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Computer Chess
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*The purpose in publishing the "NEWS SHEET" is to provide a survey of the CHESS
COMPUTER scene, with a special emphasis on realistic assessments of the PLAYING
ABILITIES of the many Machines now available. My work at COUNTRYWIDE COMPUTERS
is of special help in this as we handle there a very wide range of Computers
and I enjoy a freedom to maintain personal opinions and preferences which I
seek to share with Readers. Final Games and Articles selection for each Issue
is done independently and solely by myself. The NEWS SHEET is also financed by
myself and by NS Readers whose voluntary contributions are always welcome
(please!); but folk who make little attempt to 'pay their way' will not remain
on the Mailing List for ever. (Hint: £5 just covers my costs for 4 Issues;
Foreign Readers £8 - I try to produce 5 Issues per year). Articles or Games
sent in by Readers or others involved in Chess Computing will always receive
fair consideration for publication.!*

Hello again, and welcome to another Issue - barely 5 or 6 weeks since NS24 as
well! I wanted to get this to the printers early, mainly due to the fact that
the Countrywide team will have the Chess Computer Stand at the World Champ-
ionship Semi-Finals at Sadlers Wells involving Jon Speelman, Timman, Karpov and
Yusupov. A probable 3-week gap in my NS input would mean a November release,
and there are some important NEW machines and programmes which many of you will
want updating on now rather than later, knowing you!

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News

The TAKE-OVER
The MEPHISTO (Hegener & Glaser) take-over of FIDELITY was completed in early
September as expected. Readers will be pleased, I think, to learn that the two
Companies will still be operating independently, certainly in the immediate
future. So there will continue to be a full range of Fidelity machines at this
time, produced in the USA, though Hegener & Glaser as owners may determine
Fidelity's direction in certain areas in due course. Fidelity's work towards
bringing out the MACH 3-3B-4-4B programme in ELITE Boards continue unaffected.
Some Fidelity machines, such as the PHANTOM, may carry the Mephisto brand name
for the European market at some time in the future.

The RENAISSANCE
The new Saitek/Kasparov RENAISSANCE was mentioned in NS24, with a guide to its
likely Grading which remains largely unaltered. However I failed to make prop-

erly clear that the RENAISSANCE Board will be an improvement over the current GALILEO, in that it will have LEDs on every square instead of using the co-ordinate system. The 3-colour LED system, which enables the user to know exactly which mode the machine is in, will also operate on all squares, and the Board will continue to use the high-tech sensor system which is designed to detect moves played even at high-speed (i.e Blitz Chess). From the Kasparov Chess Computer PRESS RELEASE it seems that the use of the separate LCD board display introduced in the SIMULTANO (or the MARK 5 and EXECUTIVE Chess?!) will also be in the RENAISSANCE units.

MAESTRO (non display "D" version) and ANALYST (display "D" version) modules can be used to increase playing strength. The speed range with the MAESTRO will be 4 - 10MHz, and with the ANALYST 4 - 8MHz. The valuable ability to connect to ChessBase, Personal Computers and their Printers remains.

There is a RENAISSANCE game from Sweden elsewhere in the NS. Here is an ultra-quicky from this years' U.S Open.

White *RENAISSANCE D/10*, Black *D. SIMONS* (2102 USCF)
1 e4 c6 2 d4 d5 3 Nd2 dxe 4 Nxc4 Nf6 5 Nxf6+ gxf6 6 Bf4 Qd5 7 Nf3 Bf5 8 Bd3 Bg4 9 c4 Qa5+ 10 Qd2 Qb6 11 Be4 e6 12 c5 Qd8 13 Qb4 b6 14 Bxb8 Bxf3 15 Bxf3 Qxb8 16 Bxc6+ Kd8 17 Qc3 a5 18 Qf3 and 1-0

MEPHISTO's new machines

Just out (29/9/1989) is the POLGAR, the sisters now being associated with Mephisto. This is an extension/upgrade of the very successful ACADEMY, but has been made available in MODULE format, so runs in Mephisto's MODULAR, EXCLUSIVE and MUNICH boards. It has only just arrived, so I cannot say how much stronger than the Academy it is likely to be, but I am told that all areas of its play have been improved, and it isn't just an update of the Opening Book. I also note that it is a 64K programme instead of 48. The main thing is that it has ALL of the Academy's excellent features for special and infinite level settings, full visual access to its Opening Book in both Tournament and Random mode, two line Graphic Display, save game, recall and UPDATE of evaluations whilst YOU are thinking as well as whilst the Computer is etc. Prices are:-Modular (Judit?) £449, Exclusive (Sofie?) £549 and Munich (Zsusa?) £689. Owners with earlier modules (MM2, Rebell, MM4 etc) can obviously upgrade to this.

The next programme to arrive from Mephisto will be Richard Lang's new block-buster... the PORTOROSE. This is the upgrade for the ALMERIA, but it will be the best single step-forward yet achieved in the series since the arrival of the Amsterdam! Richard has obtained far more than his usual average of 50/60 Elo, because he has also managed to change the programme's "attitude". It is far more active in its style, in seeking the initiative and pursuing its advantages powerfully to maximise pressure. This has resulted in much more than a more pleasurable programme to use, it has radically affected its playing strength. Here are the early results from tests of the *16 BIT PORTOROSE:-*

MEPH PORTOROSE 16 Rating 2304 +/- 34 vs hums 0 in 0

v FID 68020 MACH 4	9.5	5.5	v MEPH MEGA 4+TURBO*	11	7
v FID 68000 MACH 3	32	8	v FID 68000 MACH 2C	33	10
v MEPH MEGA 4	17.5	4.5			

This means that the 16 bit PORTOROSE is somewhat stronger than the 32 bit ALMERIA! Indeed, the 32 bit PORTOROSE should be around 80 Elo better. To give an example of what this means, it should turn the above $9\frac{1}{2}$-$5\frac{1}{2}$ score into one of 11-4! There is also a (very) expensive 36MHz 68030 version available. There is extensive discussion on the new playing strengths elsewhere in the NS, so I will close by adding that the opening book has been extended again, and there are 3 playing styles in the new programme:- "Solid" which relates to the Almeria and gives the more defensive style, "Normal/Active" which Richard tells me is clearly the strongest and represents much of his new work, and "Aggress-ive" which is a further extension of this work. The "Normal/Active" was in use for the testing and results shown above.

FIDELITY 68000 Elites

Fans of the MACHs 3 and 4 will be delighted to know that these programs are now becoming available in the well-known Elite boards. The original 2265 and 2325 programs have been updated and include a "self-correcter" which "puts itself right after it has made weak moves". Referred to as the MACH 3B or MACH 4B etc. it will be available in the Elite board with a choice of Processors and RAM/Hash Table hardware. For example, a twin 16MHz 68000 processor with low RAM will provide improved middle-game strength, whereas a single 16MHz 68000 proc-essor with Fidelity's maximum 1024K RAM will show more effect in the end-game.

A PC link-up should be available before Christmas which will benefit corresp-ondence players and enable game-storage using ones' PC. As with Mephisto there are also (very) expensive 68030 and 68040 versions - see details in the "SPEED" article with my own projections of possible playing strength comparisons.

NOVAG Super B's

The evidence regarding CHOICE of SELECT is building up slowly but surely. The TOTAL figures thus far just favour Select 3, with Select 2 and Select 4 stand-ing at -10 and -15 Elo respectively. One or two folk have still only sent me 'their best' results, stedfastly refusing to send in their poorer ones, other-wise the position might have been more certain.

A big surprise is that the Swedish raters have the "B" prog. ONLY 10 Elo above the original version!? Larry Kaufman (probably correctly) points out that my Rating List tends to favour Novag machines slightly as I allow results at 1min and 2min per move, time controls which many feel give the Novags a small boost. Thus Sweden, with their consistent 40 in 2hrs, will always have them a little lower than I do. I note that their testing so far has all been done at Select 4, the Select actually favoured by Larry, though programmer Dave Kittinger still prefers Select 3! I think the Swedish figures will improve if they go to Select 3 which is 15 above 4 according to my tests. My own belief is that the "B" version is around 60 Elo above the original, so the Swedish figures are a surprise, whatever the explanation. So I think their rating for the SUPER B's will go up.... maybe mine will drop a little? We'll see.

AMSTRAD, ATARI & CO. My AMSTRAD 6128 is running dreadfully short of memory when compiling the Rating List. I don't WANT to change PC as that would mean a re-writing of my (c) BASIC prog. PLUS the frightening task of re-entering all of the substantial data. Does anyone know if ATARI, AMIGA or IBM *BASIC* is gen-uinely easy and "standard" - or particularly grotty. If I don't change, one or two older Computers will have to drop out - if I do change, it's a big expense, a one month program re-write in an already over-busy life, and a certain delay in the next NS. Anyone out there have some helpful advice?

WORLD MICRO CHAMPS.

Portoruz, Yugoslavia. October 1989

Mephisto Run Into Negative Resistance!

Yes, definitely not the sort of resistance they are more used to!!.... **No-one wanted to play against them!**

In fact, in the MANUFACTURERS DIVISION, MEPHISTO won the Title without any competition, and the Hegener & Glaser PRESS RELEASE which reads, *"The expected superiority of the new Mephisto program made all potential challengers withdraw from the contest"*, is hard to dispute in the circumstances.

A quick look at the record of the top places in the World Micro Champs since Mephisto switched to the Richard Lang programs makes disheartening reading for the competition:-

1985		1986		1987		1988	
AMSTERDAM	8/8	DALLAS		6/7 ROMA		9/9 ALMERIA	19/32
AMSTERDAM	7	Fidelity		5½ CXG Sphinx	0	Fidelity	13
AMSTERDAM	7	DALLAS		5 [only 2 entries.		[only 2 entries]	
Conchess	4½	DALLAS		4½ NB. not the same			
Novag	4	Fidelity		4½ Sphinx as now			
Conchess	4			commercially available]			

So the MEPHISTO PORTOROSE won the 1989 Manufacturers Title unchallenged.

The Software Division

Gladly there was a CONTEST at Portorose however, and 9 Programs contested the SOFTWARE Section. Unfortunately this Championship was clouded by a big scandal - which in no way concerned the result, nor affected it in the end... but more of that later.

The entries were MEPHISTO PORTOROSE (Britain, Richard Lang), MEPHISTO REBEL (Ed Schroeder with the POLGAR programme, an update of the Rebel, MM4, Mega4 and Academy series), ATARI KEMPELEN, PANDIX and AI CHESS (Hirsch, USA) which are regulars in the big Tournaments, plus QUICK STEP (an "unknown" from Germany), PAUL (not Cohen!) , WHY NOT 89 and NIGHTMARE.

The scores after 6 rounds showed the way it was going :-

5½	*Mephisto Portorose*
5	*Mephisto Rebel*
4½	*AI Chess*
4	*Quick Step*
3½	*Pandix*
3	
2½	*Why Not 89*
2	*Paul*
1½	
1	
½	
0	*Atari Kempelen, Nightmare*

Portorose and Rebel had played each other - a VERY hard-fought draw! I will try to get a copy of this game for either this or the next NS, as I gather it was a real nail-biter. The watchers were completely unsure which way the game would swing in the midst of enormous complications. Rebel had already played and beaten AI Chess whereas Portorose still had to meet it. But Rebel had dropped a ¹/₂ to Why Not 89 which Portorose had beaten. Quick Step had lost to Portorose and AI Chess but won all its other games. Nightmare and Atari Kempelen were still to meet, so the "nightmare" would end for one of them at least!

At this stage an urgent inquiry occured into the QUICK STEP "development Computer" entry as Ossi Weiner and Richard Lang had spotted moves being made by it which seemed amazingly familiar. Indeed it was found that Quick Step was actually a *stolen* Mephisto Almeria program!! Astonishing.

In one way it would have been quite interesting to let it complete the Tournament and see where it finished after its good start with 4/6. But now, the Portorose and AI Chess entries lost the points they had won against it, and the others cheerfully lost their zeros! But it made no difference at all in the end. Portorose won its 2 games against AI Chess and Paul whilst Rebel dropped a ¹/₂ to Pandix as the latter moved into 3rd= place.

Final positions and scores were :-

6¹/₂	*Mephisto Portorose*
6	
5¹/₂	*Mephisto Rebel*
5	
4¹/₂	*Pandix, AI Chess*
4	*Why Not 89*
3¹/₂	
3	
2¹/₂	
2	*Paul*
1¹/₂	
1	*Atari Kempelen*
¹/₂	
0	*(you guessed it...)* *Nightmare!*

Let's be honest - this wasn't really the sort of Championship that you and I would have really wanted at all. It certainly doesn't compare with some of the past Events, and the classic head-to-head between Mephisto and Fidelity last year comes quickly to mind. That not only provided us with an excellent tussle, but also gave us a pretty good idea what to expect from the respective programmes at their launch time, after making allowances for the changes in hardware on the commercial versions.

This year, Mephisto has the Title again - and there can be no complaint about that. But the Championship itself tells us nothing about the real strength of either the Portorose - or any of the non-existent opposition.

One or two - I tell a porky - nine or ten Readers have asked if I am to do a World Micro Championship Booklet again this year... ("Please", they say!). You will appreciate that it just wouldn't be worthwhile in the circumstances, but I will try to make sure some of the best games of what was played do get into NS26 which I will be *hoping* to issue sometime in December if time allows.

SPEEDS, PROCESSORS, and RATINGS

It came as something of a surprise to realise that it was as long ago as NEWS SHEET 13 that we last discussed this important subject. Well, if you never saw it, I shouldn't worry as it's rather out-of-date now! At the time I had assumed that a maximum speed of some 50-60MHz would last us nicely into the 1990's. Also it really applied to the 6301 and 6502 processors, or 68000 versions without out hash tables - which was all we had then!

Some Background For Newcomers To The Subject

It has always been clear that, by INCREASING A COMPUTER'S CALCULATING SPEED, we can enable it to ANALYSE DEEPER and thus improve its PERFORMANCE and Rating. Many calculations were done, by Ken Thomson (the programmer of Belle, "6* Speed = 250 Elo" and "1.8* Speed = 75 Elo"), David Levy (in his Computer Chess Handbook, "2* Speed = 100 Elo"), as well as by myself. The resulting Tables which I printed showed how this worked out in practice (i.e. with machines then up to around 6MHz) and how much we could expect the Computers to improve in terms of playing strength as processing speeds continued to be increased. It was all intended to whet our appetites for future possibilities! However, Fidelity and Mephisto have "spoiled it" by already passing those expectations!

The above figures mean that, in simple terms, if a Computer's Search within a given Time Limit can be advanced from "x" ply to "x+1" ply, then its Grading should improve by 250 Elo. A conversion of Ply into Time was based on the fact that computers on 6301 and 6502 processors take 6* as long in Thinking Time to get through each subsequent ply. Thus:-

```
If    2 ply takes      1sec
then  3 ply takes       6sec, and goes +250 Elo over 2 ply search
      4 ply takes      36sec, and goes +500 Elo over 2 ply search
      5 ply takes 3min 36sec, and goes +750 Elo over 2 ply search
and If  a 1MHz processor reaches     2 ply in 6sec
then    a 6MHz processor would reach 3 ply in 6sec, and again gain 250 Elo.
```

Of course the AMOUNT of improvement in advancing a Search from 2 ply to 3 ply is somewhat more than when advancing its Search from, say, 6 ply to 7 ply where the situations being examined are less influential - at least until they appear on the board! So an extra formula was developed showing a slowing down effect the further into the Plys the programme reached.

All these facts and figures also HELD TRUE FOR 68000 processors AS LONG AS THEY DIDN'T USE HASH TABLES! Which of course some now do!

Thanks For The Memory!

Hash Tables are better thought of (in my way of thinking) as RAM, which is RANDOM ACCESS MEMORY. The word MEMORY is the KEY - it tells us that the computer is storing in its memory the analysis and conclusions which it has reached from its searching at each stage. Thus, instead of having to go back to "ply 1", [a] at the end of each ply of search and, [b] after making each move, (did you all realise that that's what the 6301 and 6502 chaps have to do?), it goes straight into the next ply drawing from its MEMORY the conclusions reached thus far. Just like a human... well, some anyway!

However, since the arrival of RAM/Hash Tables, some computers (to be specific the Fidelitys from **Mach 2** onwards and the **Mephistos** from the **Almeria** onwards) use LESS than 6* Time to search successive plys. The **Fidelity** machines, with less than 128K in their basic 68000/12 and 16MHz versions, are tending to take around 5¹/₂ times as long through successive plys instead of 6*. The **Mephistos**, by providing 40K Memory per effective MHz are only taking 3-4 times instead of 6*, though this is partly due to the Selective Search method which usually red- uces what I call "PlyTime" by 1 anyway! The newer "bigger-memory" Fidelity machines are also now using just less than 5*.

So, now, let's have a look at THREE TABLES, each showing THE EFFECT OF SPEED INCREASES. Incidentally, they are calculated on a basis of ONE PLY ADVANCE = 240 Elo GAIN, instead of 250 Elo. This is to ensure, as far as possible, that OVER-EXAGGERATION does not occur, of which there is much-too-much. Now that the leading computers have broken into the ranks of Master Standard (and one or two are within at least striking distance of International Master) it is VITAL that assessments are made CAREFULLY to retain INTEGRITY and DIGNITY in our business. Truth certainly matters to me - as a Christian in the first place, but if my beliefs do not overflow into my private and commercial life, then they aren't worth much. Thus we will strive after accuracy even if it means "penalising" my natural optimism to maximise it.

The first is for 6301 and 6502 processors, or 68000 versions with no hash table Memory, and Full Width programmes. These continue to take 6* as long for going through successive plys. This Table equates to the one in the aforesaid NS13.

```
PlyTime = 6
MHz  Elo+    MHz  Elo+    MHz  Elo+    MHz  Elo+    MHz  Elo+
1    0       2    76      3    118     4    147     5    170
6    188     7    203     8    216     9    228     10   238
12   256     14   272     16   285     18   296     20   306
22   315     24   324     26   332     28   339     30   345
32   352     34   357     36   363     38   368     40   373
45   384     50   394     55   403     60   412     65   419
70   426     75   433     80   439     85   445     90   450
100  460     110  469     120  477     130  485     140  491
```

The next is our 5* Table! This is for 68000 version processors which have close to 40K Memory per MHz of effective Speed. (Effective Speed will also be disc- ussed soon). It also applies to Computers using a Selective Search system.

```
PlyTime = 5
MHz  Elo+    MHz  Elo+    MHz  Elo+    MHz  Elo+    MHz  Elo+
1    0       2    85      3    131     4    164     5    188
6    209     7    225     8    240     9    253     10   264
12   284     14   300     16   315     18   327     20   338
22   348     24   357     26   366     28   374     30   381
32   387     34   394     36   400     38   405     40   411
45   423     50   434     55   444     60   453     65   461
70   468     75   475     80   482     85   488     90   494
100  505     110  515     120  523     130  531     140  539
```

Finally we have our 4* Table which is for Selective Search programmes using 68000 version processors with close to 40K Memory per MHz of Effective Speed. Around 40K per MHz appears to me to obtain the maximum benefit for all Time Controls up to 3/4mins per move.

```
PlyTime = 4
MHz  Elo+    MHz  Elo+    MHz  Elo+    MHz  Elo+    MHz  Elo+
1    0       2    99      3    153     4    190     5    218
6    241     7    260     8    277     9    291     10   304
12   326     14   345     16   361     18   375     20   388
22   399     24   409     26   419     28   427     30   435
32   443     34   450     36   457     38   463     40   469
45   482     50   494     55   505     60   515     65   524
70   533     75   541     80   548     85   555     90   561
100  573     110  584     120  593     130  602     140  611
```

Processor Survey And Effective Speeds

Yes, there's one more thing you need to know before we can see how this works in practice! Sorry.

The following Table shows a Multiplication Factor to apply to the quoted MHz to find out what the REAL calculating or EFFECTIVE SPEED of each C omputer is! That's right - a 6301 does NOT work anything like as well as a 6502, which does not work as well as a 68000, which works only half the speed of a 68020 etc.

```
Proc  Multiplier  Hash Tables
6301  1/4* MHz    can't use them. So, PlyTime = 6, or 5 for Sel. Search
6502  1* MHz      can't use them. PlyTime = 6, or 5 for Sel. Search
68000 1* MHz      0 = PlyTime 6; 40K per Eff MHz = PlyTime 5. -1 for Selective
68020 2* MHz      0 = PlyTime 6; 40K per Eff MHz = PlyTime 5. -1 for Selective
68030 2 1/2* MHz  0 = PlyTime 6; 40K per Eff MHz = PlyTime 5. -1 for Selective
68040 4-5* MHz    0 = PlyTime 6; 40K per Eff MHz = PlyTime 5. -1 for Selective
```

Let's have some quick practice at using these.
1] cp. the Novag Super Forte A at 5MHz and 6MHz on Full Width. The Processor is 6502, so 5MHz * 1 = 5, and 6MHz *1 = 6. (That wasn't too hard, was it!?).
Use the Table for PlyTime 6 for 6301 and 6502 Processors, or 5 if Selective.
5MHz = 170, 6MHz = 188. Mathematical Improvement for 5MHz to 6MHz = 18 Elo.

2] cp. the Mephisto Roma 16 (68000 @ 12MHz) and 32 (68020 @ 12MHz). Processors are: 68000 is 12MHz * 1 = 12; 68020 is 12MHz * 2 = 24MHz (Effective Speed!).
Table for PlyTime 5 in use.. no Hash Tables in Roma but Selective Search.
12MHz = 284, 24MHz = 357. Mathematical Improvement for 12MHz to 24MHz = 73 Elo.

3] cp. Fidelity Mach 3 (68000 @ 16MHz) and Mach 4 (68020 @ 20MHz). Processors are: 68000 is 16MHz * 1 = 16; 68020 is 20MHz * 2 = 40MHz.
Use Table for PlyTime 5! Hash Tables are less than 20K per Effective MHz, so 5 1/2 may be slightly more accurate, but difference is minimal.
16MHz = 315; 40MHz = 411. Mathematical Improvement for Mach 3 to Mach 4 = 96.

4] cp. Mephisto Almeria 16 (68000 @ 12MHz) with Almeria 32 (68020 @ 12MHz)
Processors are: 68000 is 12MHz * 1 = 12MHz; 68020 is 12MHz * 2 = 24MHz.
Use Table for PlyTime 4. Hash Tables exceed 40K per Eff MHz & Selective Search!
12MHz = 326; 24MHz = 409. Mathematical Improvement for Almeria 16 to 32 = 83.
A quick check of the above "Mathematical Improvement" figures with the actual Rating List shows that we are very definitely on the right track!

Relating what we've learned to the new FIDELITY and MEPHISTO Computers

"At last" did someone say? Well, I hope you found the above discussion-cum-explanation of interest and value as it is. Nevertheless the main reason for publishing the revised Tables and new details at this time are so that we can make a serious attempt at evaluating the new HIGH-POWER machines just becoming available from FIDELITY and MEPHISTO.

As soon as you see some of the PRICES - and perhaps now would be a good time to sit yourself down in your favourite armchair in readiness - you will most probably conclude, with me, that there will be a limited number of folk actually owning these machines, at least those in the £2000-£6000 bracket. And those who do will probably only own ONE!! This means that there aren't going to be as many RESULTS as usual for some of the models and that RATINGS on the basis of Results will not be so easily come by. It would be terrific to have the result of a 30 game Match between the Fidelity 68040 and the Mephisto 68030! But who is going to buy them *both* to play it for us! What a shame that Fidelity were not willing to meet Mephisto's 68030 at the Portoruz World Championship! It seems clear that no-one else would have had a chance, but a Mephisto-Fidelity head-to-head, as in 1988 when Mephisto won 18-12, would have given us some vital information. Perhaps they'd had enough with 1985/6/7/8? Here is a SUMMARY of the new Computers:-

FIDELITY: the MACH 3 and 4 are the same machines as currently available, for comparison. The expression "B" shows that an IMPROVED programme is incorporated, and ALL these have EXACTLY the same programme, "only" the HARDWARE is different. MACH 3/3B's use one or more 68000 Processors; the MACH 4/4B's use a 68020 or above. Prospective purchasers should check carefully what they want before they buy!. Note the [numbers] in brackets... these will be re-used later to help identify the machines now being listed when they appear in my ESTIMATED RATINGS Section. Please ignore the order, and the fact that some numbers are missing - the numbers shown here relate to those being used by Fidelity..... maybe the gaps are to be filled later?

MACH 3 (current 2265 machine) 68000 @ 16MHz, 64K RAM. Plastic board £399.
MACH 3B [2], 68000 @ 16MHz, 128K RAM. Elite board £799.
MACH 3B [5], twin 68000 processors = 24MHz, 192K RAM. Elite board £1099.
MACH 4, (current 2325 machine) 68020 @ 20MHz, 512K RAM. Plastic board £1299.
MACH 4B [4], 68000 processor @ 16MHz, 1024K RAM. Elite board £1499.
MACH 4B [7], 68020 @ 20MHz, 1024K RAM. Elite board £1999.
MACH 4B [9], 68030 @ 32MHz, 1024K RAM. Elite board £3499.
MACH 4B [10] 68040 @ 25MHz, 1024K RAM. Elite board £5999.

And here are the *MEPHISTO's:* the PORTOROSE is the fifth in Richard Lang's World Championship winning series, and is probably his biggest single step-forward yet, according to earliest Test Results (see elsewhere in NS).
PORTOROSE 16, 68000 @ 12MHz, 512K RAM. Exclusive board £1095.
PORTOROSE 32, 68020 @ 12MHz, 1024K RAM. Exclusive board £1445.
PORTOROSE SPECIAL, 68030 @ 36MHz, 2048K RAM. Munchen board £5850.

Thanks now to our earlier preparation, we should be able to make a good attempt at "estimating" by mathematical means the PROBABLE Grading for each of the above. PLEASE NOTE that both Manufacturers are saying that they believe their

machine is THE top machine (surely the Title WORLD CHAMPION entitles only one to do that?). My figures are... MINE and no-ne else's. I will revise them in future NSHEETS, especially as results for the "base" machines come in, plus any other concrete evidence. I do expect there will be a good number of purchasers of the 68000 and 68020 versions (and lucky Mephisto owners with one of Richard Lang's pre-decessors —— only need to upgrade, of course). So this will cert-ainly get some models onto the Official Rating List which will give us a clearer idea of the potential of the "Specials". Until then, at least you'll know I've tried my best to fairly guide prospective purchasers who have a Bank Manager in the closet, or a bigger Access limit than mine! (it's o.k - I'm only jealous!). And if it transpires that I have strayed from reasonable accuracy, then I will of course stand in the corner for a couple of days.

NB 1. The PLYTIME TABLES used earlier are perfectly sound, but I needed a more detailed method to obtain accurate figures for such a wide variation of Hash/RAM usage. Thus the PlyTimes shown below are MACHINE SPECIFIC rather than using a "rounded-up/down" of 6*, 5*, 4* etc. They also allow for Selective Search.
NB 2. The figures do assume a 50-75 Elo improvement between the MACH "basic" and "B". I don't have evidence for this, but respect Dan and Kathe Spracklen's programming powers, and anticipate that it is perfectly likely.

Forecast of 1990 Rating Positions at 3mins per move!	Maths Rating	Current NS Rating
Meph PORTOROSE SPECIAL. 36MHz on 68030 with 2048K RAM....	2506	
Adj.Speed 90MHz + RAM = 122. PlyTime 4.2. Elo 576 - 370 base		
Fid MACH 4B [10]. 25MHz on 68040 with 1024K RAM..........	2378/2403	
Adj.Speed 125MHz + RAM = 155. PlyTime 5.5. Elo 521 - 318 base		
Meph PORTOROSE 32. 12MHz on 68020 with 1024K RAM........	2383	
Adj Speed 24MHz + RAM = 34. PlyTime 4. Elo 451 - 370 base		
Fid MACH 4B [9]. 32MHz on 68030 with 1024K RAM..........	2344/2369	
Adj Speed 80MHz + RAM = 103. PlyTime 5.4. Elo 487 - 319 base		
Fid MACH 4B [7]. 20MHz on 68020 with 1024K RAM..........	2281/2316	
Adj Speed 40MHz + RAM = 55. PlyTime 5.2. Elo 434 - 318 base		
Meph PORTOROSE 16. 12MHz on 68000 with 512K RAM.........	2300	2305
Adj Speed 12MHz + RAM = 17. PlyTime 4. *Elo 370:Portorose base*		
Fid MACH 3B [4]. 16MHz on 68000 with 1024K RAM..........	2221/2246	
Effective Speed 16MHz + RAM = 24. PlyTime 4.8. Elo 364 - 318 base		
Fid MACH 3B [5]. 16MHz on 2* 68000 with 192K RAM.	2216/2241	
Adj Speed 24MHz + RAM = 30. PlyTime 5.6. Elo 359 - 318 base		
Meph ALMERIA 32. 12MHz on 68020 with 1024K RAM..........	2239	2240
Adj Speed 24MHz + RAM = 34. PlyTime 4. Elo 451 - 370 base		
Fid MACH 4. 20MHz on 68020 with 512K RAM................	2231	2227
Adj Speed 40MHz + RAM = 52. PlyTime 5.4. Elo 419 - 312 base		
Fid MACH 3B [2]. 16MHz on 68000 with 128K RAM,..........	2175/2200	
Adj Speed 16MHz + RAM = 20. PlyTime 5.6. *Elo +319:"B" base*		
Meph ALMERIA 16. 12MHz on 68000 with 512K RAM...........	2158	2158
Adj Speed 12MHz + RAM = 17. PlyTime 4. *Elo +370:Almeria base*		
Fid MACH 3. 16MHz on 68000 with 64K RAM.................	2124	2124
Adj Speed 16MHz + RAM = 19. PlyTime 5.7. *Elo +312:Mach 3/4 base*		

If the maths is right (and it *should* be), then we will see, as in the 1988 versions, that SPEED adds real POWER to all Computers, but WONT always make up for inherent strength gaps between different programmes. Will either of the TOP TWO get an I.M norm? There will be some very happy owners of these anyway!

Mephisto Academy at the British Champs

Following on from the Report in NS24, here are two more games from the Event, in which the ACADEMY was entered in the Major Open.

The first is the "loss on time" to which I referred in the last Issue. It does show one of the problems which must be faced when entering Computers in Tournaments... i.e deciding what Time Control to use with the machine. Readers will appreciate I'm sure that there is a continual and unavoidable loss of time TWICE for each move.

[1] After the Computer has chosen its move, ITS internal clock will stop, but there will be a few seconds inevitably taken by the operator in transferring the Computer's move onto the main board before the clock can be "hit"!
[2] Comes after the player's move - he will hit the clock as soon as he has made the move on the main board, but it will be still another second or two before the move will have been made on the Computer's board by its operator.

We reckon around 10secs per move are "lost" each move and, to be on the safe side, usually set the Computer's Time Control for 40 moves in 1hour 45. Even this loss of 15mins Computer thinking time per 40 moves can be "dodgy" when we are using different operators each day - apart from Alastair Cargill (hi Alastair!... and thanks for all your hard work!) and myself, the other operators were continually changing every day, and newcomers sometimes ran short of time even allowing 15mins for transfer of moves. Naturally ("Murphy's Law", is what Mike Healey and I call it... sorry Gerald!) this HAD to be the situation on this game when the Computer decided to take 5mins over its 40th when it only had 4mins left! The reason... it was doing extra checking to make sure its Mate in 5 announcement was right! The extra point would have placed it 5= with 7½ from 11 in the Major Open, an amazing result.

White Mephisto ACADEMY
Black M. TAHER

	White	Black
1	e2-e4	c7-c5
2	Ng1-f3	e7-e6
3	d2-d4	c5xd4
4	Nf3xd4	Ng8-f6
5	Nb1-c3	d7-d6
6	Bc1-g5	Bf8-e7
7	Bf1-b5+	Bc8-d7
8	0-0	Bd7xb5
9	Nd4xb5	0-0
10	Bg5xf6	Be7xf6
11	Qd1xd6	Qd8xd6
12	Nb5xd6	Bf6xc3
13	b2xc3	b7-b6
14	f2-f4	e6-e5
15	g2-g3	Nb8-c6
16	Kg1-g2	Ra8-d8
17	Ra1-d1	Rd8-d7
18	Rd1-d3	Rf8-d8
19	Rf1-d1	Kg8-f8
20	Nd6-c4	Kf8-e7
21	f4xe5	b6-b5
22	Rd3xd7+	Rd8xd7
23	Rd1xd7+	Ke7xd7
24	Nc4-d6	b5-b4
25	c3xb4	Nc6xb4
26	Nd6xf7	Nb4xa2
27	Kg2-f3	Na2-b4
28	c2-c3	a7-a5
29	c3xb4	a5-a4
30	Nf7-d6	a4-a3
31	Nd6-b7	a3-a2
32	Nb7-c5+	Kd7-c6
33	Nc5-b3	Kc6-b5
34	e5-e6	Kb5xb4
35	Nb3-a1	Kb4-c3
36	e6-e7	Kc3-b2
37	e7-e8Q	Kb2xa1
38	Qe8-b8	g7-g5
39	g3-g4	h7-h5
40		

```
8 . Q . . . . . .
7 . . . . . . . .
6 . . . . . . . .
5 . . . . . p p .
4 . . . . P . P .
3 . . . . . K . .
2 p . . . . . . P
1 k . . . . . . .
  a b c d e f g h
```

The second game is included as it was
the ACADEMY's quickest win in the
Tournament. (An oddity: 4 wins were
recorded with resignations coming
exactly after move 34!).

In this game, I think ACADEMY's 11 Nd5!
was perhaps the best single move it
made during the 10 days... though 17
Ne7! would make a good "runner-up"!

I would also be interested to know
where the player of Black, (Piotr
Litwak, 172 BCF), got his opening,
which doesn't exactly help his cause.
Even so, some of Academy's moves must
have come as a shock to both him and
our operator!

White *Mephisto ACADEMY*
Black *P. Litwak*

1	e2-e4	e7-e5
2	Ng1-f3	Nb8-c6
3	Bf1-c4	Bf8-e7
4	d2-d4	e5xd4
5	Nf3xd4	Be7-f6
6	Nd4xc6	b7xc6
7	Qd1-h5	Qd8-e7
8	0-0	g7-g6
9	Qh5-a5	d7-d6
10	Nb1-c3	Bf6-d4
11	Nc3-d5	Bd4-b6
12	Nd5xe7	Bb6xa5
13	Ne7xc6	Ba5-b6
14	Bc1-d2	h7-h5
15	Bd2-c3	Rh8-h7
16	Bc4-d5	Bc8-e6
17	Nc6-e7	Be6xd5
18	Ne7xg8	0-0-0
19	Ng8-e7+	

```
8 . . k r . . . .
7 p . p . N p . r
6 . b . p . . p .
5 . . . b . . . p
4 . . . . P . . .
3 . . B . . . . .
2 P P P . . P P P
1 R . . . . R K .
  a b c d e f g h
```

Tim Craggs sent me a couple of games
played by his Fidelity MACH 2C against
his local (Portsmouth) Chess Columnist,
name of John H. Jones (183 BCF).

Apparently said J.H.J has been known to
make some rather ungenerous remarks
about Chess Computers in the past, so
Tim challenged him to a Match against
one of the newer and stronger models.

Unfortunately J.H.J caught the Mach 2C
in an opening trap in the first game
and had won Queen for Rook by move 11!
It appeared he was proving his point,
but the MACH 2C played quite
resourcefully after that, and lasted
till move 54 to its credit.

The following week-end the two played a
re-match, this time with the
neighbourhood Chess Columnist as Black.
"The game was on a knife-edge" (says
Tim!) "for a long while, before John
forced a slight advantage which he
nursed through to victory. In fact,
John was VERY impressed with the
machine in this game and said it was
about the toughest game he's had this
year". (So much for chess in the
*Portsmouth area!... just joking,
Eric).* Actually J.H.J was a 220 BCF
player at his best, and feels he is
playing in the mid 190's at the present
time. Incidentally, the annotations
which follow are also by John.. thanks!

White *Fidelity MACH 2C*
Black *J H JONES* (183-195 BCF!)

1	e4	d5
2	exd5	Nf6
3	d4	Nxd5
4	c4	Nb6

*[4 - Nf6 is considered safer but, in
my opinion, White gets a space
advantage which Black has more
difficulty in overcoming]*

5	Nf3	g6
6	Bd3?	-

*[6 h3!, 6 Nc3, or 6 Be2 are all
superior moves. At d3 the bishop masks*

the queen and reduces control of d4
which leaves the d-pawn more vulnerable
to attack]

```
6    -       Bg4
7    c5!     -
```
[Virtually forced]
```
7    -       N6d7
```
[7 - Nd5? 8 Qb3 poses problems. At
d7 the knight may later threaten Nxc5,
after say Be3 with exchange to bring
the White queen onto f3]
```
8    0-0     Bg7
9    h3      Bxf3
10   Qxf3    Nc6
11   Bb5     Nxd4
12   Qxb7    0-0
13   Bxd7    Qxd7?
```
[Played with little thought! As I
felt I was better I failed to look for
alternatives. 13 - Ne2+ 14 Kh1 Nxc1 15
Rxc1 Rb8, followed by Bxb2; or even 13
- Nc2 14 Qe4! Nxa1 15 c6 Rb8 16 Nc3
were considerations]
```
14   Nc3     Rab8
```

```
| | |r| | | |r|k| | |
|p|Q|p| |q|p|p|b|p|
| | | | | | | |p| |
| | |P| | | | | | |
| | | |n| | | | | |
| | |N| | | | | |P|
|P|P| | | |P|P| | |
|R| |B| | |R|K| | |
```

```
15   Qe4!    -
```
[This was a surprise! The move I
feared!! The "machine" fails to grab a
free pawn!!! Banner headlines!!!!].

My apologies to MACH 2C owners for
leaving J.H.J's slightly sarcastic
!!!'s in - Eric.
```
15   -       c6
16   Rb1     f5
17   Qh4     e5
```
[I wasted a lot of time looking at
17 - Nf3+ 18 gxf3 Bxc3 19 Bh6 Bg7 20
Bxg7 Kxg7 21 Rfe1, only to discover, on
re-checking the line, that the mundane
19 Qc4+ would win outright]
```
18   Bg5     Rb4
19   f4      Qb7
```
[As much to avoid a future pin down
the d-file as anything]
```
20   b3      Ne6
```
[20 - e4, looks better]

```
21   a3!     Rxb3
22   fxe5!   -
```
[Darn! I'd forgotten Qc4 again!]
```
22   -       Rxb1
23   Rxb1    Qa6!
```
[White squares]
```
24   Be7     Re8
25   Bd6     Qd3
26   Qe1     Qd4+
27   Kh1     Nxc5
28   Ne2     -
```
[If 28 Rb4 Nd3!, so that if 29 Qd2
Nf2+. Both sides are under pressure in
this position]
```
28   -       Qe3
29   Qc1     Bxc1
30   Rxc1    Nd3
31   Rxc6    Nxe5
32   Rc7     Nd3
```

```
| | | | |r| |k| | |
|p| |R| | | |b|p|
| | |B| | |p| | |
| | | | | |p| | |
| | | | | | | | |
|P| | |n| | | |P|
| | | | |N| |P| |
| | | | | | |K| |
```

[I had intended here to play 32 -
Nf7, then found that after 33 Bc5 Rxe2
34 Rc8+ Bf8 35 Rxf8+ Kg7 36 Ra8, my
hard-earned pawn was gone. And 34 -
Ne8, was no improvement as 35 Rxe8+ Kf7
36 Re7+ Kg8 with White able to draw by
perpetual check. 36 - Kf6 37 Bd4+ was
too painful too bear!]
```
33   Ng1?    -
```
[An outright blunder! 33 Rc2 was
mandatory]
```
33   -       Nf2+
34   Kh2     Ne4
35   Bf4     g5
36   Rxa7    -
```
[If the B/f4 leaves its diagonal
then the fork Be5 is deadly and, as it
has nowhere on the diagonal to go, this
seems best]
```
36   -       gxf4
37   Nf3     Rd8
38   Ra5     Ng3
39   Ra4     Bh6
40   Rc4     Rd1
41   Ng1     Bg5
42   Rc8+    Kf7
```

43	a4	Bh4
44	Rc7+	Kg6
45	Rc6+	Kh5
46	Rc7	h6!

[Now find a check!]

47	Rc4	Nf1+
48	Kh1	Bg3

[I have been aiming this for h2, and am nearly there!]

| 49 | Rc2 | Nd2 |

[But now I changed my mind. 49 - Bh2 50 g4+ fxg3 51 Rg2 Ne3 52 Rxh2 gxh2 seems slower]

| 50 | Rxd2 | - |

[Necessary, or Black can choose from 50 - Bf2, and 50 - Ne4]

50	-	Rxd2
51	a5	Ra2
52	a6	Rxa6
53	h4	-

[I suppose I might miss stalemate!]

53	-	Ra2
54	Nf3	Ra1+
55	Ng1	Bf2
56	g4+	Kxg4
57	Kg2	Bxg1
58	h5	f3+
59	Kh1	Be3+
60	Kh2	Bf4 mate [0-1]

A BLAST from the PAST

Tony Leech has sent me the following game from a SIMULTANEOUS in 1982. The Computer was the GREAT GAMES MACHINE with the GRUENFELD & MORPHY cartridges, the Player was MILES COWLING (then 207 BCF).

White *Miles COWLING*
Black *GREAT GAMES MACHINE + MODULES*

1 e4 Nf6 2 e5 Nd5 3 c4 Nb6 4 d4 d6
5 f4 dxe 6 fxe Nc6 7 Be3 Bf5 8 Nc3
e6 9 Nf3 Be7 10 Bd3 - *[only now does Black go out of its Book and start to play some Chess of its own]* - Bg4 11
0-0 Nxd4 12 Bxd4 Bxf3 13 Qxf3 Qxd4+
[Black wins a pawn, but soon succumbs to a King-side attack] 14 Kh1 0-0 15
Rae1 Rad8 16 Bxh7+! Kxh7 17 Qh5+ Kg8
18 Ne4 Qxb2? 19 Nf6+ gxf6 20 Qg4+ Kh8
21 Re3 - *and it's all over, so Tony resigned for the Computer.*

Meph MM4 v MM2

Paul Shimmin sent me info. of his Match between the above - quite some time ago I must admit. The final score (at 1min per move) was 12½-3½ for the MM4, and the following was the shortest game. It involves an opening little-used by Chess Computers.

White *Mephisto MM4*
Black *Mephisto MM2*

1 e4 Nc6 2 d4 d5 3 Nc3 dxe 4 d5 Nb8
5 f3 exf 6 Qxf3 Nf6 7 Bf4 c6 8 Qxc
Nxc6 9 Bb5 Bd7 10 0-0-0 Qc8 11 Nd5
Nxd5 12 Rxd5 Be6 13 Rc5 Kd7? 14 Nh3
Bxh3 15 Rd1+ Ke8 16 Rxc6 and 1-0

Results from EXPOLARIS Open in Sweden

Goran Grottling kindly sent me the final Results from another important Tournament involving Computers against Humans. After the Mephisto ALMERIA coming out on top in the previous Swedish (Championship) Event with 2281, this time it was the Fidelity MACH 4's turn, which also just enables it to get back to the top of the vs. Human list! These two keep swapping places there, and are both well ahead of anything else with the exception of one or two turbo-boosted units (and the very latest Mephisto and Fidelity machines which are still to be entered under Tournament conditions, but which are sure to score higher - see NS info elsewhere).

The Computer results were:-

Fidelity 68020 MACH 4	6/11	= 2252
Mephisto ACADEMY	5½	= 2120
Mephisto ALMERIA 32	5	= 1978
Kasparov RENAISSANCE D/10	3½	= 1686

The Swedish workers are now comparing the Results from various Countries over the last 2 years and expect to re-issue their Rating List at a Level based only on these. It is likely to mean a drop of 75 Elo points or thereabouts. Goran

comments that, "there is a 'time-
effect' with people more used to play
against Computers now making it much
harder for them to get a high rating".
This echoes comments made in recent
Issues of the NEWS SHEET, but Readers
will know that my system involves one
or two techniques so that these
adjustments tend to take care of
themselves from Issue to Issue. Even
so, it is important that I keep on top
of this situation and I shall certainly
take a close look at the Swedish
findings in case further adjustments do
prove to be needed. My Ratings are
already lower than those shown by ALL
British Distributors - considerably
lower than some!

There is only room for a few games, so
I have simply selected the QUICKEST or
BEST WINS by each machine!

White *Fidelity MACH 4*
Black *Hakan Winfridsson* [1809]

1 d4 d5 2 c4 dxc4 3 Nf3 Nf6 4 e3 e6
5 Bxc4 c5 6 0-0 a6 7 Qe2 b5 8 Bb3
Bb7 9 Rd1 Nbd7 10 e4 cxd4 11 e5 Nd5
12 Rxd4 Bc5 13 Rg4 g6 14 Bh6 Qc7 15
Nbd2 Rc8 16 Rd1 Be7 17 Rd4 Bc5 18
Ne4 Qa5 19 Bxd5 Bxd5 20 Nxc5 Nxc5 21
b4 and 1-0

White **Frantisek BLATNY** [2290]
Black **Fidelity MACH 4**

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6
5 Qe2 Be7 6 c3 d6 7 0-0 0-0 8 d4 Bd7
9 d5 Na7 10 Bc2 c6 11 c4 cxd5 12
cxd5 Nb5 13 a4 Nd4 14 Nxd4 exd4 15
Nd2 Qb6 16 Bd3 Qc5 17 b3 Qc3 18 Ba3
Nh5 19 g3 Bg4 20 f3 Bh3 21 Rfc1 Qa5
22 Nc4 Qd8 23 a5 Rc8 24 Qf2 f5 25
Qxd4 fxe4 26 Qxe4 g6 27 Nb6 Rxc1+ 28
Rxc1 Bg5 29 Re1 Bd2 30 Nc4 Bxe1 31
Qxe1 Rxf3 32 Be2 Qe8 33 Qd1 Rf8 34
Bxd6 Qe4 and 0-1

White Sten Sjodahl [1896]
Black **Mephisto ALMERIA 32**

1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 f3 exf3
5 Nxf3 e6 6 Bc4 Bb4 7 0-0 Bxc3 8

bxc3 Nd7 9 Qe2 Ngf6 10 Bg5 h6 11 Bh4
Qa5 12 Rae1 0-0 13 Qd3 Nd5 14 Bxd5
cxd5 15 Nd2 Nb6 16 Re3 Qxa2 17 Rg3
f5 18 Nb3 g5 19 Qe2 Kf7 20 Bxg5 hxg5
21 Rxg5 Rh8 22 Qe5 Rg8 23 Rh5 Qxc2
24 Rh7+ Ke8 25 g3 f4 26 Rh6 Qf5 27
Qd6 f3 28 Nc5 Nc4 29 Qc7 Ne3 30 Rh7
f2+ 31 Rxf2 Qb1+ and 0-1

White *Johan KRETZ* [2201]
Black **Mephisto ACADEMY**

The tale of two knights!
1 d4 d5 2 c4 dxc4 3 Nf3 Nf6 4 Nc3 a6
5 a4 Nc6 6 e4 Bg4 7 e5 Bxf3 8 gxf3
Nd5 9 Be3 Na5 10 Qc2 e6 11 Bg2 Nb4
12 Qe2 Nd3+ 13 Kf1 Nb3 14 Rd1 Nxd4
15 Bxd4 Qxd4 16 f4 Qb6 17 Be4 Rd8 18
a5 Qb3 19 Qf3 c6 20 Bxc6+ bxc6 21
Qxc6+ Rd7 22 Qc8+ Ke7 23 f5 exf5 24
Rd2 Bb7 25 Qxc4 Qxh1+ 26 Ke2 Qe1+ and
0-1

White **Mephisto ACADEMY**
Black **Bertil WESTIN** [2176]

1 c4 e5 2 Nc3 Nc6 3 Nf3 f5 4 d4 e4
5 Nd2 Nf6 6 e3 Be7 7 b3 0-0 8 Bb2 d6
9 Be2 Kh8 10 0-0 Qe8 11 Nb5 Bd8 12
d5 Ne5 13 a3 a6 14 Nc3 c6 15 b4 cxd5
16 Nxd5 Nxd5 17 cxd5 b5 18 Rc1 Bb7
19 Qb3 Qf7 20 a4 Bxd5 21 Qc2 bxa4 22
Qxa4 Bf6 23 Bxe5 Bxe5 24 Bxa6 f4 25
Qb5 Rfb8 26 Qa5 Bb7 27 Rc7 Qg6 28
Rxb7 Rxb7 29 Bxb7 Rxa5 30 bxa5 Qf7
31 a6 d5 32 Rb1 Bb8 33 Rc1 g5 34
Rc8+ Kg7 35 Rxb8 fxe3 36 fxe3 Qc7 37
a7 Qb6 38 a8=Q Qxe3+ 39 Kf1 Qd3+ 40
Ke1 Qe3+ 41 Kd1 Qg1+ 42 Ke2 Qxg2+ 43
Ke1 e3 44 Rg8+ Kh6 45 Qf8+ Kh5 46
Qf7+ and 1-0

White *A Asmundsson* [1544]
Black *Kasparov RENAISSANCE D/10*

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 e5 Qd7
5 Bd2 Ne7 6 a3 Ba5 7 Bd3 c5 8 dxc5
Nbc6 9 f4 Bg6 10 Nb5 Nxf4 11 Nd6+
Kf8 12 Bxa5 Nxa5 13 Qd2 Nxd3+ 14
cxd3 Nb3 15 Qd1 Nxa1 16 Qxa1 Qa4 17
Nf3 Qc2 18 0-0 Qxc5+ 19 d4 Qb6 20 b4
Bd7 21 Ng5 f5 22 Rf4 h6 23 Rh4 Rg8
24 Ngf7 Be8 25 Nxh6 gxh6 26 Rxh6 Bg6
27 g4 Ke7 28 Qc1 Qxd4+ and 0-1

RATING LIST (c) NEWS SHEET 25   October 1989

BCF	Computer	Elo	+/-	Games	Pos	Human Elo	Games	Pos
213	MEPH PORTOROSE 16	2304	34	138	1	2188	152	1
205	MEPH ALMERIA 32	2237	14	772	2	2200	117	2
203	FID 68020 MACH 4	2221	17	529	3	2031	57	
195	MEPH ROMA 32	2156	14	848	4	2135	26	
195	MEPH ALMERIA 16	2155	15	707	5	2031	57	
191	MEPH DALLAS 32	2156	15	987	5	2080	197	
191	FID DALLAS 32	2128	13	198	7	2114	193	
187	MEPH DALLAS 16	2125	10	1757	7	2006	50	
185	NOV SUPER FORTE-EXP B/6	2092	11	1382	8	2000	50	
185	MEPH MONDIAL 68000 XL	2082	29	198	9	1974	26	
185	MEPH ROMA 16	2080	19	443	10	2060	77	
184	MEPH COLLEGE-SUPMOND 2	2078	11	1431	11	1975	54	
184	MEPH ACADEMY	2073	15	718	12	2069	74	
184	KASP RENAISSANCE D/B	2069	31	162	13	1939	39	
181	MEPH MEGA 4	2069	37	119	14	2074	8	
181	MEPH AMSTERDAM	2051	9	1926	15	2066	127	
181	FID 68000 MACH 2C	2047	10	1481	16	2041	169	
177	FID 68000 MACH 2B	2045	17	2247	17	2068	182	
177	NOV SUPER FORTE-EXP R/6	2024	23	301	18	1968	25	
176	CONCH PLY-VICTORIA	2017	9	1957	19	2020	82	
175	MEPH MONTE CARLO	2014	13	751	20	2040	176	
174	PSION ATARI/IBM	1998	45	80	21	1848	8	
174	KASP GAL ANALYST/B	1989	30	181	22	2046	10	
173	NOV SUPER FORTE-EXP A/5	1988	12	1208	23	2033	25	
171	FID 68000 MACH 2A	1984	24	276	24	2016	98	
171		1968	22	330	25	1918	35	
170	CXG SPHINX	1956	14	767	26	1930	121	
170	NOV SUP FORTE-EXP A/5	1956	11	1237	27	1836	29	
169	NOV EXPERT/6	1949	27	222	28	2036	22	
169	FID 68000 CLUB B	1947	11	1324	29	1870	7	
168	NOV EXPERT/5	1943	25	247	30	2052	62	
168	FID AVANT GARDE/5	1930	10	1574	31	1862	80	
166	KASP STRATOS/CORONA	1929	11	1219	32	1975	208	
166	NOV FORTE B	1929	9	1804	33	1930	210	
166	MEPH REBELL	1927	9	2160	34	1804	34	
166	FID PAR E/ELITE 2100	1925	10	1523	35	1955	52	
165	NOV FORTE A	1916	9	2036	36	1936	124	
163	KASP GAL MAESTRO/6	1905	13	934	37	1873	123	
163	CONCH PLYMATE/5.5	1904	10	1502	38	1939	55	
163	MEPH SUPER MONDIAL	1900	13	974	39	1990	6	
162	KASP GAL MAESTRO/4	1898	72	31	40	1982	6	

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BCF	Computer	Elo	+/-	Games	Pos	Human Elo	Games	Pos
161	KASP TURBO KING	1989	35	132	41	2184	1	
161	NOV EXPERT/4	1988	14	873	42	2027	6	
160	FID EXCELLENCE/4	1892	11	1311	43	1959	52	
160	CONCHESS/6	1892	40	98	44			
160	CONCHESS PLYMATE/4	1879	21	362	45	1742	21	
159	SCI TURBO KASP/4	1877	18	508	46	1776	8	
159	KASP SIMULTANO	1874	21	376	47	1776	40	
158	MEPH MM2	1863	16	627	48	1881	61	
158	FID ELEGANCE	1861	15	680	49	1869	11	
157	SCI TURBOSTAR 432	1859	11	1294	50			
157	FID EXCELLENCE/3	1858	11	1337	51			
156	FID ELITE C	1844	32	160	52			
155	PSION 1/8	1840	35	153	53			
154	CONCHESS/4	1830	18	504	54	1937	23	
153	NOV SUPER CONST	1826	7	2932	55	1958	284	
153	FID EXCEL DISPLAY/3	1823	34	135	56			
152	MEPH BLITZ	1814	24	276	57			
148	FID ELITE A	1780	35	131	58			
147	MEPH EUROPA/MARCO POLO	1777	35	129	59	1941	27	
146	SCI SUPERSTAR 36K	1768	27	212	60			
146	FID EXCEL 5/12	1767	14	839	61			
146	FID PRESTIGE	1765	15	895	62	1758	131	
145	FID SENSORY 12	1759	13	974	63	1805	7	
144	NOV QUATTRO	1750	17	585	64			
144	CONCHESS/2	1748	25	254	65	1786	11	
143	NOV PRIMO/VIP	1744	25	254	66			
143	PSION EL	1744	48	70	67			
143	NOV CONST/3.6	1740	14	903	68	1861	17	

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BCF	Computer	Elo	Games	Pos
200	FID 68020 MACH 4	2200	117	1
199	MEPH ALMERIA 32	2188	152	2
194	NOV SUPER EXP-FORTE/B*	2152	32	3
194	NOVAG SUPERS+TURBO*	2149	44	4
193	MEPH MEGA 4+TURBO*	2143	110	5
172	MEPH ALMERIA 16	2135	26	
189	FID 68000 MACH 3	2114	193	7
186	MEPH MM4+TURBO*	2113	35	8
186	CXG SPHINX+TURBO*	2090	8	9
185	MEPH DALLAS 32	2080	197	10
184	MEPH COLLEGE-SUPMOND 2	2074	9	11
184	MEPH ACADEMY	2068	74	12
183	MEPH AMSTERDAM	2068	182	13

"Bye for now,"
Eric