SELECTIVE SEARCH
The COMPUTER CHESS News Sheet

Est. 1985
Issue 62

Feb-Mar 1996

Editor: Eric Hallsworth
£3.50
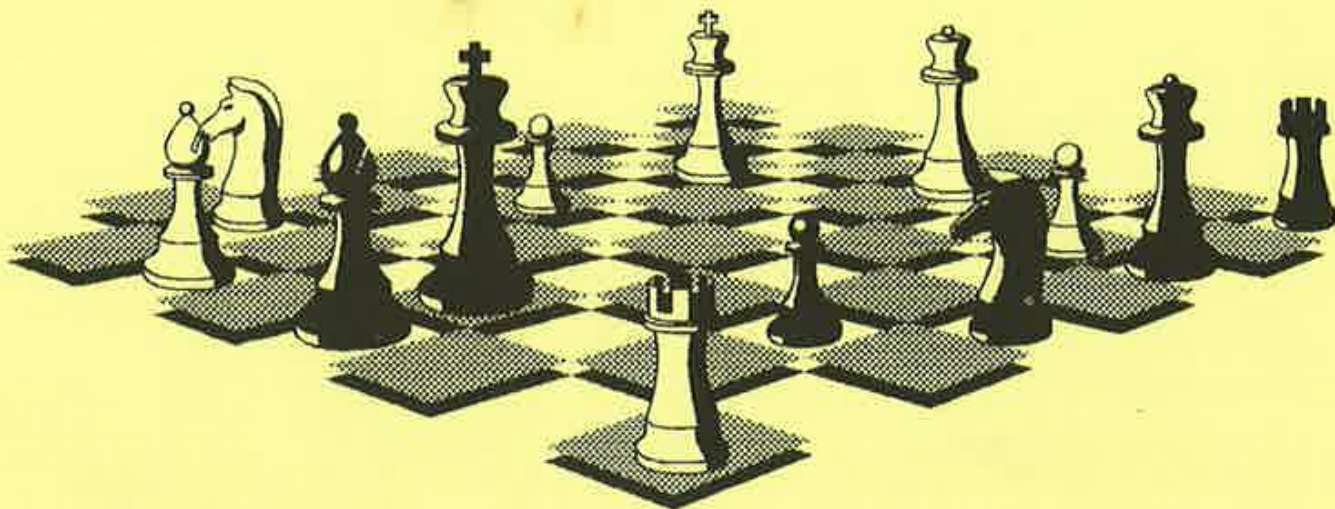
- **PUBLICATION DATES**: Early Feb, Apr, Jun, Aug, Oct and late Nov (incl. annual BEST BUY Guide).
- **A REMINDER INSERT** is included when you are sent the LAST ISSUE covered by your current sub.
- **NEW SUBSCRIBERS**: please state the number of the FIRST ISSUE that you wish your sub. to cover.
- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are **welcome**.

CONTENTS, Issue 62

The RATINGS for the computers and programs which follow can be found on pages 27 and 28. I have not tried to include every current machine here - this is my own 'short list' of what I consider to be the current 'BEST BUYS' at various price points and playing strengths, also bearing in mind features and quality etc. Further info. is given in Catalogues available from the distributor shown on the front page of this Issue, or from my 'Best Buy Guide' issued with 'Selective Search 61'. It is always worth ringing to check the extra cost for a mains transformer where applicable, but post and packing are normally included free. In future the list will be updated with each Issue of this Magazine.

PORTABLE COMPUTERS

Kasparov
ADVANCED TRAINER £79
TRAVEL CHAMPION £99
TRAVEL CHAMP 2100 £139

Novag
JADE2 £99
SAPPHIRE £199

TABLE-TOP PRESS-SENSORIES

Fidelity
CHESSTER (voice) **£149**

Kasparov
GK-2100 £169

Novag
ZIRCON2 £139
DIAMOND £249

Mephisto
NIGEL SHORT £199
MONTREUX £449
BERLIN PRO 68020 £595

WOOD AUTO-SENSORIES

Kasparov
PRESIDENT £299
RENAISSANCE BRUTE FORCE £579

Mephisto
EXCLUSIVE RISC2 £945
   (ring re 2nd. hand Modules for the upgradeable Exclusive boards!)

Tasc
R30-1995 £1249

PC PROGRAMS

HIARCS4 £89
GENIUS4 for Windows £89
MChess PRO5 £89
REBEL7 £79
FRITZ3 £79
FRITZ4 (CD ROM) **£89**

Also for Apple MAC
HIARCS4 £89

PC DATABASES

ChessBASE for Windows
'Basic' package 235,000 games £225
'Prof' package 300,000 games+ £325
'Mega' package 450,000 games+ £449

Analysis modules: to use within CBase
FRITZ £45
HIARCS3.7 £45

BOOKUP for Windows £109
BOOKUP MS-DOS £99

PC WOOD AUTO BOARDS to plug into your PC - play against your favourite program on a 'proper' wooden board!

Tasc **SMARTBOARD £399**

Mephisto **AUTOBOARD £299**
Kasparov **AUTOBOARD £299**
   (same board, different badging)

Chess **232 BOARD £229**
Auto **232 TESTER £89** (link 2 PC's and play two programs against each other automatically!)

Billed as **'The KASPAROV–PENTIUM Decider'** (Raymond Keene's somewhat over–the–top title in *The Times* was the 'MAN versus MACHINE World Championship'), this greatly anticipated meeting which took place on December 13th. proved to be something of an anti–climax.

Whilst much was made of the fact that the **Pentium** processor would be a 150MHz version, and therefore much faster than the 90MHz machine used in the previous KASPAROV–PENTIUM meetings (thus implying that Kasparov was under serious threat in view of his 3–3 score against the Pentium in two previous Game in 25 meetings), little reference was made to the fact that the top–rated GENIUS program, which had beaten Kasparov in their first meeting in the Intel Speed Chess Event and holds the 3–3 score, was being replaced by the new CD–ROM FRITZ4.

Of course FRITZ is a very strong program – indeed quite excellent tactically – but it doesn't have the chess knowledge of the renowned Lang programs, nor the necessary endgame quality that is always likely to be needed against the human World Champion. I will come back to this point after the games.

FRITZ4 co–developer **Matthias Feist** had flown in from Hamburg to operate the Pentium PC, but was in disgrace after just 9 moves of game 1 when it was discovered he had entered Kasparov's 7th. move incorrectly! Fortunately few moves were played before the error was spotted, but it is doubtful if FRITZ would have played its 9.f3 if it had known the correct position!

FRITZ4 (2500) – KASPAROV (2800)
[E32] London 1995, Match game 1, G/25. Nimzo Indian, Capablanca var. *[ELH]*

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.♕c2 0–0 5.a3 ♗xc3+ 6.♕xc3 b6 7.♗g5 ♗a6
[A perfectly legitimate move, as played in Sokolov–Korchnoi, 1995, though White continued 8.♘f3 and went on to win. However here the operator mistakenly entered the better–known 7...♗b7 and Fritz4 naturally now proceeds to play its Book responses to that move!]
8.e3 d6 9.f3?!
[The Book move when the Black ♗ is on b7, but strange in the true position. If Fritz had known that the Bishop was on a6 it would probably have played ♘f3 or ♗d3]
9...♘bd7
[The incorrect placing of the ♗ was now noticed, and the clocks stopped during a lengthy discussion in which it was correctly ruled that Matthias would have to put the wayward piece where it belonged and carry on from there]
10.♗d3 h6 11.♗h4 c5 12.♖d1 ♖c8 13.♘e2?!
[Black's ♖c8, opposing the White ♕, can be dangerous and Fritz should perhaps have played 13.dxc itself at this point]
13...cxd4! 14.♕xd4 ♘e5 15.b3 ♘xd3+ 16.♕xd3
[16.♖xd3? d5 putting immense presure on c4 and, if ♗xc4 bxc4 ♖xc4 winning the loose h4–♗]
16...d5 17.♕c3

[17.♕b1 was probably better, to avoid Black's next, though 17...♕e7 would have been hard to meet and Kasparov would certainly be winning]
17...♘e4!
[Forcing major exchanges which leave Kasparov with a winning endgame

already!]

18.♕xg7+

[18.fxe4? ♕xh4+ 19.♘g3 dxc4 is −+; so 18.♗xd8 was best. White is still a ♙ down after 18...♘xc3 19.♘xc3 ♖fxd8 20.♔f2∓ but at least he retains some structural integrity and has slim drawing chances (though probably not against Kasparov!)]

18...♔xg7 19.♗xd8 ♖fxd8 20.fxe4 dxc4 21.bxc4 ♖xd1+ 22.♔xd1 ♖xc4 23.♔d2

[Now that the exchanges are over it is left for us to enjoy the World Champion's endgame technique as he alternately threatens White's a−♙, advances his own Q−side ♙s and centralises his ♔]

23...♖a4 24.♖a1 ♗xe2 25.♔xe2 b5 26.♖b1 a6 27.♖b3 ♖xe4 28.♖c3 ♖a4 29.h3 h5 30.g3 f5 31.♖b3 ♔f6 32.♖c3 ♔e5 33.♔f3 ♔d5 34.♖d3+ ♔c4 35.♖d6 ♔b3 36.♖xe6 ♔xa3 37.♔e2 a5 38.♖e5 b4 39.♖b5 b3 40.♔d3 ♔b2!

[Rendering the White ♔ quite helpless]

41.h4 ♖a1! 42.♖xf5 a4 43.♖xh5 a3 44.♖a5 a2 45.h5 ♖h1 46.♔e4 a1♕ 0−1

KASPAROV (2800) − FRITZ4 (2500)
[D34] London 1995. Match game 2 at G/25 *[ELH]*

1.d4 d5 2.c4 e6

[It seemed that Kasparov had opted not to attempt any weird openings against Fritz this time − in a successful Blitz Match against Fritz3 he had used 1.e3 for example. Perhaps there was an agreement that the early play was to keep to the straight and narrow for appearance's sake?!]

3.♘f3 c5 4.cxd5 exd5 5.g3 ♘f6 6.♗g2 ♘c6 7.0−0 ♗e7 8.♘c3 0−0

[The opening, having transposed into a Catalan a couple of moves earlier, has now become a Queens Gambit Tarrasch it seems!]

9.♗g5 cxd4 10.♘xd4 ♕b6

[A slightly unusual continuation following an idea introduced by I.M Khasin who, incidentally, played in the recent World Senior's Championship won by Vasyukov. 10...h6 11.♗e3 ♖e8 is the better

known continuation]

11.♘b3 ♗e6 12.♗xf6

[Not necessarily best, but Kasparov is happy to exchange towards a draw]

12...♗xf6 13.♘xd5 ♗xd5 14.♕xd5 ♖fd8 15.♕f5 ♗xb2 16.♖ab1 ♗a3 17.e3 ♖ac8 18.h4 ♕c7 19.♖fd1 h6 20.h5 ♘e7 21.♕e4 b5 22.♘d4 a6 23.♕b7 ♖d6 24.♖b3 ♕xb7 25.♗xb7 ♖c7 26.♗e4 ♗c5 27.♖bd3 ♗b6 28.♘f5 ♖xd3 29.♖xd3 ♖c1+ 30.♔g2 ♘xf5 31.♗xf5 a5 32.♖d7 b4 33.♗e4 ♔f8?!

[33...f6 is preferred as the move played allows Kasparov to force the exchange of ♖s, virtually guaranteeing the draw he requires]

34.♗d5! ♖c7

[If 34...f5? 35.♖f7+ ♔e8 36.♖xg7 with an easy win]

35.♖xc7 ♗xc7

[Of course it's a dead draw now, but Kasparov tries a few little ideas to see if he can threaten the still occasionally poorish Fritz endgame, even in an opposite−coloured ♗s ending!]

36.♗b3 ♗e5 37.f4 ♗f6 38.♔f3 ♗d8 39.e4 g6?!

[A strange choice, offering White the chance of a passed ♙. Kasparov shook his head in amazement. 39...♗b6 was better]

40.hxg6 fxg6 41.g4 h5?

[41...g5 is the Genius4 (and Fritz3!) choice, and looks better]

42.gxh5 gxh5

[Now Kasparov has connected passed ♙s and, whilst there are no winning chances in an opposite−coloured ♗ ending, you just begin to wonder!]

43.e5 ♗c7 44.♗a4 ♔g7 45.♗c6 ♔g6?!

[Here 45...♔f8 is correct]

46.♔e4 ♗b6 47.f5+ ♔g5 48.f6 ♗c5 49.♔d5 ♗f8 50.♗e8?

[It has become clear that the game will still be drawn, despite the pressure White had temporarily created (or, rather, that Black had invited on itself). Now Kasparov over-reaches in an attempt to maintain some threats. 50.♔e6 ♗c5 51.♔f7 would have forced Black to play with greater accuracy]

50...h4 51.♗d7 ♔g6 52.♔e6 h3 53.♗e8+ ♔g5 54.♔f7 ♗c5 55.e6?

[This results in Fritz4 showing a small plus evaluation for the remaining moves! Better was 55.♗c6 ♗d4 56.♔e6 h2 57.f7 ♗c5=]

55...♗d4 56.e7 ♗xf6 57.♗d7!

[Saves the day!... a situation which should never have arisen]

57...♗xe7 58.♗xh3

[Fritz4's extra ♟ is meaningless in this situation, and the game was agreed drawn a few moves later]

58...a4 59.♗e6 ♗d8 60.♔e8 ♔f6 61.♗g8 ♗e7 62.♔d7 ♗f8 ½–½.

Has, then, KASPAROV 'won' the KASPAROV-vs-PENTIUM Challenge?

Why wasn't he opposed by:–
■ the 1994/5 hero, GENIUS (which constantly tops the Computer Rating Lists and has a proven track record after beating both Kasparov and Nikolic in a major Speed Event, before Anand tamed it).

If a change was felt to be necessary for some reason, why not:–
■ M CHESS PRO5 (the new World Computer Champion),
■ or HIARCS4 (the top program against GM's and IM's at Aegon and soon to be used by ChessBase as their top Analysis module)?!

All of these are above FRITZ on the Swedish and British Computer Rating Lists and all graded at 2600+ in the big Aegon Event (Fritz3 got 2378) so would have been likely to give a better account on behalf not only of computer chess programs, but also for major chess sponsors INTEL and their Pentium processor!

I believe INTEL must have initially expected a GENIUS program to play – after all, how can it be billed as **'a decider'** when one of the participants is changed? Any theory that it is all about Kasparov-vs-Pentium is quite wrong – it's Kasparov-vs-the combination **Pentium Genius**! That's the decider we wanted to see!

However the Kasparov-led PCA (organisers of the PCA/Intel link) has, as one of its directors, Frederic Friedel, and he has a financial interest in ChessBase and Fritz, so just maybe that was a contributory factor. No doubt the success of FRITZ in the Hong Kong World Championship enabled Friedel to put forward a convincing enough case for his own program. Well worth the gamble that Fritz might win, which would have been worth plenty of $£$ if it had happened that way!

In a Press Release after the Match, Kasparov is quoted as saying, *"When you play a human being he can make a mistake, and some of your moves can scare your opponents to death. But a Computer is very powerful and calculates like a god within its limits"*. So kind of you to say such nice things about Fritz, Gary.

FRITZ4 out (on CD ROM only) and ready for sale!

I haven't seen it yet myself (am still saving up for a CD ROM drive!), but understand the graphics are great, excellent training features for weak players, also a good 3D board (though reportedly slow on a 486/66!). The database is even closer to ChessBase than that in Fritz3 – it contains nearly everything except the 215,000 games and some advanced game, database and user-defined key facilities I believe.

The copy protection comes under criticism – you need to insert the original CD every 6 days!? (On the 7th. day you can rest).

A reduced section this time and I apologise to those for whom this is a favourite part of the Magazine, as well as to readers who have sent me results they have obtained in their own tests. However the recent major Tournaments and Matches have given us much fascinating chess, and this wealth of fine games and comment has squeezed my NEWS update down to just 2 pages!

The CRUSH at the TOP of the PC RATINGS!

Results now coming through in good numbers are leading to much excitement amongst both programmers and users as we wait to see who will emerge at the top.

GENIUS4 for Windows had some poorish press from buyers only interested in top strength when it was realised that it is indeed a Windows only program. However the slightly slower speeds through the plys are mostly the result of extra knowledge in the program. The Windoze environment for folk with 4 or 8MB RAM for hash does cause a further drop, but the play improvements and extra aggressiveness are cancelling any such loss out, and 'going Windows' has resulted in some good database and display improvements. Print facilities are also much better with special chess fonts included with the program.

As far as the results go, the earliest ones in Sweden did indicate a small drop. But they have improved since and those from British readers suggest that GENIUS4 might yet end up ahead of its predecessor!

MCHESS PRO5 is very strong indeed - a big jump over MCP4. As suggested by comments accompanying the Swedish Rating List, at least some (perhaps much?) of this is due to a carefully organised 'anti-Computer' book. I will not beat about the bush! - my philosophy for chess computers is that they should be programmed to give the human purchaser and user the maximum help and benefit for whatever he wants to use it for. Therefore I believe a program should willingly play 1.e4, d4, c4 and Nf3 at least. And in reply to 1.d4 to only have 1...Nf6 is not acceptable in my view. Apart from the surely obvious 1...d5 there should also be f5, e6 and probably others. Equally replies to 1.e4 of only 1...c5 and e6 must be wrong!? There are so many other moves players will meet in Club matches and Weekend tournaments and I believe the computer should willingly play them, at least some of the time. Clearly the MCP philosophy is that to come top of the Computer vs Computer Rating Lists is of first importance. There is an article in this Issue discussing the subject further so I'll say no more on that now.

However the ease of the pull-down Menus and speed-of-use seems to have been improved, mouse control is better than MCP4, and the dynamic style and results against other Computers are undeniably good.

HIARCS4 seemed, with the first results which reached me, as if it was going to sweep all before it with an initial indication of an 80+ Elo jump over Hiarcs3!? However figures in from Sweden then brought the programming team part-way back to earth though, in truth, Mark Uniacke had only suggested a 40-50 Elo improvement from his own testing! With results in from 140 games as I write, it seems HIARCS4 may have to be satisfied with 3rd or 4th. place for now.

However there are less than 30 Elo points from top to sixth, so it really is true that anything can happen yet.

REBEL7 is also still very much in contention. It is 2nd. on the 486 list (though we await sufficient scores to include Genius4 and Hiarcs4 there) and a very close 5th. amongst the Pentiums.
I will not print the RATING LIST until the last moment in case I get some late scores! The position is really so tight that one good (or bad!) score could change everything!

FUTURE SS CONTENT!

I am leaving the PC PROGRAM position there for now, though there will be Reviews in the next Issue. I must especially commend **BOOKUP for Windows** - new programming has actually improved the speed of this excellent and most usable program which looks better than ever under Windows. However some of my longtime readers have expressed concern over the space being taken up by the PC revolution, and I certainly sympathise with them.

Of course it's no good burying our heads in the sand: when any of the programmers enters his 'baby' into a tournament, he is bound to want it there on the fastest hardware possible, which normally means Pentium PC. So Dave Kittinger (Diamond, Sapphire) uses W Chess in big events; Franz Morsch (President, GK and TC-2100) goes in with Fritz; Ed Schroeder (Nigel Short, RISC1+2) uses Rebel... and so on.

I know that owners who want top strength but want to play on a 'proper' board can always get a PC and one of the PC BOARDS if they wish, and quite a few folk have done that. But I do understand that many still like to play on a dedicated board, perhaps preferring the convenience and ease of use - or simply wishing to avoid entering the PC labyrinth! I hope they will feel that their Presidents and Berlin Pros etc are represented even when they appear under the guise of Fritz, Genius or whatever!

ONE 'DEDICATED' NOTE!

I have just been told that the 'Mephisto' entry which scored 5/11 in the WMCC was de Koning's **MONTREUX**. If that is right then, surrounded by Pentium 120's and the like, its' 5 was a pretty good score!

ONE IMPORTANT RESULT IN BRIEF

The **6th. HARVARD CUP** was held at the Manhattan Conference Centre in New York just after Christmas (26-29 Dec).

There was great optimism for a good Computer result, though the list of the G.M opponents looked somewhat daunting to me, I must admit. However the programs were all running on Pentium 133MHz machines with 32MB of RAM and, remembering that W Chess scored 5/6 last year and looking at the progress over the years in the TABLE which follows one could see why there was such cause for hope.

HARVARD CUP record		
1989 Comps	lost 1½-14½	= 9%
1991 Comps	lost 4-12	= 25%
1992 Comps	lost 7-18	= 28%
The majority/all of the programs were on PC's after this:		
1993 Comps (using P/60)		
	lost 9-27	= 25%
1994 Comps (using P/90)		
	lost 18½-29½	= 39%

The general forecast was for a 45% result - some even believed the Computers would win... but it was not to be!

WChess, after its 5/6 and 2895 USCF grade last year slumped on the faster Pentium to a 1½/6 score and a 2378 grade. The top program was **Virtua Chess** with 3½; our currently top PC program **MChess Pro5** disappointed with 2½/6 (the same as MCP4 on a P/90 last year), and a 2511 grade - remember this was **Game in 25 mins**, so we would hope for 2600+. An early comment on the Internet was that the Opening Book didn't seem to frighten off the G.M's! **ChessMaster 4000** (a new Win95 only version please note) did well to get 3/6; the other entries were **Socrates** and **Junior**, which both scored **1**.

For the humans, both Joel **Benjamin** and Michael **Rohde** scored 4½, Boris **Gulko** scored 4.

To complete the tale for this Issue (though games, ratings and comment will be in SS62), the computers **lost 12½-23.5 = 35%**!
Eric

Taking Computers to the annual Bury St. Edmunds event is always approached as a 'should we/shouldn't we' occasion by the Countrywide team. There have been the occasional good results, notably with the NIGEL SHORT, and last year with HIARCS3.0 which won outright with a 5/5 total! But other occasions have been rather less successful, particularly when the Mephisto BERLIN struggled to a 50–50 score despite getting 1 point when an opponent blundered into mate in 1 when well ahead (though in time trouble).

There was more stretching of the brain matter than ever this year, for the choice appeared to be between the GK2100 – which at £169 is rapidly growing in popularity – and the £449 MONTREUX which we felt might have good chances of winning the Tournament, but is still in rather short supply so doesn't encourage a heavy advertising campaign should it do well! On the other hand the GK2100 is still basking in its 'big brother' PRESIDENT's 2330 USCF grading from a major CRA Test, a figure which we wouldn't expect to equal at Bury in our wildest dreams!

Still, we boldly went for the GK2100 and immediately found ourselves in a **round 1** struggle against CARLUCCI (136 BCF). We have frequently noted in our own games that this Morsch program has a 'very enterprising' Opening Book and, though we hold our breath and hope for the best in Tournaments, it doesn't change a thing! Against Carlucci's 1.d4 the GK played 1...c5!? (aaagh) and we were pleased to see it equalise by move 20 and go on to hold the draw in a close ending.

As always happens nearly all of our games are against Computer owners who have 'volunteered' to play us when returning their Entry Form, so seeing that Lorin D'COSTA 'only' had a 100 BCF grading didn't do much to encourage us for **round 2**. Failure to win such games is deadly even though a 100 BCF Computer owner can do all sorts of horrible things to us sometimes! And if we win, *'so what!'*

GK2100–L D'COSTA (1450) [A03] Bury St Edmunds 40/80, 1995*[ELH]*

1.f4?!
    [Grunt, grimace, groan...panic?!]
2...d5 2.♘f3 ♞c6 3.e3
    [3.b3 and the Bird–Larsen would have been fun here!]
3...♗g4 4.♗b5 e6 5.0–0 ♗d6 6.c4 dxc4 7.♗xc6+ bxc6 8.♕a4 ♛d7 9.♕xc4

9...♞f6?
    [9...♗xf3 was better 10.gxf3 ♞f6 11.d4±]
10.♘e5! ♗xe5?
    [Retreating the queen is preferable: 10...♛d8 11.♕xc6+ ♚f8 12.♘xg4 ♞xg4 but 13.d4 leaves White well ahead. The successive mistakes leave White well on top]
11.fxe5 ♛d5 12.♕f4!
    [The right (only?!) way to win as the exchange 12.♕xd5?? ♞xd5 would leave the game completely equal]
12...♗e2 13.♘c3 ♛c4 14.♘xe2 ♛xe2 15.exf6 ♖g8 16.♕xc7 gxf6 17.♕xc6+ ♚e7 18.♕b7+ ♚d6 19.b3 ♖ab8 20.♗a3+
   ...announcing mate in 2. **1–0**

Laurie POTT is the Bury St. Edmunds tournament organiser and was very keen to have a game against us himself. With both parties on 1½/2 the opportunity presented itself perfectly for a meeting in **round 3**.

L POTT (1780) – GK2100 [A35] Bury St Edmunds 40/80, 1995*[ELH]*

1.c4 c5 2.♘c3 ♘c6 3.♘f3 g6 4.e3 ♗g7 5.♗e2

[5.d4 cxd 6.exd d6 7.♗e2 is usual, so the Computer goes out of its book here]
5...♘f6 6.0–0 d6 7.a3 ♗g4 8.d4 0–0 9.d5 ♗xf3 10.♗xf3 ♘e5 11.♗e2 ♖e8 12.e4 ♘ed7 13.g4 ♘b6 14.g5 ♘fd7 15.f4 e6

[Laurie's enterprising and computer–aware play has earned him plenty of space advantage and the makings of a nice king–side attack!]
16.♗d3

[Another possibility was 16.dxe6 fxe6 17.♕d3 after which the attack also begins to look promising]
16...exd5 17.cxd5 f6 18.h4 fxg5 19.hxg5 ♕e7 20.♕f3 ♖f8 21.♕g2 ♗d4+ 22.♔h1 ♗g7 23.♗d2 ♖ac8 24.♖ae1 ♖f7 25.♖f3 ♖e8 26.b3?

[Unfortunately White seems to start–losing the thread of the game. With 26.♖h3 White's attacking momentum continues]
26...a6 27.♗c2 c4 28.b4 ♘c8 29.♘e2 b5 30.♗c3?!

[I think that 30.Qg4 with Rh3 to follow still gives White some initiative]
30...♗xc3 31.♖xc3 ♘cb6 32.♖f3

[32.♖h3 putting the rook on 'that' square – I keep recommending it – still does look better to me]
32...h6!

[The Computer now takes its chance to get right into the game]
33.♘d4?

[33.♖g3 hxg5 34.♖xg5 ♖h7+ 35.♔g1

and I believe that White is probably still winning!]
33...hxg5! 34.♘e6! ♖h7+ 35.♔g1 gxf4 36.♕xg6+ ♔h8
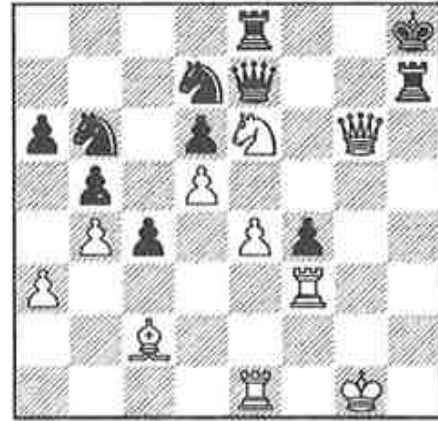
37.♔f1?

[The Computer is on top now, and 37.♘xf4 was needed here if White is to stay in the game. Then perhaps 37...♘e5! If *(37...♖g8 38.♖g3!* and White has a knight fork on g6 if the computer isn't careful. However *38...♖gg7!* should still win I reckon)* 38.♖g3 ♖f8–+]
37...♖g8! 38.♕f5 ♖h1+ 39.♔e2 ♖g2+ 40.♔d1 ♖xe1+

...announcing mate in 4. **0–1**. Laurie was very disappointed not to have taken the good opportunities he had between moves 15–25 and it would be nice to meet him again in a future event.

In **round 4** we met M. KIRWAN's solidly played French Defence and could make nothing of his careful preparation at all in a game that always appeared to be heading for a draw (barring blunders). Even so, with 3/4, we entered the **5th. round** as joint leader with our last opponent!

R KILLERN (1780) – GK2100 [B21] Bury St Edmunds 40/80, 1995*[ELH]*

1.e4 c5 2.f4 ♘f6 3.♘c3 d5 4.e5 d4 5.exf6 dxc3 6.fxg7 ♗xg7?!

[6...cxd2+ is the Book move as far as I know, followed by 7.♕xd2 ♕xd2+ 8.♗xd2 ♗xg7 which works out better for the computer]
7.bxc3 ♗f5 8.♗b5+ ♘c6 9.♗xc6+ bxc6 10.♘f3 ♕d6 11.d4 0–0 12.0–0 cxd4

13.cxd4?!

[A neat little trap, but I prefer 13.♘xd4 and the computer would have probably played 13...♕c5 so that 14.♗e3 ♗e4 15.♕e1±]

13...♕b4

[The computer takes a few moments, but does well to avoid 13...♗xc2? 14.♕xc2 ♗xd4+ 15.♘xd4 ♕xd4+ and White plays, not Be3 as anticipated in the earlier analysis, but 16.♕f2 ♕xa1 17.♗b2!]

14.♗d2 ♗xd4+ 15.♔h1 ♕c4 16.♘xd4 ♕xd4 17.♕e1!

[A clever sac' which soon gives White a fine attack]

17...♗xc2 18.♗c3 ♕e4

[18...♕d6 19.♕g3+ ♕g6 transposes, and *19...♗g6,* which has become possible with the queen now on d6, runs into *20.♖ad1!* which poses its own set of problems for Black!*)*]

19.♕g3+ ♕g6 20.♖f3

20...e6?

[Completely missing White's clever little manouvre to pin the queen. 20...♖fb8 seemed best at first, but after 21.♕h4 ♔f8 22.♖e1! ♕d6 *(22...f6 23.♖g3!)* 23.♗e5 ♕d7 24.♕h6+ Black's life is certainly getting complicated to say the least!

Therefore exchanging queens was correct; 20...♕xg3 21.♖xg3+ ♔g6 22.f5 ♖ac8 23.fxg6 hxg6. This turns out best and would have given some practical chances in the actual game as our opponent was already quite short of time]

21.♕h4!! ♖fd8 22.♖g3 ♔f8 23.♖xg6 ♗xg6

[We would have resigned but for our opponent's time trouble, but as it turned out he finished the game off comfortably]

24.♗b4+ ♔g7 25.♗e7 ♖d5 26.♗f6+ ♔f8 27.♕e1 c5 28.♖d1 ♖xd1 29.♕xd1 ♔g8 30.♕d6 c4 31.♗c3 ♖e8 32.♕e5 ♔f8 33.♕f6 a6 34.h4 h5 35.♔h2 a5 36.♗xa5 ♔g8 37.♗c3 ♔f8 38.a4 1-0.

With a score of **3/5** the **GK2100**'s final grading worked out at **152BCF/1815 Elo**. From only 5 games it is not easy to compare this with other vs. human results. In Aegon (where the opposition – at least by counting up their Elo points – was much stronger) the PRESIDENT and GK2100 combined to a 1989 Elo figure from 12 games. It would have been nice to meet someone in the 170–190 BCF range at Bury, but it was not to be. The result everyone will compare the BURY and AEGON results to is that heavily asdvertised 2330 figure from 48 games in the USA's CRA Test. The <u>differences</u> are two–fold:

1■ **Time Control** 40/80 and 40/120 compared with G/30.
2■ **Tournament for Points** instead of individual games for £'s/$'s.

The other difference, though our American friends don't want to admit to it, is the frequently repeated difference between the grades which Computers get in Britain and Europe and those obtained in the USA. We **still** believe that the USCF grades held by players in the 1800–2200 range in the States are <u>much</u> higher than the Elo grades held by equally strong Europeans!

Regular readers know that we have always openly re–stated this opinion when dealing with the conversion of USCF gradings. Thus our figures for the PRESIDENT's 2330 CRA test indicated that 80 was to be deducted for the different time controls and 120 for the USCF–Elo gap, thus valuing the PRESIDENT's result at 2130 Elo. Lengthy discussions of these factors on the Internet failed to move the American mathematicians from their assertion that the USCF–Elo was no more than 50, so maybe the actual idea of playing for money instead of points means that the CRA test method needs re–thinking?!

SUBTITLED: How to top the Computer Chess RATING LISTS without playing Chess!

The first thing I noticed when receiving the Swedish PLY 'SSDF Rating List 8/95' was the presence of **MChess PRO5** at the top. It was a slight shock! - I've got rather used to seeing a **Genius** version in that position!

However, a note by **Thoralf Karlsson** with the list alerted me to a problem which may affect the value of our rating methods at some time in the future!

The note reads: *"A new program has managed to reach the first place on the SSDF rating list! It is MChess PRO5 on a Pentium 90MHz which, after 284 games has got a rating of 2458, 22 points higher than that of the former leader Genius3 P/90, which has lost 11 points on this list".*

[The Swedish figures need the addition of 80 Elo in order to relate them correctly to our own RATING LIST].

"MChess PRO5 is the reigning World Micro Chess Champion since winning the Tournament in Paderborn in mid-October. Marty Hirsch is the author of MChess PRO5 and Sandro Necchi has written the very large opening book. Congratulations to both of you! It seems that the Opening Book has contributed significantly to the rating increase of MChess PRO5 - sometimes the outcome of the game is already decided when it starts to think". Mmm?!

I was therefore very interested to read the following recently on the Internet:-

From: Michael F. Byrne
<chessman@voicenet.com>
Subject: M-Chess Pro 5.0 'Hidden Book"

"I recently played the following game between M-Chess Pro -90 mhz Pentium and Mephisto 68030 33mhz dedicated unit.

The time control was 3 hours for the game.

What made this game interesting was the discovery of a 'hidden' book in M-Chess Pro 5.0. The settings were full strength with tournament book ON.

M Chess Pro 5.0 stayed in book for 39 MOVES. To me that was unbelievable - and also it is worth noting that on 17.Kb1 - Genuis 68030 was out of book. The game is essentially over at move 39 - any top program could mop that mess up left on the board. M-Chess Pro used 1 second for 39 moves!"

Here is the game with light notes by Eric.

MCP5 P/90 (2500) – GENIUS 68030 (2390) [B42] M.F.Byrne G/3hrs, 1995. *[ELH. Sicilian Kan variation].*

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6 5.♗d3 ♗c5 6.♘b3 ♗a7 7.♕e2 ♘c6 8.♗e3 ♗xe3 [♘f6 is top–rated in ECO, with ♗xe3, ♘ge7 and d6 the other possibilities] **9.♕xe3 d6 10.♘c3 ♘f6 11.0–0–0 0–0 12.f4 ♕c7 13.♖hg1 b5 14.g4 b4 15.g5 ♘d7 16.♘e2 a5 17.♔b1**

[The move which takes Genius'030 out of its Book, so worth a diagram to see what it looks like. Complicated!] **17...a4 18.♘bc1 a3 19.b3 ♗b7 20.h4 ♘e7 21.h5 ♕c5 22.♕h3** [One has to assume that the only reason for putting all these moves into MCP5's Book is that, even to move 39,

there are 'some' that it will not find on its own and the programmers have discovered it will lose the game otherwise] **22...♖fe8 23.g6 hxg6 24.hxg6 ♘xg6 25.♖g5 ♕f2?! 26.e5 ♘df8 27.exd6 ♘xf4 28.♘xf4 ♕xf4 29.♖dg1!** [The '!' goes to the Opening Book folk!] **29...♕d4 30.♖xg7+ ♕xg7 31.♖xg7+ ♔xg7 32.♕g4+ ♔h8 33.♕xb4 ♗d5 34.♕h4+ ♔g8 35.♕g5+ ♔h8 36.c4 ♗c6 37.♕f6+ ♔g8 38.♘e2 ♖a5 39.♘d4**

[The MCP5 Book ends — worth another Diagram, showing the game is effectively over] **39...♗b7 40.♘b5 ♗c6 41.♕g5+ ♔h8 42.d7 ♗xd7 43.♕f6+ ♔g8 44.♘d6 ♖b8 45.♕xf7+ ♔h8 46.♕f4 ♔g7 47.♕g3+ ♔f6 48.♘e4+ ♔f7 49.♕xb8 ♖a6 50.♕f4+ ♔g7 51.♕f6+ ♔g8 52.c5 ♗b5 53.♗xb5 ♖a7 54.♕g5+ ♖g7 55.♘f6+ ♔h8 56.♕h5+ ♖h7 57.♘xh7 ♘xh7 58.♗d3 1-0**

Obviously Marty did a good job of 'tuning' his book' against the Genius. The 68030 book by the way is almost exactly the same as the Genius 2 tournament book. Richard Lang could confirm if it is the same.

I wanted to see how M-Chess Pro would do on it's own after 17. ... a4. I replayed the position up to that point, turned the M-Chess book off - and it continued to make the same moves instantaneously right up to move 39.

You can't turn this book off - I even re-named the book -- these moves are in the program! Now, I am really curious - so how well is MCP5 doing against the various Genius programs?

MChess Pro5.0 Pentium 90 MHz, 2458

Genius 3 P90	13-7
Rebel 6.0 P90	16-4
Hiarcs 3 P90	11½-1½
MCPro 4.0 P90	5-7
Rebel7 486/66	9-8
Geniu3 486/66	11½-8½
Geniu2 486/66	15-5
WChess P90	6-14
MCPr40 486/66	12-8
Rebel6 486/66	16-4
Genius 68 030	6½-2½
WChess 486/66	14½-5½
CM30 King 2.0	4-2
ChGen1 486/66	22-8
MCPr35 486/66	3-1
Fritz3 486/66	1-1
Kallis 486/66	16½-3½
SPARC 20 MHz	4½-2½
Meph. RISC	1-0
Chess M. King	3-0

Look at that:- 21½ - 7½ against Genius2 and Genius 68030 combined, and 13-7 against Genius3... and what is more amazing - it's only 5-7 (under 50%) against MCP4! Yet **MCP4** is only 6½-13½ against Genius3.

What's my point -- it appears that Marty has identified significant weakenesses in the Genius programs' opening books - while not greatly improving the actual playing strength of his program - note also the paltry 12-8 record against MCP4 on a 486-66 machine!.

Granted, the number of games here are not statistically significant - but this may be of interest to consumers/researchers and to those who want to discover game-busting lines against Genius!

Two days later we have another bust of Genius's opening book. This line is not completely hidden - but as before MCP5 manages to stay in book for the first 23 moves and announces mate in 7 on the 24th move. The only move that MCP5 actually analyses a position in the whole game. What is interesting here is that MCP5 has a book line for white after 10.

...0-0 but no lines for black. Genuis 68030 book ends on 10. Rhe1. Isn't it amazing how MCP5 manages to stay in book while Genius 68030 is out of book. (tongue-in-cheek).

Again, Marty demostrates the 'value' of a well prepared opening book. Especially against older programs that play the same move over & over again if it's book has not been updated.

The beauty of this line is that because of the semi-unusual opening 1.e4 e5 2.Bc4 for Genius 68030's Tournament book - it will play this line over & over again. Marty has given the 2.Bc4 line an 'a' rating while 2.Nf3 is assigned a 'c'. That means that MCP5 will almost always play this line against e5 , thus running into Genius's opening book weakness when paired against it - over & over again. In fact a 1700 player (or even lower) could memorize this line - and maybe a few other lines - and get an astonishing high rating if paired against Genuis 2 for about 30 games - just like MCP 5.

But does his program actually play better chess than MCP4 or Genius for that matter?

MCP5 P/90 (2500) – GENIUS '030 (2390) [C24]M.F.Byrne G/3hrs, 1995*[ELH. Bishops Opening]*

1.e4 e5 2.♗c4 ♞f6 3.d4 exd4 4.♞f3 ♞xe4 [♞c6, d5 and ♗b4+ are also possible here, but MCP may be less prepared for them as 4...♞xe4 is the only move in the Genius Book, which makes it that much easier to prepare against of course] **5.♕xd4 ♞f6 6.♗g5 ♗e7 7.♞c3 c6 8.0–0–0 d5 9.♕h4 ♗e6 10.♖he1** [Again we print a Diagram as the Genius'030 Book ends. From here MCP5 remains in its Book though no moves are shown on the display so there is no guidance for users nor awareness of the fact unless you walk into the trap. What's the point of having a massive Book if you don't know what it is? Silly question – MCP is not designed for player–pleasure

or to help them analyse or improve, but specifically to beat Computer opposition!]

10...0–0 11.♗d3 h6 12.♗xh6! [Needless to say Computers don't tend to play this un–less they've been 'told' to] **12...♞e4 13.♕h5! g6 14.♕e5 ♞f6 15.♕f4 ♞xc3 16.♖xe6 fxe6 17.♕g4 ♞xa2+ 18.♔b1 ♞c3+ 19.bxc3 ♕e8 20.♖e1 e5 21.♗xg6 ♕e7 22.♗f5+ ♔g7 23.♖xe5**

[A Diagram to mark the end of MCP5's Book] **23...♕f6 24.♗xg7** announcing mate in 7 **1–0**

"I'm not knocking his program - it does play very well on it's own. He obviously (or someone for him) put a lot of effort into this. But when this becomes such a large part of the process, ratings may not reflect true chess playing strength for programs as much as the advertisers would like you to think. Also, I'm sure he's not the only programmer doing this".

Michael F. Byrne.

Carl SAMPSON plays his SAPPHIRE ....and questions our 196 BCF grade

CARL first wrote me during 1995, having just purchased a Novag SAPPHIRE. His view was that an advertised rating of 205 BCF (2240 Elo) was *'a wild overestimate'* as he beat it in their very first game and had maintained a 100% record since! *How do you grade it?'* he wondered.

Further correspondence revealed that Carl is a 239 BCF–graded Correspondence player (that's 2512 Elo) but self–assessed himself at 215 BCF over–the–board, and that the games in question were played at Blitz and Speed time controls. He sent me copies of his first 8 wins and I have cho–sen 3. The notes are light as there is little to be gained by cleverly finding fault with Blitz games, but some Novag moves do make the owners opinion understandable on this occasion. What do others think?

In our first game the SAPPHIRE gets its queen easily trapped.

C SAMPSON (2500) – Novag SAP– PHIRE (2175) [D03]Blitz, 1995*[ELH]*

1.d4 d5 2.♘f3 ♘f6 3.♗g5 ♘e4 4.e3 ♘xg5 5.♘xg5 f6 6.♘f3 e6 7.♗e2 ♕d6 8.0–0 ♕b4 9.♕d3 ♕xb2 10.♘c3

[The trap is set] **10...♗b4??** [10...♕a3 11.♖fb1 c6 is probably best] **11.♘b5! ♘a6 12.♖fb1 ♕xa1 13.♖xa1 0–0 14.a3** [And Black resigned] **1–0.**

In game 2 the SAPPHIRE plays a strange 7th. move which is utterly baffling to me!

C SAMPSON (2500) – Novag SAP– PHIRE (2175) [A13]Blitz, 1995*[ELH]*

1.c4 c5 2.b3 ♘f6 3.♗b2 e6 4.♘f3 ♘c6 5.e3 d5 6.cxd5 ♘xd5 7.♘c3 ♔e7?? [This is weird at any speed! However Carl assures me his Sapphire repeated this on a retry... perhaps others can test their Sapphires and Diamonds for this odd (and poor) choice which contributes to Carl's view that the 'official' Rating List evaluation of this computer is too high] **8.d4 ♕a5 9.♕d2 cxd4 10.♘xd5+ ♕xd5 11.♘xd4 ♗d7 12.♗c4!**

[Here we go again on the same theme, but with the KNP instead of the QNP] **12...♕xg2 13.0–0–0 ♘xd4 14.♕xd4 ♗c6 15.♖hg1! ♕xf2 16.♖xg7!** [Carl admits he was proud of this, especially with uncork– ing it in a Blitz game] **16...♗xg7?** [16...♔e8 17.♖gg1 b5 18.♖gf1+–] **17.♗a3+! ♔e8 18.♕xg7 ♕xe3+ 19.♔b1 1–0**

The games played at G/15 and G/30 saw the SAPPHIRE putting up a sterner fight, with 'simple' traps not working in the same way. However the following is an example of Carl's play as Black whilst the Novag makes a series of queen–shuffling moves.

Novag SAPPHIRE (2175) – C SAMP– SON (2500) [E11]G/15, 1995*[ELH]*

1.c4 e6 2.d4 ♘f6 3.♘f3 ♗b4+ 4.♗d2 ♗xd2+

5.♕xd2 d5 6.cxd5 exd5 7.♘c3 0–0 8.e3 ♘bd7 9.♗d3 ♖e8 10.0–0 ♘f8 11.♖fc1 ♗g4 12.♘e5 c6 13.♘xg4 ♘xg4 14.h3 ♘f6 15.♕c2 ♘g6 16.♖d1 ♕d6 17.♕b3 ♖e7 18.♕c2 ♖ae8 19.♕a4 [What is the White queen up to?!] 19...a6 20.♗f5 ♘f8 21.♕c2 g6 22.♗d3 ♘e6 23.♖ac1 ♘g5 24.♕b3 ♕b8 25.♕b4 ♘ge4 26.♘xe4 ♘xe4
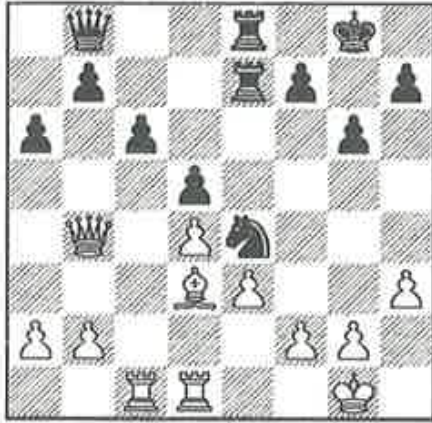

27.♗xe4?! [27.♖c2 aiming to double rooks on the c–file was better] 27...♖xe4 28.♕c5 f5 29.g3 ♕c8 [29...♖xe3! 30.fxe3 ♕xg3+ would have given Carl an even quicker win!] 30.♕b6 h5 31.♕c5 f4 32.gxf4 ♕xh3 33.♕b4 ♖8e7 [33...♖8e5 is also very strong] 34.♕d6 g5 35.♕b8+ ♔h7 36.♖d2 [It was really all over but 36.♕f8 would have prolonged the issue briefly] 36...gxf4 [36...gxf4 37.♕f8 f3 is m/5] 0–1.

I have exactly the same program in the DIAMOND board and play mostly at G/60 where I find the program to be a pretty strong opponent, well worth the 196 BCF grade at which we have it. Recently my DIAMOND has beaten highly–rated REBEL7 486/66 5½–4½ in a short G/60 match. Here is a Novag win from that:

DIAMOND (2175) – REBEL7 486/66 (2450) [A52]G/60, 1995*[ELH]*

1.d4 ♘f6 2.c4 e5 3.dxe5 ♘g4 4.♗f4 ♘c6 5.♘f3 ♗b4+ 6.♘c3 ♗xc3+ 7.bxc3 ♕e7 8.♕d5 f6 9.exf6 ♘xf6 10.♕d3 d6 11.g3 ♘e4 12.♗g2 ♘c5 13.♕e3 [13.♕c2 is also possible] 13...♘e6 14.♗g5 [The programs exit their Books here with both evaluating White as slightly ahead] 14...♘xf4 15.♕xf4 ♘e5 16.0–0 ♖f8! 17.♕e3 h6 18.♘e4?! [The

alternative, which most programs would choose, allows/enables a queen exchange: 18.♘f3 ♘xc4 19.♕xe7+ ♔xe7 20.♖fd1=; 18.♘h3 ♘xc4 19.♕xe7+ ♔xe7 20.♘f4= with slightly better scope for White's bishop than in the 18.♘f3 line] 18...♘xc4 19.♕d4 ♗e6 20.♖fd1

20...♘b6 [Possibly best. Another idea was ♖f7 or ♖f5, preparing to get the ♔ to greater safety via f8 and maybe double the ♖'s on the f–file] 21.a4! ♘c4? [21...d5!? 22.♘c5 c6 23.e4±; 21...♖d8 22.a5 ♘c8 may be Black's best, though White still stands slightly better; 21...♘d7? 22.♕b4!±; 21...♔f7!? a Hiarcs idea, intending to get the ♔ to g8 whilst keeping the ♖'s connected on the 8th. rank so that, if 22.♖ab1 ♖fb8. It appears to be okay though Black's ♔ looks rather exposed and may catch a cold later?!] 22.♖ab1 ♘a5 23.♕b4 ♗f5 [Probably best as 23...♖f5 doesn't work: 24.g4! ♖e5 *(24...♖d5 25.♘f6+ gxf6 26.♗xd5 ♗xd5 27.♖xd5+–)* 25.f4 ♖d5 26.♘f6+ gxf6 27.♗xd5 ♗xd5 28.♖xd5+–] 24.♕xa5 ♗xe4 25.♗xe4 ♕xe4 26.♕xc7 ♖f7 27.♕xd6 ♕e7 28.♖b5 ♕xd6 29.♖xd6 ♖c8 30.♖d3 ♖c4 31.a5 a6 32.♖b4 ♖fc7 33.♖f3 ♖4c5 34.♖e4+ ♖e7 35.♖fe3 ♖xe4 36.♖xe4+ ♔d7 37.♖f4 g5 38.♖f7+ ♔c8 39.f4 ♖xa5 40.f5 ♖e5 41.f6 ♖e6 42.♔f2 ♔b8? [Headed in the wrong direction. I believe 42...a5 was best, but if the ♔ was to move then d8 was the best square] 43.♖f8+ ♔a7 44.e4 ♔b6 [44...♖xe4?? 45.♖a8+! ♔xa8 46.f7+–] 45.♔e3 ♔b5 46.f7 ♖e7 47.♔d4 a5 48.♔d5 ♖c7 49.e5! ♖d7+ 50.♔e6 ♖d3 51.♖e8 ♖f3 52.f8♕ ♖xf8 53.♖xf8 1–0 and a quite convincing win. Games like this represent the SAPPHIRE/DIAMOND in 196 mode!

GAMES from the 1995 World Micro Computer Championships

The RESULT and full CROSS-TABLE were given as part of my report in SS61, but we precede our games selection with a reminder to readers of the final placings:-

8/11	Chess Genius3, MChess Pro5
7½	Ferret, Nimzo3, Virtual Chess
7	Dark Thought, HiarcsX, The King, Quest-Fritz
6½	Gandalf, Junior, Kallisto
6	Bobby2, Shredder, Xxxx
5½	Amy, Isichess, Schach3
5	Alpha-1, Centaur, Cheiron, Comet, Dragon, Stobor, Mephisto
4½	Chess System_tal, Mirage, Zeus
4	Diogenes, Gromit
3½	Breakthrough, Nightmare
3	Francesca
2½... 2... 1½... 1... ½...	
0	Ananse

Most of our games are taken from the later Rounds, when the main competitors for the Title had emerged and were beginning to meet each other. However we start with a round 4 meeting as it contains a move which I think everyone would have to agree was really quite exceptional.

GENIUS4 – CHESS SYSTEM_tal [A29]
Round 4

1.c4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.g3 d5 5.cxd5 ♘xd5 6.♗g2 ♘b6 7.0–0 ♗e7 8.a3 0–0 9.b4 ♖e8 10.♖b1 ♗f8 11.d3 a5?! [11...♘d4 is preferred] 12.b5 ♘d4 [The Books in this English Four Knights var. probably ended around here] 13.♘d2 ♖b8 14.e3 ♘e6 15.♘f3 ♘g5 16.♘xg5 ♕xg5 17.♘e4 ♕d8 18.♕c2 ♗g4 19.f4! [Opening the f-file must favour White] 19...exf4 [19...♕d7 doesn't look to work out any better: 20.♘f2 ♗e6 21.fxe5] 20.♖xf4 ♗e6 21.♖f2 f5?! [This looks quite risky and [21...♘d5 is my preference] 22.♘c3 ♗f7 23.♘e2 [23.♖xf5 ♗g6!] 23...♕d7 24.♕c3 ♘d5 25.♗xd5 ♕xd5 26.♘d4! [Black's difficulties are becoming clear] 26...♖e5

[26...g6 is possibly best, but 27.♕xc7 ♗h6 28.♖e2 (28.♖f3? ♗g7!) ; 26...♗g6 27.♕xc7] 27.♕xc7 ♖a8 28.♕c3 ♖ae8
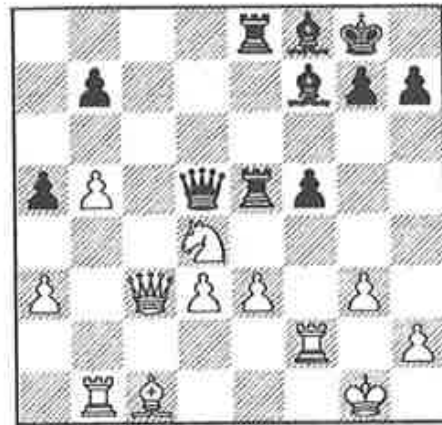
29.♘f3 [Well, this looks okay doesn't it, though 29.♕xa5 is more obvious and also looks 'safe' to me. But we'd have missed the CSS reply.... 'the move of the Tournament!'] 29...♖xe3!! [It would be interesting to know how long the various programs take to evaluate White at '–' after this. Do some/any go '–' within 3 mins here, or do they need to see Black's 30th, 31st... or even more to know that White is lost?!] 30.♗xe3 ♖xe3 31.♘d4 [31.♘e1 ♗c5!] 31...g6 32.♖e2 ♗e5! 33.♖xe3 ♗xd4 34.♕c8+ ♔g7 35.♖be1 f4! [Compelling play by CCS – and there have been no improvements available for White that I can see, so it IS a great combination!] 36.gxf4 ♕f3! [The rest is straightforward] 37.♕c7 ♗xe3+ 38.♖xe3 ♕xe3+ 39.♔g2 ♕e2+ 40.♔g1 ♕xd3 41.♕xb7 ♕xa3 42.b6 ♕c5+ 43.♔f1 a4 44.♕c7 ♕xc7 45.bxc7 ♗e6 46.h4 a3 0–1

After a game like this the question inevitably arises, *"Why did CS_tal come away from the Championships with only 4½/11?"* Programmer Chris Whittington says that one reason is that *'CS-tal doesn't know when to stop! When the program sacrifices, the opponent plays the next 3–4 moves with a plus score, then sees the problem, the score begins to fall and becomes negative. For our operator this is a very stressful time, since we never know if*

the program sacrifice algorithm is accurate on each occasion. We have to wait for the opponent's score to go negative before relaxing'.

Chris also says that insufficient work has been done on the endgame, which seems able to lose both drawn and sometimes won games! Also, although CS_tal won on time (in a lost position) against HIARCS, it also lost on time (in a drawn position) against Gandalf. But Chris remains optimistic about his program and believes that the new _tal algorithm will eventually prove to be of major importance in the further development of computer chess.

Quest/FRITZ had started with 4 straight wins and then 2 draws, and looked as if it was scheduling itself to do the double after its win over DEEP THOUGHT and everyone at the WCC in Hong Kong. Then it started to meet some tough opposition.

MChess PRO5 – Quest/FRITZ [C28]
Round 7

1.e4 e5 2.♗c4 [The Bishop's Opening is a favourite of the new MCP5 Book] **2...♘c6** [♘f6 and ♗c5 are also popular] **3.♘c3 ♘f6 4.d3 ♗b4 5.♘ge2 ♘a5** [Here d5 and d6 are more popular moves for Black] **6.♗b3 0–0 7.0–0 d6 8.♗g5 c6 9.d4 ♗g4 10.f3 ♗h5 11.♘a4 ♘xb3 12.axb3 h6 13.♗h4 ♖e8 14.c3 ♗a5 15.♕d3 b5 16.b4 ♗c7 17.dxe5 ♖xe5 18.♘g3**

[The key moments of the game approach!] **18...g5** [18...bxa4 19.f4 ♗b6+ 20.♔h1 ♖b5 21.c4!; 18...♗g6! 19.f4 ♖e7∓] **19.f4 gxh4**

20.fxe5 hxg3 21.♖xf6! [21.♕xg3+ ♘g4 22.♖f5 ♗g6 23.♕xg4 bxa4∓ (23...♔h7? 24.♖af1!)] **21...gxh2+ 22.♔h1 bxa4** [22...♗g6 23.♖af1!] **23.♖af1! ♕f8** [23...♕e8 24.♕h3!] **24.e6! ♕g7 25.exf7+ ♔f8** [25...♗xf7 26.♖xf7 ♕xf7 (26...♕g6 27.♖xc7+–) 27.♖xf7 ♔xf7 28.♕c4+ and mopping–up begins] **26.♕a6 ♗b6 27.♕b7! ♖d8 28.♖e6** [If 28... ♗xf7 (28...♕g5 29.♕d7!! ♖xd7 30.♖e8+ and mate soon) 29.♖e7!] **1–0**

The KING – KALLISTO [A52]
Round 8

1.d4 ♘f6 2.c4 e5 [Unexpected! The Budapest Defence is a bold choice by Kallisto's opening programmers!] **3.dxe5 ♘g4 4.e4 ♘xe5 5.♘c3** [5.f4 is also played here instead of move 6. Then the continuation might be 5...♘g6 6.♘c3 ♗b4 7.♗d2] **5...♗b4 6.f4 ♗xc3+ 7.bxc3 ♘g6 8.h4!?** [Typically aggressive play as befits de Koning programs!] **8...♕e7 9.♗d3** [9.♕d4 seems a more natural follow–up to White's 'wild' 8th. Then 9...♘xh4?! 10.♕xg7 ♕xc4+ 11.♗e2 looks very good for The King] **9...♘xh4 10.♕h5 ♘g6 11.♘e2 ♘a6 12.♗e3 d6 13.♖b1 h6 14.♗c2** [Thus far Kallisto seems to have come out of its Budapest choice pretty well. But...] **14...0–0?!**
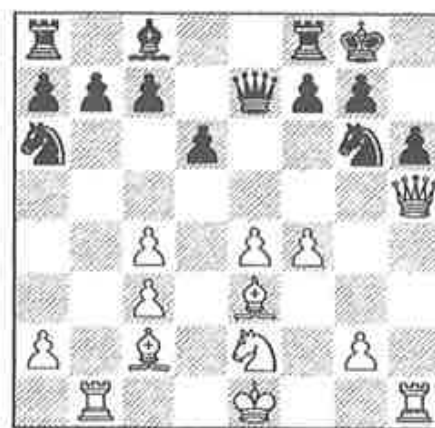
[14...♘c5 is a logical follow–up for Black to his 11th. move and is much better than this very dangerous invitation for The King to do what it's best at... attack!] **15.f5! ♘e5 16.♗xh6! f6** [Of course the ♗ can't be taken: 16...gxh6?? 17.♕xh6 f6 18.♕h8+ ♔f7 19.♖h7+ ♔e8 20.♖xe7+] **17.♗e3 ♘xc4?!** [17...♖e8 looks better,

though 18.♘f4 still has Black in trouble] **18.♕h7+ ♔f7 19.♕g6+ ♔g8 20.♘f4! ♕e8 21.♕h7+ ♔f7 22.♘d5** [22.♗d1 threatening ♗h5 would also be strong] **22...♗xf5** [Black has to find moves to avoid mate. E.g 22...♕d8 23.♕g6+ is m/5; 22...♘xe3 also loses quite quickly: 23.♕g6+ ♔g8 24.♘xf6+ ♖xf6 25.♕xe8+ ♖f8 26.♖h8+! ♔xh8 27.♕xf8+ ♔h7 28.♔e2! is m/6] **23.♕xf5 ♘xe3 24.♘xe3 ♘c5 25.♖h7 ♕e5 26.♗b3+ ♔e8 27.♕g6+ ♔d8 28.♕xg7! ♕xc3+ 29.♔f1 ♕d3+ 30.♔g1 ♕xe3+ 31.♔h1 ♕h6+** [Anything else allows m/4, but the game is lost anyway] **32.♕xh6 1–0**

Quest/FRITZ – Dark THOUGHT [E12]
Round 8

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.a3 [The Queen's Indian, Petrosian] **4...♗b7 5.♘c3 d5 6.cxd5 ♘xd5 7.♕c2 ♘xc3 8.bxc3 c5 9.e4 ♘c6 10.♗e3** [I believe the 'Book' move is the fianchetto ♗b2, so don't know if Fritz has been programmed with something new or if it is now 'thinking' for itself. Whatever, it works out well!] **10...cxd4 11.♘xd4 ♘xd4 12.cxd4 ♗d6?** [12...♕d7 was better, to stop White's check which immediately gives him an advantage as it puts the h8/♖ out of the game] **13.♕a4+ ♔f8 14.♗d3 ♕c7 15.♖c1 ♕d8** [I prefer ♕e7] **16.0–0 h6 17.♖c3 a6** [Instead of going in for brief skirmishes Black would be better off playing, say, g6 and ♔g7 to mobilise the h8/♖] **18.♖fc1 b5 19.♕b3 ♖b8 20.e5 ♗e7 21.a4 b4 22.♖c7 a5 23.♗b5 ♔g8 24.♖d7 ♕f8 25.♕c2**

25...♗g5 [Extricating the ♖ but running into other troubles, as we shall see]

26.♗xg5 hxg5 27.♕d2 ♖h5 28.♖cc7! ♗d5 [28...♗c8?? 29.♖e7! threatening ♖e8!] **29.♕c1 ♖h8** [29...g6 30.♖xf7 ♕h6 31.♖f6! leaves DT in an even worse mess] **30.♖xf7 ♕xf7 31.♖xf7 ♔xf7 32.♕c7+ ♔g8** [32...♔g6 33.♗d3+ is m/8] **33.♕xb8+ ♔h7 34.♗d3+ ♗e4 1–0**

HIARCS had had a desperately poor start – caught in an opening trap in round 2 (see last Issue) it then lost in round 3 to CCS_tal – on time at move 70 with a won endgame on the board (though after a very tense middle game we should add). Post Tournament accusations suggested that the operator had not had his heart fully in HIARCS' cause and had lost valuable seconds on more than one occasion through spending much time watching other games and 'magazine reading'! But a recovery began in round 6 with 2 wins and a draw, and then this:

HIARCS X – CHEIRON [D87]
Round 9

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5 5.e4 ♘xc3 6.bxc3 ♗g7 7.♗c4 c5 8.♘e2 0–0 9.0–0 ♘c6 10.♗e3 ♕c7 11.♖c1 ♖d8 12.♗f4 ♕d7 13.d5 ♘a5 14.♗d3 b5 15.♖b1 a6 16.♕c1 e5?! [16...c4 17.♗c2 ♘b7 might be an improvement here, with c5 now a good-looking ♘ outpost] **17.♗g5 f6 18.♗e3 c4 19.♗c2 ♘b7**
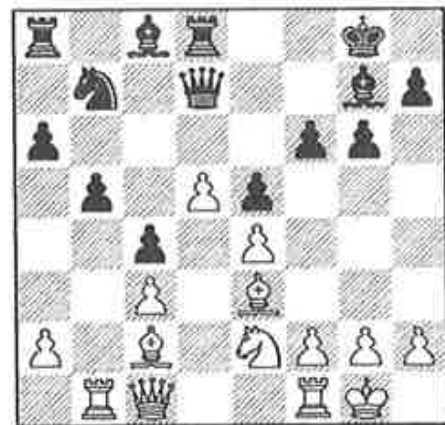
[The difference to my note at move 16 is that HIARCS now has a potentially dangerous p–p on d5, and the c5 square is covered by White's e3–♗] **20.f4! exf4 21.♗b6 f3?!** [Succumbing to the pressure?

Correct seems 21...♖e8 22.♕xf4 ♘d6 leaving White with only a small advantage] **22.♖xf3** [22.gxf3 ♖e8 23.♖d1 is also good for White] **22...♖e8 23.♕d4 f5 24.exf5!** [A great move] **24...♖xe2 25.f6 ♗xf6 26.♖xf6 ♕xd5 27.♕f1!** ♗g4 [27...♖e8 28.♗xg6! hxg6 29.♖xg6+ and mate follows] **28.♗xg6 ♘d6** [If now 29.♖xd6 ♕b7 *(29...♕xd6?? 30.♕f7#)* 30.♖f6 ♖e7 31.♕f4 leaves Black quite helpless] **1–0**

KALLISTO – CHESS SYSTEM tal
[E92] Round 9

1.d4 ♘f6 2.♘f3 g6 3.c4 ♗g7 4.♘c3 [White goes along King's Indian rather than Grunfeld lines] **4...0–0 5.e4 d6 6.♗e2 e5 7.♗e3 c6?!** [7...♘a6 is a better Book move, in my view. Then perhaps 8.0–0 ♘g4 9.♗g5 f6 and the ♗ usually goes back to c1 leaving White with a small +] **8.d5 ♘g4 9.♗g5 f6** [We are probably still in Book here and it would be interesting to know if anyone has investigated 9...♕b6 I think 10.0–0!? is good and now if 10...♕xb2 11.♘a4 ♕a3 12.♕b3 ♕xb3 13.axb3 cxd5 both 14.cxd5 and ♘b6 seem to give White a useful advantage] **10.♗c1 f5 11.♘g5 ♘f6 12.exf5 ♗xf5 13.♕b3 ♕b6 14.♕xb6 axb6 15.♗e3 ♘bd7 16.♘e6 ♖fc8 17.f3 ♔f7?!** [17...cxd5 18.♘xg7 *(18.cxd5 ♖xc3!? 19.bxc3 ♘xd5=)* 18...♔xg7 19.cxd5 ♘c5=] **18.♘g5+ ♔g8 19.g4 ♗c2?!** [19...cxd5 was better: 20.gxf5 d4=] **20.♖c1** [20.dxc6 bxc6 21.♖c1 also works out well] **20...cxd5 21.cxd5 ♗h6 22.h4 ♖xc3 23.bxc3 ♖xa2 24.♗c4 ♖a4 25.♗b5! ♖a2 26.♖h2**

[And now we begin to see that Black is in trouble] **26...♗b3 27.♖xa2 ♗xa2 28.c4 ♗b3**

29.♖a1 ♗xg5 30.hxg5 ♘xd5 31.cxd5 ♘c5 [Black's 2 extra ♟'s will be no match for the Kallisto ♖] **32.♔e2 ♔f7 33.♖h1 ♗xd5** [33...♔g7 34.♖b1! ♗xd5 35.♖d1 ♗f7 36.♖xd6 ♘e6 37.♖xb6 etc] **34.♖xh7+ ♔g8 35.♖c7 e4 36.f4! ♗e6** [37.f5 gxf5 38.gxf5 ♗xf5 39.♗c4+ ♗e6 40.♖xc5! bxc5 41.♗xe6+ was a likely conclusion] **1–0**

After 8 rounds a program called Ferret led with 6½, though it was about to lose to joint 2nd. placed Quest–Fritz and collapse with 1/3 at the end. Also in joint 2nd were the final winners, and they had this early chance to settle the title one way or the other! However the game was only interesting in the opening stages.

Chess GENIUS – MChess PRO5 [A33]
Round 9

1.♘f3 c5 2.c4 ♘f6 3.d4 cxd4 4.♘xd4 e6 5.♘c3 ♘c6 6.♗f4 a6!? [This Symmetrical English was a comparatively quiet affair after some early skirmishing. However it is always interesting to see the new MCP5 Book ideas such as a6 here. 6...d6 and 6...♗b4 are the moves Genius would have expected] **7.♘c2?! d5 8.e3 ♗c5 9.♗g5 0–0** [Allowing White to win a ♟. Instead [9...d4 might have been interesting?!] **10.cxd5 exd5 11.♗xf6 ♕xf6 12.♕xd5 ♕e7 13.♗d3 ♗e6 14.♕h5 g6 15.♕h6?!** [15.♕e2!] **15...♖fd8 16.♗e2 ♘b4! 17.♘xb4 ♗xb4** [White's lack of development is now causing him problems. If **18.0–0** [18.♗f3 ♖ac8 19.♖c1 MCP can win the ♟ on a2 immediately or, better still, play 19...♗xc3+ 20.bxc3 then 20...♗xa2∓ Genius decides to further his development, though this allows a ♖ onto his 2nd. rank!?] **18...♖d2!? 19.♗f3 ♖xb2 20.♘d5 ♗xd5 21.♗xd5** [We list the remainder of the game, though neither side ever looks likely to gain a winning advantage] **21...♖d8 22.♖ad1 ♗c3 23.♖d3 ♗g7 24.♕f4 ♖c8 25.♗b3 ♗e5 26.♕f3 ♖c6 27.g3 ♔g7 28.♖d5 ♗c3 29.h3 ♖f6 30.♕g4 h5 31.♕c4 ♕b4 32.♖d3 ♗e1 33.♕xb4 ♗xb4 34.♖d4 ♗c5 35.♖c4 b6 36.♖c2 ♖xc2 37.♗xc2 ♖d6 38.♖d1 ♖xd1+ 39.♗xd1 ♔f6 40.♗b3 b5 41.♗d5 ♔e7 ½–½**

With 2 rounds to go, the leaders were:
7   *Quest–Fritz*
6½ *Genius,   MChess   Pro5,   Dark*
Thought, Ferret, Nimzo3
6   *Virtual Chess*
5½ *Hiarcs, Kallisto, Shredder*

The Hiarcs revival continued but, being at this stage 1½pts behind Quest–Fritz, it was just too late to have hopes of retaining the Title won by version2.1 in 1993.

KALLISTO – HIARCS X [C82]
Round 10

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0–0 ♘xe4 [The famous and welcome Open Defence to the Ruy Lopez] **6.d4 b5 7.♗b3 d5 8.dxc5 ♗e6 9.♘bd2 ♘c5 10.c3 ♗g4 11.♗c2 ♗e7 12.♖e1 ♕d7 13.♘b3 ♘e6 14.♕d3** [The computer Books end] **14...♗h5 15.♘fd4 ♗g6 16.♘f5 0–0 17.♕h3 ♖ae8 18.f4 ♗d8 19.♗e3** [White's attack is not as threatening as it might appear, and Kallisto probably needed to find ♖d1 here to maximise the pressure] **19...♔h8** [HIARCS does well to find this as the more 'obvious' 19...f6!? has to be handled with care after 20.♘c5! ♕f7 *(20...♘xc5?? 21.♗xc5 ♖f7 22.e6+–)* 21.♘xe6 ♕xe6 *(21...♖xe6? 22.♘xg7 ♔xg7 23.f5+)* 22.♗c5±] **20.♘c5! ♘xc5 21.♗xc5 ♖g8 22.♖e3 ♘b8 23.a4 ♕e6?! 24.axb5 axb5**

25.♖g3?! [25.g4! looks very hard for Black to meet adequately, and I think White would have been winning] **25...♘d7 26.♗e3 ♘f8 27.♖a5 f6 28.exf6 ♗xf6!** [The first of two ♙ sacs to gain a sudden attack for HIARCS] **29.♖xb5 ♕a6! 30.♖xd5 ♕e2!**

31.♗d3 ♕d1+ 32.♔f2 ♖b8! 33.b4 ♗xc3 34.♖xg6!? [34.♗c4 ♕e1+ 35.♔f3 ♗f7!–+] **34...♖xb4 35.♗f1 ♕xd5 36.♖a6 ♖b1 37.g4** [37.♖a7?? ♖xf1+! 38.♔g3 ♗e1+ 39.♔g4 ♕d1+ forces ♕f3 thus winning the ♕ as, if the ♔ moves ♘e6 is mate] **37...g6 38.♘g3 ♗e1+! 39.♔g1 ♗xg3 40.♖a4 ♕c6 41.♖a7 ♕e4 42.♕xg3 ♕d3 43.♕h3 ♖xf1+ 44.♕xf1 ♕xe3+ 45.♕f2 ♕c1+ 46.♕f1 ♕xf1+ 47.♔xf1 ♘e6** [A convincing finish by the British program] **0–1**

Chess GENIUS – Quest/FRITZ [E07]
Round 10

1.♘f3 d5 2.c4 e6 3.g3 ♘f6 4.♗g2 ♗e7 5.0–0 0–0 6.d4 [The Reti Opening has transposed into a Catalan] **6...c6 7.♘c3 ♘bd7 8.♕d3 b6 9.b3 ♗a6 10.e4 dxc4 11.bxc4 e5 12.dxe5 ♘g4 13.♗f4 ♘c5 14.♕xd8 ♖axd8 15.h3 ♘h6 16.♖fd1!? ♘d3** [Apparently best] **17.♗f1 ♗xc4 18.♗xd3 ♗xd3** [At this point FRITZ appears to have a small advantage, but that will change when we get into the endgame] **19.e6 ♗f6?!** [19...fxe6 20.♘e5! g5 21.♘xc6 gxf4 22.♘xe7+ looks about even or maybe just favouring White] **20.e5 ♗e7 21.exf7+ ♔xf7** [21...♖xf7? 22.e6±; 21...♘xf7 22.e6! ♘h8 23.♘e5±] **22.♘g5+ ♗xg5 23.♗xg5 ♖d7 24.♗xh6 gxh6 25.♘e2 ♖fd8 26.♘f4 ♗c4 27.♖xd7+ ♖xd7 28.♖c1 b5 29.e6+!**
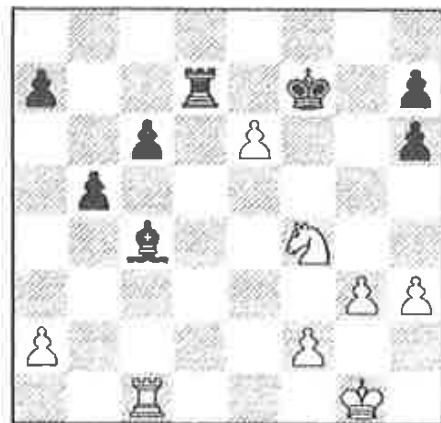
[Swapping one advantage for a better one. This is the sort of 'almost equal' endgames at which Richard Lang programs excel] **29...♗xe6 30.♘xe6 ♔xe6 31.♖xc6+ ♖d6 32.♖xd6+ ♔xd6 33.f3 ♔e5 34.♔f2 h5 35.♔e3 b4 36.f4+ ♔f5 37.h4!** [Not an easy move to find, but it enables his ♔ to decide

the game with first a march over to the ♕-side, and then one back to force home the f-♙] **37...a5 38.♔d3 a4 39.♔c4 b3 40.axb3 axb3 41.♔xb3 ♔f6 42.♔c3 ♔e6 43.♔d4 ♔d6 44.f5 h6 45.♔e4 ♔d7 46.♔e5 1–0**

The leaders now were:
7½ Genius, MChessPro5
7 Quest–Fritz, Ferret, Nimzo3
6½ Dark Thought, Hiarcs, Virtual Chess

The games in the final round were not so exciting as far as the chess was concerned. Genius drew with Dark Thought and MChess Pro drew with Nimzo3. Quest–Fritz and Ferret therefore had chances to join the leaders with a win, but Ferret drew with Hiarcs and Quest–Fritz lost its second in a row, this time to Virtual Chess. Here is that game:–

VIRTUA Chess – Quest/FRITZ [C24]
Round 11

1.e4 e5 2.♗c4 [The Bishop's Opening is clearly becoming popular in computer programs!] **2...♘f6 3.d3 c6 4.♗b3 d5 5.♘f3 ♗d6 6.0–0** [Virtua temporarily offers a ♙ to disrupt Black's position, and Fritz takes the bait. 6.♘c3 is in my HIARCS Book, but this looks worth adding] **6...dxe4 7.dxe4 ♘xe4 8.♖e1 f5 9.♘bd2**
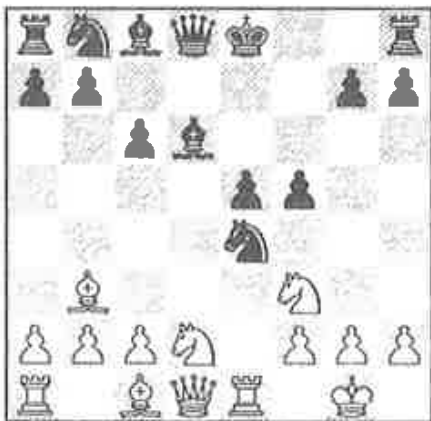
9...♗c5 [9...♘xd2? 10.♘xe5! ♘e4 *(10...♘xb3 11.♘xc6+ wins ♕ and game!)* 11.♖xe4!+–] **10.♘xe4 ♕xd1 11.♘xc5!** [Wonderful stuff, even if it is probably Book preparation] **11...♕xe1+** [11...♕d6 12.♖xc5+ ♔f8 13.♗f4 ♕g6 14.♖ac1+–; 11...♕d8 12.♗g5 ♕c7 13.♖xc5+ also

winning easily] **12.♘xe1 b6 13.♘e6 ♗xe6 14.♗xe6** [White's material advantage may seem small, but 4 pieces v 3 will eventually start to mop up some ♙s. The rest is academic but included so that readers can check through some of Virtua's endgame qualities] **14...g6 15.♘f3 ♔e7 16.♗c4 ♘d7 17.♗g5+ ♔d6 18.♖d1+ ♔c7 19.♗e7! e4 20.♘g5 a6 21.♘f7 ♖he8 22.♗g5** [22.♗d6+ looks to be even more convincing, but it's one–way traffic whichever, even if a little pedestrian at times] **22...b5 23.♗f4+ ♔b6 24.♖xd7 bxc4 25.♘d6 ♖ad8 26.♖xh7 ♖e6 27.♘xc4+ ♔c5 28.♘e3 ♖de8 29.h4 ♖6e7 30.♖h6 ♖b7 31.b3 ♖g7 32.c3 ♔b5 33.h5 ♔b6 34.♘c4+ ♔a7 35.♗e5 e3 36.fxe3 1–0**

The tie for 1st. place called for a **play–off game**.

On the infrequent occasions in the past where this has been necessary there have been at least two such games, but the agreement was that this would 'just' be a Challenge Game and that the two programs would be declared **joint first** regardless of the outcome.

It has an exciting and fascinating endgame and I encourage readers to ignore its length and to play through this one!

MChess PRO5 – Chess GENIUS
[B01]13th WMCC play–off game, 1995

1.e4 d5 2.exd5 ♕xd5 3.♘c3 ♕a5 4.d4 ♘f6 5.♘f3 ♗f5 6.♗c4 e6 7.0–0 c6 8.♖e1 ♘bd7 9.h3 ♗d6 10.♗d2 ♕c7 11.♘h4 ♗g6 12.♘xg6 hxg6 13.♕f3 0–0–0 14.a3 ♘b6 15.♗f1
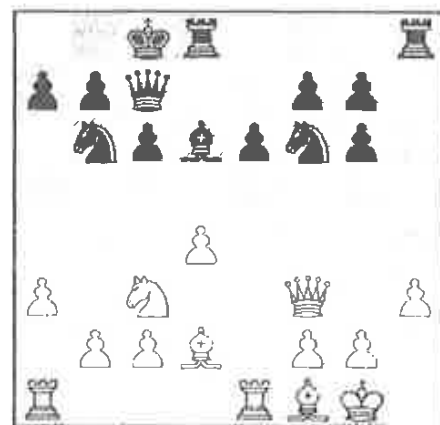
[We come to the first critical moments in this exciting game, which calls for a diagram] **15...♖h4!?** [15...♘h2+? 16.♔h1 ♖xd4 is an interesting suggestion as g3 to trap the ♕ in Spassky—Fischer style doesn't initially seem to work as it leaves h3 en prise to the h8/♖. However play should continue 17.♗e3 ♖dh4 18.g3 ♖xh3 19.♗xh3 ♖xh3 20.♔g2! ♖h5 21.♖h1! and we see that White is winning] **16.g3 ♖h5** [16...♖xd4? 17.♗e3] **17.♘e4 ♘xe4 18.♕xe4 ♖dh8 19.c4 ♗xg3 20.fxg3 ♕xg3+ 21.♕g2** [At this point, anticipating the exchanges, most programs evaluate that Black stands better. See note to move 24] **21...♖xh3 22.♕xg3 ♖xg3+ 23.♔f2 ♖b3 24.♗c1** [The standard piece-count stands at 20–20 and the programs now only nominally favour Black. However the extra piece for White will usually be sufficient to pick off Black's extra ♙'s one by one in due course, so I would favour MCP] **24...♖h4 25.♖e3!** [Absolutely the correct strategy as piece-exchanges will make the ♙-winning easier] **25...♖xe3 26.♔xe3 c5 27.dxc5 ♘xc4+ 28.♔f2!?** [MCP chooses to keep the 2 ♗'s. [28.♗xc4 ♖xc4 29.b4 e5 30.♗b2 f6 31.♖h1] should have still favoured White] **28...f6 29.b4 g5 30.♗g2 ♘e5 31.♗d2 ♖c4?! 32.♖a2 ♔c7 33.♗h3 ♔d7** [33...g4 34.♗f1 ♖e4 35.b5 f5 getting the ♔-side ♙'s moving looked an interesting possibility] **34.♗f1 ♖h4 35.♗g2 ♔c7 36.♖a1 ♖c4 37.♔e2 ♖c2 38.♗e4 ♖b2 39.♔d1 ♖b3 40.♔c2**
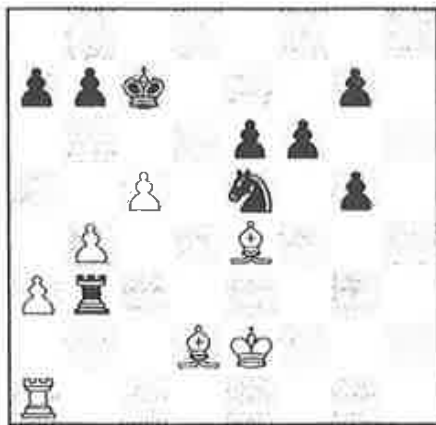
40...♖h3? [Probably the one wrong move in a game that seemed to be going nowhere] **41.♖h1!** [Now Genius must accept an unwanted exchange or yield MCP

access to his ♔—side ♙'s along the open h-file] **41...♖xh1** [41...♖h4?! is no better: 42.♖xh4 gxh4 43.♕f4±; 41...♖xa3 is worse! 42.♖h7 b6 43.♖xg7+ ♔c8 44.cxb6 axb6 45.♖e7±] **42.♗xh1 ♘c4 43.♗c1 g4 44.♗g2 b6 45.♔d3 ♘e5+ 46.♔e4 ♘g6 47.♕f4+ e5** [47...♘xf4? 48.♔xf4 f5 49.♔e5 ♔d7 *(49...bxc5 50.bxc5 ♔d7 51.c6+ ♔e7 52.♕f1 g3 53.a4 a5 54.♕g2 is also winning as Black runs out of moves)* 50.c6+ ♔e7 51.♕f1 g3 52.b5+—] **48.♗g3 bxc5 49.bxc5 ♘e7 50.♕f1 ♔c6 51.♕f2 g3 52.♗g1** [52.♗xg3 ♔xc5 53.♗f2+ ♔d6 54.♗xa7 wins a ♙ but as MCP then has only one left, its winning chances diminish] **52...g6?!** [52...♘g6!?] **53.a4! a5 54.♗b5+ ♔c7 55.♔f3 ♘f5 56.♗d3 ♘e7** [56...♘d4+? 57.♗xd4 exd4 58.♗b5+—] **57.♔xg3 ♔c6 58.♗e4+ ♔d7 59.♗a8 ♔e6 60.♔g4 ♘d5 61.♗b7 ♘b4** [61...f5+ doesn't seem to work: 62.♔g5 e4 63.c6!] **62.♗e3 ♔d7 63.♗d2 ♘c6 64.♗a6 ♘b4 65.♗b5+ ♔e7?!** [It's a difficult choice for Genius. Should it aim to hang on to its own, dangerous, ♔—side passed—♙'s, as with the move played... or cover MCP's equally dangerous ♕—side ♙'s. If the latter: 65...♔c7 66.♗e8 g5 67.♔f5 ♔d8 and now 68.♗f7 is quite subtle as 68...♔e7 69.♗xb4 axb4 70.♗d5! wins] **66.♗xb4!** [It looks as if there is an improvement in the MCP endgame play, particularly regarding ♔+♙ chases, as this is a sophisticated and direct way of getting the win] **66...axb4 67.a5 ♔d8** [67...b3? wont work of course: 68.a6 b2 69.♗d3 f5+ 70.♔g3 e4 *(70...f4+ 71.♔f3)* 71.♗b1 and the a—♙ cannot be stopped] **68.a6 ♔c7 69.♗c4 f5+ 70.♔g5 f4** [70...♔b8 71.c6!; 70...♔c6 71.♗d5+! ♔xd5 72.a7] **71.♗d5!** [The ♗ is just able to cover both Black ♙'s, but I'll bet some hearts were beating fast all the same!] **71...b3 72.♗xb3 f3 73.♗c4 f2 74.♗b5** [And now the excellent ♗ keeps Black's ♔ quiet as well!] **74...e4 75.♔f4 g5+ 76.♔xe4 ♔b8 77.c6 ♔c7 1–0**

Taken all—round this was the best Championship for some years — the extra number of games (played at 2 mins per move instead of 3!) made for both an exciting finish and also a more meaningful result.

For new readers: **'MEPH'**, under the watchful eye of **Phil Gosling**, continues its successful BCCS campaign. It IS entered as a Computer, so all of its opponents know exactly what they are playing!

Before we start, I must tell you that Phil got a Christmas present from his 3 year old grandson which has left him in something of a quandary! It's a Mickey Mouse chess set! Now in one sense Phil is absolutely delighted – but the question is: "Does his grandson know something about Phil's chess that he'd rather we didn't?!"

BCCS 2494 (2490) – Vancouver 020 (2275) [B00]Corr.20, 1994

26.♘a4 ♛b5

[#61 eval +18 >Nc3 and intending, if so, 27...Qc4. Also 27.Rc3 is possible for White I think]

27.♖c3 ♖xc3 28.♘xc3 ♛c4 29.♖b3 b5 [#62 eval +27 >♛e2. But whether White will opt for the exchange of ♛'s we will have to wait and see! Phil and I think our opponent may prefer 30.♘d2] =

Our next two games are against BCCS' current top-rated player. In fact his grade has improved from 2466 when the game commenced in 1994 to 2620 right now! Would Phil have made MEPH open with the Basmanic *'Global Opening'* 1.h3? if he had known that then?! However the draw in this game seemed certain a couple of Issues ago when, despite having a passed Pawn, we approached an opposite coloured Bishops ending. It was game 2 in which we seemed to be losing throughout most of the middle game.

Vancouver 020–BCCS 2466 (2620) [A00]Corr.24, 1994

62.♗b4
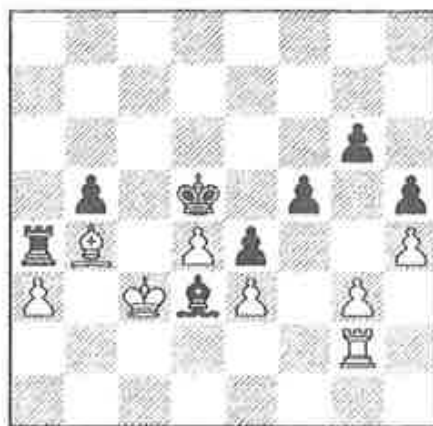
[#61 eval +18 >Ra6. This, as suggested in #60, is indeed a dead draw and Phil offered that in this position and it was agreed straight away] ½–½

BCCS 2466 (2620) – Vancouver 020 (2275) [A29]Corr.25, 1994

This was the middle game position (after move 34) so that readers can see the

reason for our opponent's optimism. Our eval here was −84. Though the equivalent of a Pawn down, MEPH apparently preferred his own Pawn structure. *'Where are White's entry points for the Rooks?'* we asked, but BCCS 2466 wrote *'I fancy my chances strongly in this one'*]

71.♔c5 ♗b3
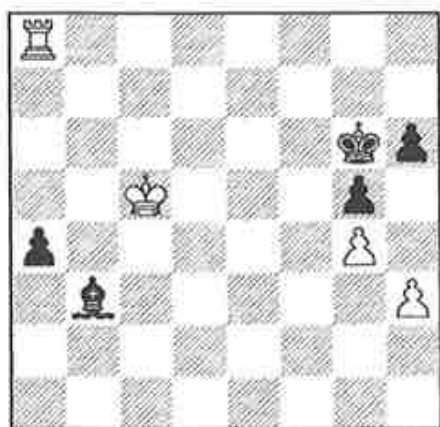
[#61 eval −78 >Ra6+. After securing the bishop on b3, from where it protects both the a−pawn and g8, Phil and I said in #61 that we thought 'we'd' got the ½ and indeed agreement for this as a draw has also now come from the BCCS No.1 − a fine effort by MEPH]] ½–½

Vancouver 020–BCCS 2428 (2275)
[B07]Corr.28, 1995

This interesting struggle has also been decided. A deadly advance of the central Pawns from move 40 heralded the end and Black wrote *'Does MEPH realise that he is losing yet?'*. Yes, he knew! **54.♔f1**

[#61 eval was −306 >Rxd7]. Using an opening (1.e4 g6 2.d4 ♗g7 3.♘f3 d6 4.♗c4 ♘f6 5.♘bd2 0–0 6.♕e2 ♘c6 7.c3 e5 8.dxe5 dxe5 9.0–0 ♕e7 10.♘b3 b6 11.♗g5 h6 12.♗h4 ♗b7) with which he won a 'Best Game' Prize our strong opponent gave us trouble from the beginning as MEPH attempted to deal with two fianchettoed Bishops.

54...♖xd7 55.♘e2 ♖h7 56.♘c3+ ♔f5 57.♔g1 ♔g4 58.♖e1 ♘xb3 59.♘d5 ♖h6 60.♖f1 ♘d4 61.♖xf4+ ♔g5 [And MEPH resigns. Play might continue: 62.g3 ♘e2+ 63.♔g2 ♘xf4+ 64.gxf4+ ♔f5 65.♘xe3+ ♔xf4 66.♘d5+ ♔e4 67.♘e7 *(67.♘c3+ ♔d3 68.♘b5 a5 is worse)* 67...♔d3 68.♘c8 a6 69.♔f3 ♔xc4−+. Our friendly opponent sent a card after the game commenting: *'Thanks for an interesting game. Beating the machine has been very instructive and well worth the hard work to do it'*] **0–1**

We knew our next two games against SS reader Roy Thomas (who is very 'computer aware'), would be difficult. And as we had scored over him some months ago in his favourite BDG he was out for revenge! After good starts in both it looks to me as if the tide is turning against us.

Roy THOMAS, BCCS 2448 − Vancouver 020 [B09]Corr 29, 1995

26.♘de4 ♘f5

[#61 eval +39 >Bf2 and intending then 27...Bg7 28.Ng5 Bd7. The horribly placed h8−bishop needs to recover some scope and the small + might then be earned!]

27.♘f2 ♗g7 28.g4 ♘h6 29.h3 ♔h8?! [29...♗c8 might have been worth a try, I think. The idea is to enable ♖d7 without leaving the ♗ stuck on e6, and then play ♖da7 as soon as possible to obtain some counterplay. MEPH's eval. has in fact dropped to = and it needs to find something soon as Roy is beginning to dictate the play] 30.♗h4 ♘g8 31.♘g5 ♗h6 [MEPH sees the coming exchanges, but evaluates them at +6 here. However afterwards it will read −24] 32.♘xe6! ♗xc1 33.♘xd8 ♖xd8 34.♘e2 ♗d2?! [34...♗e3+ 35.♔g2 ♔g7 36.♔f3 ♗d2 37.♖b2 ♗a5 38.♖b7 ♔f8! might have given MEPH better drawing chances. Yes, I already think we might be losing this one!] 35.♖b7! g5 36.♗f2 ♔g7 37.♖b2?! ♗a5 38.♗e3 h6 39.♖b5 ♖a8 40.d5 f6 [#62 eval −42 >e6. Roy is certainly on top, though he may have missed something better at move 37?!] ±

Vancouver 020–Roy Thomas, BCCS 2448 [D03]Corr 30, 1995

23.♖ac1
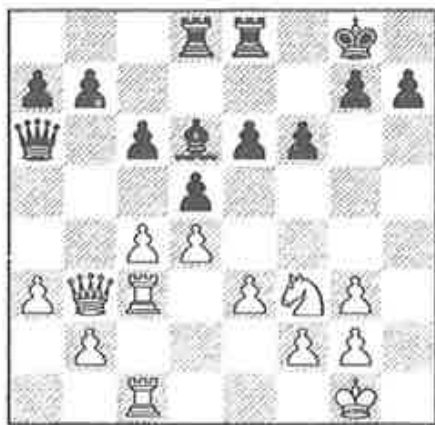
[#61 eval +33 >Rd7. MEPH appears unconcerned about the doubled pawns on the g–file... *'or is the negative eval for this offset by a bonus for the doubled rooks?'* Phil wondered! I think some programs would give the edge to Black?!]

23...♗c7 [It is interesting that MEPH thinks itself ahead here − when I tested the position with the FRITZ analysis module in ChessBase, it showed Black at +30!] 24.♕c2 dxc4 25.♖xc4 ♗d6 26.♖a4 ♕b6 27.♘d2 a6 28.♘c4 ♕c7 29.♘xd6 ♖xd6

30.♕b3 ♖ed8 31.♖b4 b5 32.a4 ♕d7 33.♕c3 [MEPH's eval. has dropped slowly but surely since our last note, and is at exactly = here] 33...♕f7 34.axb5?! [#62 eval −3 >axb5. The "?!" is partly because I think it's deserved, and partly because of the expectation of axb5? It will surely be cxb5. I must have a look and seen if Richard Lang's later version Genius programs get this right or wrong! Anyway, I think 34.♖a1 would have been better] =

BCCS 2352 (2350) − Vancouver 020 (2275) [A44]Corr 31, 1995

This game opened **1.d4 c5 2.d5.** [Our opponent wrote with this move that he would have also liked to have tried 2.e4 against the Computer. *'Anything to oblige'* is the tireless view of MEPH, so the 'other' game follows] **2...e5 3.e4 d6 4.♘c3 a6 5.♘f3 b5** [#61 and our book ended here]

6.a4 b4 7.♘b1!? ♗e7 8.♗d3 ♘f6 9.♘bd2 0–0 10.0–0 a5 11.♗b5 ♘e8 12.♗xe8?! [12.c4 leaves a position in which the blocked centre might even just favour White!?] **12...♕xe8 13.c4 f5!** [An excellent ♙–lever, all the more effective now that MEPH has the two ♗'s, and accompanied by a sophisticated +115 eval!] **14.exf5 ♗xf5 15.♘e1 ♘d7 16.f3 ♕g6 17.♖f2 ♗h4 18.g3?!** [18.♖e2 ♖f7 19.b3 maintains better ♔ security, and leaves the ♗ sortie to h4 looking of less value] **18...♗g5 19.♘f1 ♗xc1 20.♖xc1 ♖f7** [#62 eval +115 >Ng2. No doubt the eval is due to the weaknesses around White's ♔, but I think MEPH is being just a little optimistic. Phil also wonders if our opponent is rather cleverly leading us on to some forthcoming embarrassment!] ∓

BCCS 2352 (2350) − Vancouver 020 (2275) [B21]Corr 32, 1995

1.d4 c5 2.e4 cxd4 3.c3 dxc3 4.♘xc3 ♘c6 5.♘f3 e6 6.♗c4 ♘f6 [#61 eval +51 >e5. This was MEPH's first out of book. It will be more than a little interesting to see how our Computer copes with this pair of fairly rare Old Benoni's]

7.e5 ♘g4 8.♕e2 d5 9.exd6 ♗xd6 10.♗g5 ♗e7 11.♖d1 ♗d7 12.♘e4 ♕a5+ 13.♗d2 ♕c7

[We have the diagram here as it is just before White goes horrendously wrong! At this moment MEPH shows +39 >♗c3] **14.♘fg5?!** [14.♗c3 would probably have been met with 14...0–0 and then White might have tried 15.0–0 leaving MEPH's eval at around +50] **14...♘ce5 15.♖c1 ♕b6 16.♗b3??** [16.b3 is the simple reply leading to ♘xc4 or ♖c8, both of which leave MEPH in a strong position. MEPH itself expected; 16.h3 ♘xc4 17.♕xc4 ♘f6∓] **16...♗b5!** [Ooops] **17.♗c4** [17.♗e3 ♗b4+ 18.♖c3 (best) 18...♘xe3 19.♕xe3 ♕xe3+ 20.fxe3 ♘d3+ 21.♔d2 ♖d8 and MEPH is all over its opponent, who must soon lose too much material] **17...♘xc4 18.♖xc4?** [A final blunder − two on the trot over−the−board we often expect, but it's rare in Correspondence games. However 18.♕xg4 which MEPH expected runs into 18...♘e5 19.♕g3 ♘d3+ 20.♔d1 ♘xb2+ 21.♔e1 ♘d3+ 22.♔d1 ♘xc1 23.♔xc1 ♖c8+−+] **18...♘e5!** [After 19.b3 ♗xc4 20.bxc4 and 20...♕b1+ either now or after ♗xg5.wins comfortably. One mistake = maybe; but two+ brings out the worst/best in MEPH!] **0–1**

With no less than 4 games ending in this Issue, we can look forward to some new ones for SS63... of which one will use the unknown *'Becket Opening'*. This is named by Phil's wife Mary, as White's idea is to get rid of the King's Bishop as quickly as possible!? I apologise now to programmer Richard Lang who will be horrified to see that Phil has made MEPH open with the extremely dubious: **1.g3 d5 2.Bh3?!**

One or two of MEPH's past op− ponents have dropped out of the TOP TEN since Is− sue 59!... a result of their games vs. us perhaps?

BCCS LEADERS	
2620	Completed games 24,25
2582	ANOther
2504	Completed game 26
2503	ANOther
2495	ANOther
2474	ANOther
2471	ANOther
2459	NEW Game starts #63
2455	ANOther
2450	ANOther
2446	MEPH

In fact MEPH's own rating, as I write, has moved very slightly upwards to 2461, so maybe we'll be back where we belong next time?!

FORTHCOMING EVENTS

10-17th February 1996
Garry KASPAROV
vs
DEEP BLUE
Philadelphia, USA
6 games @ 40/2
$500,000 prize fund!

February 1996
1,000 player Event
Aubervilliers, France
The Computer Entries are:-
HIARCS4
VIRTUA Chess

Both of these Events will be covered in our **next Issue**, for which we also have some games from the Harvard Cup, analysis by **Robert Savage** of his game against Berlin 68000, **Positions** for readers to test on their machines, a look at possible Black Square Weaknesses in de Kon− ing programs by **Bill Reid**, plus anything else we can squeeze in, and all our usual **News, Results** and **Rating Lists**.

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

BCF: British Chess Federation Ratings. These can also be calculated from Elo figures by (Elo - 600) / 8, or from USCF figures by (USCF - 720) / 8.

£'00: Cost in Britain. [1] = £100, [10] = £1,000.
   a ' + ' after the price means it can cost more! E.g [10 +] is for Mephisto RISC1 in an Exclusive board; it is dearer in the Munchen.
   a '-' after the price usually shows that it is an out-of-date model or version. The price is its original cost - you may be able to buy it second-hand and cheaper now, depending on availability. If '-' is shown relating to an Upgradeable program (e.g Meph Portorose or Lyon) owners should be able to buy an upgrade.

Elo: The Rating figure which is popularly in use Worldwide. The BCF and Elo figures shown in the NEWS SHEET Rating List combine each Computer's **results** v. **Computers** with its **results** v. **Humans** to determine the ranking order.

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

Games: Total No. of games on which the Computer's Rating is based.

Human/Games: Total games played in official Tournaments v. Humans, and the Rating in same.

A guide to PC Gradings:
286-PC represents the program running on an 80286 at approx. 16MHz.
386-PC represents the program running on an 80386 at approx. 33MHz, with 4MB RAM.
486-PC represents the program running on an 80486 at approx. 50-66MHz, with 4-8MB RAM.
Pent-PC will represent the programs on a Pentium (586) 90MHz with 8-16MB RAM.
Users will get slightly more (or less!) in each case, if the speed of their PC is significantly different. A doubling in **MHz Speed** equals approx. 60 Elo. A doubling in **MB RAM** equals approx. 10 Elo.

RATING LIST (c) Eric Hallsworth. PC PROGS — SS62 — Feb 1996

BCF	£'00	Computer	Elo	+/-	Games	Human/Games (Elo)	(Games)
234	1	M CHESS PRO5 486-PC	2473	24	349	2145	2
233	1	REBEL7 486-PC	2464	24	359	—	—
231	1	CHESS GENIUS3 486-PC	2454	12	1116	2277	7
228	1	MEPH GENIUS2 486-PC	2427	14	1459	2376	7
226	1	HIARCS3 486-PC	2408	14	1089	2174	21
225	6	M CHESS PRO4 486-PC	2402	15	921	2391	21
225	1	REBEL6 486-PC	2400	15	910	2499	7
224	1	CMACHINE GIDEON3.1/30-PC	2393	7	688	2432	3
224	1	CMACHINE THE KING2/30-PC	2392	6	1310	2314	44
222	6	M CHESS PRO3.5 486-PC	2383	5	688	2425	7
221	1	CHESSMASTER 4000 486-PC	2368	10	639	2357	18
220	1	MEPH GIDEON PRO 486-PC	2366	13	1960	—	—
219	1	M CHESS PRO3.1 486-PC	2357	14	537	—	—
219	6	CMACHINE GIDEON3.0/30-PC	2355	17	718	2193	12
218	1	CHESS GENIUS1 486-PC	2347	20	1322	2267	13
217	1	HIARCS2.1 486-PC	2340	25	896	—	—
217	1	M CHESS 486-PC	2337	12	537	—	—
215	1	CMACHINE GIDEON2/15-PC	2322	13	323	2295	20
213	1	KALLISTO 486-PC	2305	15	650	—	—
211	2+	CHESS GENIUS1 386-PC	2295	15	323	2199	63
209	1	ZARKOV2 486-PC	2275	13	1217	2239	21
207	2+	SOCRATES3 486-PC	2256	16	1228	2215	28
206	1	CMACHINE THE KING1/15-PC	2248	13	753	—	—
205	1	HIARCS2.1 386-PC	2247	48	93	—	—
205	2+	FRITZ2 486-PC	2240	14	1095	2184	18
199	1	REX 486-PC	2197	20	523	2267	16
199	1	PSION2 486-PC	2196	25	337	2238	12
197	1	SARGON5 486-PC	2176	25	206	—	—
196	1-	M CHESS 386-PC	2176	32	1312	—	—
196	1-	M CHESS PRO3.1 386-PC	2175	12	—	—	—
196	1	PSION2 486-PC	2175	58	—	—	—
194	1	FRITZ1 486-PC	2169	38	—	2138	153
193	1-	HIARCS1 486-PC	2155	30	—	2226	—
192	1	FRITZ1 486-PC	2147	26	—	2118	16
191	1	ZARKOV3 486-PC	2142	21	—	2238	12
189	1	FRITZ1 486-PC	2129	23	—	—	—
189	1	FRITZ2 386-PC	2116	28	—	—	—
188	1	KASPAROV GAMBIT 486-PC	2113	75	—	—	—
187	1	NIMZO 486-PC	2111	23	—	—	—
187	1	CHESSMASTER 3000 486-PC	2102	32	—	—	—
184	1	M CHESS 286-PC	2101	18	—	—	—
183	1	SARGON5 386-PC	2073	62	—	—	—
183	1	C-CHAMPION 2175 486-PC	2069	42	—	—	—
183	1	ZARKOV2 386-PC	2067	16	—	—	—
183	1	HIARCS1 386-PC	2066	99	—	—	—
182	1	CHESS FRIEND/PAND 486-PC	2063	45	—	—	—
180	1	PSION2 386-PC	2046	30	—	—	—
179	1	COMPLETE C-SYSTEM1 486-PC	2038	29	—	—	—
		FRITZ1 386-PC		26			

The PENTIUM P/90 GAP

	486/66	P/90	Diff
MCPro5	2473	2534	61
Genius4	—	2532	—
Genius3	2454	2529	75
Hiarcs4	—	2522	—
Rebel7	2464	2518	54
Rebel6	2400	2506	106
Hiarcs3	2408	2494	86
MCPro4	2402	2473	71
Fritz3	2366	2461	95
WChess	2383	2416	33
AVERAGE		*ELO*	*73*

BCF	£'00	Computer	Elo	+/-	Games	Pos	Human	/Games
230	[15]	MEPH GENIUS2 68030	2442	21	447	1	2249	6
223	[15]	TASC R30-1995	2389	20	525	2	2342	17
223	[14]	TASC R30 1993	2385	12	1286	3	2322	56
219	[12]	TASC R30-1993	2355	28	258	4	2237	6
217		MEPH RISC2 1MB	2341	20	507	5	2392	51
216	[45-]	KASP RISC 2500-512K	2335	27	281	6	2384	10
215	6	MEPH LYON 68030	2326	14	986	7	2225	17
215		MEPH BERLIN PRO	2320	20	525	8	2340	82
214	45-	MEPH PORTOROSE 68030	2319	18	656	9	2347	54
213	10	MEPH VANCOUVER 68030	2308	9	2250	10	2264	55
213		MEPH RISC1 1MB	2307	33	196	11	2327	10
211	8	MEPH LYON/VANC 68020/20	2293	16	835	12	2200	18
209	5	KASPAROV SPARC/20	2272	25	338	13	2288	54
209	4	MEPH MONTREUX	2272	9	2351	14	2270	67
204		MEPH RISC 2500-128K	2238	9	2268	15	2121	33
204	10+	KASP VANCOUVER 68020/12	2238	9	2268	15	2215	21
203	50	FID ELITE 68040-V10	2226	8	75	16	2250	80
203	10-	MEPH LYON 68020/12	2226	10	1865	17	2240	188
203	10-	MEPH PORTOROSE 68020/12	2196	10	3114	18	2221	25
199		MEPH BERLIN 68000	2195	13	1187	19	2169	13
199	4	MEPH PORTOROSE 68020	2190	16	770	20	2126	23
198	30	FID ELITE 68030-V9	2190	19	1048	21	2083	33
197		MEPH BERLIN 68000	2183	13	1241	22	2126	23
197	8+	MEPH VANCOUVER 68000	2182	11	1682	23	2083	59
196		MEPH LYON 68000	2172	15	950	24	2186	215
196	2	NOVAG SAPPHIRE/DIAMOND	2168	14	1053	25	2172	25
192	10-	MEPH ALMERIA 68020	2143	11	1683	26	2111	130
192	9-	MEPH PORTOROSE 68000	2141	10	1938	27	2179	2
188	15	FID MACH4/2325 68020-V7	2108	27	290	28	1888	36
187	5+	FID ELITE 2x68000-V5	2096	14	1048	29	2179	54
186		KASPAROV BRUTE FORCE	2093	17	698	30	2080	64
186	7+	MEPH POLGAR/10	2093	14	1083	31	2041	197
184	10-	MEPH ROMA 68020	2079	14	996	32	2069	31
184	8-	MEPH DALLAS 68020	2077	14	1025	33	2093	129
184	3+	MEPH ALMERIA 68000	2074	10	1981	34	2132	65
181	2+	NOV SCORPIO/DIABLO	2048	18	617	35	2072	48
181	1+	KASP PRESIDENT/TC+GK2100	2047	45	104	36	2032	5
180	3	NOVAG JADE2/ZIRCON2	2042	40	131	37	2136	230
180	4-	MEPH NIGEL SHORT	2041	6	5736	38	2105	11
179	4+	FID MACH3/2265 68000-V2	2036	11	1658	39	1902	50
178	8-	MEPH MM5/5	2029	11	1580	40	1988	17
178	5+	MEPH DALLAS 68000	2029	8	2743	41	2076	13
178	2	MEPH POLGAR/5	2028	13	1123	42	2063	24
178	3-	MEPH MILANO	2026	8	2965	43	2000	77
176	3-	NOV SUPER FORTE-EXP C/6	2015	15	862	44	2049	56
176	4	MEPH MONDIAL 68000XL	2011	9	2481	45	1968	109
175	4	MEPH MONTREAL/ROMA 68000	2000	9	2361	46	2024	182
173	10-	MEPH ACADEMY/5	1991	12	2373	47	2054	47
172	3-	MEPH AMSTERDAM	1983	12	1430	47	2054	47
172	2	KASP SUPER FORTE-EXP B/6	1981	15	847	48	2017	48
		NOV SUPER FORTE-EXP/TURB ADV TR						
		KASP GK2000/TURB ADV TR						

BCF	£'00	Computer	Elo	+/-	Games	Pos	Human	/Games
172	2	MEPH MEGA4/5	1980	8	2694	49	2029	169
171	5-	KASPAROV MAESTRO D/10	1976	12	1319	50	1956	109
171	3-	KASPAROV MAESTRO D/10	1975	8	2706	51	2059	127
170	3-	FID MACH2C	1972	26	302	52	1960	25
170	2	FID MACH2B	1966	8	756	53	1968	63
169	1	MEPH MODENA	1965	18	628	54	2006	97
170	3-	MEPH MM4/5	1959	8	2928	55	1864	2
169	2	FID TRAVELMASTER	1956	30	237	56	1981	48
168	4-	MEPH MM4/5	1947	17	724	57	2074	8
167	2-	KASP TRAVEL CHAMPION	1942	12	287	58	1999	98
167	1	NOVAG RUBY/EMERALD	1942	27	1453	59	2046	10
166	2-	MEPH SUPERMOND2/MCARLO4	1932	28	262	60	2021	176
166	4-	NOV SUPER FORTE-EXP A/6	1932	12	2396	61	1943	155
165	5-	KASPAROV MONTE CARLO	1925	9	313	62	1870	15
165	2	MEPH MONTE CARLO	1925	16	814	63	1912	35
165	5-	KASPAROV MAESTRO C/8	1920	14	1055	64	2026	22
165	4	CXG SPHINX/4	1920	25	338	65	1825	29
162	2	CONCH PLY-VICTORIA/5.5	1903	31	222	66	1827	18
161	3-	KASP TURBOKING2	1894	25	1548	67	2012	68
160	5-	FID MACH2A	1893	12	1459	68	1965	208
160	3-	NOV EXPERT/6	1885	26	316	69	1916	220
159	5-	NOV SUPER FORTE-EXP/6	1880	10	1917	70	1940	69
159	4-	FID CLUB B	1878	9	2619	71	1852	80
159	3-	NOV EXPERT/5	1878	9	2313	72	1890	73
158	4-	NOV FORTE B	1878	9	1738	73	1921	134
158	3-	FID PAR E/ELITE+DES2100	1877	11	2186	74	1990	6
158	2+	MEPH REBELL	1871	9	2251	75	1767	18
157	4-	FID AVANT GARDE/5	1870	9	1591	76	1863	123
157	5-	KASP STRATOS-CORONA	1870	11	242	77	1923	55
157	2	NOV FORTE A	1864	11	990	78	1900	61
157	3-	MEPH SUPERMONDIAL1	1861	29	2332	79	1824	36
156	4-	FID CLUB A	1859	14	364	80	2017	8
156	2-	KASPAROV MAESTRO A/6	1857	9	1149	81		
155	4-	CONCH PLYMATE/5.5	1856	24	106	82		
155	2-	KASP TURBOKING1	1855	13	19	83		
156	4-	KASP SIMULTANO	1849	45	1756	84		
155	2	CONCHESS/6	1846	106	1059	85		
156	4-	NOVAG JADE1/ZIRCON1	1842	14	524	86	1960	43
155	2-	FID EXCELLENCE/4	1842	11	372	87	1933	64
155	3-	NOV EXPERT/4	1832	20	182	88	2007	6
154	2-	SCI TURBO KASP/4	1831	24	702	89	1869	11
153	3-	CONCH PLYMATE/4	1826	34	1407	90	1852	40
153	6-	FIDELITY ELITE C	1815	17	1852	91	1872	67
151	4-	FID ELEGANCE	1812	12	791	92	1776	8
151	2-	SCI TURBOSTAR 432	1811	16	1654	93	1852	52
151	4-	MEPHISTO MM2	1806	11	39	94	1884	59
150	2	FID EXCELLENCE/DES2000	1801	74	338	95	1782	
150	4-	KASPAROV MAESTRO A/4	1792	25	515	96	1875	28
149	2	KASP PRISMA/BLITZ	1788	20	3736		1833	284
148	3-	CONCHESS/4	1785	7	411	97	1833	284
148	2-	KASP PRISMA/BLITZ						
147	3-	NOV SUPER CONST	1779	22	411	97	1833	284
146	4-	NOV SUPER NOVA	1770	27	278	98	1892	7
		NEPH BLITZ						