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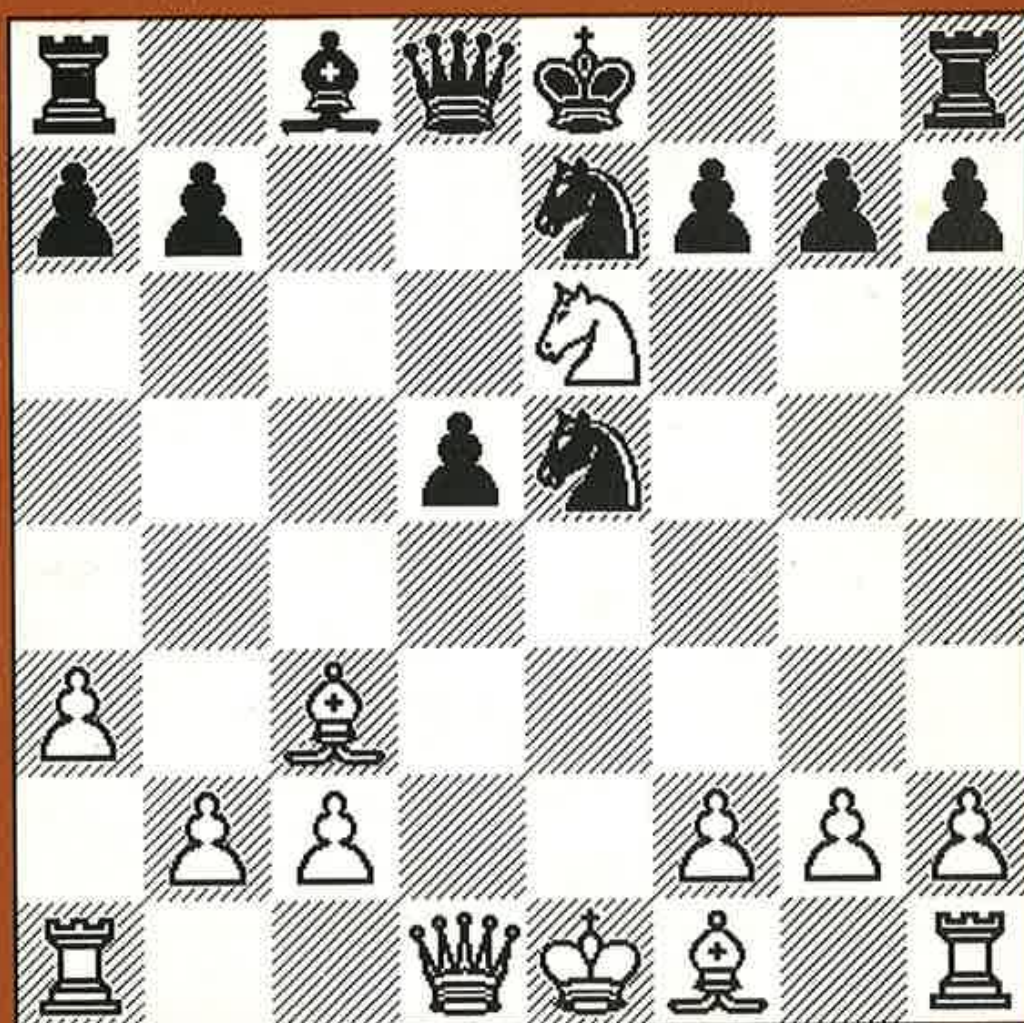
February / March 1995

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Spassky v Vladimirov: what *really* happened next? -
The Modena advises not to believe all you read...

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Issue 056

Selective Search

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

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GAMES DEPARTMENT

Frank Holt pits the R30 against Fritz 3, and provides the notes as always

Queen's Gambit, Tartakower

□ R30 (Normal)

■ Fritz 3 (486/66)

Game in 30 minutes each

1 d4 ♘f6 2 c4 e6 3 ♘f3 d5 4 ♙g5 ♙e7 5 ♘c3 0-0 6 e3 h6 7 ♙h4 b6 8 ♙e2 dxc4 9 ♙xc4 c5 10 0-0 ♙a6 11 ♖e2 ♙xc4 12 ♖xc4 ♘bd7 13 ♙g3 a6 14 ♖ac1 ♘h5 15 ♙e5 b5 16 ♖b3 ♖c8 17 ♖fd1 c4 18 ♖c2 f6 19 ♙f4 ♘xf4 20 exf4 ♖e8 21 f5 ♘f8 22 d5 exd5 23 ♘xd5 ♙c5 24 b4 ♙a7 25 a4 ♖d6 26 ♖a1 ♙b6 27 a5!

Now Black has to lose something.

27... ♙c7 28 ♘b6 ♖xb4 29 ♘xc8 ♖xc8 30 ♖e4 ♖b8 31 ♖c6 ♙xa5 32 ♖db1 ♖c3 33 ♖d6 ♖d8 34 ♖xa6 ♙b4 35 ♖xb5 ♙a3 36 ♖a6 ♖b8 37 ♖e1 ♙b2 38 ♖a4 ♖b4 39 ♖xb4 ♖xb4 40 ♖e4 ♙d4 41 ♖a2 ♖c3 42 ♖d2 ♙e5 43 ♖d5+ ♙h7 44 ♖xc4 ♘d7 45 ♖xc3 ♙xc3 46 ♖e8 h5 47 ♖d8 ♘e5 48 ♘xe5 fxe5 49 h4 ♙b4 50 ♖e8 ♙c3 51 g3 ♙d4 52 ♙f1 e4 53 ♙e2 ♙c3 54 ♙e3 ♙e1 55 ♖c8 ♙b4 56 ♙xe4 ♙e1 57 ♙e3 ♙b4 58 ♙d3 ♙e1 59 ♙e2 ♙b4 60 f4 ♙e7 61 ♙d3 1-0 (85).

Queen's Gambit, Tarrasch

□ R30 (Normal)

■ Fritz 3 (486/66)

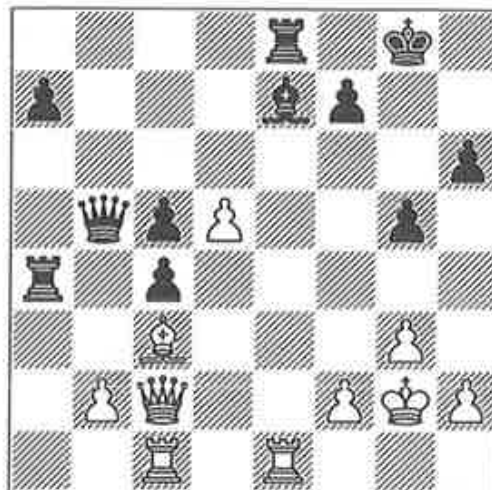
40 moves in 2 hours each

1 d4 d5 2 c4 e6 3 ♘c3 c5 4 cxd5 exd5 5 ♘f3 ♘c6 6 g3 c4 7 ♙g2 ♙b4 8 0-0 ♘ge7 9 e4 0-0 10 exd5 ♘xd5

Both computers leave book here; R30 +0.86, Fritz -0.47.

11 ♘xd5 ♖xd5 12 a3 ♙e7 13 ♘e5 ♖b5 14 ♘xc6 bxc6 15 a4 ♖a6 16 ♖c2 ♙e6 17 ♖d1 ♖fe8 18 ♙e4 g6 19 ♙f4 ♙d5 20 ♙g2

♙xg2 21 ♖xg2 g5 22 ♙e3 ♖ab8 23 ♖ac1 ♖b4 24 ♙d2 ♖xa4 25 ♖e1 h6 26 ♙c3 c5 27 d5 ♖b5



28 ♖e6!!

If 28... fxe6, 29 ♖g6+ ♙f8 ♖g7 mate.

28... ♖a6 29 ♖ce1 ♖xe6

At this point Fritz is more sure of losing than the R30 is of winning; -4.41 as against +1.46

30 ♖xe6 ♖d7 31 ♖f5 ♙f8 32 ♖xh6 ♖xd5+ 33 ♖xd5 ♙xh6 34 ♖xc5 ♖f8 35 ♖xa7 1-0.

I think the R30's 'normal' setting is the best.

Petroff

□ Fritz 3 (486/66)

■ R30 (Active)

Game in 90 minutes each

1 e4 e5 2 ♘f3 ♘f6 3 ♘xe5 d6 4 ♘f3 ♘xe4 5 d4 d5 6 ♙d3 ♙d6 7 0-0 0-0 8 c4 c6 9 ♘c3 ♘xc3 10 bxc3 dxc4 11 ♙xc4 ♙g4 12 ♖b1 ♖c7 13 h3 ♙h5

Again, Fritz stays in book longer than the R30, which left the previous move; F3 +0.13, R30 -0.33.

14 ♖e1 ♜d7 15 ♙d3 ♜fe8 16 g4 ♙g6 17 ♙xg6 ♜xe1+ 18 ♜xe1 hxg6 19 ♙g5 ♜b6 20 ♜b2 ♜d7 21 ♖e2 f6 22 ♙h4 ♜c4 23 ♙g3 ♜f7 24 ♙xd6 ♜xd6 25 ♜d1 ♖e8 26 ♜xe8+ ♜xe8 27 ♜d2 ♜e6 28 ♜b3 ♜xb3 29 ♜xb3 ♜f7 30 ♙g2 ♙e6 31 ♜f3 ♙d5 32 ♜d2 g5 33 ♙e2 ♜e4 34 ♜xe4

This lets the R30 in, but there was no other way of hanging on to both the c- and f-pawns (on 34 ♜b1, ♙c4).

34... ♙xe4 35 f3+ ♙d5 36 ♙d2 ♙c4 37 a3?

This just gives a pawn away for nothing, and so nails down the coffin.

37...b5 38 ♙c2 a5 39 ♙b2 ♙d3 40 a4 bxa4 41 ♙a3 ♙xc3 42 ♙xa4 ♙xd4 43 ♙b3 ♙d3 44 ♙a4 c5 45 ♙xa5 c4 46 ♙b4 c3 0-1.

Queen's Gambit Accepted

□ R30 (Solid)

■ Fritz 3 (486/66)

Game in 60 minutes each

1 d4 ♜f6 2 ♜f3 d5 3 c4 dxc4 4 e3 a6 5 ♙xc4 e6 6 0-0 c5 7 b3 b5

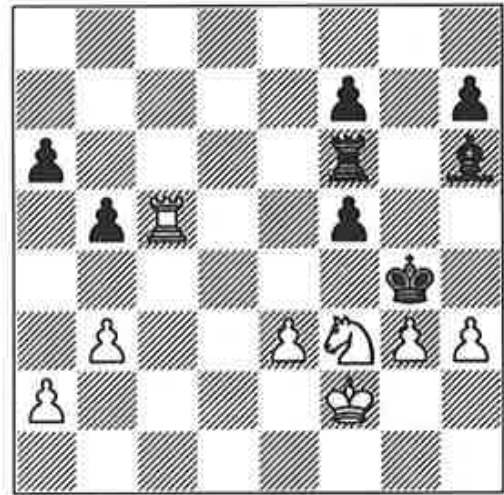
Fritz o.o.b with -0.28. R30 leaves after move 9, showing +0.15.

8 ♙e2 cxd4 9 ♜xd4 ♜xd4 10 ♜xd4 e5 11 ♜f3 ♙g4 12 ♙b2 ♜bd7 13 ♜c1 e4 14 ♜d4 ♙xe2 15 ♜xe2 ♜c5 16 ♙xf6 gxf6 17 ♜bc3 f5 18 ♜d5 ♜d8 19 ♜f6+ ♙e7 20 ♜xc5 ♙xf6 21 ♜c6+ ♜d6 22 ♜ac1 ♙g5 23 ♜d4 ♜g8 24 f4+

Fritz's hint was 24 ♜c8, pinning the bishop against the rook. R30 +1.01; F3 -0.44.

24...exf3 25 ♜xf3+ ♙h5 26 g3 ♜xc6 27 ♜xc6 ♜g6 28 ♜c7 ♜f6 29 ♙f2 ♙h6 30 ♜c5 ♙g4 31 h3+!

Now the R30 threatens to weave a mating net from which Fritz has to pay dearly to extricate itself. After the following forced sequence the R30 finds itself with a won but tricky knight ending.



31...♙xh3

The only other legal move is no better: 31...♙h5 32 g4+ ♙g6 33 ♜h4+ ♙g5 34 ♜xf5.

32 ♜c1 ♙g4 33 ♜h1 f4 34 ♜h4+ ♙f5 35 g4+ ♙g6 36 ♜xh6+ ♙xh6 37 g5+ ♙g6 38 gxf6 fxe3+ 39 ♙xe3 ♙xf6 40 ♙f4 h6 41 ♜d4 h5 42 a3 h4 43 ♙g4 ♙e5 44 ♜c6+ ♙e4 45 b4 f5+ 46 ♙xh4 f4 47 ♙g4 f3 48 ♙g3 ♙e3 49 ♜e5 ♙d4 50 ♜d7 ♙e3 51 ♜f6 ♙e2 52 ♜g4 ♙d3 53 ♙xf3 ♙c4 54 ♜e5+ ♙b3 55 ♜c6 ♙xa3 56 ♙e4 ♙a4 57 ♙d4 ♙b3 58 ♙c5 ♙a4 59 ♙b6 ♙b3 60 ♙xa6 ♙c4 61 ♙a5 ♙d5 1-0.

Catalan

□ R30 (Solid)

■ Fritz 3 (486/66)

Game in 30 minutes each

1 ♜f3 d5 2 c4 e6 3 g3 ♜f6 4 ♙g2 ♙e7 5 0-0 0-0 6 d4 c6 7 ♜c2 b6 8 ♜bd2 ♙b7 9 b3 dxc4 10 ♜xc4 c5 11 dxc5 ♙xc5 12 ♙g5 ♜e7 13 ♙xf6 gxf6 14 ♜ad1 ♜c8 15 ♜d2 ♜c6 16 ♜h6 ♜d8 17 e4 ♜b4 18 e5 ♜xd1 19 ♜xd1 ♜d8 20 ♜d2 ♜xd2 21 ♜cxd2 ♙xf2+ 22 ♙xf2 ♜c5+ 23 ♙e2 ♙a6+ 24 ♜c4 ♙xc4+ 25 bxc4 ♜xc4+ 26 ♙e3 ♜c5+

Here, R30 has 0.00; Fritz is on +0.56, at which it stays for quite some time.

27 ♙e2 ♜c4+ 28 ♙e3 ♜d5+ 29 ♙f2

♖xa2+ 30 ♜d2 fxe5 31 ♙e4 ♜f6 32
 ♖g5+ ♜f8 33 ♙d3 ♖d5 34 ♙e2 ♖d4+
 35 ♖e3 ♖xe3+ 36 ♜xe3 ♜d5+ 37 ♜e4
 ♜c3+ 38 ♜d3 ♜xe2 39 ♜xe2 ♜e7 40
 ♜c4 f6 41 ♜d3 b5 42 ♜a3 a6 43 ♜c3 f5
 44 ♜c2 a5 45 ♜b2 ♜d6 46 ♜b3 ♜c5 47
 ♜e3 a4+ 48 ♜a3 ♜d4 49 ♜c2+ ♜d3 50
 ♜e1+ ♜e2 51 ♜c2 f4 52 gxf4 exf4 53
 ♜d4+ ♜e3 54 ♜xe6 f3 55 ♜g7 f2 56
 ♜f5+ ♜f3 57 ♜g3 ♜g2 58 ♜f5 h5 59 h4
 ♜f3 60 ♜d4+ ♜e3 61 ♜xb5 f1 ♖ 0-1.

Queen's Indian

□ R30 (Offensive)

■ Fritz 3(486/66)

Game in 90 minutes each

1 d4 ♜f6 2 c4 e6 3 ♜f3 b6 4 g3 ♙a6 5 b3
d5 6 cxd5 exd5

An early departure from book for both computers; F3 here (with +0.28) and the R30 next move, when it shows +0.42.

7 ♙g2 c6 8 ♖c2 ♙d6 9 ♜c3 0-0 10 0-0
 ♜e8 11 ♙g5 ♙b4 12 ♜e5 ♖d6 13 ♙f4
 ♙xc3 14 ♖xc3 ♜h5 15 ♙e3 ♙xe2 16
 ♜fe1 ♙b5 17 ♙d2 ♜f6 18 a4 ♙a6 19
 ♙f4 ♖d8 20 ♜ac1 ♙b7 21 b4 ♜fd7 22
 ♜d3 ♜xe1+ 23 ♜xe1 ♜f6 24 ♖b2 ♜bd7
 25 b5 c5 26 a5 ♜c8 27 a6 ♙a8 28 ♙g5 h6
 29 ♙d2 ♜e4 30 ♙f4 cxd4 31 ♖xd4 ♜dc5
 32 ♙e3 ♜d6 33 ♜xc5 bxc5 34 ♖g4 ♜f8
 35 ♙f4 ♜xb5 36 ♙h3 ♜c7 37 ♙e5 f6 38
 ♙xc7 ♜xc7 39 ♜c1 c4 40 ♖d4 ♖b8 41
 ♖c5+ ♜g8 42 ♙f5 ♜xa6 43 ♖e7 ♜b4 44
 ♖e6+ ♜h8 45 ♜e1 ♙c6 46 ♜b1 a5 47
 ♜xb4 axb4 48 ♖xc6 b3 49 ♖xd5 c3 50
 ♖c4 c2 51 ♙g6 ♖f8 52 ♖c7 ♖g8 53 ♖c6
 ♖d8 54 h4 ♖f8 55 ♖c7 ♖g8 56 f3 ♖d5
 57 ♙e4 ♖g8 58 g4 g6 59 ♜f2 ♖g7 60
 ♖c5 ♖g8 61 ♜e3 g5 62 ♖c7 gxh4 63 f4
 h3 64 ♜d2 h2 65 ♖e7 f5 66 ♖e5+ ♖g7
 67 gxf5 ♖xe5 68 fxe5 ♜g7 69 f6+ ♜f7 70
 ♙d5+ ♜g6

Absurdly, Fritz shows only -0.91 here. The R30 knows it's completely won at

+3.36.

71 ♜c1 h5 72 ♙f3 h4 73 ♙d5 h3 74 ♜b2
h1 ♜ 75 ♙xh1 ♜f7

Her Fritz finally realises the situation (-7.13) although it plays six more moves before resigning. 1-0 (81).

Two Knights

□ R30 (Solid)

■ Fritz 3 (486/66)

Game in 90 minutes each

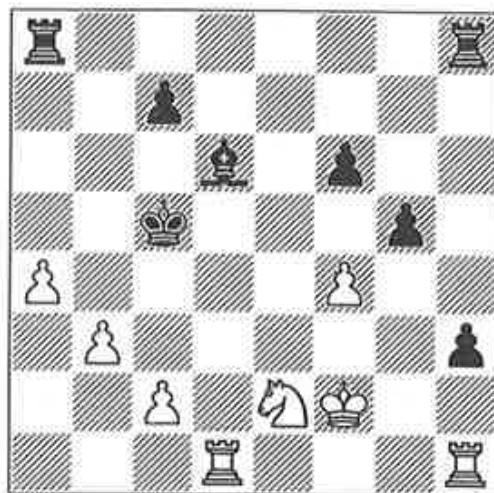
1 e4 e5 2 ♜f3 ♜c6 3 ♙c4 ♜f6 4 ♜g5 d5 5
 exd5 b5 6 ♙xb5 ♖xd5 7 ♜c3 ♖xg2 8
 ♖f3 ♖xf3 9 ♜xf3 ♙d7 10 d3 ♜b4

Fritz o.o.b. at -0.56.

11 ♙xd7+ ♜xd7

In this unusual position, with both kings out, R30 also leaves book, with a minus of 0.31.

12 ♙d1 ♜c6 13 ♜g1 ♜e8 14 ♙e3 ♜b8 15
 ♜c1 f6 16 d4 ♙d6 17 d5 ♜d4 18 ♜xd4
 exd4 19 ♙xd4 ♙xh2 20 ♜g4 h5 21 ♜h4
 ♙e5 22 ♙xa7 ♜a8 23 ♙e3 g5 24 ♜h1
 ♜d6 25 ♙d2 ♜c4 26 a4 h4 27 b3 ♜xd2
 28 ♜xd2 ♜d6 29 ♜ad1 h3 30 ♜e2 ♜xd5
 31 ♜e3+ ♜c5 32 f4 ♙d6 33 ♜f2



At last a sign: R30 going backwards? The Tasc has -0.68; Fritz is on +0.81.

33... ♜ag8 34 ♜c3 ♙xf4 35 ♜e4+ ♜c6 36
 ♜xf6 ♜f8 37 ♜e4 ♜h6 38 ♜e2 g4 39 ♜d3

♖e8 40 ♜d4 g3 41 ♜c4+ ♗b7 42 ♗f3 g2
43 ♜e1 ♙d2 44 ♜d1 ♜f8+ 45 ♗e2 h2 46
♜c5+ ♗a8 0-1.

Queen's Gambit, Tarrasch

□ R30 (Offensive)

■ Fritz 3 (486/66)

Game in 30 minutes each

1 d4 d5 2 c4 e6 3 ♘c3 c5 4 e3 ♘c6 5 ♘f3
♘f6 6 a3 cxd4 7 exd4 ♙e7 8 ♙d3 dxc4 9
♙xc4 0-0 10 0-0 b6 11 ♙f4 ♙b7 12 ♜e1
♜c8 13 ♞d3 ♘a5 14 ♙b5 ♘h5 15 ♙d2
♘b3 16 ♜ad1 ♘xd2 17 ♞xd2 ♙xf3 18
gxf3

After this, Fritz puts itself at +1.03, and even on 'optimistic', the R30 only shows +0.40.

18...♙g5 19 ♞d3 ♙h6

19...♙f4 would have been my choice.

20 f4 ♙xf4 21 ♙a6 ♞g5+ 22 ♗f1 ♙xh2
23 ♘e2 ♜c7 24 ♞h3 ♙d6 25 ♙d3 ♘f6 26
♞g2 ♘g4 27 ♗g1 ♙h2+ 28 ♗f1 ♜fc8 29
♘c3 ♙f4 30 ♗g1 ♘f6 31 ♞xg5 ♙xg5 32
d5 exd5 33 ♙f5 ♜a8 34 ♘xd5 ♘xd5 35
♜xd5 ♙f6 36 ♙e4 ♜e7 37 f3 ♙xb2 38
♙xh7+ ♗f8 39 ♜xe7 ♗xe7 40 ♙e4 ♙xa3
41 ♜e5+ ♗d6 42 ♜d5+ ♗e6 43 f4 ♜c8 44
♗f2 ♜c3 45 ♜d3 ♜xd3

I don't think the R30 can quite believe what's happening to it - even here it shows just -0.95, while Fritz is cocksure of winning at +3.28.

46 ♙xd3 ♗d5 47 ♙a6 ♗e4 48 ♗g3 ♙d6
49 ♙b7+ ♗e3 50 ♗g4 ♙xf4 0-1.

Two Knights

□ R30 (Active)

■ Fritz 3 (486/66)

Game in 90 minutes each

1 e4 e5 2 ♘f3 ♘c6 3 ♙c4 ♘f6 4 ♘g5 d5 5

exd5 b5 6 ♙xb5 ♞xd5 7 ♘c3 ♞xg2 8
♞f3 ♞xf3 9 ♘xf3 ♙d7 10 d3 ♘b4 11
♙xd7+ ♗xd7 12 ♗d1 ♘c6 13 ♙e3 ♜b8
14 ♗c1 ♘g4 15 a3 g6 16 ♜g1 f5 17 h4
♘xe3 18 fxe3 ♙g7 19 ♜d1 ♜hd8 20 b4
♗e7 21 ♘d2 e4 22 d4 ♙f6 23 b5



Fritz often seems to play this kind of sacrifice, seemingly preferring pawns in majority to a piece. Here it gives itself a 1.09 plus. R30 has the position as effectively even - just -0.15.

23...♘xd4 24 exd4 ♙xd4 25 ♘db1 ♙e3+
26 ♗b2 ♜xd1 27 ♘xd1 ♜xb5+ 28 ♗c3
♜c5+ 29 ♗b3 ♙d4 30 ♘bc3 c6 31 ♜c1
♙f6 32 ♘e2 ♙xh4 33 ♘dc3 ♙f6 34 ♗b4
♜e5 35 ♜h1 h5 36 ♘f4 ♗f7 37 ♜g1 ♙e7+
38 ♗c4 ♜c5+ 39 ♗b3 g5 40 ♘xh5 e3 41
♘g3 f4 42 ♜f1 ♜a5 43 a4 ♙f6 44 ♘ge2
♗g6 45 ♘e4 ♙h8 46 ♘d6 ♜d5 47 ♘c4
♜f5 48 ♜f3 c5 49 a5 ♙g7 50 c3 ♙h6 51
♜f1 g4 52 ♜e1 ♜d5

Fritz is 1.38 up and the R30 1.42 down, but I think this still looks like anyone's game at the moment.

53 ♗c2 f3 54 ♘g3 ♙f4 55 ♘e4 e2 56 a6
g3 57 ♘cd2 ♙xd2 58 ♘xd2 f2 59 ♜xe2
♜xd2+ 0-1(75).

The next is the game of this (and just about any other) Computer v Computer match. Controlled aggression by the R30, played in the true counter-attacking spirit of the Winawer, and with a superb finale.

French, Winawer

□ Fritz 3 (486/66)

■ R30 (Active)

60 moves in 1 hour each

1 e4 e6 2 d4 d5 3 ♘c3 ♙b4 4 e5 c5 5 a3
 ♙xc3+ 6 bxc3 ♜c7 7 ♜g4 f5 8 ♜h5+ g6

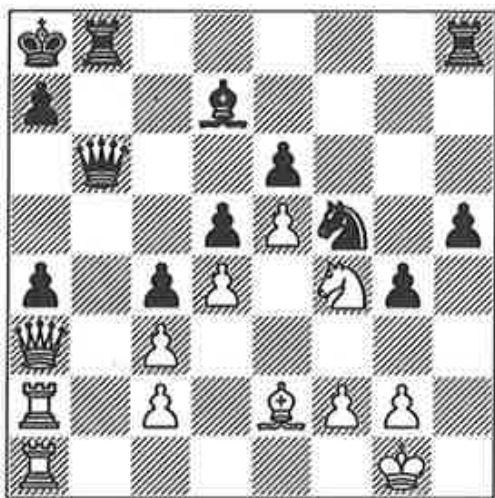
The R30 now o.o.b. (surely a bit dangerous in this line!) and shows just -0.10. Fritz leaves after move 12, at +0.19.

9 ♜d1 ♘e7 10 ♘f3 h6 11 ♙b1 g5 12 h3
 ♙d7 13 ♙e2 ♘bc6 14 0-0 g4 15 hxc4
 fxg4 16 ♘e1 h5 17 ♙g5 ♙g8 18 ♙xe7
 ♘xe7

The R30 shows +0.51 ; Fritz has +0.88.
 19 ♘d3 c4 20 ♘f4 ♙h8 21 ♜d2 0-0-0

Black now looks impregnable.

22 ♙b2 ♙b8 23 ♙fb1 b6 24 a4 ♙a8 25 a5
 bxa5 26 ♙a2 a4 27 ♙ba1 ♜b6 28 ♜c1
 ♙b8 29 ♜a3 ♘f5!?



This is the start of the action. Was this knight move correct? Only time will tell. Certainly it is difficult to decide what is best - the pawn layout makes it look more like a game of draughts.

30 ♘g6 ♙hg8 31 ♘e7 ♙ge8 32 ♘xf5 exf5
 33 g3 f4 34 gxf4 ♜e6 35 ♙f1 ♙c6 36 ♙g2
 ♙ed8 37 ♙h1 ♜f7 38 ♜c1 ♙f8 39 ♙g2
 h4 40 ♜a3 h3 41 ♜c5 ♙b6 42 ♙b2 ♜xf4
 43 ♙xd5 h2+ 44 ♙g2 h1 ♜+ 45 ♙xh1
 ♜f3+ 46 ♙xf3 ♙xf3+ 47 ♙g1 ♙h8 48
 ♜f8+ ♙xf8 0-1.

Queen's Gambit, Tarrasch

□ R30 (Offensive)

■ Fritz 3 (486/66)

60 moves in 1 hour each

1 d4 d5 2 c4 e6 3 ♘c3 c5 4 cxd5 exd5 5
 ♘f3 ♘c6 6 g3 c4 7 ♙g2 ♙b4 8 0-0 ♘ge7
 9 e4 0-0 10 exd5 ♘xd5 11 ♘xd5 ♜xd5 12
 a3 ♙a5 13 ♘e5 ♜b5 14 a4 ♜a6 15 ♘xc6
 bxc6 16 ♜h5 ♙b7 17 ♙f4 ♙ad8 18 ♙fd1
 ♙fe8 19 ♙g5 ♙d6 20 ♙ac1 ♙b4 21 ♙f1
 g6 22 ♜h6 ♜xa4 23 ♙xc4 ♙d7 24 ♙e1
 ♙a8 25 ♙e6! ♙d5 26 ♙xg6+ fxg6 27
 ♙xd5+ 1-0 (45).

English

□ Fritz 3 (486/66)

■ R30 (defensive)

Game in 90 minutes each

1 c4 e5 2 g3 ♘f6 3 ♙g2 c6 4 ♘c3 d5 5
 cxd5 cxd5 6 ♜b3 ♘c6 7 ♘xd5 ♘d4 8
 ♘xf6+ ♜xf6 9 ♜d3 ♙f5 10 ♙e4 ♙xe4
 11 ♜xe4 0-0-0 12 e3 ♜c6 13 ♜xc6+
 ♘xc6 14 ♙e2 e4 15 f3 f5 16 fxe4 fxe4 17
 ♘h3 ♙d6 18 ♘g5 ♙he8 19 ♘f7 ♙d7 20
 ♘xd6+ ♙xd6 21 b3 ♙d7 22 ♙b2 ♘b4 23
 ♙d4 b6 24 ♙hc1+ ♙b7 25 ♙c4 ♘d3 26
 ♙f1 ♙ee7 27 h3 ♙f7 28 ♙a1 ♙xf1 29
 ♙xf1 ♙e7 30 ♙e2 b5 31 ♙xe4 ♙xe4 32
 ♙xd3 ♙e7 33 e4 a5 34 ♙e3 ♙c6 35 d4 b4
 36 d5+ ♙d6 37 ♙d4 ♙f7 38 g4 ♙e7 39 g5
 ♙b7 40 h4 ♙f7 41 h5 ♙c7 42 g6 hxg6 43
 hxg6 ♙e7 44 ♙f4 ♙b7 45 ♙e5+ ♙c5 46
 ♙f5 ♙e7 47 d6 ♙d7 48 ♙e6 ♙c6 49
 ♙xg7 ♙xg7 50 ♙f6 ♙g8 51 e5 ♙f8+ 52
 ♙e7 ♙g8 53 ♙f7 ♙d8 54 g7 ♙d7+ 55
 ♙g8 ♙d5 56 ♙h8 ♙xe5 57 g8Q ♙xd6 58
 ♜g5+ ♙e4 59 ♜xa5 ♙d4 60 ♙g7 ♙d7+
 61 ♙f6 ♙d6+ 62 ♙e7 ♙d4 63 ♙e6 ♙e3
 64 ♜b6 ♙d3 65 ♙e5 ♙e4+ 66 ♙f5 1-0
 (83).

Another very enjoyable game. I wondered about both sacs at the time, but Fritz pulled it off in the end.

Frank's second mega-test for this issue was between the ultimate dedicated computer and the strongest available PC program: in other words Genius 3 takes on the R30. See tables on page 12 and 13 for overall scores. Again, notes based on Mr Holt's.

Slav

□ Mephisto Genius 3 (486/66)

■ R30 (Defensive)

60 moves in 1 hour each

1 d4 c6 2 c4 d5 3 ♘f3 ♘f6 4 ♘c3 dxc4 5 a4 ♙f5 6 e3 e6 7 ♙xc4 ♙b4 8 0-0 0-0 9 ♖e2 ♘bd7 10 e4 ♙g6 11 ♙d3 ♙h5 12 ♙f4 ♙e8 13 e5 ♘d5 14 ♘xd5 cxd5 15 h3 ♙c8

The R30 now out of book, quite happy at just -0.09. MG3 leaves next move, showing -0.03, so evidently they both consider this a good line for Black.

16 ♙fc1 ♙a8 17 ♖e3 a6 18 ♘d2 ♙c8 19 ♙xc8 ♖xc8 20 ♘f1 ♘b8 21 ♘g3 ♙g6 22 ♙xg6 fxg6 23 ♙c1 ♖d7 24 ♖b3 ♖e7 25 ♙d1 ♘c6 26 ♙d2 ♙xd2 27 ♙xd2 ♙f8 28 ♖b6 ♖g5 29 ♘f1 ♙f7 30 ♘e3 ♖f4 31 b3 ♖e4 32 ♘c2 g5 33 f3 ♖f4 34 ♙d1 a5 35 ♖c5 ♙d7 36 ♘f1 ♙c7 37 ♖d6 ♙e7 38 b4

Eliminating White's main weakness. MG3 shows +0.42; R30 -0.14.

39 ♖f7 39 b5 ♙d7 40 ♖c5 ♘e7 41 ♘e3 ♘g6 42 ♖b6 ♙c7 43 ♖xa5 ♙c8 44 ♙d2 ♖f8 45 ♖b6 ♙c1+

Good to see the R30 getting in some counterplay, which it is known for. When being attacked, counter-attack!

46 ♘f2 ♖c8 47 ♖d6 ♘f4 48 ♖b4 ♙c3

R30 has done well to fight back; MG3 +0.30; R30 +0.04.

49 ♖a5 ♙c1 50 b6 ♙c3 51 ♘d1 ♙b3 52 ♘f1 ♖c1 53 ♘g1 ♘f7 54 ♘f2 ♙d3

Now MG3 has -1.34, R30 + 2.76.

55 ♙xd3 ♘xd3+ 56 ♘e2 ♘f4+ 57 ♘e1 ♘xg2+ 58 ♘e2 ♖c4+ 59 ♘d2 ♖xd4+ 60 ♘c2 ♖xe5 61 ♖c5 ♖e2+ 62 ♘c1 ♘e1 63 ♖c7+ ♘g6 64 ♘b2 ♖e3+ 65 ♘b1 ♘xf3 66 ♖c2+ ♘h6 0-1 (77).

The R30 wins well, considering that

until around move 40 MG3 has this game in the bag. But, all of a sudden, the R30 came into play and took this game away. Well played.

Vienna

□ R30 (Defensive)

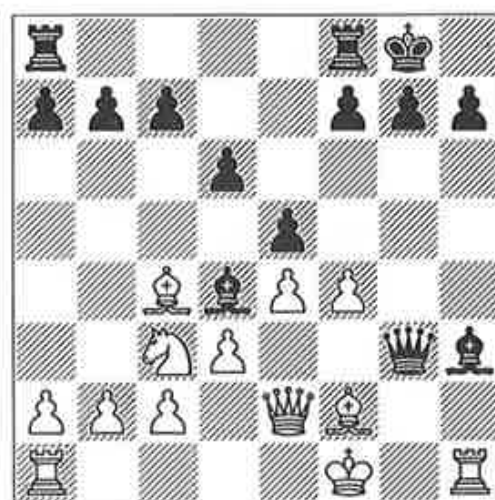
■ Mephisto Genius 3 (486/66)

60 moves in 1 hour each

1 e4 e5 2 ♘c3 ♘f6 3 ♙c4 ♘c6 4 d3 ♙c5 5 f4 d6 6 ♘f3 ♘g4 7 ♖e2 0-0

R30 leaves book here, with an assessment of -0.72 (!). MG3 left after move 5 with a plus 0.30.

8 h3 ♘d4 9 ♘xd4 ♖h4+ 10 ♙f1 ♙xd4 11 g3 ♘e3+ 12 ♙xe3 ♖xg3 13 ♙f2 ♙xh3+



Although the R30 is under attack, it shows 1.76 up. MG3 more or less agrees, at -1.27.

14 ♘e1 ♖g2 15 ♙g1 ♖xf2+ 16 ♖xf2 ♙xf2+ 17 ♘xf2 ♙e6 18 f5 ♙xc4 19 dxc4 g6 20 ♘d5 c6 21 ♘e3 ♘g7 22 ♙ad1 ♙ad8 23 ♙d3 h5 24 ♙gd1 g5 25 ♘g2 ♙h8 26 ♙xd6 ♙xd6 27 ♙xd6 ♙b8 28 c5 f6 29 ♙d7+ ♘g8 30 ♘c4 b5 31 ♘a5 ♙c8 32 ♙d6 ♘f7 33 ♙xc6 ♙d8 34 ♙d6 ♙xd6 35 cxd6 ♘e8 36 ♘c6 ♘d7 37 ♘xa7 b4 38

♖b5 h4 39 ♖c7 ♕xd6 40 ♖d5 ♕c5 41 ♖xf6 ♕d6 42 ♕h3 1-0.

The sort of game I like; winning from move 13 and beating off an attack.

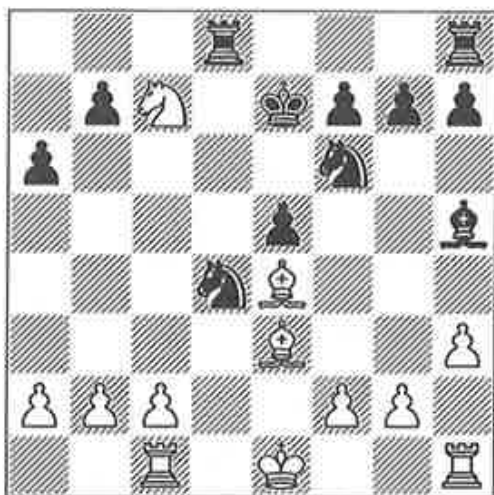
Sicilian

□ Mephisto Genius 3 (486/66)

■ R30 (Normal)

60 moves in 1 hour each

1 e4 c5 2 ♖f3 ♖c6 3 d4 cxd4 4 ♖xd4 e5 5 ♖b5 a6 6 ♖d6+ ♕xd6 7 ♖xd6 ♖f6 8 ♖d1 ♖g6 9 ♖c3 d5 10 ♖xd5 ♖xe4+ 11 ♕e3 ♖d4 12 ♖c7+ ♕e7 13 ♖c1 ♕g4 14 ♖d3 ♖xd3 15 ♕xd3 ♖d8 16 h3 ♕h5 17 ♕e4 ♖f6



MG3 finally runs out of book (+0.24), having shown the opening as the Lowenthal variation. ECO has it as La Bourdonnais. The R30 left after its 15th with a minus of 0.84, but now shows +0.34.

18 ♕g5 ♕d6 19 ♕xf6 gxf6 20 ♖d5 f5 21 ♖f6 fxe4 22 ♖xh5 ♕e6 23 c3 ♖f5 24 g4 ♖d6 25 ♖c2 ♖c8 26 ♖g3 ♖hg8 27 ♕e2 ♖c4 28 ♕e3 ♖gc8 29 ♖hc1 f5 30 ♖xf5 ♖xf5+ 31 gxf5+ ♕xf5 32 ♖d2 ♖4c6 33 ♖d7 ♖h6 34 ♖f7+ ♕e6 35 ♖xb7 ♖xh3+ 36 ♕e2 ♖d8 37 ♖g1 ♖d7 38 ♖xd7 ♕xd7 39 ♖g4 e3 40 ♖g3 ♖h4 41 ♕xe3 ♕d6 42 ♖g7 a5 43 ♖a7 a4 44 b4 axb3 45 axb3 h5

At this stage, MG3 has +1.45; R30 is on -1.15.

46 ♖a4 ♖h1 47 ♖a6+ ♕c7 48 ♖h6 h4 49 ♕e4 ♖h3 50 f3 ♖h2 51 ♕xe5 h3 52 ♕e4 ♖c2 53 ♕d3 ♖h2 54 b4 ♖h1 55 f4 h2 56 ♕c4 1-0.

Vienna

□ R30 (Offensive)

■ Mephisto Genius 3 (486/66)

Game in 90 minutes each

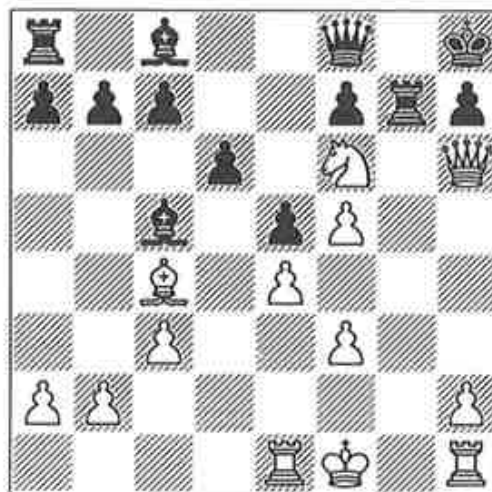
1 e4 e5 2 ♖c3 ♖f6 3 ♕c4 ♖c6 4 d3 ♕c5 5 f4 d6 6 ♖f3 ♖g4 7 ♖e2 0-0 8 f5 ♕f2+ 9 ♕f1 ♕c5 10 ♕g5 ♖d4 11 ♖d2 ♖xf3 12 gxf3 ♖f6

Here, the R30 shows a 2.02 plus; MG3 has -0.93. But I can't see the R30 hanging on to this lead, unless MG3 has miscalculated. Both sides left book early this game - MG3 after move 5, R30 after move 7.

13 ♖d5 ♕h8 14 ♕xf6 gxf6 15 ♖h6 ♖g8 16 ♖xf6 ♖g7 17 ♖e1 ♖f8 18 ♖h4 ♖d8 19 d4 ♕xd4

MG3 says 'thanks for the pawn' and shows a mere -0.39, but - being on offensive - the R30 thinks it is 1.94 up.

20 c3 ♕c5 21 ♖h6 ♖f8



Genius is obviously looking at the draw, hinting 22 ♖h4, but the R30 on this setting will hardly be satisfied with the three reps.

22 ♖g4 ♕d7 23 ♕e2 a6 24 ♕d3 ♕b5 25 ♖f6 ♖d8 26 ♕xb5 axb5 27 ♖hg1!?

♙xg1 28 ♖xg1 ♜f8 29 ♖g4 d5 30 exd5
 ♖a6 31 ♙c2 ♖b6 32 b3 ♖a6 33 ♙b1 ♖b6
 34 ♙b2 b4 35 cxb4 ♖a6 36 a4 ♖b6 37 b5
 ♖d6 38 ♖xg7 ♜xg7 39 ♜xg7+ ♙xg7 40
 ♜e8+ ♙f8 41 ♜xd6 b6

Of course, if 41 ..cxd6, 42 a5 etc.
 42 ♜c4 ♙e7 43 d6+ ♙d7 44 ♜xe5+
 ♙xd6 45 ♜xf7+ 1-0.

French, Rubinstein

□ Mephisto Genius 3

■ R30 (Offensive)

Game in 90 minutes each

1 e4 e6 2 d4 d5 3 ♜c3 dxe4 4 ♜xe4 ♜d7
 5 ♜f3 ♜gf6 6 ♙g5 ♙e7

Only move 6, but the R30 is now out of
 book. Why? However, it stays in book 'by
 thinking' at least to move 10, when Gen-
 ius leaves also.

7 ♜xf6+ ♙xf6 8 ♙xf6 ♜xf6 9 ♙d3 0-0
 10 0-0 b6 11 c3 ♙b7 12 ♖e1 ♜d6 13 ♜e5
 c5 14 dxc5 ♜xc5 15 ♜g4 ♖fd8?!

15...♜e7 looks better to me, protecting
 both the knight and the seventh rank. MG3
 was 0.00 before, but after this puts itself
 0.54 up.

16 ♜xf6+ gxf6 17 ♖e3 ♖ac8 18 ♖g3+
 ♙f8 19 ♜g4 h5 20 ♜g7+ ♙e7 21 ♖e1
 ♜d5 22 c4 ♜a5 23 ♖xe6+ ♙xe6 24 ♖e3+
 ♙d6 25 ♜xf6+ ♙c7 26 ♜f4+ ♙c6 27
 ♙e4+ ♙c5 28 ♜e5+ ♙xc4 29 ♖c3+
 ♜xc3 30 ♜xc3+ ♙b5 31 ♙d3+ ♖xd3 32
 ♜xd3+ ♙c5 33 ♜d7 ♙a6 34 ♜xf7 ♙d6
 35 f4 ♖c1+ 36 ♙f2 ♖c2+ 37 ♙g3 ♖e2 38
 ♜xa7 ♙b5 39 ♜a3+ ♙c7 40 ♜f3 ♙d6 41
 ♜xh5 1-0 (51).

Pirc, Austrian Attack

□ Mephisto Genius 3 (486/66)

■ R30 (Normal)

Game in 90 minutes each

1 e4 d6 2 d4 ♜f6 3 ♜c3 g6 4 f4 ♙g7 5
 ♜f3 0-0 6 ♙d3 ♜c6 7 e5 dxe5 8 fxe5

♜h5 9 ♙e3 ♙g4 10 ♙e2 f6 11 exf6 exf6
 12 0-0 f5 13 ♜d2 f4 14 ♙f2 ♙e6 15 ♖fe1
 ♖e8 16 ♙b5 ♖b8



17 ♖xe6!

MG3 took five minutes on this sucker
 punch, after which the R30's evaluation
 slumped to -3.21. Genius +1.60.

17... ♖xe6 18 ♙c4 ♜d7 19 ♖e1 ♖be8 20
 ♖xe6 ♖xe6 21 d5 ♙h8 22 dxe6 ♜xd2 23
 ♜xd2 ♙xc3 24 bxc3 ♜g7 1-0 (39).

Caro-Kann

□ Mephisto Genius 3 (486/66)

■ R30 (Active)

40 moves in 1 hour each

1 e4 c6 2 d4 d5 3 ♜c3 dxe4 4 ♜xe4 ♙f5 5
 ♜g3 ♙g6 6 h4 h6 7 h5 ♙h7 8 ♜f3 ♜d7 9
 ♙d3 ♙xd3 10 ♜xd3 ♜c7 11 ♙d2 ♜gf6
 12 ♜e2 e6 13 0-0-0 0-0-0 14 ♜e5 ♜b6 15
 ♙a5 ♖d5 16 b4 c5 17 bxc5 ♙xc5 18 dxc5
 ♜xe5 19 ♜xe5 ♖xe5 20 ♙xb6 axb6 21
 cxb6 ♖b5 22 ♖h4 ♖xb6 23 ♖c4+ ♙b8 24
 ♜e4 ♜xh5 25 ♜c5 ♜f6 26 ♜d7+ ♜xd7
 27 ♖xd7 ♖f8 28 ♖cc7 e5 29 ♖e7 g5 30
 ♖xf7 ♖xf7 31 ♖xf7 ♖b4 32 g3 ♖a4 33
 ♖f6 ♖xa2 34 ♖xh6 ♖a4 35 ♖h5 ♙g4 36
 ♙d2 b5 37 ♙e3 b4 38 ♙f3 ♖c4 39 ♖xg5
 ♖c3+ 40 ♙g2 ♖xc2 41 ♖xe5 ♙c7 42 g4
 b3 43 ♖b5 b2 44 g5 ♙d6 45 g6 ♙e7 46
 ♖b7+ ♙f8 47 ♙f3 ♖c3+ 48 ♙g4 ♖c2 49
 f4 ♖d2 50 ♙g5 ♙g8 51 f5 ♖d8 52 f6 1-0.

RESULTS TABLE: R30 v Fritz 3 (486/66)

All results from the R30's point of view. Figures under 'White' and 'Black' are number of moves in game

STYLE	LEVEL	WHITE	BLACK	TOTAL	WIN	DRAW	LOSS	PTS	%
NORM.	40/2	42	54	2	1	1	0	1½	75
NORM.	40/1	57	53	2	0	1	1	½	25
NORM.	60/1	102	52	2	0	2	0	1	50
SUB-T.				6	1	4	1	3	50
ACTIVE	40/2	45	76	2	0	2	0	3	50
ACTIVE	40/1	49	47	2	0	0	2	0	0
ACTIVE	60/1	63	48	2	1	0	1	1	50
SUB-T.				6	1	2	3	4	33
DEFN.	40/2	37	42	2	1	1	0	1½	75
DEFN.	40/1	40	47	2	0	0	2	0	0
DEFN.	60/1	43	42	2	0	1	1	½	25
SUB-T.				6	1	2	3	2	33
SOLID	40/2	47	50	2	1	0	1	1	50
SOLID	40/1	53	71	2	1	0	1	1	50
SOLID	60/1	43	41	2	0	1	1	½	25
SUB-T.				6	2	1	3	2½	42
OFFEN.	40/2	65	47	2	1	0	1	1	50
OFFEN.	40/1	41	58	2	1	1	0	1½	75
OFFEN.	60/1	26	62	2	1	0	1	1	50
SUB-T.				6	3	1	2	3½	58
TOTAL				30	8	10	12	13	43
NORM.	G90	59	34	2	0	2	0	1	50
NORM.	G60	18	88	2	1	1	0	1½	75
NORM.	G30	70	37	2	1	1	0	1½	75
SUB-T.				6	2	4	0	4	67
ACTIVE	G90	59	53	2	0	1	1	½	25
ACTIVE	G60	63	64	2	0	2	0	1	50
ACTIVE	G30	38	63	2	0	1	1	½	25
SUB-T.				6	0	4	2	2	33
DEFEN.	G90	56	75	2	0	0	2	0	0
DEFEN.	G60	88	18	2	0	2	0	1	50
DEFEN.	G30	70	37	2	1	1	0	1½	75
SUB-T.				6	1	3	2	2½	42
SOLID	G90	46	42	2	0	1	1	½	25
SOLID	G60	61	57	2	1	0	1	1	50
SOLID	G30	59	68	2	1	0	1	1	50
SUB-T.				6	2	1	3	2½	42
OFFEN.	G90	81	91	2	1	1	0	1½	75
OFFEN.	G60	56	40	2	2	0	0	2	100
OFFEN.	G30	59	58	2	1	0	1	1	50
SUB-T.				6	4	1	1	4½	75
TOTAL				30	9	13	8	15½	52
G-TOT.				60	17	23	20	28½	47½

RESULTS TABLE: R30 v Genius 3 (486/66)

All results from the R30's point of view. Figures under 'White' and 'Black' are number of moves in game

STYLE	LEVEL	WHITE	BLACK	TOTAL	WIN	DRAW	LOSS	PTS	%
NORM.	40/2	24	43	2	0	2	0	1	50
NORM.	40/1	75	76	2	0	0	2	0	0
NORM.	60/1	54	67	2	1	0	1	1	50
SUB-T.				6	1	2	3	2	33
ACTIVE	40/2	47	45	2	0	2	0	1	50
ACTIVE	40/1	49	52	2	1	0	1	1	50
ACTIVE	60/1	74	66	2	2	0	0	2	100
SUB-T.				6	3	2	1	4	67
DEFN.	40/2	46	28	2	0	2	0	1	50
DEFN.	40/1	68	66	2	2	0	0	2	100
DEFN.	60/1	45	60	2	1	0	1	1	50
SUB-T.				6	3	2	1	4	67
SOLID	40/2	48	39	2	1	1	0	1½	75
SOLID	40/1	24	37	2	0	1	1	½	25
SOLID	60/1	39	77	2	2	0	0	2	100
SUB-T.				6	3	2	1	4	67
OFFEN.	40/2	71	52	2	0	1	1	½	25
OFFEN.	40/1	46	53	2	0	1	1	½	25
OFFEN.	60/1	47	72	2	0	1	1	½	25
SUB-T.				6	0	3	3	1½	25
TOTAL				30	10	11	9	15½	52
NORM.	G90	44	45	2	0	0	2	0	0
NORM.	G60	69	70	2	0	0	2	0	0
NORM.	G30	46	47	2	1	1	0	1½	75
SUB-T.									
ACTIVE	G90	56	79	2	0	0	2	0	0
ACTIVE	G60	50	70	2	0	1	1	½	25
ACTIVE	G30	69	71	2	2	0	0	2	100
SUB-T.				6	2	1	3	2½	42
DEFEN.	G90	51	55	2	0	0	2	0	0
DEFEN.	G60	56	64	2	0	2	0	1	50
DEFEN.	G30	66	78	2	1	0	1	1	50
SUB-T.									
SOLID	G90	31	60	2	1	1	0	1½	75
SOLID	G60	95	50	2	0	1	1	½	25
SOLID	G30	47	67	2	0	1	1	½	25
SUB-T.				6	1	3	2	2½	42
OFFEN.	G90	47	51	2	1	0	1	1	50
OFFEN.	G60	66	49	2	0	0	2	0	0
OFFEN.	G30	62	91	2	0	1	1	½	25
SUB-T.				6	1	3	2	2½	42
TOTAL				30	6	8	16	10	33
G-TOT.				60	16	19	25	25½	42

MODENA 1 - PROOFREADER 0

by Grandmaster Murray Chandler

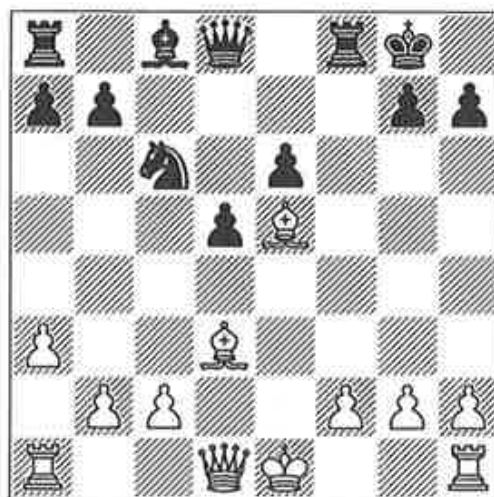
This is a story of how the humble Mephisto Modena, that sturdy club-player's favourite, nearly outwitted the former Russian World Champion Boris Spassky. About three weeks ago (as you read this) *Selective Search* Editor Simon Knight and myself were at dinner together. In fact we were at a colleague's place in West Hampstead, whose new flat is, completely coincidentally, smack-bang directly opposite the palatial mansion of GM Jonathan Speelman. With good visibility you could spy on the vegetarian Grandmaster indulging in his favourite hobby...by that I mean playing 2-minute games on his PC of course.

We hung out of the window for a while, arguing whether Speelman had named one of his moggies after the software programme, or because of that much older character, Fritz the Cat. Then Simon, your SS editor, remarked to me that he too had been indulging in his favourite pastime - going over book opening variations using the Modena to check assessments. Last night he had been astounded when the Modena's assessment function had suddenly indicated a sensational forced win in a game between two Grandmasters, not apparently seen by either player. We gave up Speelman-watching and retired inside to a chess board.

The book in question was *The Complete French* by Lev Psakhis (Batsford, £14.99), which gives the game Spassky-Vladimirov, EU-Championship 1991, on page 211. The crucial position occurred after the following moves:

1 e4	e6
2 d4	d5
3 ♘c3	♙b4

4 e5	c5
5 ♙d2	♘e7
6 a3	♙xc3
7 ♙xc3	♘bc6
8 ♘f3	cxd4
9 ♘xd4	♘xe5
10 ♘xe6	fxe6
11 ♙xe5	0-0
12 ♙d3	♘c6



Here the assessment display on the Modena had flashed up a huge advantage for White, although Spassky had apparently played the calm 13 ♙g3 ♘f6 14 ♙b1 ♙ac8 15 0-0.

Checking deeper the Modena revealed the reason for its excitement:

13 ♘h5! h6

If 13...g6 14 ♙xg6 or 13...♘xe5 14 ♙xh7+ ♘h8 15 ♙g6+ and 16 ♘h7 mate.

14 ♙xg7!

Now Black is completely lost, as 14...♙xg7 15 ♘g6+ ♘h8 16 ♘h7 is mate.

This gave me a big problem. Spassky is one of my great heroes, and I could not believe that he had overlooked this deadly combination. Yet the Modena was dead right - I double-checked its combination and double-checked the Psakhis book.

There was no doubt that the computer's 13 ♖h5! was an absolute killer.

The next day I consulted my library at home, but the Spassky-Vladimirov reference was too recent to be found in books like *ECO* (the *Encyclopaedia of Chess Openings*). So I fed the reference into ChessBase on my portable personal computer. Calling up the "search mask" I typed in "Spassky*-Vlad", instructed it to first search my database of *Informator* games, and went off to make a cup of tea.

On my return the computer had found the original game reference from the EU-Cup, and the mystery was revealed - a deceptive typographical error in the Psakhis book! On move 10 of the Spassky game, Black had actually recaptured with 10...♙xe6 (not 10...fxe6). This would, of course, rule out the subsequent combination found by the Modena. This kind of proofreading error, where all of the subsequent moves are legal and fairly sensible, is a nightmare for publishers, authors...and especially for readers. Imagine following that recommended game reference for Black, say in a correspondence game, and finding you had to resign on move 14.

At the moment, thanks to the Modena, only S/S readers know about this terrible trap lurking for the unwary. Maybe it is time to take up a certain variation of the French Defence as White. If you haven't got one, buying a Modena also comes into consideration!

SK comments: Although I own an R30 I often use a Modena when trying to learn a line, because it provides a good simulation of playing an opponent of 'reasonable club strength' that I'm actually likely to run into. Also, as the Modena goes out of book considerably earlier than the Tasc, it gives an idea of the sort of moves one

might actually face early on in a club match - the kind GMs like Psakhis (and Murray!) wouldn't even bother to mention.

After all, the benefit of knowing an opening well is that you will recognise an 'unauthorised deviation' when you see one, and hopefully take advantage of it by seeing what the book move achieves which the one before you doesn't. The R30, on the other hand, is great for finding out why you lost - and for often finding the flaw in some early foray out of theory - so for study purposes, I find the two computers complement each other very well.

However, the example Murray quotes is a prime example of the advantage of learning theory with a computer next to you - it considerably lessens the chance of getting, er, Completely Frenched, whether due to a typo as here, or to more natural causes (i.e. a crass oversight on the part of all concerned). In the line quoted one would be even less likely to look for an alternative to 13 ♙g3, as the Psakhis book adorns it with an exclamation mark!

The S/S article on the American book *ECO Busted* (see S/S051) prompted one reader to buy the entire set of *ECO*, and one reason was to feed the variations therein to his array of top computers and PC programs, like so much raw meat to a pack of wolves. As was mentioned then, there must be scores more howlers lurking in those pages, waiting to be truffled up by computers, and many of them may well be more convincing than some of the more-whimper-than-bang examples that found their way into *Busted*...

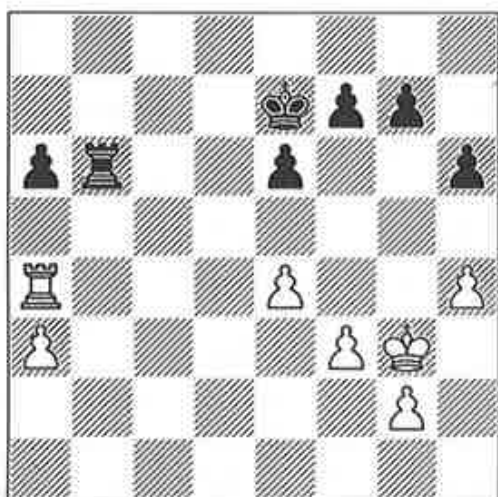
We are though, beginning to see computers used pre-emptively by authors. Graham Burgess, for example, credits Fritz as a proofreader of sorts in his Batsford book *The Queens Gambit for the Attacking Player*.

How Good Is Your Chess Computer?

Continuing our endgame theme from last issue, the same computers appear for a rematch, this time in a rook and pawn test taken from the Cadogan book *Rate Your Endgame*, by Edmar Mednis and Colin Crouch

The game this time is from Zuckerman - Mednis, New York International, 1977, and the test starts at the diagram position with Black to play his 37th move.

As ever, if you want to try the test out on yourself before seeing how your CC gets on, set up the position in the diagram and then cover the page with a card, sliding it down one move at a time.



37...h5?

No points for what the book describes as a serious mistake - "It is only this move which gives Black a big enough disadvantage to make for an interesting exercise!"

Some endgame books are rather dry, but you couldn't accuse Mednis of this; he goes on to say (about his own play, remember) "Chess is the thinking person's game and without having either the time or the inclination to think, many stupid things are done..." He then goes on to explain his faulty plan.

The computers all score two however. The Vancouver for 37...♔f6, and the oth-

ers for 37...e5. 37...♔d6 would also be worth 2.

38 ♔f4

38...♔d6?

Minus 1 point for this, and for the Risc v2. 38...♔f6, as per the Van 16, 68030, and Hiarc, scores 2. 38...f6! would have been better still though (4 points); only the R30 chose this.

39 ♖a5

39...g6

1 point apiece.

40 g4

40...hxcg4

Again, 1 point all.

41 fxg4

41...f6

3 points for this; the v2 and R30 fail with ♔e7. The others are successful.

42 e5+

42...fxe5+

Now all the computers want ♔e7, so none score.

43 ♖xe5

43...♖c6

Only Hiarc has this, for 4; the rest chose 43...♔e7 again, which this time scores 1.

44 ♖a5

44...♔e7

2 points. Finally the popular move gets played! All score.

45 ♔g5

45...♔f7

1 point; all score

46 h5

46...gxh5

Again, 1 point apiece.

47 ♖xh5

"Rook pawns are generally the least useful passed pawns in major piece endgames; therefore White prefers a passed g-pawn to a passed h-pawn."

○ 47...♙f6! 4 0 4 4

4 points for this key move, which all the computers chose. 47...♙g7 nets 2.

48 g5+

○ 48...♙g7 0 2 0 2

2 points, as per R30, Van 16 and HiarcS. The others get nothing for ♙f7.

49 ♖e5

○ 49...♙h7 0 0 0 0

2 points. Not only did none of the computers play this (v2: ♙f7; others: ♖c3) they didn't like it either. The R30's evaluation, for example, drops from -0.21 to -0.74 after this. However, the authors state that as White's king must be kept out of h6, Black has no other reasonable king moves, and either 49...♖b6 or 49...♖d6 would be answered by 50 ♖c5.

50 ♖e3

2 50...♙g7 0 2 2 2

2 points. All scored.

51 ♖b3

3 51...e5! 3 3 3 3

3 points. Only the 68030 missed out with ♖c5. 51...♖c7 would be worth 2.

52 ♖b7+

1 52...♙f8 2 2 2 2

2 points, for the R30 and v2. The others put their king on g8 instead, for 1 point.

53 g6

○ 53...♖c1 0 0 2 2

3 points. Worth 2 is ♖c3, as chosen by all.

54 ♖a7

○ 54...e4 3 3 3 3

3 points, which all scored.

55 ♖xa6

○ 55...e3 2 2 2 2

2 points for all bar Van 16 and R30, which had the nil-scoring ♙g7.

56 ♖f6+

○ 56...♙g7 0 0 2 0

2 points, claimed only by the R30, with the others wanting the zero-rated ♙e7.

57 ♖f7+

1 57...♙g8 1 1 1 1

1 point apiece.

58 ♖e7

3 58...♖e1 3 3 3 0

Worth 3, and chosen by v2 and Genius 68030. The others had ♖h1+ (nil).

59 ♙g4

○ 59...e2 0 0 2 2

2 points, only for the Genius. The unanimous alternative was the non-scoring ♖g1+.

60 ♙f3

2 60...♖a1 0 0 2 2

2 points. Genius, v2, and R30 chose this; Van 16 and HiarcS had ♖g1 for nil.

At this point Mednis got the draw he wanted, as after 61 ♖xe2 ♖xa3+ 62 ♙g4 ♙g7 63 ♖e6 ♖a5 White has nothing useful left to do.

So, on adding up the scores, first place goes to HiarcS Master 3 (486/33) on 37, (63) one up on the R30 (normal style), and Genius 68030, both on 36. Then come the Vancouver 16 bit and Risc v2, each on 32.

So, HiarcS just misses out on an 'expert' performance by a couple of points which, for an endgame test, is pretty respectable.

Mednis
HiarcS Master 3
Palm Risc
Palm Genius

48
33
34

TITLED
FIDE RATED (+2000 Elo)
EXPERT
GOOD CLUB PLAYER
CLUB PLAYER
AVERAGE
SOCIAL PLAYER

48+
44-47
39-43
35-38
27-34
17-26

<17
RISC
ME
682000
MONTEAL
NIGEL SHORT

27/50
28/46
29/45
33/47
33/55

SAPPHIRE v RISC 2500

As mentioned before in these pages, the two most recent Novags to appear have generated a certain amount of heat.

Anthony Curtis, for example, thinks that either he bought a duff one, which he himself concedes is unlikely, or it is nowhere near its claimed strength. We originally intended to quote his letter in full, but the arrival just before deadline of a ten-game match between the Novag and the Risc 2500 (the 'price breakthrough' machine one generation back from the Novag) provides the most definitive evidence so far, and resulted in a 6-4 win for the 2500 (the original version, not the 512k upgrade). Taken on its own, this gives a match performance of exactly 200 BCF for the Novag, and lowers its S/S rating to 204.

So, while Mr Curtis and others are justified in saying that its play can be flat and unimaginative when it has nothing to 'get its teeth into', this is far from being the whole story; given an objective, it can play to the standard of machines costing a great deal more, and it would be grossly unfair not to take the highly competitive prices of these models into consideration. In our view, at least, it remains true that the Novag program in either guise - Sapphire or Diamond - can make a very good case for itself. It *did* make BCF 214 at the Norfolk Open, and it *did* beat the Nigel Short 7-3. 4-6 v the 2500 isn't bad either!

Our thanks to Mr Irwin for sending us the result and game scores of this match. He is also working on similar contests between the 2500 and the Chessmaster 4000 Turbo, Fritz 3 v Sapphire, and 2500 v Fritz 3, PC programs running on his 486/66.

Queen's Indian

□ Kasparov Risc 2500

■ Novag Sapphire

Game in 60 minutes each

1 d4 ♘f6 2 c4 e6 3 ♘f3 b6 4 g3 ♙a6 5 b3 ♙b4+ 6 ♙d2 ♙e7 7 ♙g2 c6 8 ♙c3 ♚c7 9 ♘bd2 d5 10 ♚c2 ♘bd7 11 ♙b2 ♚c8 12 ♘e5 ♘xe5 13 dxe5 ♘d7 14 ♚c1 0-0 15 cxd5 exd5 16 ♙xd5 ♘xe5 17 ♙e4 ♙b4 18 ♙xh7+ ♚h8 19 a3 ♙xd2+ 20 ♚xd2 ♚fe8 21 ♙e4 f5 22 ♙xe5 ♚xe5 23 ♙d3 ♚cd8 24 ♚he1 ♚d4 25 f4 ♚e3 26 ♚c3 ♚e4 27 ♚c2 ♙xd3+ 28 ♚b2 ♙b1 29 ♚b4 c5 30 ♚xe4 ♙xe4 31 ♚c4 ♚d2+ 32 ♚c1 ♚a2 33 b4 ♚exa3 34 bxc5 ♚a1+ 35 ♚b2 ♚3a2+ 36 ♚b3 ♚xe1 37 ♚xe4 fxe4 38 ♚xa2 ♚xe2+ 0-1.

King's Indian

□ Novag Sapphire

■ Kasparov Risc 2500

Game in 60 minutes each

1 e4 d6 2 d4 ♘f6 3 ♘c3 g6 4 f4 ♙g7 5 ♘f3 0-0 6 ♙d3 c5 7 dxc5 dxc5 8 ♚e2 ♘c6 9 e5 ♘d5 10 ♘xd5 ♚xd5 11 ♙e4 ♚d7 12 ♙e3 ♚c7 13 0-0-0 ♚a5 14 ♚c4 ♙e6 15 ♙d5 ♙xd5 16 ♚xd5 ♚ad8 17 ♚b3 b6 18 ♚xd8 ♚xd8 19 ♘g5 e6 20 ♚b1 ♘d4 21 ♚d3 ♚a4 22 ♚d1 ♘c6 23 ♚xd8+ ♘xd8 24 ♚xd8+ ♙f8 25 f5 exf5 26 e6 ♚g7 27 exf7 ♚h4 28 ♙d2 ♚xh2 29 ♙c3+ ♚h6 30 b3 ♚xg5 31 ♚xf8 ♚c7 32 ♙e5 ♚b7 33 ♚b2 ♚h6 34 ♙f6 ♚d5 35 ♙c3 ♚e6 36 b4 ♚e7 37 ♚b8 ♚xf7 38 bxc5 bxc5 39 ♙d2+ g5 40 g3 ♚d5 41 ♙c3 f4 42 gxf4 gxf4 43 ♚f8 ♚g5 44 ♚c1 ♚xa2 45 ♙e5 ♚a3+ 46 ♙b2 ♚e3+ 47 ♚b1 h5 0-1.

SPEELMAN v CM4000

Francis Monkman with a game where the new ChessMaster was set to play like Alekhine (?) but, unfortunately for it, White had been set to play like Speelman...

On a couple of occasions last year, my acquisition of a P90 proved an inducement to my neighbour, Jon Speelman, to come round and put it through its paces. In this game, against CM4000, I persuaded him to allow the machine sufficient time (ave. 30 seconds per move) for 'sensible consideration'. (Jon's preferred response time for machines is 'scarcely perceptible'!) His own move-times were faster, but, as he said, he "had to work quite hard to beat it". CM boasts the ability to 'replicate' the styles of several top players, and Black happened to be set to 'Alekhine-style'.

Readers may judge for themselves if they think any of Black's play constitutes a reasonable simulation, but it seems unfortunate that a 'judicious choice of opening' has obviously not been included amongst the algorithms chosen by CM's programmers - surely one of the easiest (ie. no computation required) and potentially most convincing? (I once tried 'Botvinnik-style' (White) v. 'Tal-style' and was tickled pink when *White* played 1 e4 and *Black* answered with a French!).

Centre Counter

□ GM Jon Speelman

■ ChessMaster 4000 (Pentium 90 Mhz)

1 e4 d5 2 exd5 ♖xd5 3 a3

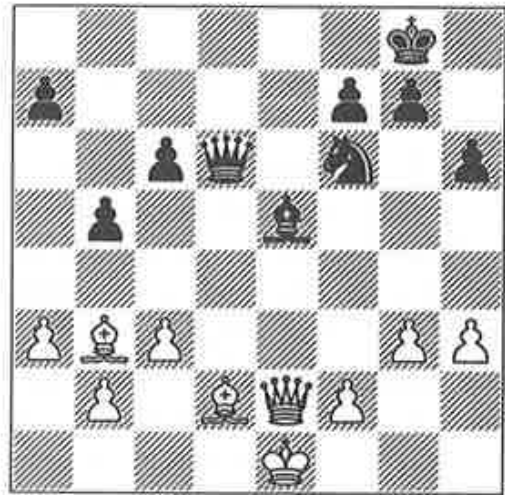
Jon's favourite weapon against machines

3...e5 4 ♘c3 ♗d6 5 ♘f3 ♘f6 6 ♙c4 ♙e7 7 0-0 ♙e6?

"Black should simply castle" - Jon. Also possible is the interesting 7 ...e4, and Jon later said that after 8 ♘g5 he hadn't noticed ...♘g4, when, after 9 ♙xf7+

Black can either play ...♙f8 or, perhaps better, ...♙d8.

8 ♘b5 ♗b6 9 ♙xe6 ♗xb5 10 ♙a2 e4 11 ♘d4 ♗d7 12 c3 ♘c6 13 ♘xc6 ♗xc6 14 d4 exd3 15 ♗xd3 0-0 16 ♙e3 ♖ad8 17 ♗c4 ♗d7 18 ♙b3 ♙d6 19 h3 ♖fe8 20 ♖ad1 ♗e7 21 ♖fe1 c6 22 ♙f1 ♗c7 23 ♙g5 ♖xe1+ 24 ♖xe1 b5 25 ♗e2 ♖e8 26 ♗f3 ♖xe1+ 27 ♙xe1 ♙e5 28 ♗e2 ♗d6 29 g3 h6 30 ♙d2



At this point the game is looking quite level, and one might now expect ...♗c7, for example. However, CM prefers to exchange White's kingside pawns for his bishop.

30...♙xg3 31 fxg3 ♗xg3+ 32 ♙d1 ♗xh3 33 ♙e3 ♗h1+ 34 ♙c2 a5 35 ♙d4 a4 36 ♙a2 ♗e4+ 37 ♗xe4 ♘xe4 38 ♙d3 ♘g5 39 c4 ♘e6 40 cxb5 cxb5 41 ♙xe6 fxe6 42 ♙e4 g5 43 ♙e5 ♙g7 44 ♙xe6+ ♙g6 45 ♙f2 h5 46 ♙e5 h4 47 ♙e1 ♙h5 48 ♙f5 g4 49 ♙f4 g3 50 ♙f3 ♙g5 51 ♙a5 ♙g6 52 ♙d8 ♙h5 53 ♙e7 g2 54 ♙xg2 ♙g4 55 ♙h2 h3 56 ♙d8 ♙f4 57 ♙xh3 ♙f5 58 ♙g3 ♙e5 59 ♙f3 ♙d5 60 ♙e3 ♙c4 61 ♙e4 b4 62 ♙e7 bxa3 63 ♙xa3 ♙b5 64 ♙d5 ♙b6 65 ♙c4 ♙a6 66 ♙b4 ♙b6 1-0.

The Future According to KEENE

One Great British Institution talks to another on the subject of chess and computers...

'Warning: chess computers may damage the self-esteem of the human race.' This was the theme of the argument put forward by Raymond Keene in his lecture at the Royal Institute in Early March.

As Guest Speaker at the most prestigious cultural body in the country, Mr Keene's topic - 'will computers ever usurp human domination of chess? - may be familiar enough to enthusiasts, but was certainly new ground to the substantial segment of the British Establishment that had been herded in to listen to him. Standing at the rostrum of the Institute's Lecture Hall, where most of this country's scientific and academic giants have also stood over the last couple of centuries, Mr Keene put his case in the time-honoured fashion; first making his assertion - that computers would *not* dominate chess - and then trying to prove his case.

His first objective (and perhaps a critical one, given the nature of his audience) was to establish whether the subject under discussion mattered one iota either way. He attempted this by describing playing chess and other such games as a 'gymnasium of the mind', as valuable and as necessary as exercise of the body. Mind games in general, and chess in particular, are regarded as powerful symbols of humanity's position as "the most intelligent beings on the planet" (Mr Keene has a pronounced fondness for the word 'planet' and it cropped up with Pentium-like rapidity), and also provide an outlet for our unique ability to combine calculation with intuition, artistry with cunning, and so forth. "Chess is the touchstone of the human intellect", said Mr Keene, quoting Goethe.

"If computers ever beat us at chess, repeatedly, overwhelmingly, and consistently, we might have to concede that they are smarter than we are, and that would be a disturbing thought for all of us", he went on to say. One game, Connect Four, has already experienced 'death by computer', since a program apparently 'solved the game' at a tournament last year. If it goes first it wins, if it goes second it draws, so it is now effectively futile to play this game any more, as there is no uncharted territory to explore.

Draughts is heading the same way, Mr Keene continued. Despite the fact that the possible number of games of draughts is 10 to the power of 20 (ten followed by twenty noughts), top-level human v computer matches are now drowned in draws, and it is not idle to wonder whether this game might also be totally 'solved' some day. The possibilities in chess, on the other hand, number 10 to the power of 40, an unimaginably greater figure and far beyond any conceivable computation. However, Mr Keene did not rest his case in 'safety in numbers' so much as in 'the safety of the draw', which he reckoned would always allow players in the very highest echelons to escape regular defeat by setting out with the intention, first and foremost, of not losing, especially with White.

According to Keene, it is the competitive desire to win that cause players to decide, at a crucial moment in the game, to deliberately step into the unknown, and thereby run the risk of defeat as well as victory. In order for computers to routinely and crushingly beat the likes of Kasparov, they would have to be programmed to take the same kind of risk, trusting in their superior calculating ability to see them through the resulting maelstrom. But, said Keene, as soon as they are made to deviate from technically correct chess - such

as should normally result in a draw - they would automatically make themselves vulnerable once again to peculiarly human talents, which thrive when chess is a battleground more than just a technical problem. Keene thinks that programmers will never be satisfied with a machine that merely produces a string of draws against top opposition, and therefore predicts an endless pendulum, where computers win one title fight (drawing most, but winning more of the decisive games than they lose), the humans learn from this and win the next (by a similar kind of score), the program is successfully adjusted in this light, and so on ad infinitum. Keene sees no limit on either side's capacity to learn and adjust, and so, far from seeing chess becoming another victim of computers, he looks forward to games of "undreamed-of complexity, subtlety, and depth".

Keene told his audience that a match is in the pipeline next year between Deep Blue and Kasparov, with a six-figure prize at stake. Precise arrangements have not yet been made, but the IBM team intend to have a network capable of searching 1,000,000,000 positions per *second*, as opposed to the 3,000,000 per *minute* of the Genius / Pentium which defeated Kasparov in London. He asked the audience to imagine Kasparov's trepidation at facing such an awesome display as these massed ranks of parallel processors will present. At this point I found myself thinking that Kasparov's trepidation would probably be no more than Keene was himself displaying at that moment (i.e. none that was visible at all), facing as he was the massed ranks of parallel penguin suits and velvet ball-gowns, inside which nestled the intellectual elite of England's upper classes.

The *Times* chess correspondent had been brought in under heavy escort ('penguins to the right of him, penguins to the left...' - if I may paraphrase the poem), as the Royal Institute once suffered the calumny of having a speaker, consumed with stage-fright, run out of the building as fast as his legs would carry him, seconds before the gong. Not being chessplayers, the stalwarts of this august body did not realise that such precautions were entirely unnecessary in the present case, and the best raconteur in chess made the two hours go very quickly - even to those who did not know chess from dominoes.

Even when he went through the Kasparov - Genius game move by move, ("and tonight I will reveal, for what I believe is the first time, the means I have discovered by which Kasparov could have avoided this defeat, and maybe even won"), the speaker kept his audience's attention. Provided this particular member of the audience can still remember any of it, the analysis by the author of *How To Beat Gary Kasparov* (as well as one or two other books) will be given next time.

The RI had commissioned a Chess Stand in the library to provide a talking point in the general milling-about before and after the lecture. The upkeep of this stand was, of course, their sole reason for suffering your editor's entry through their portals, and indeed, the last of the price tags dangling from said editor were finally removed only seconds before this auspicious moment came. While keeping half an eye out to ensure that no (other) denizen of the lower orders had infiltrated past the doorman - to run off with an ebony chess set perhaps, or attempt to make a bootleg copy of *Genius* or *Tasc Chess Tutor* on the sly (both programs were on display on the two PCs provided) - I overheard many approving comments, both on Keene's subject matter and on his performance, all spoken in the intervals between one delicious canapé disappearing and the next arriving.

Indeed, by the time I had prised the last elegant debutante off a particularly taxing problem on *Tutor* and could start packing up to go home, I had reached the definite conclusion that chess computers have now, well and truly, permeated the official consciousness of the land.

NEWS FROM TASC

We have good news and bad news for R30 owners - the good news is that the upgrade is now out, and Countrywide should have them for sale by the time this issue appears. The bad news is that we know nothing about it whatever.

By the time you read this though, we should at least know the exact price and, provided they've turned up, any new features it may have. Cost will be probably be somewhere between £120 and £200, depending partly on how easy - or difficult - it proves in practise to carry out the upgrade. If we can confidently recommend that owners can do the changeover themselves we will, but with an R30, it would be silly to take any chances!

In any event, it will certainly be quite cheap as these things go, and there will be few if any owners who won't wish to keep their investment up-to-date.

Almost as important as the new program itself is the fact that Tasc have actually done what they said they would do and produced an upgrade. I know of one or two potential purchasers who decided to wait to see whether the R30 would be a one-version wonder before making a commitment to Tasc's revolutionary system. Now that they have done it once, it is reasonable to assume they will do so again in another couple of years, and so on. Companies which make expensive products have to earn trust slowly, but Tasc have turned the few repairs that have been needed promptly, and have generally proved themselves a reliable company to deal with.

Especially now, with the advent of the Pentium, it is unlikely that dedicated ma-

chines will ever again occupy top spot over PC programs running on such hardware, but for many, dedicateds have an appeal which PC programs simply lack, and for this market the R30 will continue to be in a class of its own. The Tasc SmartBoard will also be available for sale as you read this (probably at £399), as will the interface that will allow existing R30 owners to use their board with their PC.

We did see a Smartboard fleetingly before it was sent elsewhere. It worked beautifully with Genius, with moves made on the board coming up instantly on-screen. With Fritz the on-screen recognition was a bit jerky, but this may well have to do with the particularly crochety 386 to which it was linked up.

The only discernable difference in appearance over the normal R30 board was the inclusion of two extra LEDs, showing which side is to play. This means that there is no need to look at the screen at all if you don't want to. If you have a PC with any or all of the top mainstream programs, the Tasc Smartboard is surely the ultimate way to play against it.

The SmartBoard is a slave to the program being run, so you must follow the same rules; for example, the Genius analysis mode only allows alternate moves, not a free run of set-up as with the R30 on analysis. There are two versions; one with 81 LEDs and another with 64.

Sorry we can't be more informative as this is written, but if you're interested in any of these products, please call Countrywide on 01353 740323. Naturally, we hope to have much more to tell you next issue.

COUNTRYWIDE'S SPRING DOUBLE

Countrywide Computers have come up with a remarkable limited-period deal, likely to be of special interest to not a few S/S readers. Anyone buying a chess computer from a selected range may have another on approval for a full six months.

The computers to choose from are: The Kasparov Travel Champion - Saitek's top portable at £99.99; The Kasparov GK2000 and 2100 (the touch-sensitive table top version of the TC) at £129.99 and £159.99 respectively; the Mephisto Mondial Dallas 16 bit (a 68000 processor for under two hundred - not bad even before the offer starts!) at £195.00; the Mephisto Nigel Short (a.k.a. SuperMilano) at £269.99; the de-luxe Mephisto Montreal at £399.99, and the Berlin Pro at £595.00. Also available under the scheme is the entire Mephisto Exclusive range, with any module from the MM2 right up to the Genius 68030 (adaptors are included in the price of all Mephistos mentioned, by the way).

As an example of what is possible under the scheme, imagine buying a Berlin Pro at its usual price, but then effectively getting a free Travel Champion, plus a free Hiarc or Genius, and finally £50 cash back, and you will start to appreciate that this is not the sort of opportunity that comes round every day.

First, buy your computer from the choice above. Second, decide which of them you'd like on approval and pay a 50% deposit on it. As a quid pro quo, it is a requirement that you play at least twelve games between the two, using comparable

settings and alternating black and white, and send Countrywide the game scores within three months. Whatever we receive in this line will be published in the August / September Selective Search.

At any time during the six-month trial period (provided the games have been completed) you may return the second computer - provided both the computer and the packaging is complete and undamaged, whereupon Countrywide will refund the deposit in full after two months (or earlier if the computer has been sold second-hand in the meantime).

If you decide to keep the second computer, you have two options:

a) Pay another 25% (i.e. buy it for a full 25% off the normal price) whereupon you will be entitled to a free copy of the latest Hiarc or Genius PC program.

b) Paying the full 50% balance, on which you will be entitled to a free Trompowski Tiger (reviewed in S/S 054) worth £169.00.

Should you wish to keep the second computer but return the first this is possible also; just pay the 50% balance on the second, less 75% of the purchase price of the first. If this figure is negative, the balance will be refunded to you within a maximum of two months.

This offer only applies in the UK, the Republic of Ireland and the other EC countries, and will not be valid after 30th April 1995. There may well never be an offer like it - so take advantage of it!

For further details, either on the scheme or the computers, call Countrywide on 01353 740323.

S/S				Ply				S/S				Ply			
Rank	Computer	BCF	Games	Elo	BCF	+/-	Games	Rank	Computer	BCF	Games	Elo	BCF	+/-	Games
								equiv. Elo							
1	Meph Genia 68030	228	49					68	Saitek Simultano	157	364				
2	Meph Berlin Pro	225	232	2264	208	50	211	69	Saitek Gal/Ren.	157	976				
3	Tasc R30 (Active)	225	38					70	Conchess 6	155	107				
4	Meph Lyon 68030	218	374					71	Fid Excellence 4	155	1740				
5	Meph Vanc. 68030	216	472	2235	204	37	451	72	Novag Expert 4	155	962				
6	Meph Risc 1MB	216	714	2216	202	28	683	73	Conchess Plymate 4	153	372				
7	Meph Port 68030	214	460					74	Saitek Turbo Kasp. 4	153	512				
8	Saitek Ren.Spare 20	214	471	2215	202	33	471	75	Fid Elite C	152	182				
9	Saitek Risc 2500	210	874	2201	200	25	812	76	Mephisto MM2	151	781				
10	Novag Sapphi/Diam'd	204	37					77	Saitek Gal. / Ren. B-4	151	37				
11	Meph Vanc. 68020/12	204	933	2165	196	25	892	78	Fid Exc. / Des. 2000	150	1646				
12	Meph Lyon 68020/12	204	2492					79	Saitek Prisma / Blitz	149	306				
13	Meph Vanc. 68000	202	835	2103	188	25	816	80	Conchess 4	148	509				
14	Meph Berlin	202	658					81	Novag Super Const.	147	3689				
15	Meph Port. 68020	200	1713					82	Novag Super Nova	147	411				
16	Fid Elite 68030 V9	199	379	2121	190	40	372	83	Novag Supremo	144	28				
17	Meph Lyon 68000	197	1325					84	Meph Europa/M.Polo	143	240				
18	Meph Almeria 68020	196	1003					85	Novag Super VIP	143	335				
19	Meph Port. 68000	193	1478					86	Fid Prestige / Elite A	142	856				
20	Fid Mach 4/Elite V7	193	1396					87	Fid Sensory 12	141	1340				
21	Mephisto Nigel Short	191	39					88	Saitek Superstar 36K	139	997				
22	Saitek Brute Force	188	223					89	Conchess 2	139	1096				
23	Fid EL 68000 x2 V5	188	258					90	Novag Const. 3.6	137	825				
24	Meph Roma 68020	186	1043					91	Novag Quattro	137	585				
25	Meph Polgar 10	186	609					92	Novag Primo / VIP	137	354				
26	Novag Diablo/Scorpio	185	551	2007	176	23	928	93	Meph Mondial 2	136	31				
27	Meph Almeria 68000	184	1025					94	Fid Elite B / Original	133	236				
28	Meph Dallas 68020	184	996					95	Meph Mondial 1	131	247				
29	Fid Mach 3 68000 v2	180	2371	1995	170	14	2343	96	Novag Const. 2.0	130	1289				
30	Meph Milano	180	811	1961	170	26	740	97	CXG 5 Ent/Adv.Star	128	922				
31	Meph MM5	180	1319					98	CXG 3000	123	17				
32	Meph Polgar 5	179	1615	1972	171	17	1594	99	Fid Sensory 9	121	1114				
33	Meph Dall./Mon.Dall	178	2283					100	Saitek Ast/Comp/Cavi	121	61				
34	Nov S.Forte/Exp. 6C	178	2371					PC Programs							
35	Meph Roma/Montreal	176	2267					1	Mephisto Genius 2 (486/50-66)			2346	218	39	369
36	Meph Academy	175	2000					2	ChessMachine 30Mhz (King 2.0, aggressive)			2320	215	29	733
37	GK2100/President	175	22					3	ChessMaster 4000(486/50)			2314	214	42	343
38	Meph Modena	173	1204	1924	160	22	1020	4	ChessMachine 30Mhz (Schroeder 3.1)			2312	214	35	476
39	Meph Amsterdam	173	2373					5	M-C Pro 3.5 486/50-66			2302	213	39	365
40	Nov S.Forte/Exp. 6B	173	1343					6	Chess Genius 1 (486/50-66)			2291	211	41	358
41	Meph Migs 4	172	2435					7	Meph. Gideon Pro (486/50-66)			2289	211	38	372
42	Fid Mech 2B/C 68000	172	2909					8	ChessMachine 30Mhz (Schroeder 3.0)			2279	210	62	168
43	Saitek Gal-Ren D10	172	1209					9	M-Chess Pro 3.12 (486/50-66)			2276	209	37	427
44	T/Matr./Trompowski	170	503					10	Chess Genius 1 (486/33)			2264	208	50	211
45	Meph S.Mond2/MC4	170	224					11	Kallisto 1.82 (486/50-66)			2247	206	55	177
46	Novag Ruby/Emerald	169	529	1877	160	31	492	12	M-Chess Pro 3.12 (486/33)			2245	206	55	179
47	Meph MM4	169	2866					13	Hiaros Master 2.0 (486/33)			2213	202	48	215
48	Saitek Travel Champ	169	45					14	C-Machine 16Mhz (Schroeder, ARM2)			2200	200	29	619
49	Nov S.Forte /Exp. 6A	168	1155					15	M-Chess 1.1-1.7) (on 486/33)			2195	199	44	326
50	Saitek Turbo King II	166	894	1867		24	883	16	CM The King 312k			2184	198	35	415
51	Meph MonicCarlo	166	262												
52	Saitek Gal. / Ren. C8	166	313												
53	CXG Sphinx. Galaxy	165	1567	1883		18	1558								
54	Conchess Ply. Vict.5.5	165	697												
55	Fid Mach 2A 68000	164	338												
56	Saitek GK2000	164	558	1902	163	30	553								
57	Novag Expert 5/6	161	532												
58	Fid Club 68000	161	1459												
59	Novag Jade / Zircon	161	18												
60	Novag Forte B	159	1917												
61	Meph Rebell	159	2121												
62	Fid Avant Garde 5	159	1721												
63	Fid Par E./Des. 2100	158	2538												
64	Saitek Stratos /Corona	158	3053												
65	Novag Forte A	157	2202												
66	Meph S.Mondial 1	157	1420												
67	Conchess Plymate 5.5	157	2169												