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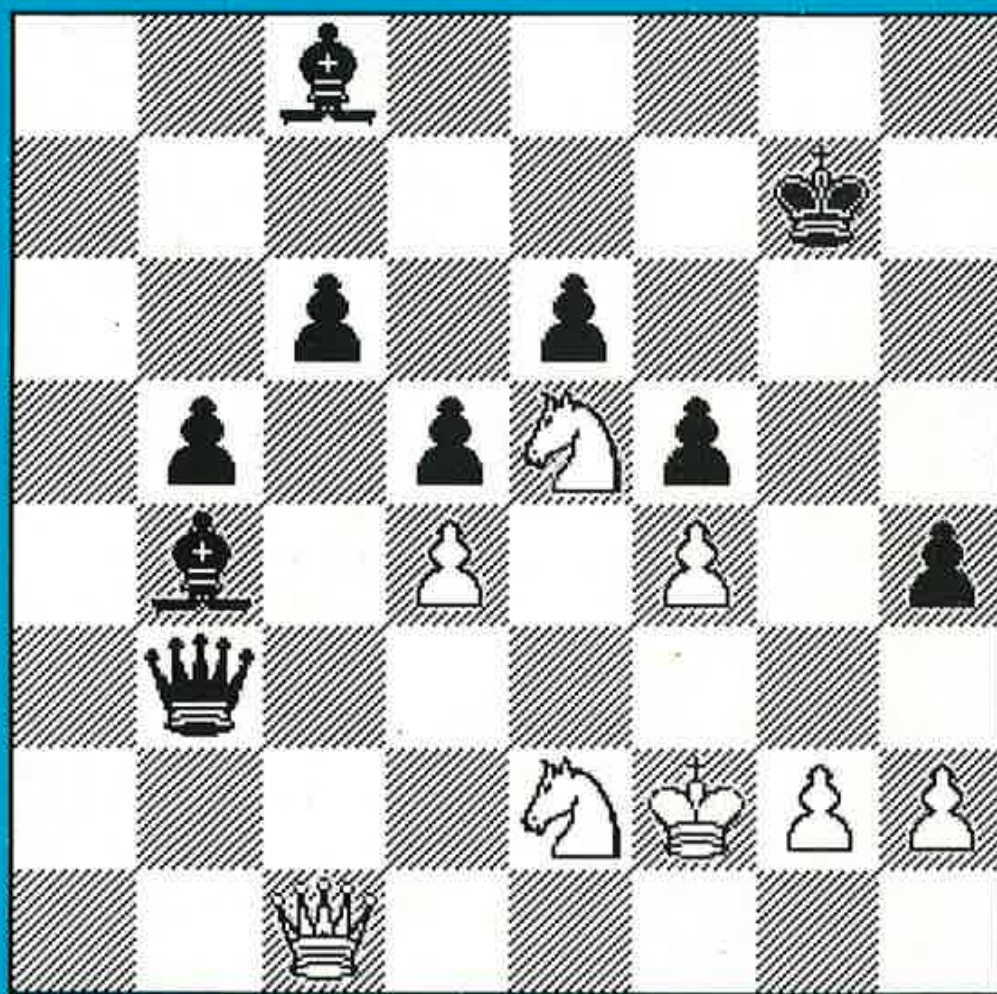
April / May 1995

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Hiarcs (White) here offered GM Yasser Seirawan a draw. He refused. Six moves later he resigned instead, and Hiarcs took the top computer spot at this year's Aegon...

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Issue 057

Selective Search

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

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THE NEW R30

Yes, it's out. The upgrade for the R30 has been long-awaited, but on the evidence of the results we have so far, it is something special. The price is just £129 (plus £10 p&p if you can't call in with your R30 brain for while-U-wait service).

The bad news is that it is still not possible to return to the start of the game in one keystroke, and the clocks can't be set independently. So the onus is on the chess to make the exercise worthwhile - on this score, we think the following games will be enough to convince you!

The new R30 is a much more poised and balanced performer. The 'brilliantly talented adolescent' character of the original version has been replaced by a program with a sounder, more sophisticated style. The balance between positional and tactical ability is far more even, yet the energy and optimism in its play that always made the R30 quite unique amongst dedicated chess computers has been retained. The quirky aberrations of judgement are further and fewer between, the concepts of centralisation, co-ordination, and concentration of force are far more in evidence than they were, and this leads to an interesting paradox; play a few games on the R30, either yourself or against another CC, and you will quickly conclude that the new R30's tactical panache is even more awesome than before. But, if you then set up a few test positions, you will usually find that the new version actually takes longer to solve them. Looking at the node counter provides a clue as to the reason; on average, the R30/2 looks at about 20% fewer positions per second than the R30/1. It therefore stands to reason that - except where changes to the search routine dictate otherwise - R30 new is going to be

20% 'slower' than R30 old.

But all this is, in fact, a very good thing. Only the chip has changed, not the processor, so of course the actual speed of the computer has not changed. What is happening is that the new R30 is spending 20% more time on each position it looks at, time needed to run a far more sophisticated evaluation routine.

And here the mystery is explained, the R30 appears to be stronger tactically than ever because its improved positional understanding provides it with far more good positions, and therefore more opportunities to deliver tactical blows. The imbalance of most top programs lies in the discrepancy involved in having the strategic understanding of a good club player and the tactical power of a super-grandmaster. In the new R30 that gap has been narrowed appreciably, and it is this that makes it such an unusually satisfying opponent.

Our only CC match so far was against the Berlin Pro, at game in 1 hour each and all reproduced here. The result was a staggering 8½-1½ victory; a truly mind-boggling score for anyone who owns and regularly plays this superb Mephisto.

Shortly before we went to press, we received corroboration of our findings in the form of a report from Gary Preston. His results carry still more weight than ours, since his match was against the R30's only rival for the title of 'best dedicated chess computer in the world'. Our provisional estimate is 235 BCF.

Certainly, Gary has showed no partiality toward the new R30 in the two games he chose to send in (please can we have the rest!?). But his overall result confirms our own. This is an astonishing computer.

Caro-Kann

□ Tasc R30v2

■ Mephisto Berlin Professional

1 e4 c6 2 c4 d5 3 cxd5 cxd5 4 exd5 ♖xd5
5 d4 e5 6 ♘f3 exd4 7 ♘xd4 ♘c6 8 ♘xc6
♖xd1+ 9 ♖xd1 bxc6 10 ♙e3 ♘f6 11
♘d2 ♘g4 12 ♙c1 ♘xe3+ 13 fxe3 ♙d7 14
♙d3 ♙d8 15 ♙e2 ♙d6 16 ♙e4 0-0?

Baffling. Presumably a deliberate pawn sac, but it's hard to see the point of it. Black ends up with temporary pressure on the isolated e-pawn, but no more than that.
17 ♙xc6 ♙fe8 18 ♙xd7 ♙xd7 19 ♘c4
♙f4 20 g3 ♙g5 21 ♙hd1 ♙de7 22 ♙d3 g6
23 ♙cd1 f5 24 b3 ♙f6 25 h3 ♙e6 26 ♖f3
♙8e7 27 g4 fxc4+ 28 hxc4 ♙h4 29 ♙d8+
♖g7 30 ♙8d7 ♙f6+ 31 ♖g2 ♙ff7 32 ♙xe7
♙xe7 33 ♙d5 h6 34 ♖f3 ♙f7+ 35 ♙e4
♙e7+ 36 ♖d3 ♙g3 37 e4 ♖f6 38 ♙e3
♙h2 39 a3 ♙e6 40 ♖d4 ♙f7 41 ♙a5
♙g1+ 42 ♖c3 ♙f6 43 g5 hxc5 44 ♙xc5
♙f2 45 ♖d3 ♙h4 46 ♙e5+ ♖d7 47 ♙a5
a6 48 e5 ♙c6 49 ♙d5+ ♙e6 50 ♙e4 ♙e7
51 ♙d3 ♙c8 52 ♙h3 ♙c5 53 ♙h7 ♙f8 54
♙b7 a5 55 ♙b6+ ♖f7 56 ♙f6+ ♖g7 57
♙a6 ♙b8 58 ♙a7+ ♖h6 59 e6 ♖g5 60 e7
♙e8 61 ♙xa5+ ♖h4 62 ♘e5 ♙xe7 63 ♖d5
♖g5 64 ♘d7 ♙e8 65 b4 ♖f4 66 ♙a6 ♙d8
67 ♙f6+ ♖g5 68 ♙f7 ♖g4 69 ♖c6 ♙h6
70 a4 ♙f4 71 a5 ♙c8+ 72 ♖b7 ♙c7+ 73
♖a6 ♙c8 74 ♘b6 ♙e8 75 ♖b7 ♙b8+ 76
♖a7 ♙e8 77 ♘d5 ♙b8+ 78 ♖b7 ♙e5 79
a6 ♙b8+ 80 ♖c6 ♙c8+ 81 ♖b6 ♙b8+ 82
♖a5 ♙d8 83 ♘e3+ ♖g5 84 ♘c4 ♙d4 85
b5 ♙d5 86 a7 ♙xa7 87 ♙xa7 1-0.

Sicilian

□ Mephisto Berlin Professional

■ Tasc R30v2

1 e4 c5 2 ♘f3 d6 3 d4 cxd4 4 ♘xd4 ♘f6 5
♘c3 a6 6 ♙e2 e5 7 ♘b3 ♙e7 8 0-0 ♙e6 9
♖d3 d5? 10 exd5 ♘xd5 11 ♙f3!

The pin on the rook makes b7 indefensible. White can add ♘h5, and ♙e3 meets ...♙a7 or ...♖b6. Black is in trouble.

11...♘xc3 12 ♖xc3 ♘c6 13 ♙xc6+ bxc6
14 ♖xc6+ ♖f8 15 ♘c5 ♙g4 16 ♖e4
♙xc5 17 ♖xc4 ♖b6 18 c3 ♙d8 19 ♖f5 f6
20 b4 ♙e7 21 ♙e3 ♖c6 22 ♙fc1 g6 23
♙h6+? ♖f7 24 ♖b1 g5! 25 ♖f5 ♖c8! 26
♖e4 ♙d6 27 ♙e1?

Another apparently pointless donation of a pawn.

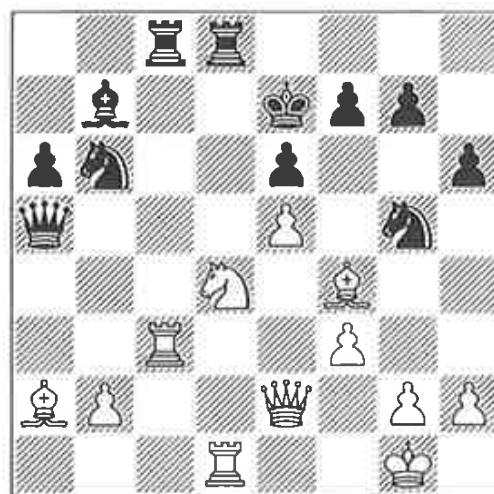
♖xc3 28 ♖f5 ♖d3! 29 ♖xd3 ♙xd3 30 h4
♙xb4 31 ♙e4 ♙d6 32 hxc5 ♖g6 33 f4
exf4 34 ♙e6 ♙e5 35 ♙e1 ♙d4+ 36 ♖f1
f3!! 37 a4 ♙b8 38 gxf3 ♙xf3+ 39 ♖g2
♙bb3 40 ♙1e2 ♙g3+ 41 ♖h1 ♙h3+ 42
♙h2 ♙b1+ 43 ♖g2 ♙a3 44 ♙e3 ♙xe3 45
gxf6 ♙b2+ 46 ♖f1 ♙f3+ 47 ♖e1 ♙xh2 48
♙d2 ♙ff2 49 ♖d1 ♙xd2+ 50 ♖e1 ♙c3 51
f7 ♙h1# 0-1.

Slav

□ Tasc R30v2

■ Mephisto Berlin Professional

1 d4 d5 2 c4 c6 3 ♘c3 ♘f6 4 ♘f3 e6 5 e3
♘bd7 6 ♙d3 dxc4 7 ♙xc4 b5 8 ♙d3
♙b7 9 e4 b4 10 ♘a4 c5 11 e5 ♘d5 12
♘xc5 ♙xc5 13 dxc5 ♖a5 14 ♖e2 ♘xc5
15 ♙b5+ ♖e7 16 0-0 h6 17 ♘d4 ♖c7 18
a3 bxa3 19 ♙xa3 a6 20 ♙c4 ♘b6 21 ♙a2
♙hd8 22 ♙d1 ♘e4 23 ♙f4 ♖c5 24 ♙ad3
♙ac8 25 f3 ♘g5 26 ♙c3 ♖a5



27 ♖d2!!

This bishop offer from nowhere is the start of a superb sequence by the new R30.
27...♖xa2 28 ♙c7+! ♖e8 29 ♙xb7 ♙c4 30

♙e3 ♘c8 31 ♚d3 ♜c5? 32 ♙xg5! ♚a4
33 ♙xd8 ♜d5 34 b3 ♚a3 35 ♚c4 ♜c5 36
♙e7! ♜xc4 37 ♙xa3 1-0.

Ruy Lopez

□ Mephisto Berlin Professional

■ Tasc R30v2

1 e4 e5 2 ♘f3 ♘c6 3 ♙b5 a6 4 ♙a4 ♘f6 5
0-0 ♙e7 6 ♜e1 b5 7 ♙b3 d6 8 c3 0-0 9 h3
♙e6 10 d4 ♙xb3 11 ♚xb3 d5 12 exd5
♘a5 13 ♚c2 exd4 14 cxd4 ♘xd5 15
♘bd2 f5 16 ♘f1 ♚d6 17 ♘g3 ♚c6 18
♚xc6 ♘xc6 19 ♙d2 ♙b4 20 ♜e6 ♙xd2
21 ♜xc6 ♙b4 22 ♜ac1 ♙d6 23 a3 ♜f6 24
♙f1 a5 25 ♜1c2 b4 26 ♜c1 ♘e7 27 ♜xc7
♙xc7 28 ♜xc7

Another exchange sac. by the Pro
which fails to come off, although by move
43 it seems that it just might this time.

28... ♜e8 29 ♜c5 bxa3 30 bxa3 ♜b6 31
♙g1 ♜b1+ 32 ♙h2 a4 33 ♜a5 ♜b2 34
♙g1 f4 35 ♘h5 ♜f8 36 ♜a7 ♜e2 37 ♙f1
♜e6 38 d5 ♜e4 39 d6 ♘f5 40 d7 ♜d8 41
♜a5 ♘d6 42 ♘g5 ♜c4 43 ♘xg7!? ♜c1+
44 ♙e2 ♜c2+ 45 ♙d1

It's too close to call - R30 has -003; Pro
+035. The play continues to be very sharp
and tricky until it eventually clarifies in
Black's favour.

45... ♜c6 46 ♘h5 ♘c8 47 ♘xf4 ♜xd7+ 48
♙e2 ♜c2+ 49 ♙f3 ♜c3+ 50 ♙g4 ♜xa3 51
♘fe6 h6 52 ♜f5 hxg5 53 ♜f8+ ♙h7 54
♜xc8 ♙h6 55 ♜h8+ ♜h7 56 ♜f8 ♜a7 57
♜f6+ ♙h7 58 ♘xg5+ ♙g7 59 ♜f4 ♜a1 60
♘e6+ ♙h6 61 ♜f6+ ♙h7 62 ♜f5 ♜e1 63
♜h5+ ♙g8 64 ♜g5+ ♙h8 65 ♜g6 a3 66
♜h6+ ♙g8 67 ♜g6+ ♙h7 68 ♙h5 a2 69
♘g5+ ♙h8 70 ♜h6+ ♙g8 71 ♜g6+ ♙f8
72 ♘e6+ ♜xe6 73 ♜xe6 a1 ♚ 0-1.

Modern

□ Tasc R30v2

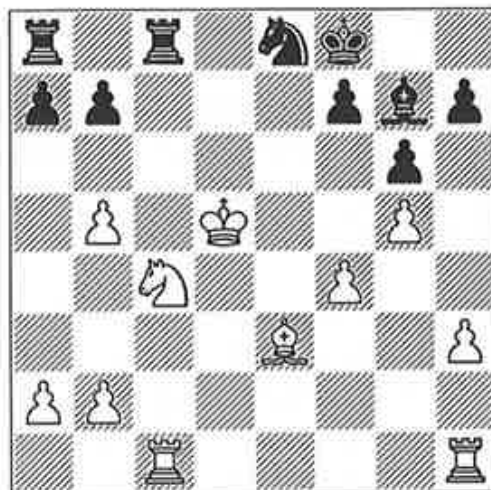
■ Mephisto Berlin Professional

1 e4 d6 2 d4 ♘f6 3 ♘c3 g6 4 f4 ♙g7 5
♘f3 c5 6 dxc5 ♚a5 7 ♙d3 ♚xc5 8 ♚e2

♙g4 9 h3? ♘h5!

An excellent move which puts the Pro
on course for its only win of the match.

10 ♘a4 ♚c8 11 ♙b5+ ♙d7 12 ♙f2 0-0
13 c4 ♚c7 14 g4 ♙xb5 15 cxb5 ♘f6 16
♘c3 ♜c8 17 g5 ♘e8 18 ♙e3 ♚c4 19
♚xc4 ♜xc4 20 ♘d2 ♜c8 21 ♘d5 ♙f8 22
♜ac1 ♘d7 23 ♘c4 e6 24 ♘b4 ♘c5 25
♙f3 ♘xe4 26 ♙xe4 d5+ 27 ♘xd5 exd5+
28 ♙xd5



Amazing. With the insouciance only a
computer can show, the Pro breezes up its
king to command the high ground - even
though there are eight pieces still left on
the board! Pro +052; R30 -003

28... ♘c7+ 29 ♙e4 ♘xb5 30 ♘e5 b6 31
♜hd1 ♜xc1 32 ♜xc1 ♜e8 33 ♜d1 ♙e7 34
♙d2 ♙e6 35 ♙b4 ♙xe5 36 fxe5 ♜c8 37
b3 ♘c3+ 38 ♙xc3 ♜xc3 39 ♜d6+ ♙e7 40
♜d3 ♜c2 41 a3 ♜g2 42 ♙f4 ♜f2+ 43 ♜f3
♜d2 44 ♜c3 ♜d4+ 45 ♙g3 ♙e6 46 ♜e3
♜d1 47 b4 ♜g1+ 48 ♙f4 ♜f1+ 49 ♙g4 a5
50 h4 ♜g1+ 51 ♙f3 axb4 52 axb4 ♜b1 53
♜e4 ♙d5 54 ♜g4 ♙xe5 55 ♙e2 b5 56
♙d2 ♜b3 57 ♙e2 ♜c3 58 ♙f2 ♜d3 59
♜g1 ♜d4 60 ♙g3 ♜xb4 61 ♜f1 ♜b3+ 62
♙f2 ♙f4 63 ♙e2+ ♙g4 64 ♜xf7 ♙xh4 65
♜xh7+ ♙xg5 66 ♜d7 ♙f4 67 ♜d4+ ♙e5
68 ♜g4 ♙f5 69 ♜g1 b4 70 ♙d2 ♜f3 71
♙e2 ♜h3 72 ♜f1+ ♙g4 73 ♙d1 ♜f3 74
♜g1+ ♜g3 75 ♜e1 b3 76 ♙c1 ♙f4 77 ♜e7
g5 78 ♜f7+ ♙e4 79 ♜e7+ ♙d5 80 ♙b2 g4
81 ♜d7+ ♙e4 82 ♜g7 ♙f3 83 ♙xb3 ♜h3
84 ♜f7+ ♙g2+ 0-1.

Scandinavian

□ Mephisto Berlin Professional

■ Tasc R30v2

1 e4 d5 2 exd5 ♖xd5 3 ♘c3 ♗a5 4 d4
 ♘f6 5 ♘f3 ♙f5 6 ♙d2 c6 7 ♙c4 ♗c7 8 0-0
 e6 9 ♙g5 ♘bd7 10 ♖e1 ♙b4 11 ♙d3
 ♙xc3 12 bxc3 ♙xd3 13 cxd3 h6 14 ♙h4
 ♘h5 15 ♘d2 ♘df6 16 ♘e4 0-0-0 17
 ♘xf6 ♘xf6 18 ♙g3 ♗a5 19 ♗b3 b6 20
 ♗c4 ♙b7 21 h3 ♘d5 22 ♖ac1 ♗a3 23
 ♗b3 ♗xb3 24 axb3 g5 25 ♙e5 f6 26 ♙g3
 ♖he8 27 ♙f1 c5 28 dxc5 bxc5 29 ♙e2 e5
 30 ♙d2 ♘b6 31 ♙c2 ♖d7 32 ♖a1 ♖ed8
 33 ♖ed1 ♘d5 34 h4 ♘e7 35 hxg5 hxg5
 36 f3 ♙b6 37 ♙f2 a5 38 b4 axb4 39 cxb4
 ♘c6!

Things were starting to look slightly uncomfortable for the R30 until it found this clever drawing resource.

40 ♙xc5+ ♙b5 41 ♙c3 ♖c7 42 ♙b3
 ♖cd7 43 ♙c3 ♖c7 44 ♙b3 ♖cd7 45 ♙c3
 1/2-1/2 (3r).

King's Indian

■ Tasc R30

□ Mephisto Berlin Professional

1 d4 ♘f6 2 c4 g6 3 ♘c3 ♙g7 4 ♘f3 d6 5
 e4 0-0 6 ♙e2 e5 7 ♙e3 ♘a6 8 0-0 ♘g4 9
 ♙g5 f6 10 ♙c1 ♙h8 11 h3 ♘h6 12 dxe5
 dxe5 13 ♙e3 c6 14 c5 ♗a5 15 a3 ♖d8 16
 ♗c1 ♘g8 17 ♙c4 ♗c7 18 ♖d1 ♙f8 19 b4

White has been gaining space with almost every move. It is unusual for a computer game to have such a 'flowing' sense about it as this one - and it gets better...

19... ♙e7 20 ♖xd8 ♗xd8 21 ♗b2 ♘c7 22
 ♖d1 ♗f8 23 ♗b3 ♙g7 24 a4 ♘h6 25 a5
 ♘f7 26 ♙c1 ♖b8 27 ♘a4 ♘d8 28 ♙b2
 ♘de6 29 ♗c2 ♖a8 30 ♘c3 ♘f4 31 ♘e2
 ♘xe2+ 32 ♗xe2 ♘e6 33 ♗e3 a6 34 ♗b3
 ♘f4 35 h4 ♙g4 36 g3 ♘h3+ 37 ♙g2 ♗c8
 38 ♖d2 h6 39 ♘xe5! fxe5 40 ♙xe5+ ♙h7
 41 f3 h5

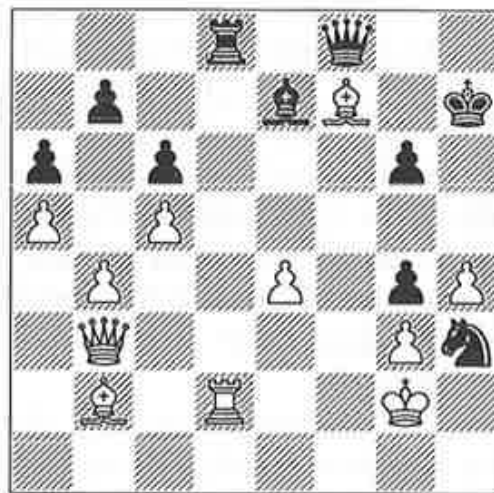
41 .. ♙d7 42 ♙g8+! ♗xg8 43 ♖xd7 and two black pieces - not to mention mate in 2

- are threatened.

42 ♙b2!

The bishop still cannot save itself; meanwhile this threatens 43 ♗c3 and means the pawn that takes the bishop will be recaptured less favourably for Black.

42... ♗f8 43 fxg4 hxg4 44 ♙f7! ♖d8



45 ♖f2!!

One of the most spectacular moves you will ever see a computer play? 45 .. ♘xf2 is met by 46 ♗e6 ♗h6 47 ♗xe7 and a mate in nine - not that alternatives are much better; Black is sunk.

45... ♗h6 46 ♙g8+! ♖xg8 47 ♖f7+ ♖g7
 48 ♖xg7+ ♗xg7 49 ♙xg7 1-0.

A tour de force by the new R30.

How to rate the new R30? Well, until game 8, the Berlin Pro was being white-washed. If that had happened, the new R30 would have acquired a match performance of 275 BCF, a ludicrous state of affairs which would indeed lend power to Mr Mackie's elbow (see elsewhere in this issue). Even as it is, 8½ out of 10 gives an almost equally embarrassing 260 BCF. Gary Preston's results, coming up next, don't exactly help us here either.

The games against the Pro were with the R30 on 'active' style throughout. From game 7 onward, the R30 was on its standard tournament book. The first six used its new alternative, the 'Aegon' book, designed for use against humans.

Gary Preston is in the enviable position of having both the No. 1 and No. 2 computers on the S/S dedicated rating list. His idea, explained below, of forcing his computers to play the same openings in the new R30 match as they did in the old, is an excellent one. It had in fact already occurred to us to 'duplicate' in this way the new R30 v Pro games just given against the Genius 68030 which, as most readers will know, is an identical program but one Motorola processor up from the Berlin Professional's 68020. Apart from providing the R30/2 with an even stiffer challenge, such a test would also have been a good indicator of just how much better the 68030 is than the Pro. But an extremely pleasant problem prevented us from doing so: we sold out of new R30s. Here is Gary's report.

It is probably true to say that in my long chess career I have only ever achieved the status of hobby player. However this has not prevented me from enjoying games between strong chess computers. Therefore I have been particularly pleased with my two most recent purchases, the Genius 68030 and the R30.

Prior to the release of the new version of the R30 I managed to conduct seven games at game in 1 hour each. The result was a draw. Since acquiring the new R30 program I have repeated each game, but starting from the position where the first computer came out of its opening book. I conducted the second series in this way because I feel that it gives a much better indication of potential improvement over such a small sample.

The result of the second series was a very encouraging 5-2 win for the R30/2. The game statistics are given at the foot of the page, showing the outcome from the R30's point of view.

Note that the first game is 143 moves long (!) but well worth playing through. In both matches, the R30s were on their 'Normal' style setting.

Nimzo-Indian

□ R30v2

■ Mephisto Genius 68030

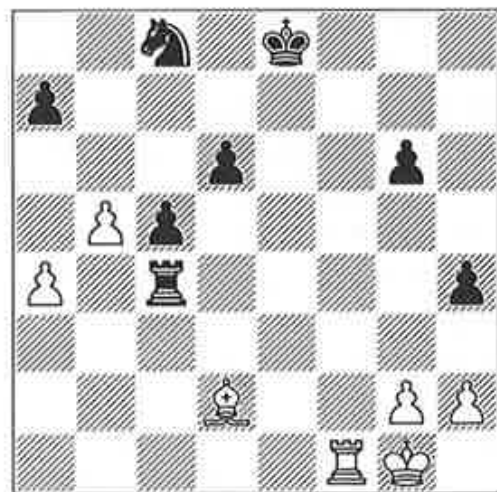
(Wembley? 1966? Ed.)

1 d4 ♘f6 2 c4 e6 3 ♘c3 ♙b4 4 ♖c2 0-0 5

a3 ♙xc3+ 6 ♖xc3 b6 7 ♙g5 ♙b7 8 ♘h3 d6 9 f3 c5 10 dxc5 bxc5 11 e4 ♘c6 12 ♙d3 ♘e5 13 ♙e2 h6 14 ♙e3 ♖c8 15 b4 ♘fd7 16 0-0 ♖f6 17 ♖ac1 ♖e7 18 b5 f5 19 exf5 ♖xf5 20 f4 ♘g6 21 ♙d3 ♖f6 22 ♖a5 ♖a8 23 ♙d2 e5 24 ♖c7 ♘df8 25 ♖xe7 ♘xe7 26 ♘f2 exf4 27 ♘g4 ♖e6 28 ♙xf4 ♘fg6 29 ♙d2 h5 30 ♘e3 ♖f8 31 ♖xf8+ ♙xf8 32 ♖f1+ ♙g8 33 ♙e2 h4 34 ♙g4 ♖e4 35 ♖e1 ♘e5 36 ♙e6+ ♙f8 37 ♖f1+ ♙e8 38 ♖e1 ♙f8 39 ♖f1+ ♙e8 40 a4

Despite an eval. of -0.56 the R30 refuses the dull three reps. - I find this an astonishing aspect of this program

♙c8 41 ♙xc8 ♘xc8 42 ♘f5 g6 43 ♘e3 ♘xc4 44 ♘xc4 ♖xc4



Take a look at this position; who would you put your money on? Mine was certainly on Black; a pawn up and with two passed pawns in the centre - not the sort of position you'd expect Genius to lose!

Game No.	1	2	3	4	5	6	7	Tot
R30/1	1	1/2	1/2	0	1/2	1	0	3 1/2
R30/2	1	1/2	1	1/2	1	0	1	5

45 a5 ♖g4 46 ♙f4 h3 47 g3 g5 48 b6 axb6
48 ..gxf4?? 49 b7.
49 axb6 ♜xb6 50 ♙xd6 c4

Having seen many Lang programs perform over the years, I thought this one was probably in the bag. Still, White does have chances if he can offer the bishop for the two kingside pawns before the c-pawn becomes too much of a threat. The problem is I wouldn't know how to go about this, and besides, only a human would consider this anyway, wouldn't they?

51 ♙c5 ♜a4 52 ♖f8+ ♙d7 53 ♙e3 c3 54 ♖h8 c2 55 ♖xh3 ♖b4 56 ♖h7+ ♙d6 57 ♙xg5 ♖b1+ 58 ♙f2 ♜c3 59 ♙f3 ♜d5

Maybe this is naive but I really felt that Black would be better to exchange the pawn for Bishop now! The white pawns could suddenly become very dangerous.

60 ♖h6+ ♙d7 61 h4 ♖e1 62 ♙d2 ♖d1 63 ♙g5 ♜c7 64 ♖h7+ ♙c6 65 ♖h8 ♜e6 66 ♙h6 ♙d7 67 g4 ♜d4+ 68 ♙e4 ♜b3 69 ♖h7+ ♙c6 70 ♖h8 ♜c5+

70...♜d2+ looks like the win at first glance, but 71 ♙xd2 ♖xd2 72 ♖c8+ ♙b5 73 h5 should win.

71 ♙f3 ♙d7 72 h5 ♜e6 73 ♖b8 ♖b1 74 ♖a8 ♖f1+ 75 ♙g3 ♖g1+ 76 ♙h3 ♖h1+ 77 ♙g2 ♖b1 78 ♖a7+ ♙c6 79 ♙f3 ♙d5 80 ♖a5+ ♙c4 81 ♖a8 ♜d4+ 82 ♙f2 ♜b5 83 ♖c8+ ♙d3 84 ♙f4 ♜d4 85 h6 ♖b7

The tables now turn; White has the better chances and the R30 knows it. Black has probably lost his chance of giving up the c-pawn for the bishop.

86 ♙c1 ♖f7+ 87 ♙g2 ♜e6 88 g5 ♖f8 89 ♖xf8 ♜xf8 90 ♙f3 ♜g6 91 ♙f2 ♜e5 92 h7 ♜g6 93 ♙f3 ♙d4 94 ♙b2+ ♙c4 95 ♙e4 ♙b3 96 ♙f5

The new R30's play up to this point has been amazing, but while this still wins it is quite strange. It would be easier to cover c1 from afar and hassle the knight. In all fairness though, by now the machines were racing to keep within the time.

96...♙xb2 97 ♙xg6 c1Q 98 h8Q+ ♙b3 99 ♖b8+ ♙a4 100 ♖a8+ ♙b4 101 ♖b7+

♙a4 102 ♙h5 ♖d1+ 103 ♙h6 ♖d2 104 ♖b8 ♖e3 105 ♖a8+ ♙b5 106 ♖b7+ ♙a5 107 ♖c8 ♙b6 108 ♖d7 ♖f4 109 ♖e6+ ♙c7 110 ♖f6 ♖d2 111 ♙h7 ♙d7 112 ♖g7+ ♙e6 113 ♖h6+ ♙d7 114 g6 ♖c2 115 ♖f4 ♙e6 116 ♖b8 ♖d3 117 ♖e8+ ♙f6 118 ♖f7+ ♙e5 119 ♖e7+ ♙f4 120 ♖h4+ ♙e5 121 ♙h6 ♖a6 122 ♖e7+ ♙f5 123 ♖d7+ ♙e5 124 ♙h7 ♖b6 125 ♖e7+ ♙f5 126 ♖f7+ ♙g5 127 ♖d5+ ♙f6 128 g7

We're into injury time...

128...♖c7 129 ♖g2 ♙e6 130 ♖g6+ ♙d5 131 ♖d3+ ♙e6 132 ♖c4+!

They think it's all over!...

132... ♖xc4 133 g8Q+ ♙e5 134 ♖xc4

It is now... 1-0 (143).

King's Indian

□ Tasc R30v2

■ Mephisto Genius 68030

1 d4 ♜f6 2 c4 g6 3 ♜c3 ♙g7 4 e4 d6 5 ♙e2 0-0 6 ♙g5 h6 7 ♙e3 e5 8 d5 ♜bd7 9 ♖c2 a5 10 h4 ♜c5 11 h5 g5 12 ♜f3 b6 13 ♙xc5 bxc5 14 ♜d2 ♙d7 15 0-0-0 a4 16 ♖he1 a3 17 ♜b3 axb2+ 18 ♙xb2 ♖b8 19 ♙a1 c6 20 dxc6 ♙xc6 21 ♜d2 ♖a7 22 ♖b1 ♖fb8 23 ♖xb8+ ♖xb8 24 ♖b1 ♖c7 25 ♜d5 ♖a7 26 ♖b3 ♖a5 27 ♖b2 ♙xd5 28 cxd5 ♖a4 29 ♖b7 ♙f8 30 g4 ♖a7 31 ♖b6 ♜d7 32 ♖b3 ♖d4 33 f3 ♖f2

"White will be lucky to get a draw here", I remember thinking at the time.

34 ♜c4 ♖g1+ 35 ♙d1 ♖a6 36 ♖d2 ♖f1 37 a4 ♖a8

Now, with the black queen out the way, it is White who starts to look dangerous.

38 a5 ♖b8 39 ♖d3 ♖xd3 40 ♖xd3 ♖b4 41 ♜e3 ♖b5 42 ♖a3 ♖b7 43 a6 ♖a7 44 ♙e2 ♙g7 45 ♜f5+ ♙g8 46 ♖b3 f6 47 ♖b7 ♖xb7 48 axb7 ♜b8 49 ♙b2 ♙f7 50 ♙b5!

Extraordinary. Black is paralysed.

50...♙g8 51 ♙c3 ♙h7 52 ♙c4 ♙g8 53 ♙e8 ♙h8 54 ♙b5 c4 55 ♙xc4 ♙h7 56 ♙b5 Genius resigns. 1-0.

Letters to the Editor

So Raymond Keene, before the Royal Institute, defended the human intellect against domination by computer chess.

Your article took me back to the fifties when C.H.O'D. Alexander used to write a column for the *Sunday Times*. Once he described a machine (we did not then speak of 'computers') which would solve a chess problem. But such machines, he claimed, would never dominate chess.

At the time I was becoming interested in the game and wrote to Alexander asking if he would be good enough to advise some books. I also queried his machine v human verdict. My logic was simple: if a machine could be made never to lose at noughts and crosses then a more complicated machine could be made never to lose at chess. His answer on this point is worth quoting:-

'On your other point, if noughts and crosses why not chess, the answer is because you can exhaust the possibilities of noughts and crosses quite easily and you cannot (in practice) those of chess. To illustrate this: 10 to the power of 40 is a very modest estimate of the number of possible games of chess eliminating gross blunders (true number is probably very much greater). Imagine you have 1,000,000 machines examining 1,000,000 complete games per second and working day and night. Suppose the universe to be 10,000,000,000 years old and that they have all been at work since it started. They will not yet have exhausted one thousand-millionth of the possibilities.'

And that, Mr Editor, ended our interesting little exchange.

James Hackett, Co Dublin

Thank you for S/S 56. I was interested in your comments about *ECO Busted* on page 15. Regrettably, I am the author of one of the "more-whimper-than-bang" examples. Analysing on, I think, my Vancouver 68020 I recommended this line for Black in *Inside Chess*:

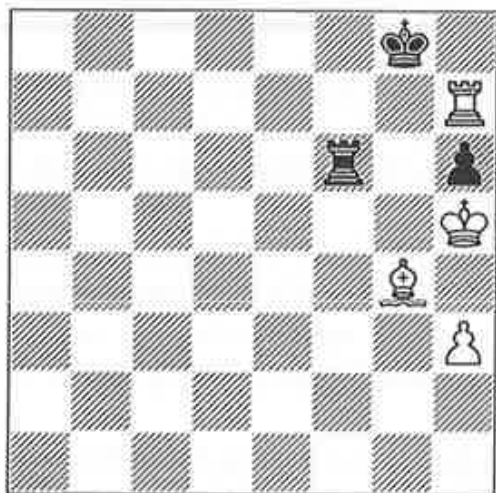
1 e4 e5 2 ♘f3 ♘c6 3 ♙c4 ♙c5 4 c3 ♘f6 5 d4 ed 6 cd ♙b4+ 7 ♘c3 ♘xe4 8 0-0 ♙xc3 9 d5 ♙f6 10 ♚e1 ♘e7 11 ♚xe4 d6 12 ♙g5 ♙xg5 13 ♘xg5 0-0 14 ♘h7 ♙xh7 15 ♗h5+ ♙g8 16 ♚h4 f5 17 ♗h7+ ♙f7 18 ♚h6 ♙g8 19 ♚e1 ♗f8 20 ♙b5 ♚h8 21 ♗xh8 gh 22 ♗h7+ ♙f6 23 ♚xe7.

And now my new move (found by Vancouver) was 23...c6!?, and I thought White could scrape a draw by 24 dc ♗xe7 25 ♗xh6 ♙f7 26 ♗h7+ ♙e6 27 ♙c4+ d5 28 ♙xd5+ ♙d6 29 ♗xe7+ ♙xe7 30 cb ♙xb7 31 ♙xb7 ♚b8 32 ♙d5 ♚xb2. This was published in *Inside Chess* and reproduced in *ECO Busted*. However, later Lang programs have found a serious flaw! 24 ♚c7!! cb 25 f4! and White is winning (!!) with the threat of h4, h5, ♗g6 mate. Black will have to play ♙e6 to break the bind and lose his bishop. Black had better go back to 23 ♗xe7 and accept a draw.

Graham White, Dorset

USELESS CHESS GIMMICKS!

Uncovered by S/S in an Australian chess magazine is this searing exposé of the chess computer industry, by its co-editor John Mackie



This position, with White to move, was first submitted to a Super Constellation in 1984. The position is from a game I played as White, at tournament level. After reaching it I forced SC to make the next move for White, merely to see how quickly it would win this easy endgame. SC played 1 ♖xh6?? throwing away the win. Either 1 ♖a7, b7 or c7 wins.

After SC moved 1 ♖xh6, I forced it to make the next move for Black. Behold! It played 1... ♜f2? throwing away a draw, since 1... ♜xh6 draws.

In 1987, in response to E. Gik's glorifying article in the Soviet chess magazine *Schachmatny Bulletin* praising the fantastic performance of SC, I submitted this position disputing the claim. Gik published my article... and although agreeing with my criticism of SC and of chess computers generally, he erred by assuming that SC played the whole game as White. Therefore, he considered its performance to be "fantastic". This is rubbish, albeit "fantastic" rubbish.

Now that there are many "upgrades" of the multitude of useless chess gimmicks hitting the market, I have submitted the position to the following trio: Knight-

stalker, Fritz 2, and Fritz 3. I did this to see how much better they are than SC used to be ten years ago.

Knightstalker took twelve minutes, Fritz 2 ten minutes, and Fritz 3 four minutes on a 486/50 with 8Mb RAM at tournament level to play 1 ♖xh6??. Yet some of these poor performers "defeated" the strongest GMs in the world! I find this hard to swallow

The manufacturers' advertisements usually claim that their "high performing" chess wares can defeat between 92% and 98% of the chess players in the world. How is this calculated? Probably the same way that their Elo ratings are calculated. I, therefore, conclude that up to 98% of the world's chessplayers are being taken for an expensive ride.

My request for evidence on the methods used to rate the electronic chess gimmicks remain unanswered. Why?

Firstly, our full acknowledgement to *International Chess Forum*, Vol. 4, No. 1, 1995, in which this magnificent article appeared. Taking Mr Mackie's last fulmination first, it does indeed seem as if he is on the brink of rumbling the worldwide conspiracy to dupe the chess-playing public, a sordid affair in which the hands of all of us at *Selective Search* are especially soiled.

Perhaps it is now time to confess that yes, a large part of the inflated ratings casually bestowed on the likes of Hiarc and Genius at, for example, Aegon, are there for no better reason than that they "won" lots of games against extremely strong players. Readers old enough to remember the first manned landings on the moon, may recall the theory - hugely

popular then and since - which posited that Neil Armstrong and co. never actually ventured further than a stage set in a Hollywood studio. Personally, I've always believed this version absolutely, over and above the transparent propaganda put about by NASA, just as I believe that any titled player who loses against a UCG (see title!) has been bribed to do so by malign and anonymous forces - forces not unconnected with the manufacture of these poisonous little toys.

The position with which Mr Mackie starts his cogent argument, is, surely, the

pivotal one in the entire history of the game. Personally though, I would go further, and say that if a program is capable of making a truly stupid move in *any* one particular position, it should be dismissed out of hand, regardless of whether it can, in Mr Mackie's word, "defeat" the strongest players in the world.

Unfortunately however, it won't be long before programs refuse to play 1 ♖xh6?? (Genius 3 on a Pentium 100Mhz doesn't already, I regret to say), but never mind - I'm sure that even then, there'll be another position along shortly... SK

From the magazine *New Zealand Chess* comes this annotated game by the Grand Old Man of Antipodean chess, International Master Ortvin Sarapu.

□ Genius 3 ■ IM Ortvin Sarapu 30 moves in 60 minutes each



1 c4 ♘f6 2 b3 This was a big surprise to me. there is no name to this opening. I decided to play the tarrasch defence, as b3 does not fit into that opening. 2...e6 3 ♘f3 c5 4 ♙b2 ♘c6 5 e3 ♙e7 6 ♙e2 0-0 7 0-0 d5 7...b6 is also good. 8 cxd5 exd5 Perhaps ♘xd5 is better here, with b6 and ♙b7 to follow. 9 d4 ♙g4 10 dxc5 ♙xc5 11 ♘c3 ♖c8 12 ♖c1

See diagram

Here Black is sacrificing a pawn for the initiative. I was surprised that White accepted it! Only later I saw the point... 12...♙e7 13 ♘xd5 ♘xd5 14 ♙xd5 ♘b4 15 ♙c4 ♙e6 16 ♙c3 f6 17 ♙d2 ♘xa2 18 ♙xf6!? This was the point, which I did not calculate when I played 12...♙e7. 18...gxf6 Either ♙xf6 or ♖xf6 would give White a passed e-pawn. Now it is hard to make 4 pawns v 2 pawns work against Black. 19 ♙xa2 ♙h8 20 ♙c4 ♙a3! My best move in the game! Black gets a passed pawn. 21 ♖a1 ♙xc4 22 bxc4 ♙c5 23 ♙d2 ♖cd8 24 ♙c2 ♖g8 25 ♙f5 b6 26 g3 a5! White is a pawn up, but is unable to make it work. The only thing that saves White is that Black's king is unsafe. 27 ♖fd1 ♖xd1+ 28 ♖xd1 ♖d8 29 ♖xd8+ ♙xd8 30 ♘d4 a4 Here Black could play ♙xd4 and after 31 ♙d3, a4 would also draw. I would not like to give White a passed pawn after ♙a8. 31 ♘e6 ♙e7 32 ♙e4 ♙a7 To stop ♙a8+! etc. 33 ♙d5 h6 34 ♙d8+ ♙h7 35 ♙xf6 a3 36 Qf5+ ♙h8 37 ♙g6 a2! Now White has to save himself as Q + N cannot organise mate threats. 38 ♙xh6+ ♙g8 39 ♙g6+ And a draw by perpetual check ensued. 1/2-1/2.

ANNOTATED GAME

by *Francis Monkman*

King's Indian

□ **Mephisto Genius 3**

■ **Complete Chess System**

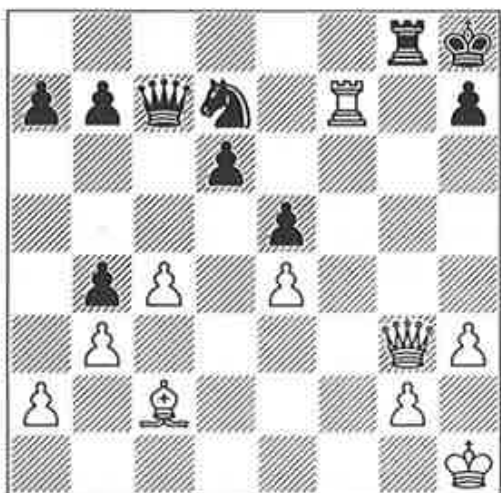
Pentium 90Mhz, 2 mins av. per move

1 e4 g6 2 d4 ♗g7 3 ♘c3 d6 4 f4 ♘f6 5 ♙f3 0-0 6 ♗d3 ♘a6

Black achieved success after this curious move in Czebe-Schlosser 1993, but more as a result of a mistaken sacrifice by White. Black's 8th move (at which point CCS was having to think for itself) was ...♖b8 in that game, although a redirection of the knight to c7 looks possible. 6...♗g4 is still the most usual continuation.

7 0-0 c5 8 d5 ♗g4 9 h3 ♗xf3 10 ♖xf3 ♗b6 11 ♘a4 ♗a5 12 c4 ♘d7 13 ♗d2 ♗d4+ 14 ♖h1 ♗c7 15 ♗b3 e6 16 ♘c3 ♗g7 17 ♘b5 ♗b8 18 dxe6 fxe6 19 ♖d1 ♗f6 20 ♗c2 ♗e7 21 ♗a5 e5 22 f5 gxf5 23 ♖xf5 ♖f6 24 ♗d3 ♘b4 25 ♗xb4 cxb4 26 b3

After further consideration Genius played 26 c5, which looks to have attacking possibilities. Or the obvious 26 ♗d5+. 26...♖g6 27 ♖df1 ♖h8 28 ♖f7 ♗d8 29 ♘c7! ♗xc7 30 ♖xe7 ♖g7 31 ♖xg7 ♖xg7 32 ♗g3+ ♖h8 33 ♖f7 ♖g8



Arriving at one of those positions which prove to be a 'blind spot' for many

programs, including Genius 3 (which required a full-width 8-ply search, 5 minutes on my machine, to find the much better alternative).

34 ♗e3?

Having ingeniously stripped bare the black king, Genius 3 now heads off in the opposite direction. The lure of a pawn also proved too much (within the 2-min. allotted) for Genius 2, Hiarc3 3, and M-Chess 4, to their shame. 34 ♗h4!, the clear winner, was chosen by Fritz 3, CM4000, CCs and Hiarc3 2 (!). After 34 ♗h4! ♖g7 (else mate in 2) 35 ♖xg7 ♖xg7 36 ♗e7+ ♖h8 (on 36 ..♗g8 37 ♗d1 ♗c6 38 ♗h5; or 36 ..♗g6 37 ♗d1 and if 37 ..h5, then 38 h4, threatening 39 ♗xh5; lastly, on 36...♗h6 comes 37 h4!) 37 ♗d1 ♗c8 38 ♖h2 ♘f8 39 ♗h5 h6 40 ♗xd6 ♖g8 41 ♗xh6 ♗d8 42 c5 ♗e7 43 ♗e2 ♘h7 44 ♗c4+ ♖h8 45 ♗d5 ♗xc5 46 ♗e6 ♗f8 47 ♗xe5+ ♘f6 48 ♗xb7 ♗f7 49 ♗c6 (49 g4 ♖h7 50 g5 ♘g4+ 51 hxc4 ♗xb7 52 g6+ ♖xg6 53 ♖g3) 49...♗g7 50 ♗f5 (50 ♗b8+ ♖h7 51 e5 ♘g8 52 ♗e4+ ♖h6 53 ♗d6+ ♖h5 54 ♗f3+ ♖g5 55 h4+ ♖f5 56 ♗d3+ ♖xe5 57 ♗d5+ ♖f6 58 ♗d6+ ♖f5 59 g4+ ♗xg4) 50 ..♘g8 51 ♗h5+ ♗h7 52 ♗xh7+ ♖xh7 53 e5 1-0.

Ah well. Returning to the anti-climactic continuation in the actual game, we had... 34...♖g7 35 ♖xg7 ♖xg7 36 ♗xa7 ♘c5!

...and Black can either keep the white queen boxed up, or capture on e4.

37 ♗d1 ♘xe4 38 ♗e3 ♘f6 39 ♗g5+ ♖f7 40 ♗f5 b6 41 ♗h5+ ♖e7 42 ♗g4 ♗d8 43 ♗e6+ ♖f8 44 ♗f5 ♖g7 45 ♖g1 1/2-1/2 'adjudicated'.

A fortunate escape for Mr. Czub's progeny, you will agree. Claims to the contrary notwithstanding, to me CCS appears to operate along the lines of the progressive-deepening, selectively extended

search model we are all familiar with. As a package, it is not unpleasant to use, and is a great improvement on Oxford Softworks' earlier Chess Champion 2175. However, their persistence in a system of software protection that forces the user to keep the manual to hand (or memorize the appropriate key words) is likely to be an irritation. My only other gripe is that the pieces have an 'amorphous' quality to them, which, together with the use of two shades of brown not altogether dissimilar, renders the display less than ideally clear. But still, CCS is a useful addition to the

collection, 'cheap at the price', with a good library and the ability to read Chessbases. Does it sacrifice its pieces like Tal? Well, it finds Tal's 'missed sacrifice' (Botvinnik-Tal, 6th Match Game 1960, 28 ... Bxc3!), but then so do today's other programs, some faster. As I say, if a winning move exists, they will probably find it (despite the exception given above, which was merely a time problem), but to create the conditions for winning moves to exist is harder, if not beyond today's programs - even when left overnight, I see scant evidence of 'strategy building' on their part.

CHESS IN CYBERSPACE

by Alistair Johnstone

No, I'm not thinking of Spock trouncing some grimacing Klingon on his three dimensional set! I'm not talking about the latest virtual reality system either. I'm talking about the Information Highway, or, in more mundane terms, the Internet

The phenomenal surge of interest in the 'Net' in recent months has probably not escaped your attention. What you may not know about are the facilities the net offers to the chess enthusiast.

Having a professional interest in new developments in technology, I decided I'd better have a look at what all the fuss was about. So, with trusty modem and laptop to hand, I logged on, upped anchor and set sail on the Net. What I found was quite intriguing. Without going into the technicalities, the Net, basically, hooks together a very large number of databases and a very large number of users into one big world-wide network. The result is, anyone anywhere in the world can make contact with anyone else linked into the net and can access information stored on any of the thousands of computers on the Net.

The users of the Net have set up Newsgroups to cater for a bewildering variety of topics, including chess! So, as you might imagine, I chose to test the Net's facilities by subscribing to a newsgroup called *rec.games.chess*. After a few days, I was receiving a weighty 'mailbag' of typically about fifty 'letters', ranging from the banal to the extraordinary. Alongside parochial requests for information on local chess clubs, I found myself witnessing front-line debates between, e.g. Kamsky and Short in the wake of Kamsky Snr.'s famous 'death threat' to our Nige.

The subject matter of the mailings varies widely and does not always stick to matters chessic. For example, a recent discussion debated how much longer we puny carbon-based life forms have got left, before the silicon behemoths take over. To begin with, this debate was firmly linked to chess, but before long had become a high-level academic discussion on the logical limits to computer evolution!

Well, this may not be everyone's cup of tea, but if you weary of the chess, you could always switch to the jokes newsgroup!

What's on offer for the Chess Fan?

In summary, what Internet offers to the chess player is:

Instant access to new games

Mark Crowther from Bradford published comprehensive bulletins of the Moscow Olympiad within hours of a round's completion. He is also responsible for an Internet journal called *The Week in Chess*, a labour of love containing some forty to fifty selected games from around the world.

The chance to play a game against an opponent anywhere

If your phone bill can stand it (all call charges are at the local rate), you can play games real-time with opponents anywhere in the world. You can play either a one-off game, invite players of similar strength to take you on, or join one of the many leagues and ladders on offer. The games are played subject to familiar time controls, with compensation given for 'response time' as the moves are transmitted round the globe.

Databanks

Up-to-date games collections for the world's strongest players or your favourite opening are held on the network databases, and can be downloaded to your own games database, if you have one. For the tournament player or the researching author, this is an immensely powerful facility.

Contacts

Your favourite 'modem-pal' can be at the other end of the street or the other end of the world!

Tuition

"What's the best response to the Morra Gambit?" type questions seem to spark the amateur analyst in all Net users and provoke a flood of free advice.

Debates

This is the 'lifeblood' of *rec.games.chess*, spanning everything from the trivial to the profound. Aside from carping comments on the US Chess Federation, from the predominant US subscribers to the newsgroup, the Net serves as a forum for some serious dialogues between some of the heavyweights of the chess world.

Alistair Johnstone is Editor of Ealing Chess Club's magazine Chess Knight, in which this article first appeared.

Genius v W-Chess

by Ray Harper

Here is my promised review of the new W-Chess software and the result of the match between it and Mephisto Genius 3. I'll begin by giving you my initial thoughts on the W-Chess software package. To be honest it appears a little crude, particularly in the operation of basic things such as loading and saving files; no drop-down menus here a la Genius, Fritz, Hiarc3 etc. Still, most of the features I have come to expect are there, such as being able to see on-going background analysis whilst playing through a game, and the printing of game analysis.

One slightly irksome feature is that when saving W-Chess positions in .epd format, this, unfortunately, has not allowed me to transfer positions to other programs as you can between Genius 3 and Hiarc3.

I started by testing W-Chess for positional / tactical ability, using in particular Graham White's *Tactical Tests* on page 12/13 of S/S 046, and positions shown on page 23 of S/S 050. These tests started the first alarm bells ringing as the program seemed to have some problems solving some of the positions. In addition I tested W-Chess to see how well it understood K v K+B+P positions where the pawn is a rook's pawn and the bishop is not the colour of the queening square. W-Chess does not seem to have the same level of understanding in this regard as many of the other leading programs. Anyway, now to the match. This was over eight games, at game in 60 minutes for each program.

English

□ Mephisto Genius 3

■ W-Chess

1 c4 c5 2 ♘c3 ♘c6 3 ♘f3 ♘f6 4 g3 e6 5

♙g2 ♙e7 6 0-0 a6 7 d4 cxd4 8 ♘xd4 0-0 9 b3 ♙a5 10 ♙b2 d5 11 cxd5 exd5 12 ♙d3 ♘xd4 13 ♙xd4 ♙e6 14 e3 ♙ac8 15 ♙fd1 ♙fd8 16 ♙f3 ♙c5 17 ♙h4 ♙d7 18 ♙ac1 ♙e7 19 ♙a4 ♙d8 20 ♙d4 ♙dc7 21 ♘xd5! ♙xd5 22 ♙xc7 ♙xc7 23 ♙xd5 ♙xd5 24 ♙xd5 ♘xd5 25 ♙xd5 ♙c2 26 ♙d4 ♙xa2 27 ♙d7 ♙f8 28 ♙xb7 f6 29 g4 ♙d6 30 h4 ♙f8 31 g5 ♙e7 32 ♙a7 fxg5 33 ♙xg7+ ♙e8 34 hxg5 ♙xg5 35 f4 ♙e7 36 ♙d4 h5 37 f5 ♙d6 38 ♙h7 ♙a3 39 ♙h6 ♙b4 40 ♙xh5 a5 41 e4 1-0.

Irregular

□ W-Chess

■ Mephisto Genius 3

1 b3 e5 2 ♙b2 ♘c6 3 e3 ♘f6 4 ♘f3 e4 5 ♘d4 ♘xd4 6 ♙xd4 d5 7 ♘c3 c6 8 ♙e2 ♙d6 9 d3 0-0 10 0-0 c5 11 ♙xf6 ♙xf6 12 ♙d2 ♙e5! 13 ♘xd5 ♙d6 14 ♘f4 ♙xa1 15 ♙xa1 ♙f6 16 c3 ♙f5 17 dxe4 ♙xe4 18 ♙d1 ♙ad8 19 ♘d3 b6 20 f3 ♙b7 21 e4 ♙d7 22 e5 ♙g6 23 ♙h1 ♙fd8 24 c4 h6 25 ♙e3 a6 26 a4 ♙d4 27 h3 ♙c8 28 ♘f2 ♙xd1+ 29 ♙xd1 ♙b1 30 ♙e2 ♙c1 31 ♙g1 ♙d2 32 ♙f1 ♙c3 33 ♙e1 ♙d4 34 ♙e2 ♙e6 35 a5 bxa5 36 g4 ♙a2 37 ♙f1 a4 38 ♙d3 ♙a1 39 ♙b1 a3 40 ♙g2 a2 41 ♙h7+ ♙xh7 42 ♙e2 ♙g8 43 ♙c2 ♙b1 44 ♙xa2 ♙b2 0-1.

Bishop's Opening

□ Mephisto Genius 3

■ W-Chess

1 e4 e5 2 ♙c4 ♘f6 3 d4 exd4 4 ♘f3 ♘c6 5 0-0 ♘xe4 6 ♙e1 d5 7 ♙xd5 ♙xd5 8 ♘c3 ♙a5 9 ♘xe4 ♙e6 10 ♘eg5 0-0-0 11 ♘xe6 fxe6 12 ♙xe6 ♙d6 13 ♙e2 ♙h5 14 h3 ♙de8 15 ♙d2 ♘e5 16 ♘xd4 ♙xe2 17 ♙xe8+ ♙xe8 18 ♘xe2 ♘c4 19 ♙e3 ♘xe3 20 fxe3 ♙xe3 21 ♙f2 ♙e5

Obviously this looks very drawish, but W-Chess just sits there and lets Genius make all the running.

22 ♖d1 ♘d7 23 g4 ♜b5 24 b3 ♜c5 25 c4 ♜e5 26 ♘f3 g6 27 a3 ♘e7 28 b4 ♜e6 29 c5 ♜f6+ 30 ♘g2 ♘e5 31 ♖d4 ♘f4 32 a4 h5 33 b5 hxg4 34 hxg4 c6 35 bxc6 bxc6 36 a5 ♘f7 37 a6 ♘e3 38 ♜d3 ♘f4 39 ♜b3 ♘f8 40 ♜f3 g5 41 ♜b3 ♘e8 42 ♜h3 ♘c7 43 ♜h7 ♘d8 44 ♜g7 ♘e5 45 ♖f5 ♘c7 46 ♜xg5 ♜e6 47 ♖d4 ♜h6 48 ♘f3 ♜f6+ 49 ♘e4 ♘d7 50 ♜g7+ ♘c8 51 g5 ♜f4+ 52 ♘e3 ♘e5? 53 ♖xc6! ♘xg7 54 ♘xf4 ♘f8 55 g6 ♘d7 56 ♖xa7 ♘g7 57 ♖b5 ♘c6 58 a7 ♘h6+ 59 ♘e4 ♘xb5 60 ♘d5 ♘g7 61 a8 ♜ 1-0.

Sicilian

□ W-Chess

■ Mephisto Genius 3

1 e4 c5 2 c3 d5 3 exd5 ♜xd5 4 d4 e6 5 ♖f3 ♖f6 6 ♖a3 ♖c6 7 ♖b5 ♜d8 8 dxc5 ♘xc5 9 ♜xd8+ ♘xd8 10 ♘g5 ♘e7 11 ♖d2 ♜d8 12 ♖e4 ♘b6 13 ♘e2 a6 14 ♖a3 h6 15 ♘xf6+ gxf6 16 0-0 f5 17 ♖g3 ♘c5 18 b4 ♘a7 19 ♜ad1 ♜g8 20 ♜fe1 e5 21 ♖c4 f4 22 ♖h5 ♘e6 23 ♖d6 b5 24 a4 bxa4 25 ♘f3 ♜ad8 26 ♘xc6 ♜xd6 27 ♘xa4 ♘b8 28 g3 ♜c8 29 gxf4 ♜g8+ 30 ♘h1 ♘d5+ 31 ♜xd5 ♜xd5 32 ♖g3 ♜c8 33 fxe5 ♜xe5 34 ♜c1 a5 35 f4 ♜d5 36 c4 ♘f8 37 ♜e1 ♜d4 38 bxa5 ♜dxc4 39 ♘d7 ♜d8 40 ♘b5 ♜c5 41 ♜b1 ♘xf4 42 a6 ♜b8 43 a7 ♜a8 44 ♖e2 ♘e3 45 ♘g2 ♜xa7 46 ♘d3 ♜a3 47 ♘e4 ♜g5+ 48 ♘f1 ♘c5 49 ♜b8+ ♘g7 50 ♘b1 ♜h5 51 ♘e1 ♜xh2 52 ♘d1 ♜f3 53 ♘a2 ♜d3+ 54 ♘c2 ♜xe2+ 55 ♘xd3 ♜xa2 0-1.

Queen's Gambit Accepted

□ Mephisto Genius 3

■ W-Chess

1 d4 d5 2 c4 dxc4 3 e4 e5 4 ♖f3 exd4 5 ♘xc4 ♘b4+ 6 ♖bd2 ♖c6 7 0-0 ♖f6 8 e5 ♖d5 9 ♖b3 ♖b6 10 ♘g5 ♘e7 11 ♘xe7

♖xe7 12 ♘d3 ♘g4 13 ♖bxd4 ♖ed5 14 h3 ♘h5 15 ♜b3 0-0 16 ♜c2 h6 17 ♘e4 ♜e8 18 ♜fe1 ♘xf3 19 ♖xf3 ♜d8 20 a3 ♜a4 21 b3 ♜e8 22 ♜ac1 ♜e7 23 b4 c6 24 ♘f5 g6 25 ♘e4 ♖f4 26 ♜b3 ♘h7 27 b5 cxb5 28 ♜xb5 ♜d7 29 a4 ♜fd8 30 a5 ♖bd5 31 ♜c4 ♜c7 32 ♜b3 ♜xc4 33 ♜xc4 ♜e6 34 ♜c1 f5 35 ♘xd5 ♖xd5 36 ♜h4 ♜d7 37 e6! ♜e7 38 ♜xe7+ ♖xe7 39 ♜c7 ♜e8 40 ♜xb7 ♘g7 41 ♜xa7 ♘f6 42 ♖d4 ♜b8 43 a6 ♜b1+ 44 ♘h2 ♜a1 45 ♜a8 ♘e5 46 ♖b5 ♜a5 47 a7 ♜xb5 48 ♜e8 ♜a5 49 a8 ♜ (79) 1-0.

Queen's Gambit

□ W-Chess

■ Mephisto Genius 3

1 d4 ♖f6 2 c4 c5 3 ♖f3 cxd4 4 ♖xd4 ♖c6 5 ♖c3 e6 6 ♖db5 d5 7 ♘f4 e5 8 cxd5 exf4 9 dxc6 bxc6 10 ♜xd8+ ♘xd8 11 ♜d1+ ♘d7 12 ♖d6 ♘xd6 13 ♜xd6 ♜b8 14 b3 ♜b4 15 ♜d3 ♜e8 16 g3 ♘c7 17 ♘g2 ♘f5 18 ♜d2 h5 19 0-0 ffg3 20 hxg3 h4 21 gxh4 ♜xh4 22 ♜c1 ♖e4 23 ♖xe4 ♘xe4 24 ♜cd1 ♘b6 25 ♘xe4 ♜exe4 26 f3 ♜e6 27 e4 ♜f4 28 ♜d3 g5 29 ♜e1 g4 30 ♘f2 ♜e5 31 ♘g3 ♜xf3+ 32 ♜xf3 gxf3 33 ♘xf3 f5 34 ♘f4 ♜xe4+ 35 ♜xe4 fxe4 36 ♘xe4 ♘b5 37 a3 a5 38 ♘d4 c5+ 39 ♘d5 a4 40 bxa4+ ♘xa4 41 ♘xc5 ♘xa3 1/2-1/2.

Caro-Kann

□ Mephisto Genius 3

■ W-Chess

1 e4 c6 2 d4 d5 3 ♖d2 dxe4 4 ♖xe4 ♘f5 5 ♖g3 ♘g6 6 h4 h6 7 h5 ♘h7 8 ♖f3 ♖d7 9 ♘d3 ♘xd3 10 ♜xd3 ♜c7 11 ♘d2 e6 12 0-0-0 ♖gf6 13 ♜e2 0-0-0 14 ♖e5 ♖xe5 15 dxe5 ♖d7 16 f4 ♘e7 17 ♖e4 ♖c5 18 ♖c3 ♜hg8 19 ♘e3 ♜a5 20 ♜g4 ♖d7 21 ♜d3 ♘b4 22 ♜g3 ♖xe5 23 fxe5 ♜xd3 24 cxd3 ♘xc3 25 bxc3 ♜xc3+ 26 ♘b1 ♜xd3+ 27 ♘a1 ♜d8 28 ♜c1 a5 29 ♜f2 ♜e4 30 ♜f4 ♜xf4 31 ♘xf4 ♜d7 32 ♘b2 ♜d5 33 ♜c3 ♜d4 34 ♜f3 ♘d8 35 ♘c3

♖a4 36 ♜f2 ♙e7 37 g3 ♜e4 38 ♙d3 ♜e1
 39 ♜b2 b5 40 ♙d4 ♙d7 41 ♜f2 ♜h1 42
 ♙d2 ♙e8 43 ♙xa5 ♜xh5 44 ♙c5 ♜xe5+
 45 ♙xc6 f6 46 ♜b2 ♜e3 47 ♜b3 ♜e2 48
 a3 ♙e7 49 ♙b4+ ♙f7 50 ♙xb5 ♜e5+ 51
 ♙c5 ♜e1 52 a4 ♜d1 53 a5 e5 54 a6 ♜d7
 55 a7 ♜xa7 56 ♙xa7 ♙e6 57 ♙c4 h5 58
 ♙c5 ♙f5 59 ♙d5 g5 60 ♜f3+ ♙g4 61
 ♙e4 h4 62 gxh4 gxh4 63 ♜xf6 1-0 (70).

English

■ W-Chess

□ Mephisto Genius 3

1 c4 e5 2 ♘c3 ♘f6 3 ♘f3 ♘c6 4 g3 ♘d4 5
 ♙g2 ♘xf3+ 6 ♙xf3 ♙b4 7 ♜b3 ♙c5 8
 d3 0-0 9 0-0 c6 10 ♙g2 b6 11 ♙h1 ♙b7
 12 f4 ♜e7 13 fxe5 ♜xe5 14 ♙f4 ♜h5 15
 ♙f3 ♘g4 16 ♙xg4 ♜xg4 17 ♘e4 ♙e7 18
 ♙d6 ♜ae8 19 c5 ♙a8 20 ♜ae1 bxc5 21
 ♜c4 ♜h5 22 e3 ♙xd6 23 ♘xd6 ♜e6 24
 ♘f5 g6 25 g4 ♜h3 26 ♘g3 d6 27 ♜f3
 ♜h6 28 ♜ef1 ♜b8 29 ♜xf7 ♜xe3 30 ♘e4
 d5 31 ♜a6 ♜be8 32 ♜xa7 ♜h6 33 g5
 ♜h3 34 ♘f6+ ♜xf6 35 ♜7xf6 ♜c8 36
 ♜f7+ ♙h8 37 ♜d6 ♙b7 38 ♜d7 ♜xd7 39
 ♜xd7 ♜g8 40 ♜f7 ♜g7 41 ♜e8+ ♜g8 42
 ♜f8 1-0.

So, an emphatic victory for Genius 3 and by a much greater margin than I would have expected given W-Chess' results in the 1994 Harvard Cup and the 1994 Uniform Platform competition. To be honest I was extremely disappointed with my purchase; it has a comprehensive opening book often staying 'in' longer than Genius and obtaining good positions. But time after time, when both had exited their books and started playing chess, Genius would comprehensively outplay its opponent in the middlegame and ending.

Examples of Genius' endgame ability are games 3 and 7. In game 3 and ending of R+B+5P (W-Chess) versus R+N+5P arose, and the way in which MG outplays

WC isn't funny. What is funny is the way WC turns down a draw by perpetual at move 27 in game 7, only to lose the ending.

WC won its only game in interesting style, showing a glimpse of how its initial reputation was earned, but Genius is unrecognisable and wastes an awful lot of time with queen moves - maybe the opening book needs looking at!

To conclude, I would have to say that I don't believe the current version of WC is in the front rank of programs and quite frankly wonder how its previous good results were achieved. The only thing I can think of is that the Pentium processor must have a Popeye effect on the program.

Mr. Harper conducted the match on his 486 DX2 /66Mhz PC, by multi-tasking through Windows. Therefore, neither program could make use of its hash tables. It may well be that this system of testing handicaps some programs more than it does others. Certainly supporters of W-Chess can reasonably point to its performance at the London Uniform Platform Tournament, where it came first with 27½ points out of a possible 30, not to mention its 2895 performance rating at the 5th Harvard Cup. 'Ply' also rate it well.

Whilst it is common for programs which take on Genius 3.0 to end up with sore egos, the scale of this particular victory - given W-Chess' impressive credentials - is such as to suggest that something strange is going on. Whether W-Chess' performance here was due to 'alt-tabbing' (multi-tasking) could, I suppose, be established by an extremely patient person, with an identical machine to Mr. Harper's, going through these games with W-Chess being the only program loaded, 'thinking' for a plausible length of time at each move - and then playing the same as Genius!

AEGON

The biggest event on the chess computer calendar produced a comfortable win for the machine side

Two years ago, the computers won the eighth Aegon for the first time - just. Last year they drew. 1995, however, has seen them win convincingly for the first time - 155 points to the humans' 132.

The complete bulletin for the tournament finally reached us shortly before we were due to go to press (in the form of seventy feet of fax paper) so there is only space and time for the leading scores and some of the wins over titled players. The general consensus amongst the human contingent was that their defeat was due more to the superior hardware of the PC programs this time - all running on Pentiums or better - rather than to any great breakthrough in artificial chess intelligence. Be that as it may, Hiarc, Genius, M-Chess Pro and W-Chess all shone, the first two especially.

Hiarc confirmed what we at S/S have always thought; that Hiarc is in its element playing real people, still more than playing other CCs. Sole leader after the fifth round, its last-round battle with Dutch GM John van der Wiel decided who the winner would be. It lost, but second place at Aegon is yet another superb result for Mark Uniacke's program; look at its game against IM Hoeksma, where it shows an enterprise and aggression that would make many people guess wrongly as to which side was the human. Furthermore, the Hiarc press release stated that theirs was the only PC program identical to the one actually on sale, rather than an experimental version.

Genius X had the distinction of achieving the highest tournament rating on the computer team; a tremendous 2662! A few dedicated machines also made a positive contribution to their side's victory:

the Mephisto Genius 68030, the Mephisto Montreux (a RISC computer by de Koning that should surface in the UK before too long), and the new R30, all made 3½. The Berlin Pro ended with 3 points. Respective tournament performances and placings were: Elo 2445 (34th), 2235 (35), 2249 (37) and 2247 (51). Presumably the R30/2 was using its new 'Aegon' book, which, from our brief experience of it so far, would handicap it considerably. It sometimes seems more of a comic book than an openings book. Playing middle-order opponents and then John Nunn didn't exactly help its chances either, so the laurels go to the 68030 in this sector.

Sicilian

□ GM Zsuzsa Polgar

■ M-Chess Pro

1 e4 c5 2 ♘f3 ♘c6 3 d4 cxd4 4 ♘xd4 g6 5 ♘c3 ♗g7 6 ♗e3 ♘f6 7 ♗c4 0-0 8 ♗b3 a5 9 f3 d5 10 ♗xd5 ♘xd5 11 ♘xd5 f5 12 ♘xc6 bxc6 13 ♘b6 ♖b8 14 ♗xd8 ♗xd8 15 ♗d1 ♗xd1+ 16 ♗xd1 fxe4 17 ♘xc8 ♗xc8 18 b3 exf3 19 gxf3 a4 20 ♖e1 ♖a8 21 ♖e2 ♗f7 22 ♗c5 e6 23 ♗d2 ♗e8 24 ♗e2 ♗e5 25 ♗e3 g5 26 ♗e4 ♗f4 27 ♗g2 ♗f7 28 h4 h6 29 ♗b4 ♖b8 30 ♗c3 ♖a8 31 ♗d4 ♖a5 32 hxg5 hxg5 33 ♗c3 ♖a8 34 ♗e5 axb3 35 cxb3 ♗xe5 36 ♗xe5 ♗e7 37 a4 ♖b8 38 ♗xg5 ♖xb3 39 ♗g7+ ♗d8 40 f4 ♖b4 41 a5 ♖a4 42 ♗xe6 ♖e4+ 43 ♗d6 ♗d4+ 44 ♗xc6 ♖xf4 45 a6 ♖c4+ 46 ♗b5 ♖c7 47 ♗g8+ ♗d7 48 a7 0-1.

Modern

□ Quest

■ GM John Nunn

1 e4 g6 2 d4 ♗g7 3 ♘c3 c6 4 ♘f3 d5 5 h3

LEADING RESULTS

The ranking order of competitors finishing with the same number of points was determined by a system involving the sum of their opponents' scores. 96 contestants took part.

	Elo	Tmt.	Pts.
1 GM J. van der Wiel	2570	2702	5½
2 Hiarcs Master 3.0		2631	5
3 IM G. Ligterink	2440	2578	5
4 Chess Genius X		2662	5
5 GM Y. Seirawan	2600	2554	5
6 M-Chess Pro		2652	5
7 Hitech		2600	5
8 Mephisto PC-Board		2473	5
9 W-Chess		2424	5
10 Socrates		2487	5
11 GM R. Cifuentes	2535	2479	4½
12 GM H. Ree	2435	2493	4½
13 N. Kuijf	2286	2443	4
14 Quest		2489	4
15 GM J. Nunn	2630	2413	4
16 GM D. Bronstein	2435	2362	4
17 Fritz 3		2378	4
18 GM Sofia Polgar	2500	2436	4
19 Rebel		2403	4
20 Zarkov		2336	4
21 Virtua Chess		2305	4
22 Chessica		2367	4
23 Zugzwang		2257	4
24 Nightmare N		2285	4
25 Kallisto		2284	4
26 Arthur		2341	4
27 Junior		2179	4

♖h6 6 ♙f4 f6 7 ♖d2 ♖f7 8 0-0-0 0-0 9 ♙e3 a6 10 ♙e2 b5 11 ♙d3 e6 12 h4 ♖d7 13 h5 g5 14 h6 ♙h8 15 exd5 cxd5 16 ♖xd5! ♙b7 (16...exd5 17 ♙xh7+ ♙xh7 18 ♖d3+ ♙g8 19 ♖g6+) 17 ♖c3 ♖d6 18 ♙h5 ♙f7 19 ♙xg5! ♙xf3 20 gxf3 fxf3 21 ♙xg5+ ♙f8 22 ♙dg1 ♖f6 23 ♖e4 ♖dxe4 24 fxe4 ♖xd4 25 e5 ♙e7 26 c3 ♖b6 27 exf6+ ♙xf6 28 ♙g8 ♙xg8 29 ♙xg8 ♙h4 30 f4 ♙f2 31 ♙c2 ♖e3 32 ♖d1 ♖xf4 33 ♙xb5! ♙b6 34 ♙e8 1-0.

King's Indian

□ Chess Genius X

■ GM John Nunn

1 d4 ♖f6 2 c4 g6 3 ♖c3 ♙g7 4 e4 d6 5 ♖f3 0-0 6 ♙e2 e5 7 ♙e3 h6 8 0-0 ♖g4 9 ♙c1 ♖c6 10 d5 ♖e7 11 ♖e1 f5 12 ♙xg4 fxf3 13 ♖c2 g5 14 ♖e3 ♙f4 15 f3 gxf3 16 ♙xf3 c6 17 dxc6 bxc6 18 c5 ♙xf3 19 gxf3 ♙e6 20 ♖xd6 ♖xd6 21 cxd6 ♖c8 22 b3 ♖xd6 23 ♙a3 ♙f8 24 ♙b2 ♖f7 25 ♙c1 ♙d8 26 ♖cd1 ♙d6 27 ♙c2 h5 28 ♖f2 ♙d7 29 ♖c4 ♙e6 30 ♖d3 ♙g7 31 ♖c5 ♙e7 32 ♖a5 g4 33 ♖xd7 ♙xd7 34 fxf3 hxf3 35 ♖xc6 ♖g5 36 ♙g2 ♙c7 37 ♙c4 ♖xe4 38 ♙xe5 ♙xe5 39 ♖xe5 ♙xc4 40 bxc4 a5 41 ♖xg4 ♙f7 42 ♙f3 ♖c3 43 ♖e5+ ♙e6 44 ♖c6 a4 45 ♖b4 ♙d6 46 h4 ♙c5 47 h5 ♙xb4 48 c5 1-0.

Irregular

□ IM Gert Ligterink

■ Mephisto Montreaux

1 ♖f3 ♖f6 2 c4 e6 3 b3 d5 4 ♙b2 c5 5 g3 ♖c6 6 ♙g2 ♙d6 7 0-0 0-0 8 e3 dxc4 9 bxc4 e5 10 ♖c3 ♙f5 11 d4 exd4 12 exd4 ♙e8 13 ♖b5 a6 14 ♖xd6 ♖xd6 15 d5 ♖b4 16 ♖e1 ♙ad8 17 a3 ♖c6 18 ♖f3 ♖e7 19 ♖b3 b5 20 cxb5 ♖exd5 21 ♙fd1 axb5 22 ♖h4 ♙e4 23 ♙xe4 ♖xe4 24 ♙xg7!? f6 25 ♙h6 ♖ec3 26 ♙e1 ♖e2+ 27 ♙f1 ♖d4 28 ♖d3 ♖c6 29 ♙xe8+ ♙xe8 30 ♙e1 ♙e5 31 ♖g2 ♙h5 32 ♙c1 ♙xh2 33 f3 ♖d7 34 ♖e4 ♖c3 35 ♖g4+ ♖xg4 36 fxf3 ♙h1+ 37 ♙f2 ♖d1+ 0-1.

French

□ Hiarcs Master 3.0

■ GM Yasser Seirawan

1 e4 e6 2 d4 d5 3 ♖c3 ♙b4 4 e5 ♖d7 5 ♙d2 b6 6 ♖g4 ♙f8 7 ♖f3 ♖e7 8 ♙b5 ♖bc6 9 0-0 ♙b7 10 ♖e2 h6 11 a4 a6 12 ♙d3 a5 13 b3 ♖b4 14 ♙xb4 axb4 15 c3 bxc3 16 ♖xc3 ♖f5 17 ♙fd1 g6 18 ♙dc1 c6 19 ♖h3 ♙e7 20 ♙ab1 h5 21 b4 ♙f8 22

♖xf5 gxf5 23 ♜d1 ♜h6 24 ♜e1 ♜g7 25
 ♜d3 ♜h7 26 ♜f4 h4 27 ♜e3 ♜d8 28
 ♜b2 ♜g5 29 ♜f3 ♜c8 30 ♜h3 ♜e7 31
 ♜e3 ♜f8 32 ♜db1 ♜g6 33 ♜f4 ♜g8 34
 ♜f3 ♜h6 35 ♜a2 ♜d7 36 a5 ♜gb8 37 a6
 b5 38 ♜d3 ♜a7 39 ♜ba1 ♜ba8 40 ♜h3
 ♜c8 41 f4 ♜xa6 42 ♜xa6 ♜xa6 43 ♜xa6
 ♜xa6 44 ♜e3

Hiarcs is a pawn down, but look at Seirawan's bishops - definitely more battery than free range.

44 ..♜c8 45 ♜e2 f6 46 ♜c1 ♜d7 47 exf6
 ♜xf6 48 ♜c5 ♜g7 49 ♜e3 ♜c8 50 ♜f2
 ♜a7 51 ♜d2 ♜a1 52 ♜e3 ♜b2 53 ♜d3
 ♜b3 54 ♜d2 ♜g7 55 ♜e5 ♜e7 56 ♜c1
 ♜xb4

Hiarcs offered a draw here, which looks a reasonable outcome, but the US No. 1 spurned it - a decision he would soon regret as, short of time, he falls into a mating net.

57 ♜xc6 ♜d2 58 g3 ♜e3+ 59 ♜g2 ♜d1
 60 ♜c7+! ♜h6 61 ♜xc8 ♜xe2+ 62 ♜h3
 1-0.

Catalan

□ IM Erik Hoeksma

■ Hiarcs Master 3.0

1 d4 ♜f6 2 ♜f3 e6 3 g3 b6 4 ♜g2 ♜b7 5
 c4 ♜e7 6 ♜c3 ♜e4 7 ♜c2 d5 8 0-0 ♜xc3
 9 ♜xc3 0-0 10 cxd5 exd5 11 b4 a5 12 b5
 c5 13 bxc6 ♜xc6 14 ♜b1 ♜e8 15 ♜b2
 ♜a6 16 ♜e3 ♜d7 17 ♜fd1 ♜ac8 18 ♜e5

♜e6 19 ♜d3 ♜b4 20 ♜f4 ♜d7 21 ♜bc1
 ♜a4 22 ♜b3 ♜xb3 23 axb3 ♜cd8 24 ♜f1
 g5 25 ♜h3 h6 26 ♜g1 ♜g7 27 ♜f3 ♜d6
 28 ♜g1 ♜b5 29 ♜d2 f6 30 ♜f3 f5 31
 ♜xb4 ♜xb4 32 h3 ♜e7 33 ♜g2 ♜d6 34
 e3 ♜d7 35 ♜e2 ♜f6 36 ♜f3 ♜e6 37 ♜f1
 b5 38 ♜e2 f4 39 gxf4 ♜xh3+ 40 ♜g1
 ♜e6 41 ♜c6 ♜g4! 42 ♜xf6 ♜xf3 43 fxg5
 ♜xe2 44 ♜c1 hxg5 45 ♜f5 ♜g6 46 ♜f8
 ♜xe3! 47 ♜c6+ ♜g7 48 ♜d8 ♜xb3 49
 ♜d7+ ♜g8 50 ♜c8+ ♜f8 51 ♜xd5 ♜f3 52
 ♜xg5+ ♜f7 53 ♜e5 ♜c4 54 ♜c7+ ♜g6 55
 ♜g2 ♜f7 56 ♜c6+ ♜f6 57 ♜c8 ♜d6 0-1.

Sicilian

□ Mephisto Genius 68030

■ GM Zsuzsa Polgar

1 e4 c5 2 c3 e6 3 d4 d5 4 exd5 ♜xd5 5
 ♜f3 ♜f6 6 ♜a3 ♜c6 7 ♜e2 cxd4 8 ♜b5
 ♜d8 9 ♜bxd4 ♜xd4 10 ♜xd4 ♜xd4 11
 ♜xd4 a6 12 ♜f4 ♜d7 13 ♜c7 g6 14 0-0
 ♜g7 15 ♜fe1 0-0 16 ♜f3 ♜e8 17 ♜b3
 ♜a7 18 ♜ad1 f5 19 ♜d4 ♜f7 20 ♜xf5!
 gxf5 21 ♜h5+ ♜e7 22 ♜d6+ ♜d8 23
 ♜c5! ♜a8 24 ♜xe8 ♜xe8 25 ♜xe6+ ♜f7
 26 ♜e7+ ♜g6 27 ♜exd7 ♜xd7 28 ♜xd7
 b5 29 g3 ♜f6 30 ♜d6 ♜f7 31 ♜g2 ♜e5 32
 ♜h6 ♜g7 33 ♜h5 ♜g6 34 g4 ♜c8 35 ♜e3
 ♜c4 36 ♜g5+ ♜f6 37 ♜xf5+ ♜e6 38 ♜f3
 a5 39 ♜h5 ♜a4 40 a3 b4 41 ♜h6+ ♜d5 42
 axb4 ♜a2 43 bxa5 ♜xa5 44 ♜h5 ♜c4 45
 ♜d4 ♜c7 46 ♜xh7 1-0 (57).

Why did she play another 11 moves?!

News from Ply An extract from the respected Swedish computer-testing magazine

"We have now played enough games to include Hiarcs Master 3.0 and W-Chess on the rating list. As expected, both have achieved very high ratings, not far behind the so far strongest programs.

Hiarcs 3.0 486/50-66Mhz. has received a rating of 2319 after 289 games. That is 111 points more than Hiarcs 2.0 has on a 486/33. Even if we subtract 35 points for the difference in hardware, still more than 75 points is due to program improvement. This is an excellent result of Mark Uniacke's spare-time programming!

W-Chess 486/50-66 is David Kittinger's first PC program. After 200 games it has a rating of 2313! That is only 49 points less than Genius 3.0 has. At the moment W-Chess is the fifth strongest PC program. The difference between the best programs is so small that the order between them could easily change as we play more games."

RESULTS ROUND-UP

Genius 3 scored 7½ out of 8 in a Human versus Computer tournament in Gothenberg, Sweden, making a 2737 Elo performance. Third equal came MC-Pro and Fritz 3 on 5½ and identical performances of 2443 Elo. W-Chess was 4th with 5 points and 2395 Elo. The highest-ranked human, Bent Svensson (2472 Elo) could only manage 1½. Games were rapidplay (30 minutes each) and the programs all played on a 486/66Mhz.

The four PC programs ended up winning the match 23½-8½. Even the lowest-ranked human was 2198 Elo.

Leif Svensson (2192) - M-Chess Pro 4.0:
1 ♖f3 d5 2 g3 ♗f6 3 ♕g2 c6 4 0-0 ♕g4 5 d3 ♗bd7 6 ♗bd2 e6 7 ♜e1 ♘e7 8 e4 dxe4 9 dxe4 0-0 10 ♗c4 ♘xf3 11 ♘xf3 a5 12 ♜e2 b5 13 ♗e3 ♜b6 14 h4 ♗e5 15 ♕g2 ♜fd8 16 ♖h2 ♘c5 17 f4 ♘xe3 18 ♘xe3? ♗eg4+ 19 ♖h3 ♗xe3 0-1.

Gosta Svern (2406) - Genius 3:1 d4 ♗f6 2 ♗f3 d5 3 ♕g5 e6 4 e3 c5 5 c3 ♗c6 6 ♕d3 ♕d6 7 ♗bd2 0-0 8 0-0 h6 9 ♕h4 e5 10 e4 ♕e6 11 dxe5 ♘xe5 12 ♗xe5 ♗xe5 13 ♕c2 d4 14 cxd4 cxd4 15 ♕g3 ♗c6 16 ♗f3 ♗b4 17 e5 ♗xc2 18 ♜xc2 d3 19 ♜a4 ♗h5 20 ♜fd1 ♗xg3 21 hxg3 ♜b6 22 ♜d2 ♜ad8 23 ♜ad1 ♜d7 24 b3 ♜fd8 25 ♜f4 ♜d5 26 ♗e1 ♜b5 27 ♗f3 ♜a5 28 g4 ♜c3 29 ♖h2 b5 30 ♜e1 a6 31 ♜e3 ♜d4 32 ♜e4 ♜xe4 33 ♜xe4 a5 34 ♖g3 a4 35 bxa4 ♜c4 36 ♜f4 bxa4 37 ♜xc4 ♘xc4 38 ♖f4 a3 39 ♗e1? ♘xa2! 40 ♜xd3 ♜xd3 41 ♗xd3 ♕b3 42 ♗c5 ♕d5 0-1.

M-Chess Pro 4.0 - Bengt Svensson (2472): 1 e4 c5 2 ♗f3 d6 3 d4 cxd4 4 ♗xd4 ♗f6 5 ♗c3 a6 6 ♕g5 e6 7 f4 ♗bd7 8 ♜f3 ♜c7 9 0-0-0 b5 10 ♕d3 ♕b7 11 ♜he1 ♕e7 12 ♜g3 b4 13 ♗d5 exd5 14

exd5 ♕d8 15 ♜e3 ♗b6 16 ♗f5 ♗c8 17 ♗xg7 ♗xd5 18 ♜d4 ♜f8 19 ♕xh7 ♕xg5 20 fxg5 ♜a5 21 ♜f1 ♗c3 22 bxc3 bxc3 23 ♗e6+ fxe6 24 ♜xf8+ ♖c7 25 ♜g7+ ♖b8 26 ♜d3 ♜a3+ 27 ♕d1 ♜xa2 28 ♜xd6 ♜b1+ 29 ♖e2 ♜g1 30 ♕e4 ♕xe4 31 ♜xc8+ ♖xc8 32 ♜f8+ ♖c7 1-0.

Michael Gillion has completed two matches between Chess Genius 1 and the Mephisto Risc v2 (the update of the Risc 1Mb). Very different results at very different time controls! At 40 moves an hour, the Mephisto delivered a crushing 13½-6½ result, but at 10 seconds a move average, it lost 7½ to 12½ - make of that what you will... CG1 was running on a 386/25.

Mr Gillion adds: "I've included a couple of games from match 1. One is a fine win by Risc v2 with Black, while the other shows that programs are now playing to grandmaster standard by agreeing to a draw in only 12 moves! I wonder if this is a record for a computer v computer game."

CG1 (386/25) - Mephisto Risc v2: 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 a6 15 d5 ♗e7 16 ♗d4 ♕xe2 17 ♜xe2 ♕xd4 18 ♜e6+ ♜f7 19 ♕xd4 ♗f5 20 ♕c5 b6 21 ♕b4 c5 22 ♕a3 ♗d4 23 ♜e4 f3 24 gxf3 ♜aa7 25 f4 ♜ae7 26 ♜g2 ♗xf4 27 ♜xf4 ♜xf4 28 ♜d1 ♜e8 29 ♜g3 ♜f3 30 ♜h4 ♜xc3 0-1.

Mephisto Risc v2 - CG1 (386/25): 1 c4 e5 2 ♗c3 ♗f6 3 ♗f3 ♗c6 4 e3 ♕b4 5 ♜c2 ♕xc3 6 ♜xc3 ♜e7 7 a3 d5 8 cxd5 ♗xd5 9 ♜b3 ♗b6 10 ♜c3 ♗d5 11 ♜b3 ♗b6 12 ♜c3 ♗d5 ½-½.

