♙g7 28 ♜h1 ♜xf2 29 ♜e7 ♜xf1+ 30 ♙xf1 ♜d2 31 ♜xd7 ♙xd4 32 ♜xb7 ♜f2 33 ♜xd4 ♜xd4 0-1.

□ Tasc R30 (Offensive) ■ Berlin Professional

1 c4 e5 2 ♜c3 ♜f6 3 ♜f3 ♜c6 4 g3 d5 5 cxd5 ♜xd5 6 ♙g2 ♜b6 7 d3 ♙e7 8 a3 0-0 9 0-0 ♙e6 10 b4 a5 11 b5 ♜d4 12 ♜d2 c6 13 bxc6 ♜xc6 14 ♙b2 a4 15 ♜c1 ♜a5 16 e3 ♜xd3 17 ♜e2 ♜xe2 18 ♜xe2 ♜d8 19 ♜c2 ♜c5 20 ♜c3 ♜xd2 21 ♜xd2 ♜c4 22 ♙c1 ♜xd2 23 ♙xd2 ♙b3 24 ♜e1 g6 25 f4 exf4 26 exf4 ♙f6 27 ♜c1 ♙g7 28 g4 ♜d4 29 ♜e1 ♜e6 30 ♜e4 ♙d4+ 31 ♜h1 ♜c2 32 f5 gxf5 33 gxf5 ♜g7 34 ♙h6 b6 35 ♜g3 ♙f2 36 ♜e7 ♜c8 37 f6 ♙xg3 38 ♜e4 ♙d6 39 ♜g4 ♙f8 40 ♙f3 b5 41 ♙xg7 ♜c1+ 42 ♜g2 h5 43 ♜h4 ♜c2+ 44 ♜g1 ♙c5+ 45 ♜f1 ♙c4+ 46 ♜e1 ♙d6 47 h3 ♙g3+ 48 ♜d1 ♙b3 49 ♜xh5 ♜c5+ 50 ♜e2 ♜xh5 51 ♙xh5 ♙f4 52 ♙g4 b4 53 axb4 a3 54 ♜f3 ♙d6 0-1.

□ Berlin Professional ■ Tasc R30 (Active)

1 ♜f3 d5 2 d4 ♙f5 3 ♙g5 h6 4 ♙h4 g5 5 ♙g3 ♜d7 6 ♜bd2 ♙g7 7 e3 h5 8 ♜xg5 e5 9 ♜gf3 e4 10 ♜g1 ♜e7 11 f3 exf3 12 ♜gxf3 c5 13 c3 ♜b6 14 ♜b3 c4 15 ♜xb6 axb6 16 ♙e2 ♙h6 17 ♜f2 b5 18 a3 ♜a6 19 ♜e5 ♜f6 20 ♜hf1 ♜g4+ 21 ♜xg4 hxg4 22 ♜fc1 ♜e6 23 ♜f1 0-0 24 ♙d1 ♜e8 25 ♙f4 ♙xf4 26 exf4 ♜e4 27 ♜e3 ♜xf4+ 28 ♜g3 ♜e4 29 ♜xg4 ♜e6 30 ♙f3 ♜g6 31 ♜f4 ♙xg4 32 ♙xg4 ♜f6+ 33 ♜g3 ♜g6 34 ♜h4 ♜g7 35 ♜f1 f5 36 ♜f4 fxg4 37 ♜af1 g3 38 ♜f7+ ♜h8 39 h3 ♜eg8 40 ♜h5 ♜g5+ 41 ♜h4 ♜5g7 42 ♜1f6 ♜g6+ 43 ♜h5 ♜h7 44 ♜f3 ♜h8 45 ♜xg7+ ♜xg7 46 ♜f5 ♜g6 47 ♜f3 ♜e7 48 ♜f8 ♜g8 49 ♜f3 b4 50 ♜f5 b6 51 axb4 b5 52 ♜h4 ♜e7 53 ♜f6 ♜g8 54 ♜h5 ♜f7 55 ♜xf7 ♜xf7 56 ♜g4 ♜f6 57 ♜xg3 ♜f5+ 58 ♜f3 ♜g5 59 g3 ♜h6 60 g4 ♜f7 61 ♜g3 ♜d8 62 h4+ ♜f6 63 ♜f4 ♜e6+ 64 ♜f3 ♜g7 65 ♜e3 ♜h7 66 ♜f3 ♜g6 67 ♜g3 1/2-1/2 (3/rep, 79).

NEARLY A NOVELTY

by Grandmaster Murray Chandler

"I've nothing to declare but my Genius" was Oscar Wilde's technique for handling inquisitive excise officials. These days I'm tempted to amend it to "nothing to declare but my Genius 2", but recent experience at Heathrow airport has persuaded me that, if once customs had a sense of humour, it no longer applies to flights from Rotterdam. Our cover story of a visit to TASC headquarters, to review the repair and production facilities on the R30, wasn't fooling the bored bureaucrat who detained us on a recent quiet Sunday evening. After narrowly avoiding life imprisonment (for possession of a Boots razor-blade), myself and S/S Editor Simon Knight sought sanctuary in our BCM Chess Shop to play a couple of test games between the R30 and the Mephisto Genius 68030.

The score ended 1-1*, and one of the games was extremely interesting theoretically. In an ultra-aggressive sideline of the Alekhine Defence, the TASC R30 came up with a creative knight sortie which seemed to deserve better than the harsh treatment meted out by Mephisto's new top-of-the-range module.

□ Tasc R30 (Active)

■ Mephisto Genius 68030

Match, Kensington 1994 (40 in 2)

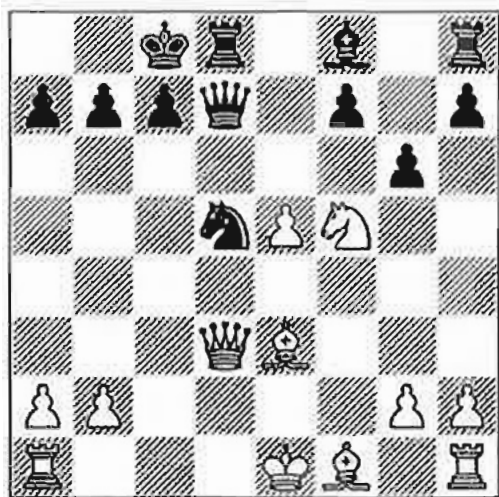
1 e4 ♘f6 2 e5 ♘d5 3 c4 ♘b6 4 d4 d6 5 f4

The Four Pawns Attack is White's most aggressive anti-Alekhine system. Obviously Black must vigorously counterattack early to avoid being overrun by the large centre.

5...dxe5 6 fxe5 ♘c6 7 ♙e3 ♙f5 8 ♘c3 e6 9 ♘f3 ♚d7 10 d5

Interesting. Graham Burgess's comprehensive Batsford book *The Complete Alekhine* says: "10 d5?! is tricky and seems to be bad." The main line, 10 ♙e2, leads to approximately equal chances.

10...exd5 11 cxd5 ♘b4 12 ♘d4 ♘6xd5! 13 ♘xd5 ♘xd5 14 ♘xf5 0-0-0! 15 ♚d3 g6



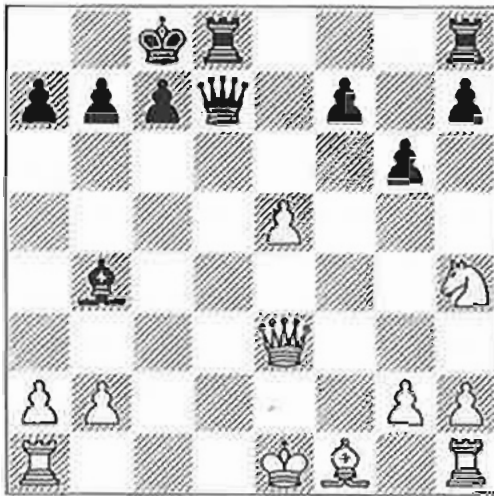
16 ♘h4!?

An extraordinary new move. Burgess gives the alternatives 16 ♘d6+? ♙xd6 17 exd6 ♘xe3 0-1, Bullockus-Oakley, corres. 1984 or 16 ♘g3 ♘xe3 17 ♚xe3 ♙c5 18 ♚f4 (18 ♚xc5 ♚d2 mate) 18...♙he8 (threatening 19...♙xe5+ 20 ♚xe5 ♚d2 mate) 19 ♙e2 ♚d5 which is "very unpleasant for White" in spite of his extra piece.

16 ♘h4 - leaving the knight unprotected on the edge of the board - has never been considered, yet there are tactical arguments

in favour; e.g. 16...♘xe3 17 ♚xe3 ♙c5 18 ♚h3! and White has successfully swapped queens.

16...♘xe3 17 ♚xe3 ♙b4+



18 ♙f2

This is where I thought the R30 might have rewritten the theory books with 18 ♙e2. At first Black seems to be struggling to obtain enough compensation for his sacrificed piece, e.g. 18...♙g4+ 19 ♘f3 ♙c4+ 20 ♙f2 or 18...♙b5+ 19 ♙f2, and in both cases the discovered attack on Black's queen leaves no time for ...♙c5.

A cursory couple of minutes with Genius on a 386 PC didn't unearth anything good.

So I rang Graham Burgess (who coincidentally is now Chess Editor at Batsford), and told him his book assessment was wrong. The Alekhine was refuted. His book would be history.

Big mistake. Over the Bank Holiday weekend Burgess had his *Fritz 2* analyse the position for seven hours (these editors are real slave-drivers) and came up with 18...g5!! with the following sample variations:

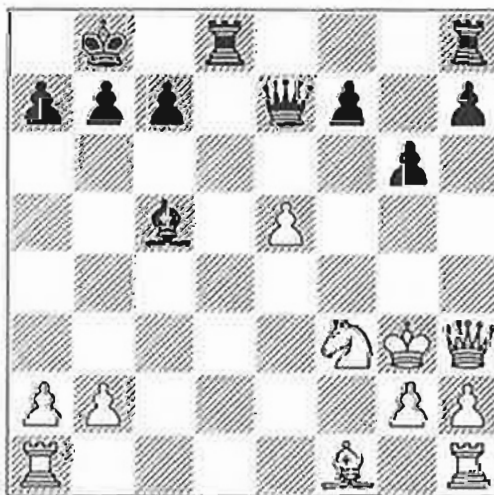
- a) 19 ♙xg5 ♙d3+ 20 ♙f2 ♙c5+ 21 ♙e1 ♙d4 22 ♙f5+ ♙b8 23 ♙e2 ♙xh4+
- b) 19 ♘f3 g4 20 ♘h4 ♙e7 21 ♘f3 ♙d2+ 22 ♙xd2 ♙xe5+ 23 ♙e3 ♙xb2+ 24 ♙d3 ♙c3+ 25 ♙e4 ♙e8.
- c) 19 e6 ♙b5+ 20 ♙f2 ♙d2+ 21 ♙e2 (21 ♙xd2 ♙b6+ 22 ♙c3 ♙c5) g4 22 exf7 ♙f8.

In all cases Black has a big advantage or is winning. Burgess and his (excellent, wonderful, terrific) book were vindicated. The R30 and I retreated, humbled, ...but it was close!

18...♙e7! 19 ♙h3+

Forced; 19 ♘f3 ♙c5 pins the queen.

19...♙b8 20 ♘f3 ♙c5+ 21 ♙g3



21...♙d2!!

Pure genius. White's king will be driven into the centre with a subsequent ...♙f2+, and 22 ♘xd2 is impossible on account of mate after 22...♙xe5+ 23 ♙f3 ♙e3+ 24 ♙g4 h5+ 25 ♙h4 ♙e7.

22 ♙c1 ♙f2+ 23 ♙f4 f6 24 g3 ♙hd8!

White's king is just too exposed; the threat is 25...♙8d4+ 26 ♘xd4 ♙xe5+ 27 ♙f3 ♙d5+ and wins.

25 ♘xd2 ♙xe5+ 26 ♙f3 ♙xd2 0-1.

Although a rook up, White resigns. 27 ♙xh7 ♙d5+ 28 ♙g4 ♙f5+ 29 ♙h4 ♙d4+ and mate follows next move.

Although the R30's attempted novelty did not ultimately stand up in this instance, it is clear that computer v computer games will play a leading role in the future development of opening theory.

* In fact I subsequently managed to play a further eight games between the two strongest dedicated chess computers in the world. The final result: +4, -4, =2. Ed.

ECO Busted!

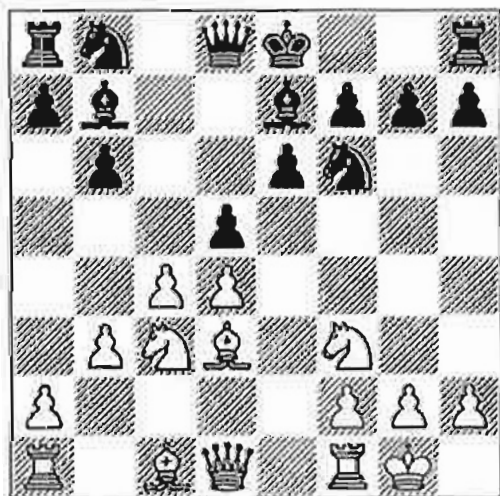
The recently published book of this title gives this reason for its existence: "*Although ECO [Encyclopaedia of Chess Openings] is the bible of modern opening theory, there have been numerous discoveries, both from postal and tournament play, since the latest editions. In these pages you will find hundreds of splendid opening traps, reversals, and pitfalls. This book covers virtually every opening played today, and the serious competitor is advised to study it in self defence. After all, that's exactly what your opponent is doing!*"

You may or may not feel that in every case the new move or line is indeed a devastating riposte to the established order of things, and it is good to see that the author is sensible enough to include this quote from Emanuel Lasker on the back cover: "...the chess student should not trust an analysis merely because he sees it in print. He must examine, he must do his own thinking and by conscientious work he must form his own judgement."

Anyway, we thought it would be interesting to see how many of these busts and improvements would be found by a range of CCs. My approach was to pick at random (no pre-testing or vetting whatsoever) a few positions considered by the authors as 'busts', i.e. outright refutations, and leave aside their other categories of 'improvements', 'corrections', and 'novelties'.

To spearhead this attempted assault on accepted theory we chose the Novag Emerald (for which also read Ruby in portable guise) at £149; the SuperMilano (a.k.a. Nigel Short) and Novag Scorpio, both at £269, and as I have finally been unable to resist the temptation of buying a Tasc R30 any longer (£1,495), and so now have a parental interest in its performance, I included this as well (set to 'normal' style).

All machines were allowed five minutes for their move. To kill two birds with one stone, the results also show how deeply each computer's opening book knows the line, with the figure in brackets indicating the last ply of the line played from book; e.g. 1 e4 e5 2 d4 f3 played on auto-pilot, but thinking from then on - an unlikely scenario I admit - would give the score '(3)'. The evaluation given (+0.45 etc.) is how the computer assessed the position as it played its move from the diagram position.



This ECO line (E14, note 71) runs as follows: *Queen's Indian*

1 d4 f6 2 c4 e6 3 f3 b6 4 e3 b7 5 d3 c5 6 0-0 e7 7 c3 cxd4 8 exd4 d5 9 b3 (diagram) e4 10 b2 d7 11 e2 xc3 12 xc3 0-0 13 ac1 c8 14 b2 f6

ECO Assessment: equal.

ECO Busted's improvement goes:

9...dxc4! 10 bxc4 c6 11 e3 0-0 12 h3 a5 13 c1 c8 14 e5 e8

...and White's c-pawn will soon be under pressure from ...d6, ...a6 etc.

Results: SuperMilano 9...0-0, +0.03, (9). Emerald 9...♖c6, -0.54, (9). R30 9...dxc4, -0.22, (16). Scorpio 9...0-0, +0.11, (16).



ECO D97 Note 93 Grünfeld

1 d4 ♖f6 2 c4 g6 3 ♖c3 d5 4 ♖f3 ♗g7 5 ♗b3 dxc4 6 ♗xc4 0-0 7 e4 ♖a6 8 ♗e2 c5 9 d5 e6 10 0-0 exd5 11 exd5 ♗f5 12 ♖d1 ♖e8 (diagram) 13 ♗g5 h6! 14 ♗xf6 ♗xf6 15 a3 ♗b6 16 ♖d2 ♖ad8 17 ♖ad1 ♖d6 18 h3 h5

With the pronouncement that Black is slightly better. ...Busted's move is

13 d6! h6 14 a3! ♖d7 15 ♗a2! ♖b6 16 ♗e3 ♗e6 17 ♗b1 ♗b3 18 ♖d2 ♖c4 19 ♗xc4 ♗xc4 20 ♗c1!

..and the reverse assessment holds.

Results: SuperMilano 13 ♗e3, +0.14, (22). Emerald 13 ♗f4, 0.00, (13). R30 13 d6 (book), (25). Scorpio 13 d6, +0.37, (23).

ECO D66 Note 23 QGD

1 d4 d5 2 c4 e6 3 ♖c3 ♖f6 4 ♗g5 ♗e7 5 e3 0-0 6 ♖f3 ♖bd7 7 ♖c1 c6 8 ♗d3 h6 9 ♗h4 dxc4 10 ♗xc4 b5 11 ♗d3 a6 12 a4 bxa4 13 ♖xa4 ♗a5+ 14 ♖d2 c5 15 dxc5 (diagram) ♖xc5 16 ♖xc5 ♗xc5 17 ♗xf6 gxf6 18 ♗g4+ ♖h8 19 ♗e4

White has a big plus, says ECO.

ECOB suggests instead-

15...♗e5! 16 ♗c2 ♖d8 17 ♗g3 ♖d3+ 18 ♗xd3 ♖xd3 19 ♖c3 ♗xc5 20 ♗c2 ♖d7 21 0-0 ♗b7

..and gives Black a slight edge.



Results: SuperMilano 15...g5, -0.62, (15). Emerald 15...g5, -0.54, (15). R30 15 ♗b7, -0.68, (15). Scorpio 15...g5, -0.49, (15).



ECO D38 Line 16 QGD

1 d4 d5 2 c4 e6 3 ♖c3 ♜f6 4 ♜f3 ♙b4 5 cxd5
exd5 6 ♙g5 h6 7 ♙h4 g5 8 ♙g3 ♜e4 9 ♜d2
♜xc3 10 bxc3 ♙xc3 11 ♜c1 (diagram) ♙a5
12 ♜c2 ♜c6 13 e3 0-0 14 h4 g4

with slight advantage to White, according
to ECO. Instead, says ECOB, play:-

11...♙b2! 12 ♜xc7 ♜a6! 13 ♜c2 ♙xd4 14 e3
♙g7 15 ♙xa6 bxa6

...and an even game.

Results: SuperMilano 11...♙a5, +0.38, (7). Emerald 11...♙xd2, +1.00, (7).
R30 11 ♙a5, -0.10, (10). Scorpio 11...♙a5, +0.75, (12).



ECO D82 Note 13 Grünfeld

1 d4 ♜f6 2 c4 g6 3 ♜c3 d5 4 ♙f4 ♙g7 5 e3
c5 6 dxc5 ♜a5 7 ♜a4+ ♜xa4 8 ♜xa4 ♜a6
9 cxd5 ♜xd5 (diagram) 10 ♙b5+ ♙d7 11
♙xd7+ ♜xd7 12 0-0-0 ♜c6 13 ♜f3 ♜xc5
14 ♙e5 ♜xa4 15 ♙xg7 ♜hc8 16 ♜e5+
♜d6+ 17 ♜b1 ♜e6 18 ♜f3 f6 =

The 'bust' involves

10 0-0-0! ♜dc7 11 ♙xc7 ♜xc7 12 ♙c4

With a clear advantage to White.

Results: SuperMilano 10 ♜d1, +0.66, (15). Emerald 10 ♙b5+, +1.29, (9).
R30 10 ♙b5+, +0.62, (15). Scorpio 10 ♙b5+, +1.22, (9).

. So, at the end of the day, the results are a little disappointing; perhaps the trick next time would be to pre-vet the busts for computer-friendliness, and / or put the CCs on analysis level for a good long think. Given enough time and a very strong machine, you too could probably produce a book along similar lines! As far as depth of opening book goes, the R30 wins comfortably (as it should!) with 81 ply; second was the Scorpio with 75, then came the Nigel Short / SuperMilano with 68, followed by the Emerald on 52.

ECO Busted, compiled by Sid Pickard, is published by Hays. Available from all good chess shops at £14.99 (ex-post).

Now in...!

POWER BOOKS FOR Mephisto

Genius 2.0

If you already have Genius 2.0, you can now increase its already large openings library to one of truly colossal proportions! With the new Power Books, you can add or delete moves, prevent certain moves from being played, or modify the likelihood of their appearance.

The Power Books are filed according to the Chess Informant opening classification system. Contents of the five Power Books are as follows:-

A: All openings except 1 e4 and 1 d4, plus 1 d4 without 1...d5, and 1 d4 ♘f6 2 c4 without 2 ...e6 or 2 ...g6; e.g. the following openings: Dutch, Benoni, Old Indian, Budapest, Modern with c4, English, Reti, Bird's, Nimzowitsch-Larsen. Size: c. 470,000 positions in 23,000 lines.

B: 1 e4 without 1...e5 or 1...e6; i.e. Sicilian, Caro-Kann, Pirc, Modern without c4, Alekhine, Scandinavian. Size: c. 570,000 positions in 31,400 lines.

C: 1 e4 e5 and 1...e6; e.g. Ruy Lopez, Giuoco Piano, Two Knights, Four Knights, Scotch, Petroff, Philidor, King's Gambit, Vienna, French. Size: c. 300,000 positions in 14,700 lines.

D: 1 d4 d5 and 1...♘f6 2 c4 g6 with ...d5; e.g. Queen's Gambit, Grünfeld. Size: c. 263,000 positions in 14,600 lines.

E: 1 d4 ♘f6 2 c4 e6 and 2...g6 with ...d6; i.e. King's Indian, Nimzo-Indian, Queen's Indian, Bogo-Indian, Catalan. Size: c. 344,000 positions in 16,500 lines.

£25 each (including post) or £99 for the complete set.

Order from:

**COUNTRYWIDE COMPUTERS, Victoria House, 1 High Street,
Wilburton, Cambs. CB6 3RB. Tel: 0353 740323**

Computers in Human Tournaments

Countrywide MD Mike Healey on the controversial subject of computer participation, and the people who like to say 'No'.

A couple of years ago, someone drawn to play against our Lyon 16 in the British was rather miffed at the prospect and was whingeing horribly. Our operator at the time (probably a John McEnroe fan) had described the chap's attitude as "the pits". There's no doubt it was this epithet that has now spawned the even more lurid label "ARMPITS".

Before readers jam our switchboard with complaints about coarse language suddenly creeping into S/S, let me explain that an "ARMPIT" is simply Anyone Resisting Machines Participating In Tournaments.

The trouble is that their numbers are growing, but why? Do they regard playing computers as an absolute doddle, or is it the opposite, that they are scared witless having been constantly bombarded with tales of GMs getting duffed up, especially in blitz play, against some of the more brutish models?

Whatever the reason, it seems to be bordering on paranoia. One only has to look at the statistics - they *never* lie - to see that players on the circuit will on average have to play a computer about once every fifty years. Octogenarians will regard this as a serious problem, but for heaven's sake, let's keep a sense of proportion.

So, can there be other more potent factors which could explain the depth of feeling on the subject, and the open hostility shown towards our electronic friends? Yes, it's known as a matter of principle, that if you enter a tournament for people, you don't expect to play against a wretched computer. Steve Davis doesn't need to worry that if he reaches the final of the World Snooker Championships, he'll be opposed by a cue-wielding robot. (No jokes here, please).

Other people are annoyed by the fact that computers beep. (But they don't cough, sneeze, blow smoke at you, eat crisps or down a complete six-pack of Carlsberg at one sitting. At least Mephistos don't - we can't speak for less cultured breeds).

The argument will run and run. In the main, all we want is hard evidence to support the claimed ratings, although of course the other bonus of having a computer playing in a tough event is that it does create considerable interest and awareness, whatever the result.

Cynics complain that if the computers do badly, we don't trumpet the fact in our colour ads with quite the same gusto. This is true as far as it goes, but when, for example, the Mondial Dallas achieved a 200+ grading at Dundee, we did not 'up' the figure in the Dallas literature we send to potential customers.

Being in business means we have to sell our products, and so although advertising mediocre results would be commercial suicide, we have never sought to hide them. We told dozens of enquirers about the Modena's relatively poor performance at Dundee, in stark contrast to that of the Dallas. Our halos are visible for all to see!

Tournament results are therefore a good guide, no more, no less. This does nothing however, to ease our tension when computers are competing. Our regular operators reckon it's far more nerve-racking than when they themselves are playing. In a recent tournament after one game - see below! - our man in the hot seat (Bob) declared that we

should have provided Valium in addition to his normal fee!

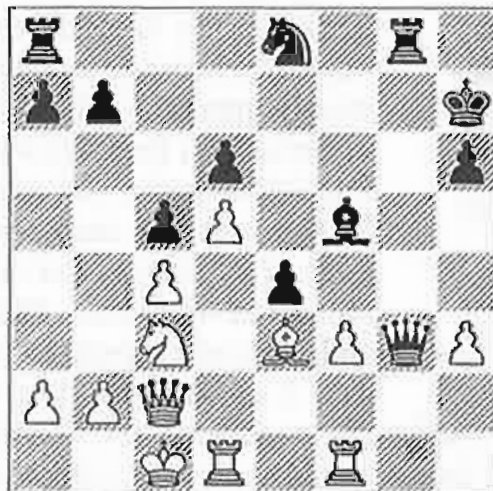
The trouble is that you never know what to expect, no matter how well or how badly things are going. The (almost complete) game that follows was between one of our very strong computers and a 180 player; to add a little spice and to preserve anonymity for the time being, we've omitted the names of the protagonists and frozen the action after White's 50th move, and would ask you to guess (a) which side was the computer and (b) how the game finished, which was very, very soon. No prizes for the right answer, but unless you were there to see it, you would probably guess wrong!!

The game was played at 40 moves in 2 hours, then 15 minutes blitz finish, and went as follows:

□ ?

■ ?

1 d4 ♘f6 2 c4 g6 3 ♗c3 ♙g7 4 e4 d6 5 h3 0-0 6 ♙g5 h6 7 ♙e3 e5 8 d5 ♗a6 9 ♖c2 ♗e8 10 ♖d2 ♗h7 11 g4 f5 12 exf5 gxf5 13 ♙d3 ♙d7 14 ♗ge2 e4 15 ♙b1 ♖e7 16 gxf5 ♙xf5 17 ♗d4 ♙xd4 18 ♙xd4 c5 19 ♙e3 ♖h4 20 ♙c2 ♗b4 21 0-0-0 ♙g8 22 f3 ♗xc2 23 ♖xc2 ♖g3 24 ♙hf1



24... ♖xh3 25 ♗xe4 ♙g2 26 ♖c3 b6 27 ♙h1 ♙h2 28 ♙xh2 ♖xh2 29 ♙g1 ♙g6 30 ♖e1 ♗g7 31 ♙h1 ♖e5 32 ♖h4 h5 33 ♙g1 ♗f7 34 ♙g5 ♖g7 35 ♖h3 ♗f8 36 ♖e6 ♙f7 37 ♖f5 ♖h8 38 ♙g1 ♙d8 39 ♗g5 ♗f6 40 ♙d2 ♙e8 41 ♙c3 ♙e5 42 ♙xe5 dxe5 43 ♖xe5 ♖h6 44 ♙e1 ♗g7 45 f4 ♗g8 46 ♖b8+ ♖f8 47 ♖xa7 ♙g6 48 ♗e6 ♖f7 49 ♖b8+ ♖e8 50 ♖e5 ...



*Answers on a
postcard please...*

CHESS AND EDUCATION

English grandmaster David Norwood (who you may remember as a key 'Lawson-basher' on BBC2 during Kasparov-Short, recently published a rather different sort of chess book, with the title *Chess and Education*. In it, he argues the case for introducing chess into the general curriculum, and does so very persuasively. Anyone interested in AI, and/or education, and/or chess, should try to track this book down; it contains some fascinating information.

One chapter is headed Chess and Computers, in which he talks about artificial and human intelligence, as shown in this field. Together with Bill Hartston, he compiled eight positions designed to illustrate how differently a human and a silicon brain will approach the same problem. The human guinea pigs were members of the audience to whom David was giving a lecture, and had widely varying chess ability. The positions were shown to them for a minute each, with the same time being allowed for the (unspecified) computers.



Of this position David says: "This emphasises perfectly the differences in human and computer thinking. Most competent chess players would instantly appreciate that White is woefully behind in material. But they would also see that the position is totally blocked in the sense that the pawns are interlocked... and no black pieces can get near White's king. If White just did nothing (i.e. moved his king around ad infinitum), Black could make no progress and the game would eventually be declared drawn. This is as far as most humans would analyse.

A less experienced player might capture Black's rook on a5. This would be a blunder, however, since Black would therefore have a break with b4 and win easily... It is highly significant that chess computers, even those of master strength, fail miserably on this position with 1 bxa5. This is simply because they do not understand the concepts which a human uses to determine that this move is wrong. A computer cannot understand the concept of 'never'. Even if it looks 30 moves deep, and such powers of calculation are truly astronomical, it will still see that it is two rooks and a bishop behind, and prefers to reduce this deficit at a stroke..."

"This position is less effective... primarily because of the ability of programmers to input proven principles and concepts into machines. The point is that the obvious 1 ♖xh4 is a mistake. Instead 1 ♖h6! ensures that White will draw. Black has nothing better than 1...gxh6 and despite the material advantage, the game is drawn. This is because Black has three h-pawns, one of which needs to promote on h1. If Black had a light-squared bishop he could force this,



but as it is there is no way of removing White's king from h1 without giving stalemate. The number of h-pawns that Black has is irrelevant - it will be impossible to promote any.

This fact has been known to chess theory for centuries. Most of the computers, however, failed on this position, preferring the immediate win of material with 1 ♖xh4. Three computers, however, did get the position right. My suspicion was that someone had implanted this concept into the computer, which had not cracked it from first principles. This proved correct when another black bishop was added on c5 (an unlikely but legal position). This should make no difference to the outcome of the game. Black is in need of a bishop on light squares and a human would quickly realise this. But [the three initially successful] computers were now stumped and insisted on the losing 1 ♖xh4."



"This bizarre position would send a human's head spinning which is significant in itself. The highly irregular placing of the pieces makes it difficult for the human to analyse well, since it does not conform to any past prototypes. Our computers, however, were not worried by such factors and quickly found the checkmate in one. 1 ♕e5 mate. Rapid, precise calculation is an artificial, not a human, trait."

"This is even more tricky, and no members of the audience (which included world-ranked masters) were able to find the solution. In contrast, the slowest of the computers (rated at about half the strength of the human masters) solved it in just 16 seconds. 1 ♕xd3 and Black is mated next move."



"This position was largely added for fun. The point is that White is hopelessly lost and the only chance is to capture the knight with 1 ♕xb3. Sadly, this runs into a forced mate with 1... ♕f1+. Now if 2 ♖xf1 ♜h1 mate, or 2 ♜xf1 ♜e2 mate. No computer therefore would capture the knight. A human might take the knight because he/she: a) did not see the mate, or b) saw the mate but realised the

position was lost in any case, and the opponent might not see the mate. Computers are not yet influenced by psychology!"

New Product Review: Chess Tutor

The Dutch firm Tasc, well-known to all readers of this magazine as the makers of the R30 super-chess-computer, have brought out another highly original product: the Chess Tutor series for IBM-compatible PCs. These five disks, which are purchased separately, represent a welcome and innovative shift in the way we can use computers to improve our game.

As volumes one and two are for beginners, most S/S readers would skip these, and start with Tutor number three, four, or five, depending on your playing strength. Mind you, if you know a friend or family member who would like one of the best initiations into the game available, the first two in the series would certainly make a fine present.

The author, Cor van Wijgerden, has been the Dutch National Coach for many years, and has played no small part in that country's chess success. Some readers will be aware of his learning program built into various versions of ChessMachine, and the Tutor series is a greatly expanded and improved version of that.

Starting at Chess Tutor 1 for complete beginners, the series graduates through to Chess Tutor 5, a complete grasp of which will ensure that you have progressed well beyond the average club player. Because each Tutor is purchased separately, you can enter the course at just the right level for you. If you already know the moves but little more, skip Tutor 1 and start with Tutor 2; if you know the basic techniques and strategies, and play socially or up to weak club standard, start at Tutor 3. If you are already a club player of any strength between 110 and 150 BCF, your starting point should be Tutor 4. Chess Tutor 5 is now out, but we have not seen one yet. From what we have heard though, it should not be tackled by anyone under 140 BCF, and will tax players right up to county standard (190 BCF).

Each Tutor contains a series of separate lessons, each on a particular theme. The topics are brought to life with moving pieces on the on-screen chessboard (the best chess graphics we have ever seen), whilst the accompanying text lucidly explains the points at issue. Just occasionally the author's English lets him down, but a moment's thought should always enable you to grasp his meaning in such cases.

At the end of each lesson, two tests of ten interactive exercises each assess your understanding, with scoring points awarded as you go. In other words, a diagram position comes up, with White to move unless there is a black dot to the right of h8. A clock starts running until you punch in the co-ordinates of your chosen move. If you get it right, you score ten, but this diminishes with each extra try you need, or if you have recourse to the hint button. If you're completely defeated, you can press the answer tab, score zero, and go on to the next position. At the end of each complete exercise, a little assessment comes up, and you are either advised to proceed with the next lesson, or to go back and revise!

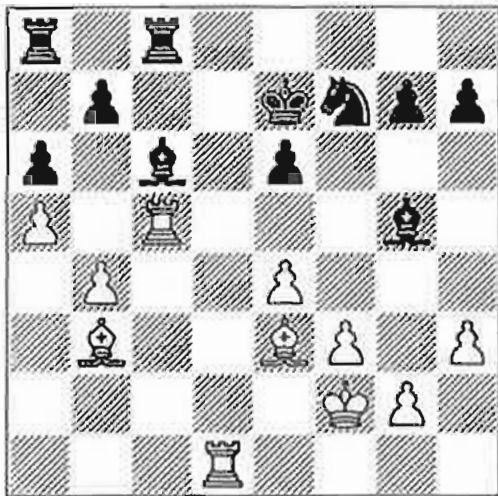
Each disk provides a good 20 hours of high-quality and high-intensity instruction, and since a human chess tutor will usually charge around £20 an hour for personal lessons, this works out at excellent value! Of course, this 20 hour figure is an average, and depends on the user being well-matched to the Tutor bought. In other words, a 130 BCF player would race through Tutor 3 in an evening and feel short-changed (in some pain, I watched a grandmaster rattle off a 'magnet combinations' exercise in Tutor 4 that had taken me over 20 minutes), whilst someone under 100 BCF tackling Tutor 4 would take forever and end up feeling rather demoralised, so do take note of the strength guidelines given before purchasing.

Take care also to use the program properly. Don't try to race through it all on the day you buy it, but limit yourself to one lesson per evening, which you will find takes an hour at the very least. Twenty evenings later, it is a safe bet that you will be a considerably improved player! Very sensibly, the scoring system in the tests take no account of how long you take (even though your time per position and total time so far are recorded), so take your time; the idea is to be right, not to be quick.

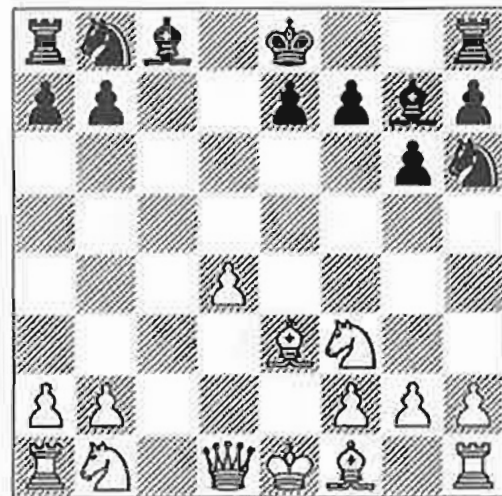
One of the outstanding features of this course is how well-chosen the examples are, and the 'competitive' element introduced by the tests means that lessons learned from the Tutor definitely have a tendency to stay in the mind, perhaps rather more than examples glanced at in a book.

Each Tutor comes with an accompanying booklet, but these are a complete waste of paper in my view. They could have been a useful supplement, expanding on various points. However, all they do is duplicate what is already contained on the disk, and give a few extra positions. Their only use is to tell you how to load the program, for which purpose a small slip of paper would have done just as well.

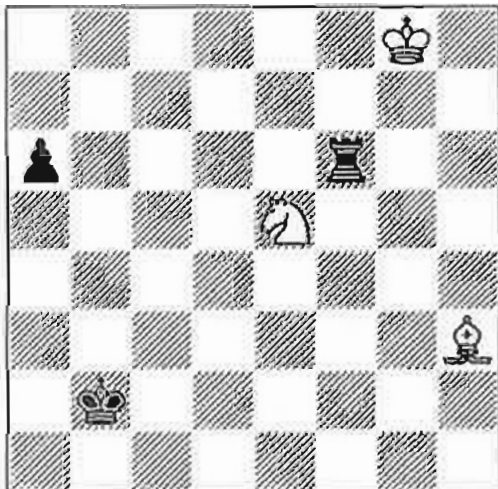
The following diagrams (White to move in each case) are taken from Tutors 1 to 4, and should give a good indication of the level at which each one is pitched. We're not going to give any solutions, so use your computer if you have to!



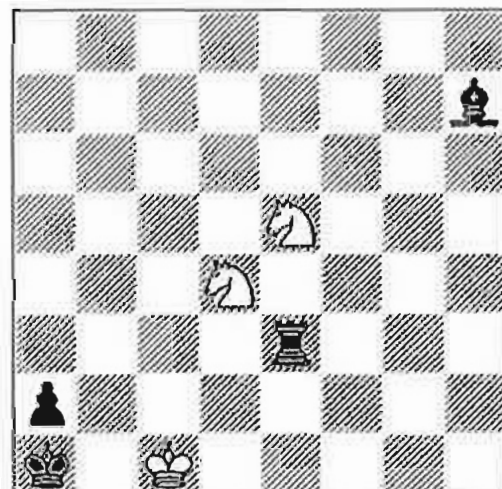
From Tutor 1



From Tutor 2



From Tutor 3



From Tutor 4

GAMES DEPARTMENT

Frank Holt has sent in some good games to S/S in his time, but this batch, between the R30 and M-Chess Pro on his 486/66, may be the best ever. The styles of these two programs seem to gel perfectly, and even though all the games but one were to rapid play time limits (30 minutes each), you would have to be told to know. Below are three wins each. All notes based on those by Mr Holt.

Sicilian

□ Tasc R30 (Active)

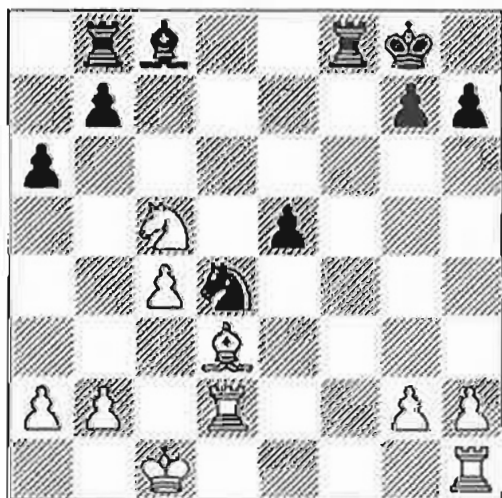
■ M-Chess Pro

Rapid play

1 e4 c5 2 ♘f3 e6 3 d4 cxd4 4 ♘xd4 a6 5 c4 ♘f6 6 ♘c3 ♙b4 7 ♙d2 0-0 8 e5 ♙xc3 9 ♙xc3 ♘e4 10 ♙c2 d5 11 exd6 ♘xc3 12 ♙xc3 ♙xd6 13 0-0-0 ♙f4+ 14 ♙d2 ♙xd2+

Both leave book here.

15 ♙xd2 e5 16 ♘b3 ♘c6 17 ♘c5 ♘d4 18 f4 f6 19 fxe5 fxe5 20 ♙d3 ♙b8



21 ♙e4 b5 22 ♙d5+ ♙h8 23 ♙e1 bxc4

Both computers considered White to be over a pawn better here.

24 ♙xc4 ♙f5 25 ♙xa6 ♙fe8 26 ♙c4 ♙g6 27 a3 ♙a8 28 ♙e3 ♘f5 29 ♙c3 e4 30 ♙e6 e3 31 ♙e2 ♙f8 32 ♙xf5 ♙xf5 33 ♙exe3 ♙f2 34 b4 ♙xg2 35 h3 ♙a2 36 b5 ♙a1+ 37 ♙d2 ♙d8+ 38 ♘d3 ♙g8 39 ♙c2 ♙a2+ 40 ♙b3 ♙f7+ 41 ♙b4 h6 42 b6 ♙b8 43 ♙b5 ♙d5 44 ♘b4 ♙b2 45 ♙c7 ♙g2 46 ♙ee7 ♙f1+ 47 ♙c5 ♙g2 48 b7 ♙g5+ 1-0.

Budapest

□ Tasc R30 (Solid)

■ M-Chess Pro

Rapid play

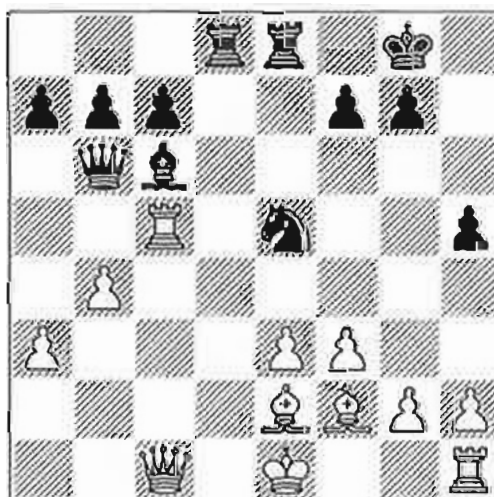
1 d4 ♘f6 2 c4 e5 3 dxe5 ♘g4 4 ♙f4 ♘c6 5 ♘f3 ♙b4+ 6 ♘bd2 ♙e7 7 a3 ♘gxe5 8 ♘xe5 ♘xe5 9 e3 ♙xd2+ 10 ♙xd2 d6 11 ♙c1 0-0 12 c5 dxc5 13 ♙d5 ♘g6 14 ♙g3 ♙f6 15 ♙c3 ♙b6 16 ♙d2 ♙f5

MCP left book here...

17 ♙c1 ♙e4

R30 likewise.

18 f3 ♙c6 19 ♙e2 ♙fe8 20 ♙xc5 ♙ad8 21 b4 h5 22 ♙f2 ♘e5



23 ♙xe5!

Another move out of the blue! Black's queen is trapped, and MCP's evaluation sinks from a mere -1.12 to -4.64

♙xe5 24 e4 ♙d6 25 ♙xb6 axb6 26 0-0 b5 27 ♙d1 ♙xd1+ 28 ♙xd1 ♙e8 29 a4 bxa4 30 b5 ♙xe4 31 fxe4 (1-0).

...with MCP resigning a few moves later; another sit-up-and-look game!

Queen's Gambit Accepted

□ M-Chess Pro

■ Tasc R30 (Offensive)

Rapid play

1 d4 d5 2 c4 dxc4 3 ♘c3 e5 4 e3 exd4 5
exd4 ♙b4 6 ♙xc4 ♘f6 7 ♘f3 0-0 8 0-0
♙g4 9 a3 ♙xc3 10 bxc3 ♘bd7

Here the R30 leaves book, giving itself
+0.26.

11 h3 ♘b6

MCP follows suit with a +0.78 edge of
its own.

12 ♙xf7+!? ♖xf7 13 hxg4 ♗d5 14 ♘e5
♖ff8 15 ♖b1 ♖ae8 16 ♗b3 c5 17 ♙e3 c4
18 ♗b5 ♗e6 19 ♗a5 ♘fd5 20 ♗xa7 ♖e7

The R30 now thinks it's only a little
over a pawn up - when it's on offensive
mode, a lead as small as this often means
it's in trouble! MCP puts itself just less
than two pawns ahead.

21 ♗a5 ♖a8 22 ♗c5 ♘a4 23 ♗xc4
♘axc3

These two knights are the mainstay of
Black's strategy.

24 ♖a1 ♖ee8 25 ♖fc1 ♖ec8 26 ♗d3 ♗e7
27 a4 ♘b4 28 ♗d2 ♘bd5

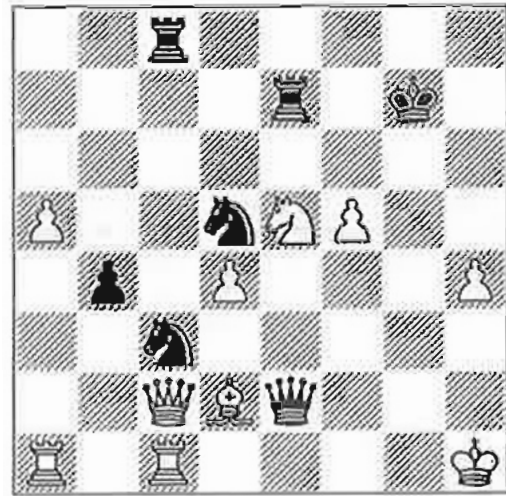
Here the R30 went into its inscrutable
mode, showing an evaluation of precisely
0.00, and refusing to show more than one
move ahead. More often than not, this is a
sign that it's going to win in style...

29 ♗b2 ♗d6 30 ♙g5 h6 31 ♙e3 ♗a6 32
♗b3 ♘h8 33 ♖c2 b5 34 a5 b4 35 g5 ♖a7
36 gxh6 gxh6 37 ♙c1 ♖g7 38 g3 ♖gc7 39
♘h2 ♘g7 40 ♙d2 ♗f6 41 f3 ♗d6 42
♖cc1 ♖e7 43 f4 h5 44 ♗c2 ♗a6

MCP's assessment, which has been
comfortable and growing steadily
throughout the game, here breaks through
the plus-four-pawns mark! Little does it
know the horrors that lie in store...

The R30 meanwhile, ever the optimist,
still credits itself with a half-pawn lead.

45 f5 h4 46 gxh4 ♗e2+ 47 ♘h1



47...♖xe5!!

A fabulous move which completely
turns the tables. Yet MCP's evaluation
now reaches a crescendo of +4.90. In this
horrendously complex position, the R30,
of course, just shows 0.00...

48 ♖g1+ ♘h8 49 dxe5 ♖c4 50 ♖g2
♖xh4+ 51 ♘g1 ♖g4 52 ♖xg4 ♗xg4+ 53
♘h2 ♗e2+ 54 ♘g1

MCP's assessment has been reluctantly
cbbing away over the last few moves, but
with only -0.84 here, it still can't believe
what's happening to it.

♘f4 55 ♙xf4 ♗xc2 56 ♖e1 ♘e2+ 57
♖xe2 ♗xe2 58 ♙c1 ♗e1+ 59 ♘g2 ♗xc1

With considerable ill-grace and a defi-
cit of -10.96, MCP waits till now to pack it
in.

0-1.

Sicilian

□ M-Chess Pro

■ Tasc R30 (Normal)

Rapid play

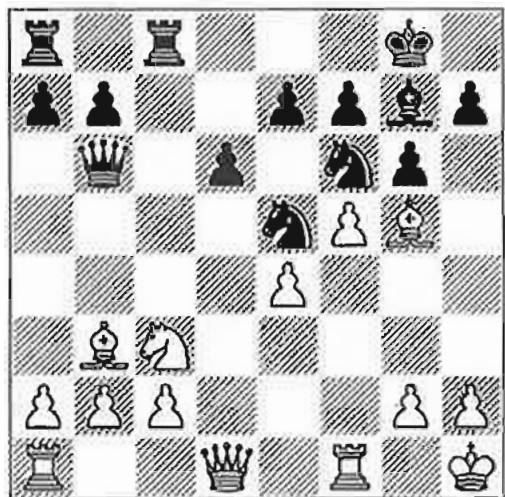
1 e4 c5 2 ♘f3 ♘c6 3 d4 cxd4 4 ♘xd4 ♘f6
5 ♘c3 g6 6 f4 ♗b6

R30 o.o.b. with minus 0.33. MCP's li-
brary lasts two more ply.

7 ♘f3 ♙g7 8 ♘e5 d6 9 ♘c4 ♗d8 10 ♙e2
♙e6 11 0-0 0-0 12 f5 ♙xc4

MCP is being very pushy.

13 ♖xc4 ♜e5 14 ♖b3 ♜b6+ 15 ♜h1
♜fc8 16 ♖g5



16...♜xc3?! 17 bxc3 ♜xe4 18 ♖xe7
♜f2+ 19 ♜xf2 ♜xf2 20 fxg6 hxg6 21
♜xd6 ♜c6 22 ♖c4 ♜xe7 23 ♜xe7 ♜f4
24 ♜xb7 ♜d8

Looks like MCP has the advantage;
eval: +1.36.

25 ♜c6 ♜d6 26 ♜xd6 ♜xd6 27 ♜f1 ♜d7
28 ♖b5 ♜d2 29 ♖e8 ♖f6 30 g4 ♖e5 31
♖xf7+ ♜h7 32 ♜e1 ♜xh2+ 33 ♜g1 ♖xc3
34 ♜e6 ♜d2 35 ♖xg6+ ♜h6 36 ♖f5+
♜g5 37 ♜f1 ♜f4 38 ♜c6 ♖a5 39 ♜f6
♖c3 40 ♜f7 ♜g3 41 ♖e6 ♜xc2 42 g5
♜c1+ 43 ♜e2 ♜h4 44 ♜f5 ♜e1+ 45 ♜d3
♜xe6 46 ♜xc3 ♜a6 47 ♜b3 ♜h5 48 a4
♜g6 49 ♜c5 ♜e6 50 ♜a5 ♜e7 51 ♜c4
♜c7+ 52 ♜c5 ♜f7 53 ♜d3 ♜f4 54 ♜a5
♜f7 55 ♜e5 ♜f4 56 a5 ♜f3+ 57 ♜e4 ♜f1
58 ♜d5 ♜f7 59 a6 ♜d7+ 60 ♜c6 ♜g7 61
♜d5 ♜g8 62 ♜d7 ♜xg5 63 ♜b7 ♜f5 64
♜xa7 1-0.

In fact, this game was played to a mate on move 97, and his note on move 83 reads "R30 calls mate in 8 and resigns - deaf cars." Either Frank was giving the Tasc a fair chance to win on time, or he just likes the sight of blood... Ed.

Caro-Kann

□ M-Chess Pro

■ Tasc R30 (Active)

Rapid play

1 e4 c6 2 d4 d5 3 ♜d2 dxe4 4 ♜xe4 ♜d7

5 ♜g5 ♜gf6 6 ♖d3 e6 7 ♜1f3 ♖d6 8 0-0
h6 9 ♜e4 ♜xe4 10 ♖xe4 ♜f6 11 ♜e2
♜c7 12 ♖d3 ♖d7 13 ♜e5 c5 14 ♜xd7
♜xd7 15 d5 c4 16 ♖xc4 ♜c8 17 ♖b5
♜e7 18 dxe6 ♜f6 19 exf7+ ♜xf7 20 ♜e1
a6 21 ♖a4 ♖xb2+ 22 ♜h1 ♖d6 23 ♜e6+
♜f8 24 ♜d1 ♜d8 25 ♖e3 b5 26 ♖b3 ♜d7
27 a4 ♜e8 28 axb5 ♜e7 29 ♜f5+ ♜f6 30
♜xa6 ♜e5 31 ♜f3 ♜e7 32 ♜dxd6 ♜b8 33
♜dc6 ♜b7 34 ♜a7 ♜xa7 35 ♖xa7 1-0.

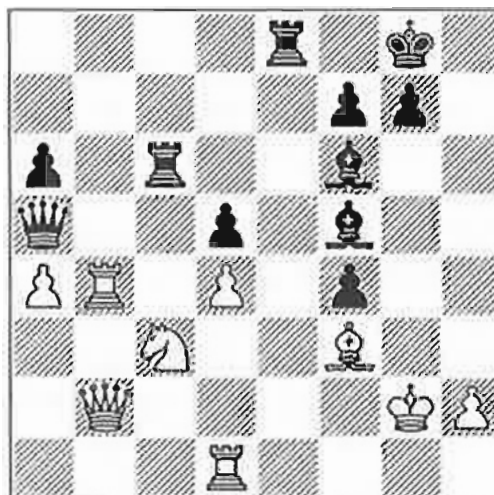
Queen's Gambit

□ M-Chess Pro

■ Tasc R30 (Active)

60 moves in 1 hour each

1 d4 ♜f6 2 c4 e6 3 ♜f3 d5 4 ♖g5 ♖e7 5
♜c3 h6 6 ♖h4 0-0 7 e3 b6 8 ♖e2 ♖b7 9
♖xf6 ♖xf6 10 cxd5 exd5 11 b4 c5 12
bxc5 bxc5 13 ♜b1 ♜a5 14 0-0 cxd4 15
♜xd4 ♜c6 16 ♜d2 ♜xd4 17 exd4 ♖c6
18 ♖b5 ♜ac8 19 ♜fc1 a6 20 ♖e2 ♖d7 21
♜b7 ♖f5 22 a4 ♜fe8 23 g4 ♖e4 24 f4 ♜c6
25 g5 ♖e7 26 ♜b2 ♖f5 27 ♖f3 hxg5 28
♜h1 gxf4 29 ♜g2 ♖c8 30 ♜b3 ♖f6 31
♜d1 ♖f5 32 ♜b4



32...♜e3 33 ♜c1 ♖e7 34 ♜b8+ ♜h7 35
♜e2 ♜g6+ 36 ♜f2 ♖h4+ 37 ♜g3 ♜d3 38
♜g1 fxg3 39 h3 ♜xf3 40 ♜e2 ♜xa4 41
♜d1 ♜f2 42 ♜h5+ ♜h6 43 ♜b4 ♜c2 44
♜b2 ♜xb2 45 ♜f3 ♜xf3 46 ♜d2 ♜xd2 47
♜h1 ♜h2+ 1-0.

How Good is Your CC?

Three Mephistos and a Novag take the human side in a victory over Deep Thought 2

Given the huge and ever-increasing number of books on chess generally, it is surprising how few have used the point-scoring 'How Good Is Your Chess' format. However, Grandmaster Danny King has taken advantage of this gap in the market to produce a new book of this title, which in my opinion at least, is the best of its kind.

Danny King strikes me as a conscientious sort of person, and a lot of work has gone into the book. He also writes well, and his profiles of the players that precede each game are rather entertaining. True, you only get twenty games, but while master players may learn by playing through reams of games at lightening speed, as an ordinary club player, I feel I do far better by trying to understand a few games thoroughly, and in this respect the book is first class.

Choosing a game from the book for an S/S test was made easy when I saw game 9, with the intriguing title 'Luddite'.

The chapter starts: "Imagine you are sitting next to the latest mainframe multi-processor computer, capable of analysing to a depth of 60 ply, try and guess its moves..." Is it possible that in the future I shall be beginning an article with such a sentence? Possible, sure, but I think unlikely."

Later, the author goes on to say: "Recently, there have been several 'Man versus Machine' tournaments, and though the strength of computers is increasing dramatically, they still have a way to go before they will be able to compete at the highest levels in chess. Considering the amount of time which has been invested into developing a computer which can beat the strongest human player - and their failure, as yet, to do so - my faith in the richness and complexity of chess has actually been strengthened."

"The game below is from one such event. It gives me the greatest pleasure to be able to present the German Grandmaster Eric Lobron, in the role of Luddite, reducing 'Deep Thought 2' to iron filings."

The chapter ends with a nice quote from the late Dutch Grandmaster Jan Hein Donner, who once said that if he had to play a computer, he would take along a hammer. "Judging from this game" says King "we don't need to take such drastic measures... yet!"

As ever, the notes below are greatly truncated, so if you want to fill in the gaps, and explore the other nineteen, I can only suggest that you buy the book - at 50p a game, it's a snip!

Pole position on the grid was occupied by the new Berlin Pro, with the other contenders being the original Berlin, the Novag Scorpio, and the Mephisto Nigel Short / Super-Milano. All were set at their 40 moves in two hours level.

To get the most from the exercise, test yourself prior to trying out your own computer on the game. Once you reach the start position at the first diagram, stop, and try to guess White's best move. Then slide a card down the page a move at a time, trying hard not to glimpse White's next! Imagine you are in a tournament game yourself, since testing yourself first gives a much better understanding of the strengths and weaknesses of your machine and, for that matter, those on trial here.

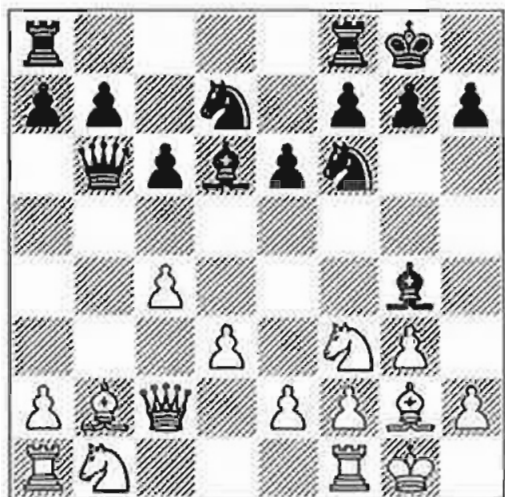
Reti

□ GM Eric Lobron

■ Deep Thought 2

IBM Cup, Hanover 1991

1 ♖f3 d5 2 g3 c6 3 ♙g2 ♙g4 4 c4 e6 5 b3
dxc4 6 hxc4 ♘d7 7 ♙b2 ♖b6 8 ♖c2
♘gf6 9 0-0 ♙d6 10 d3 0-0



The test starts here. All four machines had left book on encountering 4 c4.

11 ♘bd2

5 points. All scored bar the Scorpio, which chose the less "harmonious" 11 ♘c3 (Danny King's favourite word?), worth just 1.

11...e5

12 ♖ab1

2 points. Again, only the Scorpio missed, with 12 h3.

12...♖a6

13 h3

3 points. This time the move - and the Scorpio - scores. The others chose ♙c3, also worth 3.

13...♙e6

14 ♘g5

4 points. 3 points for ♙c3, as per all four.

14...♙f5

15 ♙c3

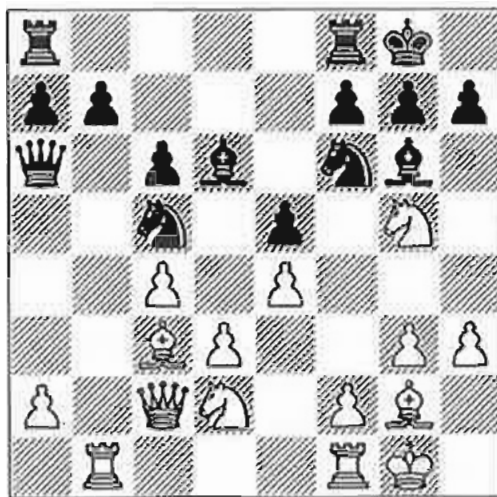
3 points for all four.

15...♘c5

16 e4

5 points. The start of White's campaign. N/S and Berlin old were correct; Berlin new had f4, and the Scorpio ♘b3.

16...♙g6



17 f4

4 points. The N/S alone had this important move (d4 N/S and Scorpio; ♘b3 Berlin Pro).

17...exf4

18 gxf4

1 point apiece. Evaluation of White's position: Berlin Pro +0.09; Scorpio -0.09; N/S 0.22; Berlin 0.12.

18...♘a4

19 ♙a1

4 points. Not the sort of move a computer is ever likely to play, especially when there is f5 (Scorpio and N/S), which also scores 4. The Berlin Pro wanted ♙e5, and the Berlin ♙e4.

19...♘d7

20 e5

3 points. None got this but all bar the Pro (d4) got one point for f5.

20...♙c5+

21 ♖h2

1 point for this or the other king move. All score.

21...♙e3

22 ♘ge4

3 points. The computers' choices were ♖be1 (Berlins) and ♘de4 (the other two).

22...♙xd2

23 ♖xd2

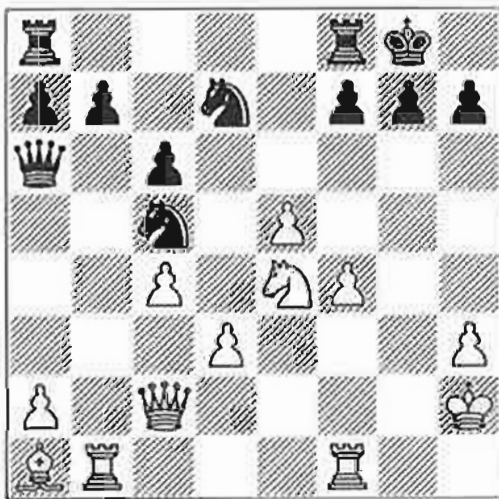
1 point. The other recapture was preferred by all the machines, and this also scores 1.

23...♙f5**24 ♙e4**

3 points. The Berlins picked up the points, while the other two had ♖e4 (Scorpio) and ♖g1 (Nigel Short).

24...♙xe4**25 ♖xe4**

1 point each.

25...♖ac5**26 ♖d6**

3 points each. "Everything is winning now". Evaluations: Pro +0.45; Scorpio +0.31; N/S +0.71; Berlin +0.56.

26...b6**27 ♖g1**

2 points. Scorpio and Nigel Short were right, while the Berlins chose ♖g2.

27...g6**28 f5**

4 points. At last the SuperMilano falters (d4), being the only machine not to find this key move.

28...♖b7**29 ♖e4**

3 points. Only the Berlin Pro had this, with the others spreading their queens around the second rank (at g2 for the Scorpio, b2 for N/S, and at f2 by the Berlin).

29...♖a3**30 ♖d2**

3 points, with none scoring. Pro ♖b2, Scorpio and N/S e6, Berlin ♖a3.

30...♖bc5**31 ♖h6**

2 points. The only move to score and chosen by Berlin Pro. The others had c6.

♖xa2+**32 ♖g2**

2 points for this or ♖b2, as per all four.

Here Deep Thought's operator decided to call it a day.

So the final standings are first place to the Nigel Short with an outstanding 42 points, or 63% of the 67 points available. Second is the Berlin Pro on 38 (57%), two points ahead of the Berlin 68000 on 36 (54%). Bringing up the rear, but still with a very creditable performance, comes the Novag Scorpio (or Diablo in its wooden guise) with 32 (48%). These scores relate to the performance scale below:-

87-100% = Grandmaster

73-86% = International Master

58-72% = FIDE Master

44-57% = County standard

30-43% = Club player

16-29% = Social player

0 -15% = Beginner

The Berlin Professional will certainly want another chance to show its massive superiority over its Gentleman Player namesake, and if at all possible, it will get the opportunity next issue.

As to the Nigel Short, this result is a further indication of its clear lead over its price-rival, the Scorpio. Good though the N/S is however, it would of course be pulverised in a match versus the Berlin Pro. Even so, it will be pleasing for its purchasers to know that it can on occasion raise its game to FM standards!

How Good Is Your Chess by Danny King, is published by Cadogan Books. Price £9.99 (ex-post) from all good chess shops.

S/S

Ply

S/S

Ply

Rank	Computer	BCF	Games	Elo	BCF	+/- equiv. Elo	Games	Rank	Computer	BCF	Games	Elo	BCF	+/- equiv. Elo	Games
1	Tasc R30	229	49	-	-	-	-	68	Fid Excellence 4	155	1740	-	-	-	-
2	Meph Genius 68030	229	8	-	-	-	-	69	Novag Expert 4	155	962	-	-	-	-
3	Meph Vanc. 68030	218	374	2258	207	59	250	70	Conchess Plymate 4	153	372	-	-	-	-
4	Meph Vanc. 68030	216	375	2235	205	37	451	71	Saitek Turbo Kasp 4	153	512	-	-	-	-
5	Meph Risc 1MB	216	1046	2218	204	31	593	72	Fid Elite C	152	182	-	-	-	-
6	Meph Port 68030	214	460	-	-	-	-	73	Mephisto MM2	151	781	-	-	-	-
7	Saitek Risc 2500	212	494	2221	203	30	628	74	Saitek Gal. / Ren. B4	151	37	-	-	-	-
8	Saitek Ren.Sparc 20	212	234	2194	202	47	234	75	Fid Exc./ Des. 2000	150	1646	-	-	-	-
9	Meph Vanc. 68020/12	205	1481	2164	194	27	778	76	Saitek Prismu / Blitz	149	306	1736	141	49	202
10	Meph Lyon 68020/12	204	2492	2152	194	23	1029	77	Conchess 4	148	509	-	-	-	-
11	Meph Vanc. 68000	203	334	2108	189	27	721	78	Novag Super Const.	147	3689	1730	141	18	1582
12	Meph Berlin	201	653	2122	190	32	538	79	Novag Super Nova	147	411	1732	141	37	350
13	Meph Port. 68020	200	1713	-	-	-	-	80	Novag Supremo	144	28	-	-	-	-
14	Fid Elite 68030 V9	200	599	2128	191	45	324	81	Meph Europa/M.Polo	143	240	-	-	-	-
15	Meph Lyon 68000	197	1325	2105	188	25	857	82	Novag Super VIP	143	335	-	-	-	-
16	Meph Almeria 68020	196	1003	-	-	-	-	83	Fid Prestige / Elite A	142	856	-	-	-	-
17	Meph Port. 68000	193	1478	-	-	-	-	84	Fid Sensory 12	141	1340	-	-	-	-
18	Fid Mach 4/Elite V7	193	1396	2081	185	24	843	85	Saitek Superstar 36K	139	997	-	-	-	-
19	Mephisto Nigel Short	192	5	-	-	-	-	86	Conchess 2	139	1096	-	-	-	-
20	Saitek Brute Force	188	223	2029	179	34	437	87	Novag Const. 3.6	137	825	-	-	-	-
21	Fid El. 68000 x2 V5	188	258	-	-	-	-	88	Novag Quattro	137	585	-	-	-	-
22	Meph Roma 68020	186	1043	-	-	-	-	89	Novag Primo / VIP	137	354	-	-	-	-
23	Meph Polgar 10	186	609	-	-	-	-	90	Meph Mondial 2	136	31	-	-	-	-
24	Novag Diablo/Scorpio	186	1202	2000	175	25	805	91	Fid Elite B / Original	133	236	-	-	-	-
25	Meph Almeria 68000	184	1025	-	-	-	-	92	Meph Mondial 1	131	247	-	-	-	-
26	Meph Dallas 68020	184	996	-	-	-	-	93	Novag Const. 2.0	130	1289	-	-	-	-
27	Fid Mach 3 68000 v2	181	5009	1997	175	15	2218	94	CXG S.Ent/Adv.Star	128	922	1559	120	39	386
28	Meph Milano	180	626	1960	170	27	659	95	CXG 3000	123	17	-	-	-	-
29	Meph MM5	180	1319	1976	172	22	1002	96	Fid Sensory 9	121	1114	-	-	-	-
30	Meph Polgar 5	179	2082	1970	171	18	1363	97	Saitek Aal/Conq/Cav	121	61	-	-	-	-
31	Meph Dall./Mon.Dall	178	2283	-	-	-	-	98	Nov Mentor16/Amigo	118	22	-	-	-	-
32	Nov S.Forte/Exp. 6C	178	2371	1956	169	19	1391	99	GGM + Steiniz	117	287	-	-	-	-
33	Meph Roma/Montreal	176	2267	-	-	-	-	100	CXG 2001	116	84	-	-	-	-
34	Meph Academy	175	2000	-	-	-	-	PC Programs							
35	Meph Modena	173	174	1887	161	31	505	1	Chess Genius 2 (486/50-66)	-	-	2364	220	57	197
36	Meph Amsterdam	173	2373	1924	160	22	1020	2	ChessMachine 30Mhz (King 2.0, aggressive)	-	-	2326	216	36	480
37	Nov S.Forte/Exp. 6B	173	1343	-	-	-	-	3	Mephisto Gideon Pro (486/60-66)	-	-	2319	215	59	176
38	Meph Mega 4	172	2435	-	-	-	-	4	Chess Genius 1 (486/50-66)	-	-	2286	211	43	323
39	Fid Mach 2B/C 68000	172	2509	-	-	-	-	5	M-C Pro 486/50-66	-	-	2283	210	38	407
40	Saitek Gal-Ren D10	172	1209	-	-	-	-	6	ChessMachine 30Mhz (Schroeder 3.1)	-	-	2280	210	62	168
41	Fid Travelmaster	170	505	1905	163	65	123	7	ChessMachine 16Mhz (Schr. 512k ARM2)	-	-	2211	201	32	567
42	Meph S.Mond2/MC4	170	224	-	-	-	-	8	ChessMachine 16Mhz (King 512k ARM2)	-	-	2199	200	38	367
43	Novag Ruby/Emerald	170	26	-	-	-	-	9	M Chess 1.1-1.71 (on 486/33)	-	-	2196	199	44	326
44	Meph MM4	169	2866	-	-	-	-	10	Socrates 3.0 (486/33)	-	-	2163	195	68	104
45	Saitek Travel Champ	169	45	-	-	-	-	11	Fritz 2 (486/33)	-	-	2153	194	44	263
46	Nov S.Forte /Exp. 6A	168	1155	-	-	-	-	12	M Chess 1.1 - 1.71 (on 386/25-33)	-	-	2128	191	36	408
47	Saitek Turbo King II	166	834	1867	159	24	877	13	Hiarco Master 1.0 (486/33)	-	-	2086	186	53	174
48	Meph MonteCarlo	166	262	-	-	-	-	14	Rex Chess 2.3 (on 386/25-33)	-	-	2029	179	65	126
49	Saitek Gal. / Ren. C8	166	313	-	-	-	-	15	Fritz 1.0 486/33	-	-	2022	178	63	128
50	CXG Sphinx Galaxy	165	2049	1876	160	19	1412	16	Zarkov 2.5 386/25-33	-	-	2018	177	56	168
51	Conchess Ply.Vict.5.5	165	697	1865	158	26	701	17	Fritz 1.0 (386/25-33)	-	-	2008	176	66	113
52	Fid Mach 2A 68000	164	338	-	-	-	-	18	Complete Chess System (486/33)	-	-	2003	175	62	133
53	Saitek GK2000	163	112	1903	164	30	550	19	Rex Chess 2.3	-	-	1928	166	53	174
54	Novag Expert 5/6	161	532	-	-	-	-								
55	Fid Club 68000	161	1459	-	-	-	-								
56	Novag Jade / Zircon	161	18	-	-	-	-								
57	Novag Forte B	159	1917	-	-	-	-								
58	Meph Rebell	159	2121	-	-	-	-								
59	Fid Avant Garde 5	159	1721	-	-	-	-								
60	Fid Par E./Des. 2100	158	2538	-	-	-	-								
61	Saitek Stratos /Corona	158	3053	-	-	-	-								
62	Novag Forte A	157	2202	-	-	-	-								
63	Meph S.Mondial 1	157	1420	-	-	-	-								
64	Conchess Plymate 5.5	157	2169	-	-	-	-								
65	Saitek Simultano	157	364	-	-	-	-								
66	Saitek Gal./Ren. B6	157	976	-	-	-	-								
67	Conchess 6	155	107	-	-	-	-								