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- **PUBLICATION DATES**: Early Feb, Apr, Jun, Aug, Oct and late Nov (incl. annual BEST BUY Guide).
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- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are **welcome**.

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MasterCard

VISA

Computer BEST BUYS - Editor's Choice

The **RATINGS** for the computers and programs which follow can be found on pages 27 and 28. I have not tried to include all available machines - this is my 'short list' of those 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 **COUNTRYWIDE** - see their address on the front page. It is always worth ringing to check any extra cost for a mains transformer where applicable, but 48 hour insured post and packing are included free. This list is brought up-to-date for each Issue of my Magazine.

PORTABLE COMPUTERS

Kasparov
ADVANCED TRAINER £79 - nice plug-in
TRAVEL CHAMPION £99 - with display
TRAVEL CHAMP 2100 ~~£139~~ **£129** - great value, 4½"x4½" plug-in board + display
Novag
JADE2 £99 - tiny 3½"x3½" board portable
SAPPHIRE £199 - calculator style, strong

TABLE-TOP PRESS-SENSORIES

Fidelity
CHESSTER £159 - voice model, 160 BCF
Kasparov
EXECUTIVE £99 - GK-2000 Morsch prog. Display etc, plus lid cover. Terrific value!
GK-2100 ~~£169~~ **£159** - top quality Morsch program, clever display, recommended.
Novag
DIAMOND £249 - testing playing style.
Mephisto
DALLAS 68000XL £165 - on special offer
NIGEL SHORT £199 - laptop lid, Staunton + disc pieces, graphic display - great!
NEW! **MILANO PRO £269**... due SOON!
LONDON PRO 68020 £685 - Top for strength + excellent features and analysis.

WOOD AUTO-SENSORIES

Kasparov
PRESIDENT ~~£299~~ **£289** - top value wood board... ever! - good display + features.
Mephisto
EXCLUSIVE RISC2 £845 - very strong!
EXCLUSIVE LONDON 68030 £1395 - new! The PC's Genius3 (which beat Kasparov) in 68030/33MHz! - tremendous!
■ 2nd. hand Modules sometimes available
Tasc
R30-1995 £1249 - beautiful, piece recognition board, very strong, dynamic play.

PC PROGRAMS

REBEL8 £89 - *NEW!* Ed Schroder's best - some great new features.!
HIARCS4 £89 - excellent playing style
GENIUS4 for Windows £89 - high quality
MChess PRO5 £89 - big opening book.
FRITZ3 £79 - by Morsch, strong at tactics
FRITZ4 (CD ROM) £89
Also for Apple MAC
HIARCS4 £89 - best by far for the MAC
OTHER GAMES for PC!
Draughts & Othello, on 1 (Win) disk! **£39**

PC DATABASES

ChessBASE for Windows (CD or Disk)
"The" games and work DATABASE.
'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** (almost indispensable?!)

BOOKUP for Windows **£159** - *very* useful tool, now incl. Zarkov analysis module.
BOOKUP for MS-DOS **£119**

PC WOOD AUTO BOARDS

A great idea! Plug one into your PC, and play against your favourite program on a proper wood, auto-sensory board!

Tasc **SMARTBOARD £399** - the superb R30 board, 64 leds - piece recognition!
Mephisto/Kasparov **AUTOBOARD £299** - real quality, lovely wood and pieces.
Chess **232 BOARD £229** - a cheaper board, but works well.

Auto **232 TESTER £89 complete** - user can link PC's, and actually let 2 programs play against each other automatically!

HASH TABLES under WINDOWS

Ed Schroder, programmer of the very popular REBEL, has offered some valuable advice concerning maximum hash table sizes under Windows!

There is a problem, and it concerns the Windows swap file, as hash table contents can end up being sent to the much slower temporary hard disk storage instead of high memory, if the hash tables are set too high!

As Ed comments:

In **DOS** you can use ALL available memory.

In **Windows** you have to limit the size of the hash table. You may be able to get, say, a theoretical 5MB from 8MB RAM, or 12MB from 16MB RAM, but equally you may not be helping your program at all by doing so!

'Safe' hash table figures to avoid Windows Swap File problems.

Computer RAM	Max safe Win hash	Max hash under DOS
8MB	2-3MB	7MB
16MB	4-6MB	15MB
32MB	16-20MB	31MB
64MB	32MB	63MB

Ed says that he believes this rule to be valid for every chess program when running under Windows. Perhaps **GENIUS4 owners**, 'getting' 11MB hash from their 16MB RAM, might like to run tests over, say, 2, 3 and 5 minute thinking periods with their 11MB and around 4 or 6MB, and see if they do spot a difference!?

This subject will become more and more important over the coming years, due to the ever-increasing speed of the hardware. Every doubling in processor speed requires a doubling in the properly working hash table size to maintain the full momentum!

Ed gives the following figures as being 'sufficient' hash table sizes when running REBEL7 at 40/2.

486/66	2-3MB hash is fine.
Pent5/90	4-6MB hash is fine.
PPro6/200	needs 12-16MB for optimal.

Windows, as configured at present, cannot always correctly handle the latter.

Clearly the programmers are going to have to make sure that users can set their own alternatives when running under Windows (e.g 1MB, 2MB, 4MB, 6MB, 10MB etc), and, I would suggest, give helpful guidance in their Manuals regarding the likely optimum settings for various processors and RAM configurations. If Ed is right, and all programs are affected the same, then the 'universal rule' can be shown. But programmers may, following their own testing on a range of machines, be able to offer optimal settings as they apply to their particular program.

Otherwise users may find an 'unalterable' program setting itself up wrongly; or when himself aiming for the highest figure he can get (which always sounds best), not realise that, past a certain point, he is actually likely to be slowing his program down!

Finally, do please remember that this is a Windows only discussion! There are no limits or problems under MS-DOS, and users can always safely go for the most they can get!

MULTI-TASK PC RESULTS

There is a growing practice amongst SS readers, and on the Internet I notice, for PC owners to run multi-task matches or tournaments.

Now, for my long-suffering 'let's have less PC coverage' brigade, I'd better explain that, under ~~Windoze~~, sorry, Windows, it is possible to play two programs against each other on the one PC, through a procedure called task-swapping.

One reader, who I'll allow to remain nameless, especially as he's new to PC Chess, wrote me: *"I have just bought Fritz4 and Genius4, so as to have a little fun playing them against each other.*

*I already had ChessMaster 4000, so first off played **Genius4 v CM4000** and got a clobbering 22½-4½ result for Genius (5 secs a move).*

Fritz4 however, also at 5 secs per move, got clobbered 8-0 by CM4000!?

This was pretty surprising to me - any ideas, comments? Are there any time

control results which can be put to practical use for your Ratings? By the way, I use a Pentium/120".

These two results imply that Genius4 is around 260 Elo above ChessMaster 4000, and CM4000 is 400 Elo above Fritz4 - an unlikely suggestion knowing that Fritz programs normally do better at blitz than the slower time controls, and one which would result in either nightmares or a legal response from certain quarters!

Then, to completely defy any possible logic, an Internet user recently posted the cross-table from a Multi-Task tournament he had run, on a Pentium/90, and also at 5 secs a move, and his finishing order was:-

1	Fritz4	6 /7
2	ChessMaster 5000	5½/7
3=	MChessPro5	4½/7
3=	ChessMaster 4000	4½/7
5	Fritz3	3 /7
	....and 3 others.	

Of course, the 5 secs per move is pretty unreliable for Computer v Computer rating purposes, if for no other reason than the time which is lost whilst the user transfers moves from one board or screen to the other. Under task-swaping to the other program on the same PC, with keying/mousing in the moves to set the other side thinking, the loss of time is greater still. Even the fastest user is hardly likely to achieve this in much under 10 secs per move... twice the time control.

Unfortunately the position is made worse to the point of useless under task-swapping, and I'm afraid that multi-task results are meaningless for rating purposes.

Whilst the user 'swaps programs' which of the two is still 'thinking' and benefitting from the computer processor. Who knows!? <u>Both programs are fighting for the same processor, the same hash memory, and for thinking in opponent's time!</u> Do they get a fair share? When Program A is 'thinking', is Program B dormant, or is it trying to think in its opponents time - and thus 'stealing' processor time out of Program A's 5 secs? Some programs are aggressive in seeking processor time ("piggier" is the popular terminology), especially if they are White

and got first go at the hardware! They steal the hash tables, and up to 50% of their opponent's time for thinking themselves, and the result is meaningless. If the other program, as White, does the same, then the meaninglessness (is that a word?) continues, but at least it's 'fair'. However, if it doesn't, and is more 'co-operative' about time sharing and multi-tasking, then the final result is going to be very one-sided indeed.

Of course there is a way round this! The user could turn off the hash tables and the thinking-in-opponent's-time on both programs! The pair will now be treated equally but, of course, neither is running at its full or true strength.

Some programs definitely use their hash tables more successfully than others, and the ability to anticipate an opponent's reply for gaining valuable thinking-in-opponent's- time is a tremendous asset, at which some programs are quite expert! <u>They not only make significant gains on the clock, or search deeper, but consequently are able to make vital use of the very hash tables they would have been building up!</u>

A comparison would be having Kasparov and Karpov play their World Championship decider with both blindfold. It might be interesting, but it wouldn't be the real thing!

I'm afraid, then, that the conlusion must be that there is no suitable way of multi-tasking for true results. You need two PC"s, or a PC and a Dedicated machine, and have to do the job properly!

RESULTS SECTION

Right on cue, we turn to a selection of results recently received here. First in line come those from **Clive MUNRO**, using a variety of machines.

<u>At 10 secs per move</u>
Nov RUBY 10½-13½ Meph MONTREAL
Nov RUBY 11-13 Kasp GK-2000
Meph MONTREAL 13-11 Kasp GK-2000
Meph MONTREAL 10½-13½ Meph NIGEL SHORT
Meph NIGEL SHORT 15½-8½ Kasp GK-2000

<u>At Game in 60</u>
Nov RUBY 11-13 Meph MONTREAL
Nov RUBY 14-10 Kasp GK-2000

Meph MONTREAL 12-12 Kasp GK-2000
Meph MONTREAL 8½-15½ Meph N/SHORT
Meph N/SHORT 4-3 Kasp GK-2000

40 moves in 2hrs
Novag RUBY 4-6 Meph MONTREAL
Nov RUBY 5-5- Kasp GK-2000
Meph MONTREAL 4-6 Kasp GK-2000
Meph N/SHORT 0-4 Meph MONTREAL

Clive has recently purchased a Mephisto RISC2, and tried it out first in a little double-round G/15 tournament. The final table was:

1	Meph RISC2	5½/6
2	Meph NIGEL SHORT	3½
3	Meph MONTREAL	2
4	Kasp GK-2000	1

Clive says that he's *'over the moon'* with his RISC2, which won 5 games and yielded just one draw (to the N/Short).

David HOWSON has just entered the PC world with a Notebook 486/33. He has a Mephisto RISC, but version1, and says that MChessPro4 and Hiarcs3 were finding the going tough against it. However he writes to say that Genius3 has brightened up his PC v Dedicated results in a G/60 match.

Genius3 486-PC 6½-3½ Meph RISC1

There is no doubt that Ed Schroder's programs for Mephisto, especially when running on the powerful RISC processors, can be quite a handful! David did notice, though, that Genius3 generally outplayed RISC1 in the quieter or simpler positions and in the endgames (though RISC2 takes a step forward in the latter).

Reg COX posted me an update of his scores with Mephisto Vancouver and the Kasparov President.

G/60
Vancouver 68000 14½-5½ President

Since then Reg has upgraded his Vancouver to the London program. The early score, again at G/60, is:

London 68000 7½-2½ President

A first game at 40/2 has also gone to the London.

We haven't had as many 'London' results in as we'd have liked, but the overall position is that the combination of the Genius3 playing engine with the Genius4 opening book is definitely achieving the sort of results for which we'd hoped.

In the wood boards, the London 68030 is clearly vying with Tasc R30-1995 for top spot, whilst the London Pro 68020 is undoubtably the strongest press-sensory computer on the market.

A Tricky Position

Ross WITHEY, whilst sending results for the LCT2 Test for his T/Champ-2100 and Sapphire, also asked lots of difficult/impossible questions about the **program sizes** of the various computers and PC versions! He wondered what relationship these might have to their respective performances on the Tactical, Positional and Endgame tests!

Unfortunately we don't always know what a program's engine size is, and the language in which it's written can affect the figures, so leading us astray. The dedicated machines sometimes put 32K/64K/96K and the like in the Manuals - Richard Lang's Almeria, Portorose and Lyon came on 128K chips, the Vancouver, Berlin Pro and London on 256K chips. But all of the dedicated figures included the opening books!

The PC programs are almost always bigger than their dedicated relatives, but the coding is no longer assigned to 'chess only' algorithms and has to relate to an instruction system which might be used for a database, a word processor, a spreadsheet, or Duke Nukem on another day! We can usually hazard a good guess at the various opening book sizes of the PC programs, but it would be courting disaster I think to base too much on the file sizes of the basic .exe programs, and assume that this figure truly represented 'chess knowledge'.

Then again we would also have to consider how the knowledge is being used - brute force, selectivity, various search extension and move pruning methods etc etc.

Nevertheless, the question is a good one, as the old 'argument' (yes, I think that's the word for it) concerning knowledge v speed would certainly rear its jolly

head once again. We have a few programmers who read SS - anyone like to comment... but without taking the whole Magazine over!

Ross did also send a splendid favourite tricky position of his own, which readers might like to have a look at?!

In this game, **Mukherjee v Withey, 1990**, White has just played **1.d6**, and the reader's task is, put simply: Black to play and survive!

Ross says that he used to believe correct play and analysis of this position was beyond any chess computer (*famous last words*), but wonders if maybe the knowledge in one of them might be able to manage it nowadays?!

Here are moves which fail, with some additional analysis/comment by ELH:-

1...Rc3 2.d7! wins.
1...Bd7 2.Qxh5! b1=Q 3.Nxf6 Bxf6 4.Qg6+ and wins.
1...Bc6 2.Qxh5! wins, as above.
1...Be8 2.Bb1 Qxc4 3.Ba2 Qxe4 4.Qxb3 wins.
1...Ra3 2.Qxh5! (the programs rate 1...Ra3 highly as they expect 2.Qe2, and miss the fact that the standard Qxh5 rejoinder still works). **2...Ra1** (2...Rxd3 3.Nxf6+ Bxf6 (*3...Kf8 4.Nh7+ Kg8 and both 5.Ng5! and 5.f6! win easily*) 4.Qg6+ Kf8 5.Qxf6+ Kg8 6.Qg6+ Kf8 and 7.f6 again wins easily) **3.Nxf6+ Bxf6** (if 3...Kf8 4.d7!) **4.Qg6+ Bg7 5.f6 Rxf1+ 6.Bxf1** and White wins once again.

And the winning move?!

1...Qb7!
The game continued...
2.Bb1 Rb4 3.Qe2
Don't be tempted by 3.Nxc5? because Qb6! makes for a deadly pin!
3...Kf8 4.Qf2 Qc6 5.Qxc5 Qxc5+ 6.Nxc5 Rxc4 7.d7 Ke7 8.Nxa4
I wondered about 8.Nxa4 here, thinking maybe 8.Ne6!? was better. However Kxd7 9.Nxg7 Rc1 is certainly -+.
8...Rxa4 9.Rf2 Rb4
And Black went on to win, though Ross believes White could possibly have improved on his play.

Please write me if anyone's computer or program gets the first move right in any sort of reasonable time! On a brief test using HIARCS (2 mins on a P/90, but analysing for the top three lines simultaneously), it had the inevitable 1...Ra3 ->Qe2 in first spot, 1...Rc3 ->d7 in second, and the correct 1...Qb7 ->Bb1 in third.

KASPAROV v DEEP BLUE
The ReMatch!!

News is just coming in that IBM has challenged **Kasparov** to a second Match with **Deep Blue**, provisionally set to take place on May 3-10, 1997.

The venue will be New York, with a prize fund of $1.1 million put up by IBM - $700,000 to the winner.

USA newspaper reports (based on IBM press releases, it should be said!) suggest that the new DB has strategic (!?) coding to *'deal with Kasparov'* and is beating the 'old' DB by 3-1!?!

How about a Match between FIDE's official World Champion, **Karpov**, and either WC Champion **Fritz** (remember, it beat Deep Thought!), or one of the joint 1996 WMC Champions **MChess Pro /Genius4** (MCP won their play-off game, so should get the chance)?!

Many fans of computer chess would like to see a match involving a commercially available program - though preferably one high on knowledge! - and on a Pentium Pro machine.

I'm NOT saying the computer might win, but I think it would be a more interesting contest, and a fascinating benchmark for where the current programming is 'really at'.

ChessMaster 5000 for Win'95
Arrives at last - and 'full of bugs'

The **CM5000 CD-ROM**, long-delayed (*'to make sure it's been properly tested'*), started to reach customers in August. Within only 48 hours the Internet [rec.games.chess.computer] Section was inundated with complaints of *'multiple bugs'*.

I'm not going to make a full list of the claimed faults, but should mention a few:

☒ Failure of the PGN support. It apparently even refuses to re-load games 'saved' in PGN format by CM5000 itself!

☒ The Analysis Mode time control cannot be set above 99 secs! This was a known CM4000 bug which was corrected by a later 'patch' release, but has reverted in the new program!

☒ It wont analyse for one side only.

☒ When the evaluation is <100, it always shows White as winning! Again this was a known CM4000 bug, supposedly corrected.

Promises are being made that a CM-5000 'patch' disk will come out *'soon'* - i.e. you get a disk to install some new coding over the botched part - but 'soon' meant 9 months whilst we waited for CM5000 to be 'perfected', so don't hold your breath.

World Micro Computer Champs 1996
Indonesia 'not too popular'!

The list of commercial programs entered for the Jakarta WMCCC in October so far is looking rather thin! Of course it may be the extreme travelling distance which many would face: the entry fee is £750, air fare from Britain around £3000 including nominal expenses. And those wanting to win will need to get their Pentium Pro/s there as well!

Of course Indonesia's recent record for riots, terrorism, abductions and general acts of inhumanity may also have put one or two off!? In other words, getting home might cost more than getting there! Some programmers have refused to go as a human rights protest.   *(withdrawn 24-9-1996)*

The latest list I saw consisted of just ~~Chess System Tal,~~ Fritz and **Virtual Chess**. There may be some amateur entrants as they get free air tickets and entry.

Money-based, but a poor choice of venue by the organisers, it may not happen!

🖫 1997 PC programs arriving early!

REBEL8 by Ed Schroder is first at the starting gate, as it is already out, and it is reviewed elsewhere in this Issue of SS!

Mark Uniacke's **HIARCS5** should not be too far behind, and I have heard rumours there's a new version of Dave Kittinger's **W CHESS** in the offing.

There will also be a **GENIUS5** which will again be a Windows program and probably on CD-ROM only. I'd be very interested to know (and so would Richard Lang!) whether the 'CD only' intention is likely to lose many potential new sales and Genius4->5 upgraders?!

The size of the new program under Windows is one reason for turning to CD, as it wont fit on one disk. The other is that the somewhat inferior CD-ROM Fritz4 ('inferior' as in playing strength) has sold extremely well, and that perhaps because CD's attract new buyers?!

But I guess if there's enough SS readers out there who need a disk version, and they all shout loud enough (to me, not at me! of course), then maybe Richard would consider doing a disk/s version as well.

The End of Computer Chess Reports!

'CCR is dead!!!' was the unexpected Internet announcement in late July. After 13 years of providing interesting, valuable, entertaining and, sometimes, controversial coverage of the computer chess scene, CCR joins Austria's *Modul* magazine by leaping into the waste-paper bin.

However, in the case of CCR it is to be re-launched as a new Web page on the Internet, *'by popular demand'*. Chris Whittington forecasts that *'all printed specialist magazines will wither and die'*.

The Web page belongs to [a/the] major U.S computer retailer, ICD Corporation, and should be up-and-running by about now. I've been promised a free sub (normal cost will be $40 dollars in the U.S, plus $10 extra overseas), so I will hope to give some more details, and a report on what it looks like in SS/67.

Their hope is to make the news and reviews they do available much more quickly than is obviously the case with a twice (or sometimes once!) a year printed Journal.

Saitek certainly knew what they were doing 4 or 5 years ago, when they signed up **Franz** ('Fritz') **MORSCH** for their new Kasparov-brand GK and TC (Travel Champion) series.

In some ways it seemed strange, as Saitek had just taken over Mephisto, who already had World Champion programmers Richard Lang and Ed Schroder. But Saitek wanted a 'special' programmer for their cheaper range on the new H8 RISC-style processors, and grabbed Morsch.

Franz's PC FRITZ1 had already demonstrated a terrific tactical quality, but there was some doubt about the positional and endgame aspects of the program, as was evident in the GK2000 and first Travel Champion. Nevertheless, their ability to create middle-game mayhem and feed the tactical strength soon shot the computers to the top of the value/price charts, and Fidelity actually created their Travelmaster from the same program (available in the Tiger board at £69 incidentally!).

Next in line, at around FRITZ2-time were the GK and Travel Champion 2100, along with the wood-board President, showing definite positional and endgame improvements. A check now on something like the LCT2 Test (see results chart elsewhere in this Issue) show that Franz has vastly improved in all programming areas for FRITZ3/4 - enough to beat Deep Thought to win the World Championship! Note these LCT2 figures are from Fritz versions on a Pentium/90:-

The result of this march of progress is that Saitek have chosen to use the

FRITZ progress!			
	Postnl	Tactcl	Endgam
Fritz1	19	38	7
Fritz2	29	54	20
Fritz3	36	60	43
Fritz4	38	60	41

new World Champion's very latest program in their own new **Mephisto**-label products, all due out (just about) in time for Christmas!

The New Computers

[■1] The **MM6**. Basically the President program, put into a 10MHz 32bit H8 processor module, for Mephisto's upgradeable wood Exclusive boards. An Exclusive MM6 complete will cost **£399**, and whilst rating at probably not much above the President, will certainly have good program bite yet be an inexpensive way of getting into the upgradeable scheme of things!

The remaining new models contain the **new 32 bit RISC program**, with a 36,000 book, in slightly differing processor and board formats.

[■2] The **Milano Pro**. A **press-sensory** 16MHz 32bit RISC. The board is a Milano look-a-like, but without the laptop lid. We guess close to 2225-2250 Elo, and a **£269** price tag.
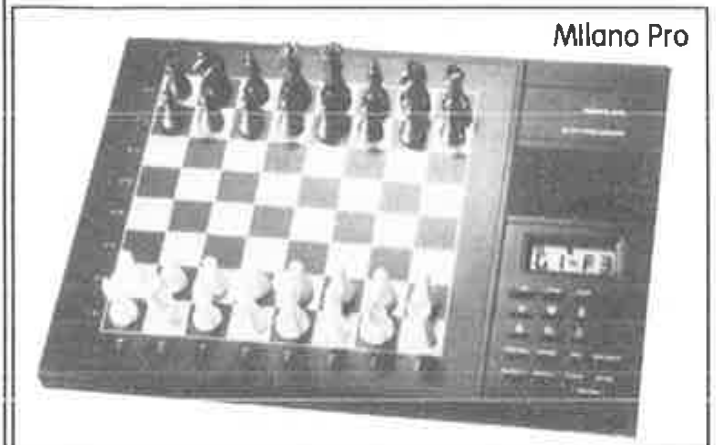
Milano Pro

[■3] The **Boston**. A 20MHz 32bit RISC **module**... in fact the Milano Pro for the Exclusive upgradeable board. As it will apparently run slightly faster than the press-sensory version, maybe 2250-2275. An Exclusive Boston complete will be **£549**.

[■4] The **Atlanta**. A strength-maximised version of the Milano Pro, still 16MHz but with a 512K hash table system greatly speeding all work for incredibly fast tactics and greater endgame improvements. Also it's a 64-led board (like the Berlin/Berlin Pro). Probably 2350-2375 Elo. Price **£499**.

[■5] The **New York**. Once more it's a **module** version, this time of the stronger Atlanta program. Again we believe it will be slightly faster at 20MHz, so we're expecting around 2400 Elo. An Exclusive New York complete will be **£669**.

We've been waiting for some really good, new dedicated Chess Computers for probably over a year now, and this should be it! The strength/price value in particular is going to be outstanding.

Chess Clock

A new venture, but noting a gap in the market, Saitek have also brought out a lovely **Digital Chess Clock** at a new low price of **£59.95**. The advantages of digital for accuracy and clarity are obvious. Interested readers are welcome to write or phone-in for a leaflet and details.

Anatoly KARPOV v The (Internet) WORLD!

I'm sorry to say that it's all happened before I had chance to announce it was even scheduled. Worse still, 'The World' has resigned, and that after just 32 moves!

'Karpov v The World' was the first open Internet chess game in which a World Champion confronted the 'whoever' of the Internet. Users saw Karpov's moves almost as they happened, and then had 7 minutes to e-mail-in their recommendations for the next moves by the World.

Telecom Finland's Internet server received the mail, sorted out the most popular move and played it on Karpov's board in his Helsinki Hotel Intercontinetal suite.

The overall idea was similar to the program televised by the BBC in which Britain's popular G.M Jon Speelman played against TV Viewers, who were given around 2 to 3 minutes to 'phone in their choices. It was an enjoyable program, though Speelman won with ease.

Of course the most popular move, gathered from players of all standards (and no doubt including a few computer program recommendations!) is not always going to be the best move. So, returning to the Karpov-World game, opening 1.e4, which even Kasparov abandoned when he found himself unable to defeat Karpov's Caro Kann, was not the brightest of starts!

Internet USERS – KARPOV A (2800)
[B17] Finland, 1996 *[ELH]*

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♘d7

Karpov's known pet line!

5.♘f3 ♘gf6 6.♗d3

Selected after getting just 2% more votes than ♘xf6+.

6...♘xe4 7.♗xe4 ♘f6 8.♗d3 ♗g4 9.c3 e6 10.0-0 ♗e7 11.h3 ♗h5

It is much better to maintain the unpleasant pin – both ♗xf3 and ♗f5 would have been weaker.

12.♗f4 0-0 13.♖e1 ♕b6 14.♖b1 c5 15.dxc5?!

This will give Karpov a good opportunity to gain control of the open d-file. Maybe 15.g4 ♗g6 16.♗xg6 hxg6 17.♘e5 was better, despite the increased

vulnerability of White's ♔?!

15...♕xc5 16.♗e3 ♖fd8! 17.♗xc5 ♕xc5 18.♕e2

White has little choice but to unpin the ♕, but Karpov is already creating plenty of annoying little threats: with his next move he attacks both ♕ and ♙, and threatens ♗xf3 damaging White's ♔ protection.

18...♕d5 19.♗c4?!

19.♖bd1 ♕xa2 or *(19...♗xf3)* 20.♖d2 probably isn't much better.

19...♗xf3 20.gxf3

20.♗xd5? ♗xe2 21.♗xb7 ♖ab8-+; 20.♕xf3?? ♕xc4 21.♕xb7 ♖db8 22.♕f3 ♕xa2-+

20...♕g5+ 21.♔h2 ♕h4

Karpov's first real 'think' of the game, as he has been moving very quickly. The alternative he considered will have been 21...♖d2 which looks pretty strong!

22.♖g1 g6

This seems a little over-cautious! Why not 22...♕f4+ 23.♔h1 ♖d2! immediately?

23.♖bd1!

Immediately challenging for the critical d-file, and putting Karpov into another moderately long think!

23...♕f4+ 24.♔h1

The horrible 24.♖g3?? was voted into second place, and would have earned premature death with 24...♖xd1 25.♕xd1 ♕xc4

24...♕h4 25.♔h2

Looking for a 3-fold draw!?

25...♖xd1 26.♖xd1 ♘h5 27.♖d4 ♘f4 28.♕f1 ♖c8 29.b3

29.♗b3 got plenty of votes, whereupon I'd expect 29...♖c5! with ♖h5 to follow.

29...b5! 30.♗xb5 ♖xc3 31.♗e2

The second move choice was 'resigns!'

31...♖c2 32.♖e4

If the ♗ were to move, Black takes on f2. If 32.♔h1 Black could start mopping up with 32...♖xa2 33.♖c4 ♕xh3+ *(33...♖b2!)* 34.♕xh3 ♘xh3

32...♖c1

A nice way to finish! 33.♕g2 *(33.♖xf4? ♕xf4+ 34.♔g2 ♖xf1-+; 33.♕xc1?? ♕xh3+ 34.♔g1 ♕g2#)* 33...♘xg2 34.♖xh4 ♘xh4-+ Karpov has made it all look very easy. There is the likelihood of a rematch, but not of a different result if this demonstration of simple chess is anything to go by!
0-1

HUMAN v COMPUTER Event
Finland, 1996

Shakkikoti, Finland Event. 1996. Time Control: Game in 25							
	Valk	Mann	Norr	Tell	Yrjo	Score	Perf
	2370	2380	2365	2310	2460		
MChess Pro5	1	½	1	1	½	= 4	2617
Chess Genius4	0	1	½	1	1	= 3½	2537
Fritz4	½	½	0	½	½	= 2	2297
Rebel7	0	0	1	½	½	= 2	2297
King2.42	0	½	0	0	1	= 1½	2217
Player Scores	3½	2½	2½	2	1½ =	**12**	**Comps 13**!

All of the Computer programs were on Pentium 100MHz machines. This being a Game in 25 event, the ratings for all but MChessPro5 and Genius4 (just about) were pretty disappointing. There is no room in this packed Issue for analysis, but I've printed all of the games, except for cutting the ends off the lengthiest draws!

Round 1 Games

Yrjola, Jouni - M-Chess 5
1.g3 d5 2.f4 g6 3.Bg2 Bg7 4.Nf3 Nf6
5.O-O b6 6.d3 Bb7 7.Qe1 c5 8. e4 dxe4
9.Ng5 Nc6 10.dxe4 h6 11.Nh3 Nd4
12.Na3 O-O 13.c3 Ne6 14.Qe2 Qd7
15.Nf2 Qa4 16.Re1 Ba6 17.Qc2 Qxc2
18.Nxc2 Rad8 19.Ne3 Bb7 20. e5 Nd5
21.Rd1 Nxe3 22.Bxe3 Bxg2 23.Kxg2 g5
24.Kf3 gxf4 25.gxf4 Nc7 26. Ke4 f5+
27.Kf3 Kh7 28.Rxd8 Rxd8 29.Rd1 Rxd1
30.Nxd1 Kg6 31.Bd2 h5 32. Ne3 Bh6
33.Be1 e6 34.Bh4 Na6 35.Nc4 Nc7
36.Ne3 Na6 37.Bd8 Nb8 38. Nc4 Nc6
39.Bh4 Kg7 40.Nd6 Kf8 41.a3 Kg7
42.Nb7 Kf8 43.Nd6 Kg7 44. Bf2 Ne7
45.Nb5 Nd5 46.Be3 a6 47.Nd6 a5 48.c4
Ne7 49.Nb5 Kf8 50.Nc7 Kf7 51.Nb5 Kf8
52.Nc7 Kf7 53.Nb5 Kf8 54.Nc7 Kf7 ½-½

Norri, Joose - Rebel7
1.d4 Nf6 2.Nf3 c6 3.c3 d5 4.Bg5 Ne4
5.Bh4 Qb6 6.Qb3 Bf5 7.Nbd2 Nd7 8.e3
Nxd2 9.Nxd2 e5 10.Be2 Bd6 11.Bg3 O-O
12.O-O Rae8 13.Qxb6 Nxb6 14.a4 Nd7
15.Rfc1 Bg6 16.Nf3 f5 17.dxe5 Nxe5
18.Nxe5 Bxe5 19.Bxe5 Rxe5 20.g3 Kf7
21.a5 Rfe8 22.Bf3 Kf6 23.Ra4 Bf7 24.Rb4
R5e7 25.Rd1 g5 26.Rc1 Ke5 27.Be2 h6

28.b3 Be6 29.a6 b6 30.Bf3 c5 31.Ra4 Bd7
32.Ra2 g4 33.Bg2 Rd8 34.b4 Bb5 35.bxc5
Bc4 36.Ra3 bxc5 37.Rb1 Bd3 38.Rb2 Rd6
39.Bf1 Bxf1 40.Kxf1 Ree6 41.Ra5 c4
42.Rbb5 Ke4 43.Ke2 Rxa6 44.Rxd5 Rxa5
45.Rxa5 Rb6 46.Ra2 Rb3 47.Kd2 Kf3
48.Kc2 Kxf2 49.Ra5 Kg1 50.Rxf5 Kxh2
0-1

Manninen, Marko - Fritz 4
Opening: 1.d4 d5 2.c3 e6 3.f4 Nf6 4.Nf3
Bd6 5.e3 0-0 6.Bd3 b6 7.0-0 Ba6 8.Bxa6
Nxa6 9.Bd2 c5 10.Qe2 Nc7 11.Be1 Rc8
Drawn ½-½ in 42 moves.

King 2.42 - Valkesalmi, Kimmo
1.e4 e5 2.Nf3 Nc6 3.Nc3 d6 4.Bb5 Bd7
5.d4 Nf6 6.d5 Ne7 7.Bxd7+ Nxd7 8.0-0
Ng6 9.Qd3 Be7 10.Be3 a6 11.Ne2 Nh4
12.Nd2 Bg5 13.f4 exf4 14.Nxf4 Ng6
15.Nxg6 Bxe3+ 16.Qxe3 hxg6 17.Qc3
Ne5 18.Nf3 Rh5 19.Nxe5 Rxe5 20.Qh3
Rh5 21.Qf3 Qe7 22.Rad1 f6 23.h3 Kf7
24.Qb3 b6 25.Rf4 Rg5 26.Qc4 a5 27.Rd3
Rd8 28.Rc3 Rd7 29.Qd4 Qe5 30.Qd2 Kg8
31.Rb3 Kf7 32.c4 Kg8 33.Rbf3 Re7 34.g4
f5 35.Qf2 Re8 36.Kh1 Qe7 37.exf5 gxf5
38.gxf5 Qe1+ 39.Qxe1 Rxe1+ 40.Kh2 Kf7
41.Rf2 Kf6 42.h4 Rgg1 43.b3 Rh1+
44.Kg3 Re5 45.Kg2 Rhe1 46.Kh3 Rh1+
47.Kg3 Rg1+ 48.Kh2 Rge1 49.h5 R1e2
50.Kg3 Rxf2 51.Rxf2 Rxf5 52.Rf4 Kg5
53.Rxf5+ Kxf5 54.Kh4 Kf4 55.a3 Kf5
56.a4 Kf4 57.Kh3 Kg5 58.Kg3 Kxh5
59.Kh3 Kg5 60.Kg3 Kf5 61.Kf3 Ke5
62.Ke3 g5 63.Kf3 Kd4 64.Kg4 Kc3
65.Kxg5 Kxb3 66.Kf4 Kxc4 67.Ke3 Kxd5
68.Kd3 Kc5 69.Kc3 d5 70.Kb3 Kd4

71.Kc2 Kc4 72.Kd2 Kb4 73.Kc2 Kxa4
74.Kb2 c5 75.Ka2 b5 76.Kb2 b4 77.Ka2
Kb5 78.Kb2 a4 79.Kb1 c4 80.Kb2 d4
81.Kc1 a3 82.Kd2 b3 83.Kc1 c3 84.Kd1
d3 85.Ke1 Kc4 86.Kd1 Kd4 87.Ke1 Ke3
88.Kf1 0-1

ChessGenius 4 - Tella, Jussi

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3
O-O 6.Nf3 h6 7.Bh4 b6 8.Bd3 Bb7 9.O-O
Nbd7 10.cxd5 exd5 11.Rc1 c5 12.Bf5 c4
13.Ne5 g6 14.Nxd7 Nxd7 15.Bxe7 Qxe7
16.Bc2 Nf6 17.Qf3 a6 18.Qf4 Kg7 19.b3
b5 20.bxc4 dxc4 21.Rfd1 b4 22.Na4 Nd5
23.Qg3 Bc6 24.Re1 Bxa4 25. Bxa4 Nc3
26.Bd1 Nxd1 27.Rexd1 c3 28.d5 a5 29.h4
a4 30.h5 Qf6 31. hxg6 fxg6 32.Rd4 Rab8
33.Rc4 Rb7 34.Rb1 b3 35.axb3 axb3 36.e4
b2 37.Qxc3 Qxc3 38.Rxc3 Ra8 39.Re3
Ra1 40.Ree1 Rxb1 41.Rxb1 Kf6 42. f3
Ke5 43.Kh2 Kd4 44.d6 Kc3 45.e5 Rd7
46.Re1 Kd2 47.e6 Kxe1 48. exd7 b1=Q
49.d8=Q Qf5 50.Qh4+ Kf1 51.Qc4+ Kf2
52.Qd4+ Kf1 53.Qd1+ Kf2 54.Qd2+ Kf1
55.d7 Qh5+ 56.Kg3 Qe5+ 57.f4 1-0

Round 2 Games
M-Chess 5 - Manninen, Marko

Opening: 1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5
Nfd7 5.f4 c5 6.c3 Nc6 7.Ndf3 f5 8. Bd3
cxd4 9.cxd4 Be7 10.Ne2 Nb6 11.a3 a5
Drawn ½-½ in 84 moves.

King 2.42 - Yrjola, Jouni

1.e4 g6 2.d4 Bg7 3.Nf3 d6 4.Nc3 c6 5.Be3
Nf6 6.Be2 0-0 7.0-0 b5 8.a3 Nbd7 9.Qd2
Bb7 10.Bh6 Qc7 11.Rfd1 a6 12.Qg5 e5
13.Bxg7 Kxg7 14.dxe5 dxe5 15.Nh4 Kh8
16.Qe3 Qb6 17.Qxb6 Nxb6 18.Nf3 Rfe8
19.Rd6 Kg7 20.Rad1 Re7 21.Nd2 Ne8
22.Rd3 c5 23.b3 Rc8 24.Bg4 Rcc7 25.a4
Nf6 26.a5 Nc8 27.Be2 Rcd7 28.f3 Rxd3
29.Bxd3 Na7 30.Ne2 Nc6 31.c4 b4 32.Ra1
Rd7 33.Nc1 Ne8 34.Ra2 Nc7 35.Nf1 Ne6
36.Ne3 Nf4 37.Nd5 Nd4 38.Bf1 f5
39.Nxf4 exf4 40.exf5 gxf5 41.Nd3 Nxb3
42.Rb2 Nxa5 43.Nxc5 Re7 44.Rxb4 Bc8
45.Ra4 Nc6 46.Nxa6 Ra7 47.Nc5 Rxa4
48.Nxa4 Kf6 49.c5 Ke5 50.Nb6 Be6
51.Bb5 Na7 52.Bd7 h6 53.c6 Nb5 54.Kf2
Nc7 55.Ke2 Kd6 56.Nc8+ Ke5 57.Kd3
Bb3 58.Kc3 Bd1 59.Ne7 Be2 60.Nxf5 Bf1

61.g3 Nd5+ 62.Kd2 Kf6 63.Nxh6 1-0

Rebel7 - Tella, Jussi

Opening: 1.e4 c5 2.Nc3 Nc6 3.g3 d6
4.Bg2 g6 5.d3 Bg7 6.f4 Rb8 7.Nf3 b5
8.O-O Bg4 9.h3 Bxf3 10.Bxf3 Nd4 11.a3
e6 12.Bg2 Ne7 13.Be3 a5 14.Na2 O-O
Drawn ½-½ in 67 moves.

ChessGenius 4 - Valkesalmi, Kimmo

1.d4 d5 2.c4 e6 3.Nc3 c6 4.Nf3 f5 5.Bg5
Nf6 6.e3 Be7 7.Bd3 O-O 8.O-O Ne4
9.Bxe7 Qxe7 10.Rc1 Nd7 11.Qc2 Kh8
12.Ne2 Rf6 13.Nf4 Rh6 14.cxd5 exd5
15.h3 g5 16.Ne2 g4 17.Nh2 gxh3 18.g3
Ndf6 19.Nf4 Bd7 20.Qb3 Be8 21.Qc2 Bf7
22.a3 Rg8 23.b4 a6 24.Rfe1 Nh5 25.Ne2
Rhg6 26.Nf1 R6g7 27.Nc3 Nhxg3
28.fxg3 Nxg3 29.Nxg3 Rxg3+ 30.Kh1
Rg2 31.Qxg2 hxg2+ 32.Kg1 Qh4 33.Ne2
Bh5 0-1

Fritz 4 - Norri, Joose

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.O-O Nxe4 6.d4 b5 7.Bb3 Be7 8.d5 Na5
9.Re1 Nxb3 10.axb3 Nf6 11.Nxe5 O-O
12.Qf3 Bb7 13.c4 Bb4 14.Nc3 d6 15.Nd3
Bxc3 16.bxc3 bxc4 17.bxc4 Nd7 18.Qg4
Nb6 19. Be3 Qd7 20.Qxd7 Nxd7 21.Re2
Rfb8 22.Bd4 Kf8 23.Rb2 a5 24.Rba2 Ra6
25.Kf1 Rba8 26.Nb2 c6 27.dxc6 Bxc6
28.Nd3 Be4 29.Nb4 axb4 30.Rxa6 Rxa6
31.Rxa6 b3 32.Ra5 b2 33.Rb5 b1=Q+
34.Rxb1 Bxb1 35.Ke2 g6 36. f4 Nc5
37.Bxc5 dxc5 38.Kd2 0-1

Round 3 Games
Tella, Jussi - Fritz 4

1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5
5.Nf3 Nc6 6.g3 Nf6 7.Bg2 Be7 8.O-O
O-O 9.Bg5 cxd4 10.Nxd4 h6 11.Be3 Re8
12.Nxc6 bxc6 13. Rc1 a6 14.Na4 Qa5
15.Bc5 Rb8 16.b3 Bxc5 17.Rxc5 Qc7
18.Qc2 Qe7 19.Rxc6 Qxe2 20.Qxe2 Rxe2
21.Nc3 Rd2 22.Rd6 Kf8 23.Re1 Bb7
24.Rb6 Nd7 25.Rd6 Nf6 26.Rb6 Nd7
27.Rd6 Nf6 ½-½

Manninen, Marko - King 2.42

Opening: 1.d4 Nf6 2.c3 d5 3.Bg5 Bf5
4.Nd2 Nbd7 5.Qb3 Nb6 6.e3 h6 7.Bf4 g5
8.Be5 Bg7 9.Ne2 0-0 10.Ng3 Bg6 11.Be2

Drawn ½-½ in 61 moves.

Yrjola, Jouni - ChessGenius 4
1.g3 d5 2.f4 g6 3.Bg2 c6 4.Nf3 Qb6 5.e3
Bg7 6.Nc3 Nf6 7.O-O O-O 8.Qe1 Na6
9.d3 Nb4 10.Qe2 Bg4 11.a3 Na6 12.h3
Bf5 13.Kh2 Rad8 14.e4 dxe4 15.dxe4 Bc8
16.e5 Nd5 17.Ne4 Nc5 18.Nxc5 Qxc5
19.Ng5 h6 20.Ne4 Qd4 21.Rd1 Qa4 22.b3
Qa5 23.Bd2 Qb6 24.c4 Nc7 25.Bb4 Rxd1
26.Rxd1 Re8 27.Qf2 Bf5 28.Qxb6 axb6
29.a4 Ne6 30.Rd2 g5 31. Rf2 gxf4 32.gxf4
Nxf4 33.Nf6+ exf6 34.Rxf4 Rxe5 35.Bc3
Re3 36.Bd4 Rd3 37.Bf2 Bg6 38.Rf3 Bf8
39.Rxd3 Bxd3 40.Bxb6 Bc2 41.a5 Bxb3
42. c5 Bc4 43.Kg3 Bd3 44.Kf4 Kg7
45.Bf3 f5 46.Ke5 Kg6 47.h4 Be7 48. h5+
Kg5 49.Kd4 Be4 50.Be2 Bd5 51.Bc7 f4
52.Bd6 Bf6+ 53.Be5 Bxe5+ 54.Kxe5 Bg2
55.Kd6 f3 56.Bc4 f2 57.Kc7 f1=Q 58.Bxf1
Bxf1 59.Kxb7 Bb5 60.a6 Bxa6+ 61.Kxa6
f5 62.Kb6 f4 63.Kxc6 f3 0-1

Norri, Joose - M-Chess 5
1.d4 Nf6 2.c3 e6 3.Bg5 c5 4.e3 b6 5.Nf3
h6 6.Bh4 d5 7.Ne5 Bd6 8. Bb5+ Bd7
9.Nxd7 Nbxd7 10.Qf3 g5 11.Bg3 Bxg3
12.hxg3 a6 13.Bd3 c4 14. Bc2 b5 15.Nd2
b4 16.cxb4 Rb8 17.e4 Rxb4 18.e5 Ng8
19.b3 Qb6 20.Qc3 cxb3 21.Nxb3 Ne7
22.O-O Nc6 23.Rab1 Rc4 24.Qd2 Nxd4
25.Bd3 Nxb3 26. Rxb3 Qd4 27.Rd1 Rc8
28.Bxa6 Qxd2 29.Rxd2 Rc1+ 30.Kh2 O-O
31.Re3 Nc5 32.Bb5 Rb8 33.Rb2 d4
34.Ree2 d3 35.Red2 Rc2 0-1

Valkesalmi, Kimmo - Rebel7
1.c4 Nf6 2.g3 c6 3.Nf3 d5 4.b3 Bf5 5.Bg2
e6 6.O-O c5 7.cxd5 exd5 8.d4 Nc6 9.Nc3
Rc8 10.Bb2 b6 11.Re1 Ne4 12.dxc5 Nxc3
13.Bxc3 bxc5 14.e4 dxe4 15.Nh4 Be6
16.Bxe4 Nd4 17.Nf5 Nxf5 18.Bxf5 Qxd1
19.Raxd1 Ke7 20.Bxe6 fxe6 21.Re4 Rc7
22.Rde1 Rc6 23.Ra4 a6 24.Ree4 Kf7
25.Rf4+ Ke7 26.Ra5 Kd6 27.Rf7 Rg8
28.Ra7 Kd5 29.Ra8 h6 30.Rd8+ Rd6
31.Rc8 Rb6 32.Bxg7 Rxg7 33.Rxf8 Rc7
34.Rf6 Rh7 35.Kg2 Rc6 36.Ra4 Kd6
37.Rh4 h5 38.Rg6 Rc8 39.Re4 Re8 40.h4
Rf7 41.Rg5 Ref8 42.Re2 Rf5 43.Rg6 R8f6
44.Rxf6 Rxf6 45.Re4 Kd5 46.Ra4 e5
47.Kf1 e4 48.Ke2 Ke5 49.Rc4 Kd5

50.Rc2 Rf8 51.Rd2+ Ke6 52.Ke3 Ke5
53.Rd7 Rf3+ 54.Ke2 Rc3 55.Kd2 Rf3
56.Ke2 Rc3 57.Rh7 Kd4 58.Kd2 Rf3
59.Rd7+ Ke5 60.Ke1 Rf6 61.Rh7 Rf5
62.Rh6 a5 63.Ra6 a4 64.Rxa4 Rf6 65.Ke2
Kd5 66.Ra8 Kd4 67.Rh8 Ra6 68.Rd8+
Kc3 69.Rd2 c4 70.bxc4 e3 71.fxe3 Kxc4
72.Rd4+ Kc5 73.a4 Rg6 74.Kf3 Ra6
75.Rf4 Kd5 76.Rf5+ Kc4 77.Rxh5 Rxa4
78.Rg5 Ra6 1-0

Round 4 Games
King 2.42 - Norri, Joose
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Bb4
5.a3 Bxc3 6.dxc3 d6 7.Bg5 h6 8.Bxf6
Qxf6 9.Qd3 0-0 10.0-0 Ne7 11.Rfe1 Ng6
12.Nd2 Qg5 13.Nf3 Qh5 14.Nd2 Be6
15.Qg3 Nf4 16.f3 f5 17.Bf1 b6 18.Bb5 Rf6
19.Bc6 Raf8 20.exf5 Bxf5 21.Qf2 Rg6
22.g4 Nh3+ 23.Kf1 Bxg4 24.Qe3 Ng5
25.Ke2 Nxf3 26.Bd5+ Kh8 27.Nxf3 Bxf3+
28.Qxf3 Rxf3 29.Bxf3 Rg2+ 30.Ke3 Qg5+
31.Kd3 Rd2+ 32.Kc4 Qf4+ 33.Be4 d5+
34.Kb3 dxe4 35.Rac1 e3 36.h4 Qf7+ 37.c4
b5 38.Ka2 Qxc4+ 39.Kb1 e2 40.h5 a5
41.Rh1 c5 42.Rhe1 a4 43.Rh1 b4 44.axb4
Qxb4 45.Ka2 c4 46.Rb1 Rxc2 47.Rhc1
Qb3+ 48.Ka1 a3 49.Rxc2 Qxc2 50.bxa3
Qb3 51.Rxb3 cxb3 52.Kb2 e1Q 53.Kxb3
Qd1+ 54.Kc4 Qxh5 55.Kd5 0-1

M-Chess 5 - Tella, Jussi
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 a6 6.Bc4 e6 7.Bb3 Nc6 8.O-O Be7
9.Be3 O-O 10.f4 Nxd4 11.Bxd4 b5 12.e5
dxe5 13.fxe5 Nd7 14. Ne4 Bb7 15.Qg4
Bxe4 16.Qxe4 Nc5 17.Qe3 Nxb3 18.axb3
Qd5 19.Bb6 Rfc8 20.Rf2 Bc5 21.Bxc5
Rxc5 22.b4 Rc4 23.Rd2 Qb7 24.c3 h6
25.Qf2 Re4 26. Rad1 Qa7 27.Rd8+ Kh7
28.Rxa8 Qxa8 29.Rd7 Rxe5 30.Qxf7 Rg5
31.Rb7 Qd8 32.Qd7 Qf6 33.Qd3+ Rg6
34.g3 Qg5 35.Kg2 Qc1 36.Qe2 Qg5
37.Rf7 Qd5+ 38.Kg1 Rf6 39.Rc7 Rf5
40.Rc5 Qd6 41.Rxf5 exf5 42.Qf3 Qe5
43.Kg2 Qe6 44.Kf2 Kg6 45.h3 Qd6
46.Qe3 Qd5 47.Qe8+ Kh7 48.Qe1 Qd3
49.Qe3 Qb1 50. Qe2 Qh1 51.Qf1 Qxf1+
52.Kxf1 Kg6 53.b3 Kf6 54.c4 bxc4
55.bxc4 Ke5 56. Kf2 Kd4 57.c5 Kd5
58.Ke3 g5 59.Kd3 a5 60.bxa5 Kxc5 61.a6
Kb6 62.Kd4 Kxa6 63.Ke5 f4 64.gxf4 gxf4

65.Kxf4 Kb6 66.Kg4 Kc6 67.Kh5 Kd6 68.
Kxh6 Ke6 69.Kg6 Ke7 70.Kg7 Ke6 71.h4
1-0

Rebel7 - Yrjola, Jouni
Opening: 1.e4 c5 2.Nc3 Nc6 3.g3 g6
4.Bg2 Bg7 5.d3 d6 6.f4 e6 7.Nf3 Nge7 8.
O-O O-O 9.Be3 Nd4 10.e5 Nef5 11.Bf2
Drawn ½-½ in 53 moves.

ChessGenius 4 - Manninen, Marko
1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.f4
c5 6.Nf3 Nc6 7.Be3 cxd4 8.Nxd4 Qb6
9.Ncb5 a6 10.Nf5 Bc5 11.Nbd6+ Kf8
12.Qh5 Ndxe5 13.fxe5 Nxe5 14.Qg5 exf5
15.Bxc5 f6 16.Nxf5+ Qxc5 17.Qxg7+ Ke8
18.Qxh8+ Kd7 19.O-O-O 1-0

Fritz 4 - Valkesalmi, Kimmo
1.d4 d5 2.c4 e6 3.cxd5 exd5 4.Nc3 c6
5.Bf4 Bd6 6.Bxd6 Qxd6 7.e3 Ne7 8.Qb3
Nd7 9.Be2 O-O 10.Nf3 Ng6 11.O-O Re8
12.Rac1 Nf6 13.Bd3 Re7 14.Bxg6 hxg6
15.Ne5 Ng4 16.Nf3 Nf6 17.Ne5 Ng4
18.Nf3 Nf6 ½-½

Round 5 Games
Valkesalmi, Kimmo - M-Chess 5
1.c4 Nf6 2.g3 g6 3.Bg2 Bg7 4.Nc3 O-O
5.e4 d6 6.Nge2 e5 7.d3 Nc6 8. h3 Bd7
9.Be3 a6 10.Qd2 Qc8 11.Rc1 Ne7 12.Nd5
Nexd5 13.cxd5 c5 14. dxc6 bxc6 15.d4
Qe8 16.Nc3 Nd5 17.Nxd5 cxd5 18.dxe5
Qxe5 19.exd5 Bb5 20.b3 Rac8 21.a4
Rxc1+ 22.Qxc1 Bd3 23.f4 Qe7 24.Kf2
Rb8 25.Qd1 Bf5 26.Re1 Qc7 27.Bd4
Qc2+ 28.Kg1 Qxd1 29.Rxd1 Rxb3
30.Bxg7 Kxg7 31.g4 Bd7 32.Rd4 Ra3
33.Bf1 a5 34.Rc4 Bxa4 35.Rc8 Bb3
36.Bg2 Ra1+ 37.Kf2 Ra2+ 38.Kg3 Rd2
39.g5 a4 40.h4 a3 41.h5 gxh5 42.Be4 Rd4
43.Kf3 Bxd5 44.Bxd5 Rxd5 45.Ra8 Rd3+
46.Ke4 Rb3 47.f5 h4 48.Kf4 h6 49.gxh6+
Kxh6 50.Ra6 Rc3 51.Rxd6+ Kh5 52.Rd8
Rc4+ 53.Ke5 h3 54.Kf6 Ra4 55.Rd1 Kg4
56.Kxf7 Kxf5 0-1

Tella, Jussi - King 2.42
1.d4 Nf6 2.c4 d5 3.cxd5 e6 4.Nc3 exd5
5.Bg5 Nbd7 6.e3 Bb4 7.Bd3 h6 8.Bh4 g5
9.Bg3 Bxc3+ 10.bxc3 h5 11.h4 g4 12.Ne2
Ne4 13.Bxe4 dxe4 14.Qc2 Nf6 15.Be5 Be6

16.Bxf6 Qxf6 17.Qxe4 0-0-0 18.Qf4 Qg6
19.0-0 Bc4 20.Rfe1 Qc2 21.Ng3 Kb8
22.Rec1 Qg6 23.a4 Bd3 24.c4 f6 25.c5
Rhe8 26.a5 Rd5 27.Ra3 Bb5 28.Rb3 a6
29.c6 Qf7 30.cxb7 Kxb7 31.Rbc3 Rc8
32.Ne4 f5 33.Nc5+ Ka8 34.Nb3 Rd7
35.Nd2 Kb7 36.Nc4 Bxc4 37.Rxc4 Rd5
38.Rc5 Rxc5 39.Rxc5 Rf8 40.Qe5 Qd7
41.d5 Qd6 42.Qxd6 cxd6 43.Rc6 Rf6
44.Kh2 Rh6 45.Kg3 Ka7 46.Kf4 g3
47.Kxg3 Rg6+ 48.Kf3 Rg4 49.Rxd6 Rxh4
50.Rf6 Ra4 51.Rf7+ Kb8 52.d6 Kc8
53.Rxf5 h4 54.Rh5 Kd7 55.Rh7+ Kc6
56.e4 Rxa5 57.Rxh4 Kxd6 58.Kf4 Ra2
59.f3 a5 60.g4 a4 61.Rh6+ Kc5 62.Ke5 a3
63.f4 Rd2 64.Ra6 Kb4 65.g5 Rd8 66.g6
Re8+ 67.Kf5 Rg8 68.Kf6 Rf8+ 69.Kg5
Re8 1-0

Manninen, Marko - Rebel7
1.d4 d5 2.c3 Nf6 3.Bg5 Ne4 4.Bf4 Bf5 5.f3
Nf6 6.Nd2 Nbd7 7.Qb3 Rb8 8.g4 Bg6
9.h4 h6 10.Nh3 e6 11.Rc1 Be7 12.Nf2
O-O 13.h5 Bh7 14.e3 Nb6 15.Bd3 Rc8
16.Bxh7+ Nxh7 17.Nd3 Ng5 18.Ke2 f5
19.Rcg1 Qe8 20.Be5 Nf7 21.gxf5 Nxe5
22.Nxe5 Rxf5 23.Rg6 Bf6 24.Ng4 Kh8
25.Nxf6 Rxf6 26.Rhg1 Rxg6 27.hxg6 c5
28.f4 cxd4 29.cxd4 Qc6 30.Ra1 e5 31.fxe5
Qxg6 32.Rf1 Qg2+ 33.Rf2 Qg4+ 34.Rf3
Rf8 35.Kf2 Qh4+ 36.Kg2 Rxf3 37.Nxf3
Qg4+ 38.Kf2 h5 39.Qb4 Kg8 40.Qe7 Qd7
41.Qxd7 Nxd7 42.Ng5 g6 43.Kg3 Kg7
44.Ne6+ Kf7 45.Nd8+ Ke7 46.Nxb7 Nb6
47.b3 g5 48.Nc5 Kf7 49.a4 Kg6 50.a5
Na8 51.Na6 Kf5 52.b4 Kg6 53.b5 Kf5
54.Nc5 Kg6 55.Nd7 h4+ 56.Kg4 h3
57.Kxh3 Nc7 58.b6 axb6 59.axb6 Na6
60.b7 Kf7 61.b8=Q Nxb8 62.Nxb8 Ke7
63.Kg4 Ke8 64.Kxg5 Kf7 65.Kf5 1-0

Norri, Joose - ChessGenius 4
Opening: 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6
4.d3 Be7 5.O-O O-O 6.a4 d5 7.exd5 Nxd5
8.Re1 Bf6 9.Nbd2 Bg4 10.h3 Bc8 11.Ne4
Drawn ½-½ in 46 moves.

Yrjola, Jouni - Fritz 4
Opening: 1.d4 e6 2.c4 d5 3.Nc3 c5 4.cxd5
exd5 5.Nf3 Nc6 6.g3 Nf6 7.Bg2 Be7
8.O-O O-O 9.Bg5 cxd4 10.Nxd4 h6
Drawn ½-½ in 91 moves.

The **LCTII Test** was our 'tour de force' in SS/65, and we can now show a Listing of the results in so far.

More results requested!

I would still like some more results for the dedicated computers, especially:-
  ▪ Fidelity's Par Excellence or Mach2 (the Spracklens)
  ▪ Mephisto's London 68020 or 68030 (Lang), Nigel Short, RISC1 or 2 (Schroder)
  ▪ Kasparov's Brute Force (Morsch), SPARC (the Spracklens)
  ▪ Novag's Super Forte, Ruby or Jade2 (all Kittinger)
  ▪ Is there a reader with an 'old' Mephisto Amsterdam, (Mondial) Dallas or Roma to do the test on an early (pre-hash tables) Richard Lang version?

If anyone, especially someone new to the Magazine, wants a photocopy of the Test, please send me £3 for the full issue SS/65, or £1 for just the test itself, and I'll gladly post one to you.

Notes:

▪1 I have separated the scores into 'processor-type' groups, so that more direct program-program comparisons can be made without the different processor powers confusing some of the issues too much.
▪2. I have shown the results as percentages rather than as score-totals under each test style. This is laziness on my part - Louguet himself has listed many results, and they are expressed in %'age form. To convert his many %'ages into scores, rather than put SS readers' scores into %'ages would have made the tabulating job that bit harder!
▪3. The 'Rating' following the totals for each computer/program is its **Score** for the tests +**1980**. Remember that Louguet uses +1900 so that his test results compare with the Swedish listing level rather than our own. I have taken the liberty of adding 80 to each of Louguet's totals to maintain consistency for comparisons and correct ordering in our own listing.
▪4. Perhaps inevitably, the submitted scores for a couple of computers/programs varied slightly with each other. In those cases I took the average of the two figures.

	Pos %	Cmb %	End %	Rating
Dedicated Computers				
Tasc R30-1995	36	63	30	2435
RISC 2500	33	39	22	2320
Montreux	29	43	22	2315
Genius 68030	20	37	31	2285
Berlin Pro	16	32	30	2245
Sapphire/Diamond	17	23	35	2230
Vancouver 68020	20	23	22	2205
Mach4	13	10	31	2155
London 68000	10	21	19	2150
Lyon 68000	10	12	19	2125
MM5	14	6	17	2105
Mach3	11	4	20	2095
Almeria 68000	7	7	20	2090
TChamp2100	6	14	11	2085
Scorpio/Diablo	8	7	13	2075
Kasp Turbo16	11	0	7	2035
Stratos	5	6	0	2020
Pentium Pro/200				
Rebel7	56	67	50	2590
Hiarcs4	57	61	54	2585
Genius4	35	68	67	2550
Fritz4	43	69	46	2535
MChess Pro5	42	61	54	2520
Virtual Chess	51	65	30	2510
Pentium/166-200				
Genius4	36	65	63	2535
Genius2	36	62	63	2525
Pentium/90-100				
Hiarcs3	54	57	41	2520
Hiarcs4	45	56	46	2505
Genius3	32	63	61	2505
Genius4	30	61	63	2495
Genius2	35	57	59	2490
Rebel6	44	58	41	2485
Rebel7	45	58	37	2480
Fritz4	38	60	41	2465
WChess	35	57	50	2465
Fritz3	36	60	43	2460
The King2.42	32	69	35	2460
Virtual Chess W95	44	58	26	2445
MChess Pro4	36	57	39	2440
ChessMaster 4000	32	64	35	2440
Chessica	40	54	35	2440
Genius1	35	49	48	2430
Gideon Pro	43	47	35	2425
MChess Pro5	26	56	44	2410
MChessPro3.5	40	44	26	2380
Kallisto1.83	23	56	37	2375

Hiarcs2.1	25	57	30	2370
Socrates3	26	53	28	2355
Fritz2	29	54	20	2350
Zarkov3	18	42	31	2290
Fritz1	19	38	7	2215

486/66

Genius3	33	51	54	2450
Genius2	32	51	52	2440
Hiarcs3	44	51	30	2430
Rebel7	42	51	31	2425
Hiarcs4	38	50	35	2415
Fritz3	32	56	37	2415
Rebel6	37	51	30	2400
WChess	26	54	41	2395
Virtual Chess W95	39	47	24	2380
MChess Pro4	32	43	33	2370
ChessMaster 4000	29	49	31	2360
MChess Pro5	23	35	33	2290
Fritz2	19	50	13	2275
Kasparov's Gambit	21	32	22	2245

What happened here?

There are some interesting, perhaps even strange results! For example:

Hiarcs3->4. The upgrade scores lower on the positional test under both P/90 and 486 headings. Is it one position no longer solved? Something here for Mark Uniacke to look at for Hiarcs5!?

Rebel6->7. Rebel6 makes a massive end-game section improvement going from 486 to P/90, thus actually passing its upgrade version there! Pity we don't have a Rebel6 P/Pro score, though with Rebel8 now out, it doesn't really matter so much.

MChess Pro5, for a World Micro-Computer Champion, scores quite poorly whichever processor is used... adding fuel to the fire which suggests its computer-v-computer successes owe more to the opening book work than anything else!? On the P/90 test where both MCP4+5 appear, the earlier version scores 30 Elo more! The gap under the 486 heading is even greater!?

Who's best at what?!

Because some programmers' work often appears under perhaps one or two different processor headings, but not all, comparing the results to assess which programmers are best in each field is not so straightforward!

For example we have no score for Dave Kittinger's W Chess under the Pentium Pro

results. So we would 'guess' that, as it comes between Fritz4 and Virtual Chess in the Pentium/90 section, and again just ahead of the latter in the 486 section, its scores will also rise proportionately for its Pentium Pro result. The ded[icated] figures are of <u>no</u> value in the final ordering, as the processor power in use varies considerably.

I hope therefore in producing the following, that I haven't done anyone too great an injustice.

Top POSITIONAL programmers

	ded	*486*	*pent*	*ppro*
Uniacke		44	54	57
Schroder	14	42	45	56
Weill (Virtua)		39	44	51
Morsch	6	32	38	43
Hirsch		32	36	42
Lang	20	33	35	35
De Koning	36	29	32	
Kittinger	17	26	35	
Kaufman/Dailey			26	
Stanbeck			18	
Spracklen	13			
Kaplan	11			

Top TACTICAL programmers

	ded	*486*	*pent*	*ppro*
De Koning	63	49?	69	
Morsch	14	56	60	69
Lang	37	51	63	68
Kittinger	23	54	57	
Schroder	6	51	58	67
Weill		47	58	65
Uniacke		51	57	61
Hirsch		43	57	61
Kaufman/Dailey			53	
Stanbeck			42	
Spracklen	10			
Kaplan	6			

Top ENDGAME programmers

	ded	*486*	*pent*	*ppro*
Lang	31	54	63	67
Kittinger	35	41	50	
Uniacke		35	46	54
Hirsch		33	44	54
Morsch	11	37	43	46
Schroder	17	31	41	50
De Koning	30	31	35	
Stanbeck			31	
Kaufman/Dailey			28	
Weill		24	26	30
Spracklen	31			
Kaplan	7			

Julian HODGSON discomforts FRITZ4!

The recent East Kilbride Congress was sponsored by local firm Turnkey Computers – which gave them the chance to enter a Computer program. They chose FRITZ4 and put it onto one of their Pentium/100's. After 4 rounds it was joint leader with popular British G.M Julian Hodgson on 3½/4. Here is their deciding round 5 game.

White **FRITZ4 P/100 (2390)**
Black **Julian HODGSON (2600)**
[D10] East Kilbride Congress, 1996*[ELH]*

1.c4 c6 2.d4 d5 3.♘c3 ♘f6 4.e3 a6
Hoping, successfully in this case, to put the computer out of book, and without giving anything away!
5.♗d3
5.♘f3 is preferred – the Bishop can afford to wait in case there is activity on c4 which would better determine its placement.
5...b5 6.cxd5 cxd5 7.♕b3
This seems a bit over-commital. I prefer 7.♘f3.
7...♘c6 8.♘f3 e6 9.♗d2 ♘a5 10.♕c2 ♘c4 11.♖c1 ♗b7 12.0–0 ♖c8 13.♖fd1 ♗d6 14.b3
14.♗e1 might be better, a fact which indicates how cramped and unpromising White's position has already become.
14...♘xd2! 15.♕xd2 0–0 16.♘e2 ♘e4 17.♕e1 ♕e7 18.a4 ♗b4 19.♕f1
The only move, but a slightly humiliating one for the Fritz-tactician program to be making at this stage of the game.
19...bxa4 20.bxa4 a5 21.♖xc8 ♖xc8 22.♖c1 f6 23.♖xc8+ ♗xc8 24.♕b1 ♗d7!

Tempting the computer into an incorrect exchange.
25.♗xe4
The diagrammed position and this subsequent choice of move is a good one for programmers to look at! At the outset, and generally in the middle-game, the chess machines understandably tend to value central pawns as worth more than those on the flank. But this needs to be constantly adjusted, especially when there is the question of outside (and distant) passed pawns coming into being. Here the a-pawn is the valuable one, and White should not exchange!
25...dxe4 26.♕xe4 ♗xa4 27.♘f4 ♕e8!
A highly amusing choice! Hodgson knows the PC-program will be tempted, but White needs to know that taking the N/f4 further away from the a1/a2 queening squares is definitely to be avoided!
27...♗b3 is the obvious move, of course, as a human opponent would smell something fishy, and be much less likely to divert his knight from its major duty.
28.♘xe6
In keeping with their misunderstanding of the relative pawn values here, most programs not only take on e6, but also show a reasonable + evaluation!
28...a4 29.♕d5 ♕d7 30.♕c4 ♕b5 31.♕c2 a3
Sad to say many programs still think White is = or even +/=.
32.♕a2 ♗f7! 33.d5 ♕d3!
Threatening back-rank mate, of course.
34.g3 ♗g6 35.d6
This little sac might be the best choice of a bad bunch. If 35.♘ed4 ♕b1+ 36.♕xb1 ♗xb1 37.♘b3 ♗e4–+
35...♗xd6
And the operator for Fritz4 resigned, as its analysis indicated 36.♘f4+ ♗f7 37.♕xf7+? *(37.♘xd3 ♗xa2 38.♘d4 must be better!)* 37...♔xf7 38.♘xd3 a2! – a certain **0–1**

This was the first time a computer has played in a Scottish tournament. After gaining a rather fortuitous ½ in the first round it gave great encouragement to its sponsor by winning its next 3 with few problems... and then it met JH!

```
-| POS| LEV| OPT| DAT| MVS| CFG| PGN| CLR|   EXT|      REBEL 8.0      Player
                                                      Tot 00:03:54   Tot 00:00:03
                                                      Mov 00:03:54   Mov 00:00:00
     Player <> Player
     Autoplay on                                      LEVEL  ANALYSIS
     Analyse game       »»»
     Analyse database

     <*> Go to move
     Search move ..
     Replay game        »»»

     Make move note
     Game to textfile

   √ Permanent brain
     Brute force
     Combination
   N Selection          »»»
   A Playstyle          »»»   aGgressive
   S Strength           »»»   Active
     Hashtables   6 Mb »».    Normal
                              Solid
     ELO-rating 2440          Defensive    |«| |‹| > GAME |›| |»|

                                                2.  Ke2-h5+  Bh7-g8
                                                3.

 00:27   8.00   7.11  Rg1xg7+ Kg8xg7 Bc1-h6+ Kg7-h8 Bh6-g5+ Kh8-g8 Qh5-g6+
 00:56   9.00   7.39  Rg1xg7+ Kg8xg7 Bc1-h6+ Kg7-h8 Bh6-g5+ Kh8-g8 Qh5-g6+
 03:13  10.00   Mate in 14 moves   Rg1xg7+ Kg8xg7 Bc1-h6+ Kg7-h8 Bh6-g5+
 03:13  10.00   Rg1xg7+ (35) (3.864.884 pos. evaluated)
```

Numbered SCREEN FEATURES.

1■ All colours on the screen can be defined by the user.

2■ Various game formats are supported within the program, incl. PGN, EPD, NicBase; Internet e-mail, ChessBase and BookUp support.

3■ Define your own display set-up: hint-move, watch the chess brain, chess teacher for pawn structure, mobility, king safety etc., animation speed, 3 sets of pieces etc.

4■ Analysis and other Options: analyse a game or even a database while you take the evening off!

5■ PIF files for Windows3.1 and Win95. Run under MS-DOS for max hash tables up to 64K!

6■ For those who are always losing! Type an Elo figure and Rebel8 will play at your chosen strength.

OTHER NEW FEATURES.

■ Improved playing strength (30 Elo claimed).

■ Opening book is 850,000 moves (est. 135,000 unique positions).

■ 5,000 Grandmaster games included.

■ Make a User Book from a games database.

■ Edit and Save User Books.

■ Import Books from Genius, ChessMaster 4000 and Fritz.

■ Join created Books, up to the size of your computer's hash memory.

■ Analyse on 4 graphical clipboards or in 'super war-room', plus power analysis of user-selected moves only, if required, which speeds up the search handily.

■ After-game overview on 15 small graphical boards.

■ Play a 4 game Simul - pretend you're a real G.M..... at least until the results start coming in!

■ Learn and practice playing Blindfold chess with several neat options.

So... **REBEL just got better!** The immediate impression I get is that this is a very full and carefully thought-out package, from the moment one reads the simple *'Installation Instructions'* leaflet, right through to having REBEL8 very quickly appear on screen with it's Windows-like drop-down menu system, and quick buttons for 'new game', 'load game', 'save game', 'display 4 boards' and other often-used functions.

Naturally, the strength improvement will also be of major interest to SS readers -

especially as some of the programmers appeared to make little (or no!) progress with their 1995/96 releases. I have only a small number of early scores from users so far, but do also have the autotest scores given by Ed Schroder. As Ed and I share the same, strong Christian faith, his are amongst those 'programmer's scores' which I am happy to trust, but readers are obviously free to form their own opinions.

Nevertheless, I list Ed's given scores here, side-by-side with his Rebel7 autoscores, and the 'official' ones already in my ratings from Sweden and SS readers.

Opponent	R7/SS	R7auto	R8auto
Genius3 Pent	31-29	24½-27½	36-32
MChessP5 Pent	33-23	12½-11½	14-10
Nimzo3 Pent	11½-8½		33-21
Hiarcs3 Pent	15-13	13½-9½	12-9
Fritz3 Pent	14½-9½	31-17	38-15
W Chess Pent	13-12	38-24	33-16

Rebel8 is also scoring 60% against Rebel7 and, even excluding this, the net result from my calculations, is that **Rebel8** could be 40-45 rather than 30 Elo above Rebel7! That would be good progress - so we'll wait and see!

The Draw for the CORONA will be made on 16 Dec 1996, to get the prize to the winner for Christmas!

re G.M. NIGEL DAVIES: Teaching offer for SS readers!

"Make the most of your potential!"

Readers will have found a copy of British G.M **Nigel DAVIES'** advert for his series of enticing Training Courses enclosed with this Issue of SS. When you've have had a look through the leaflet, I believe it is right to say that the best way to start is with his **'CHECKER-WISE M.O.T.'**, which costs £35.

I know that quite a few SS readers don't play over-the-board chess in clubs or tournaments, preferring to enjoy their favourite hobby at home with a chess computer or program, Therefore Nigel has agreed to 'run' the M.O.T for readers who would like to submit their 'last 5 games' played against a computer or PC program!

There are one or two important stipulations:-

1➤ The rate of play should be 60/60, 60/90, 60/120 or 40/120, and Nigel will want to know which you used.

2➤ Play the games as serious Tournament-type affairs - i.e. no take-back etc.

3➤ All on-screen helps (opening book, computer analysis) should be turned OFF, except for the clocks for both sides!

4➤ ONLY 5 games should be played - i.e don't play 7 or 8, and then submit your best five!

5➤ Though not mandatory, If at all possible, please play 3 games against one opponent, and 2 against a different opponent. It is better if the opposition involves different programmers, so that your games are against 2 varying playing styles.

It also helps the assessment if they are different in strength. E.g play 2 or 3 against a top P.C prog on a 486 or Pentium, and the other 2/3 against, say, a Mephisto Nigel Short, Novag Diamond, Fidelity Mach3, Kasparov Travel Champion, or similar. Also do use a computer or program which appears on the SS Rating List, and tell Nigel which version/processor or whatever was involved.

Nigel will be writing one or two articles for SS in the coming year - starting in the very next Issue with an M.O.T for Mr Exp Hiarcs5!

SS reader **Gerry DYER** has sent me his report of a recent match played between his **Tasc R30—1993** and a **BCF 187** player.

The match was played over a series of once—a—week evenings, and under strict Tournament conditions and 40 moves in 2 hours time control. Even adjournments were included, with unfinished games being completed on a following evening. So the whole match took nearly 3 months!

Gerry apologises for not naming the BCF187 player — at his friend's request — and we can't blame him as the match result went 9–1 (8–0=2) in the R30's favour, with its opponent finally admitting that he'd been 'fairly and squarly beaten'.

Gerry included the following 'best game', and says that it especially stands out in his memory for the quality of the computer's end—game technique. Some of the notes are comments included in Gerry's letter to me, but the main annotations are by myself.

Tasc R30 1993 (2370) – BCF 187 (2100)
[B09] At Gerry Dyer's. 40/2, 1996*[ELH]*

1.e4 g6 2.d4 ♗g7 3.♘c3 c6 4.♘f3 d6 5.♗e2 ♘f6 6.h3 0–0 7.a4 ♘bd7

The R30 leaves its book here. My opening work for Hiarcs5 has 7.0–0 ♘bd7 8.a4 e5 (or ♛c7), and the game actually transposes back to this, but without bringing the R30 back to its book database.

8.0–0 e5 9.dxe5 dxe5 10.♛d6

10.♗e3 is 'my' Hiarcs move, so I'm out of book as well now!

10...♖e8 11.♗e3 ♗f8 12.♛d2 ♛e7 13.♗c4 ♘c5 14.♘g5 ♘e6 15.♖fd1 ♘xg5 16.♗xg5 ♗e6 17.♗xe6 ♛xe6

Black is happy to simplify the position, believing that he will have better chances in an endgame.
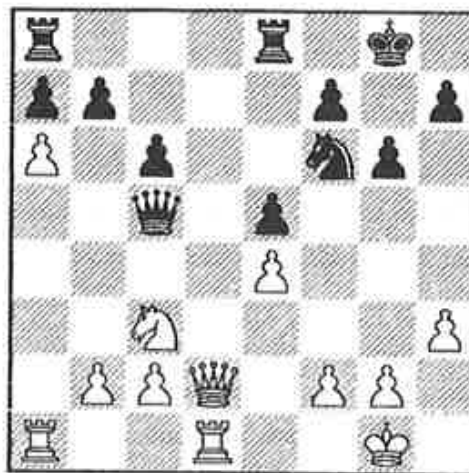
18.a5!?

Typically sharp R30 play. 18.♛e3 looks to be the 'solid' move.

18...♗c5 19.♗e3 ♛e7?!

Good alternatives are:
19...♗xe3 20.♛xe3 a6 Genius4, or the same with 20...♛e7 from Hiarcs4;
19...♗e7 20.♛e2 a6 Rebel7.

20.♗xc5 ♛xc5 21.a6!?

Black condemned this move at the time, as a serious weakening of the a—♟, which will be difficult to defend eventually.
21.♛d6 is favoured by other programs.

21...b6 22.♛d6!
The computer has spotted a weakness in Black's defence!

22...♛xd6
Hiarcs4 approved our BCF187—friend's move, but exchanging isn't the only possibility:
22...♖e6 23.♛xc5 bxc5 comes from Genius4, whilst;
22...♔g7 23.♛xc5 bxc5 24.♖d6 ♖ab8 is Rebel7's method.

23.♖xd6 ♖e6 24.♖xe6
Creating a ♟ weakness, with an eval. of +43. There was not really time here for 24.♖ad1 on account of 24...♖ae8=

24...fxe6 25.♖d1 ♔f7 26.f3 ♔e7 27.♘a2!
The only way to activate the ♘.

27...♖d8!
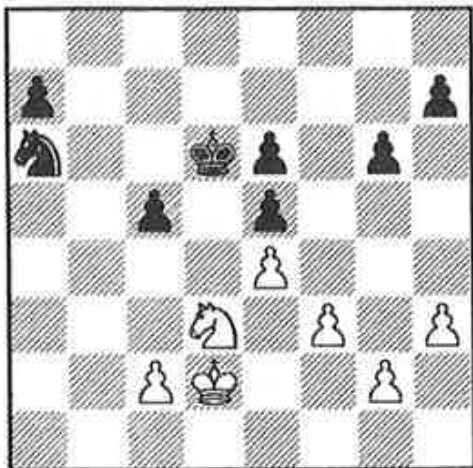If 27...c5 (to stop ♘b4) 28.♘c3 followed by ♘b5 is good for White.

28.♖xd8 ♔xd8 29.♘b4 ♔d7 30.♘d3 ♔d6 31.b4 c5 32.bxc5+

32.♔f2 was also worth considering.

32...bxc5 33.♔f2! ♘d7 34.♔e3 ♘b8

34...♔c6! is indicated by the top computer programs as giving Black a small but definite edge!

35.♔d2 ♘xa6

So the a–♙ was weak, as we suggested at move 21. It might seem as if the computer is now losing, but it cleverly finds a subtle manouvre!

36.♘b2! ♘c7 37.♘c4+ ♔c6 38.♘xe5+ ♔b5

38...♔d6 is an idea coming from both Genius4 and Hiarcs4, but White had a good reply in 39.f4! so I don't think it would have made a real difference.

39.♘d7! ♔b4

A somewhat major commitment of the ♔, but advancing the g+h ♙'s would be more likely to help White.

40.♘f8 a5

Black is relying on the running of this ♙, with the additional factor that the R30's ♘ will need some re-organising to impact the finish!

However 40...h6 is preferred by the computer programs, forcing White to take the other ♙ with 41.♘xg6 and then 41...a5.
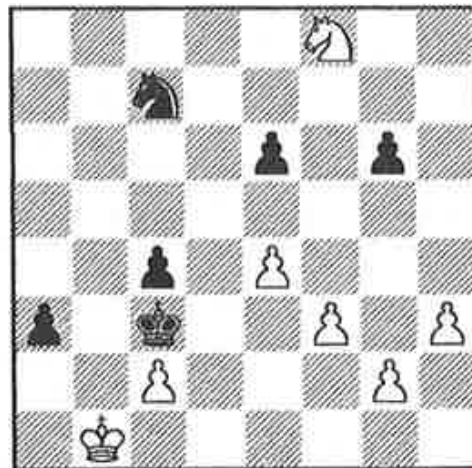
41.♘xh7

The computer believes it has the win, with a +202 eval.

41...a4 42.♘f8 a3 43.♔c1 ♔c3!?

43...g5 is chosen by all of Genius4, Hiarcs4, Fritz3 and Rebel7, but Black's ♔c3 pressing on with the ♕–side pressure is surely correct!?

44.♔b1 c4!

The game was adjourned here, which suited Black very well! He believed the position was won for him, and the break gives him a chance to do some extra home analysis.

However he confided after that this had been more difficult than he expected. The fact that the R30 still believed in itself, showing +196, was also a cause for concern – as well as exciting SS reader Gerry Dyer's anticipation of an interesting finish!

45.h4!

The key ♙.

45.f4 also looks quite strong;

45.♘xg6 is favoured by Genius4, Hiarcs4 and Rebel7, then 45...a2+ 46.♔xa2 ♔xc2 47.♘e5 or h4, are both +– we think.

45...♘a6

Rebel7 asserts that 45...a2+ is Black's 'only' move, with an eval. of −68 compared with −132 for the move played. After 46.♔xa2 ♔xc2 47.♘xg6 c3 48.♘e5 it is indeed difficult to say for sure that White still has a win.

Hiarcs4 also went for 45...a2+.

46.♘xg6 ♘b4 47.♘e5!

It is proved essential that the White ♘ returns to the fray without any loss of time!

47...a2+!

47...♘xc2 48.♘xc4 a2+ 49.♔xa2 ♔xc4 50.h5! ♘b4+ 51.♔b1 ♘c6 52.h6 ♘e5 53.h7

♘g6 54.f4 is similar to the game, and White is still ahead.

48.♔a1 ♔xc2

48...♘xc2+ is Rebel7's choice here, but after 49.♔xa2 ♘b4+ 50.♔a3 ♘d3 51.♘c6 ♔d2 52.♘a5 White looks to be well on top. However after 52...c3 *(52...♔c3?? 53.h5!)* 53.♘c4+ ♔c2 54.h5 ♘b2! the position is still quite hard to evaluate!

49.♘xc4

The R30 eval. is now down to +73. This may be a useful test position to to see which programs spot Black's mating chances necessitating the defensive 51.♘c2.

49...♔b3

Threatening ♘c2 mate, of course!

50.♘e3 ♘c6 51.♘c2 e5

51...♔xc2 52.♔xa2 ♘e5 looks likely to draw, I think.

52.h5! ♘d4?!

52...♔xc2 53.♔xa2 ♔d3 54.h6 ♘d8 55.h7 ♘f7 also looks a possible draw!?

53.♘b4!

A superb answer, and the only one which can actually win. White still shows +60.

53.♘xd4+?? exd4 54.h6 d3 and mate follows;

53.♘e3 ♔a3 54.♘c4+ *(54.f4?? ♘b3#)* 54...♔b3 55.♘d2+ ♔a3 56.♘c4+ is =.

53...♔xb4

Another only move as, otherwise, 54.♘xa2 wins.

54.♔xa2 ♘e6

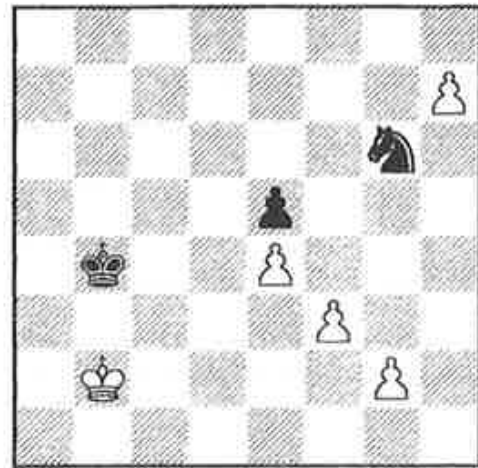Black now scurries his ♘ over to the ♔-side to see if it can stop the ♙ army.

55.♔b2!

55.g3 ♔c4 56.h6 ♘f8!∞

55...♘f4?!

Is this best? 55...♘f8!? might be better: 56.♔c2 ♔c4 57.g3 ♔d4 58.♔d2 ♘h7∞; 55...♔c4?! doesn't look to be an improvement after 56.h6 ♘f8 57.♔c2

56.h6 ♘g6 57.h7!

This is a very important move, as it absolutely ties the White ♘ to guarding h8.

57...♔c5?!

Even now 57...♔c4 58.♔c2 ♔d4 59.♔d2 ♘h8 *(59...♔c5?! 60.♔e3)* 60.g3 ♘g6 looks to me to give Black clearer drawing chances.

58.♔c3 ♔d6 59.g3 59...♔e6 60.f4! exf4 61.gxf4
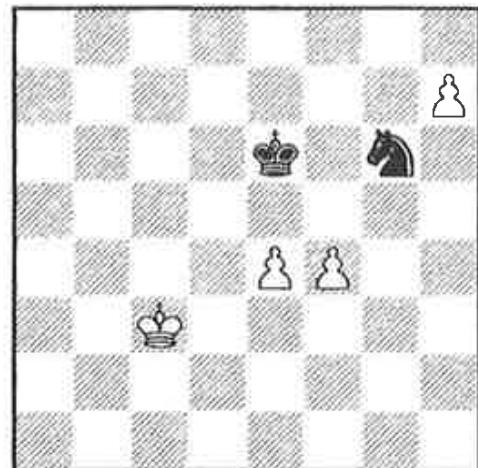
61...♘h8??

I have opted to specify this is as the fatal error as, incredibly, I believe Black still had a saving chance with 61...♔f6! as recommended by all the top computer programs to still give Black drawing chances, and in spite of my earlier doubts concerning 57...♔c5?! Indeed 62.f5 *(62.♔d4 ♔g7=; 62.♔c4 ♔g7 63.f5 ♘h8=)* 62...♘h8 63.♔d4 ♔g7 is = I think?!

62.♔d4 ♘f7

62...♔f6 doesn't work now: 63.e5+ ♔e6 *(63...♔g6 64.e6+–)* 64.♔e4+–

63.f5+ ♔f6 64.e5+ ♔xf5 65.♔d5 1–0
Thoroughly enjoyable!

Alan GORE wrote me some while ago after testing his machines on various 'wrong-coloured Bishop' endgames which we once featured. He sent in this interesting report and some positions of his own!

The results of most interest were those I got from **Mephisto Genius 68030** and the **Kasparov RISC 2500**, which suggested a superiority for the RISC 2500 in this particular matter.

However in a series of games played between the two, this was not proved to be the case overall, as the **Genius 68030** won by **37-13** (32-8=10).

My overall impression of the two machines, which is probably too simplistic, is that the RISC 2500 shows better chess understanding, whereas Genius is quicker and looks further ahead (aided by its faster processor, of course).

Over the years I have found that playing computers against each other frequently exposes their weaknesses, whereas playing against them myself I tend to encounter their strengths, and only expose my own weaknesses!

But on the subject of computer shortcomings, one or two positions in the RISC-Genius match reminded me of your article in SS/52 with the so-called *'Norwood position'* and computer horizon problems.

For readers who did not see the *'Norwood position'*, we repeat it here (White to play):
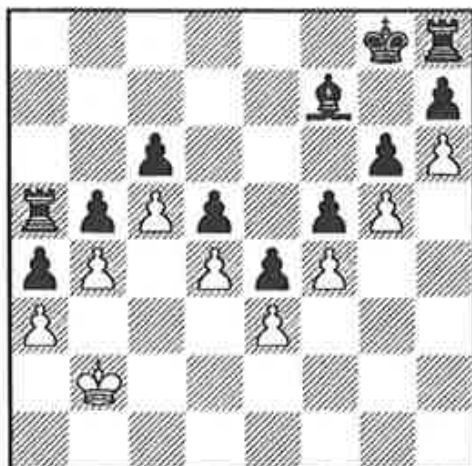
Even beginners should quickly grasp the point - SS readers will take no time at all! Our beloved programs want to reduce the material deficit with a speedy **1.bxa5??** but the blocked pawn structure actually means that White can draw by tramping the first 2 ranks with his king, leaving Black's 2 rooks and bishop completely powerless, with absolutely no way of breaking through.

So we come to **KR-MG**, and a position in which White (to move) is materially 'lost' but can draw...

[1] by stalemate if the white rook is captured with the black rook still on the 2nd. rank, and

[2] by the 50 move rule if the white rook keeps checking the black king. The white rook can do this and put itself en prise, providing the black rook is not allowed to leave the 2nd. rank, either to make the capture or block a check!

There followed 2 horrendous blunders - one by each side!

Firstly KR, as White, played **1.Rg5??** allowing Black to move the rook away from the 2nd. rank. It sacrifices the a-pawn, but Black then obtains an easy win by advancing the g+h pawns.

However Genius now played **1... Kd3??** The game ended in a draw - all they both deserved.

But after 1.Rg5?? how many computers can actually find the win for Black in a realistic time?! Not many, I suspect, as Genius took 55 mins to find 1...Rc7! and the RISC had no solution after 2 hours.

I also note that Computers often fail to 'understand' the problem of a piece being trapped when it isn't actually captured!

In another MG-KR endgame, a Black rook on a7 was trapped by White's pawn on a6 and bishop on b7. In such a position, if White has sufficient mating material elsewhere on the board, the rook is effectively non-existent, but computers mostly fail to recognise this.

[Eric now 'takes over']. The perfect and recent example is 'poor old' **Deep Blue** against **Kasparov**, when DB managed to get both a rook and a bishop completely trapped in game 6, effectively putting back by years the more optimistic forecasts for a Computer to beat the World's human no.1.

It's similar to that astonishing moment in **Spassky-Fischer**, 1972, when the great Bobby suddenly lashed out with 29...Bxh2, allowing Spassky to trap the bishop with the simple 30.g3.

And, yes, there are programs which will still ignorantly send forth their bishop to grab an h7 or h2 pawn, even though its pretty infrequent, and usually only when the program thinks it sees some bishop-saving tactics which put the loss of the piece back over a search-limited horizon.

Don't believe me? Then look at this position which Alan reminded me of!

Here White played **19.Rd6**, and must have been pretty astonished to see his opponent go with **19...Bxa2?**

As Nunn says, even a weak human can see this loses a piece. So which highly rated modern program would go and do such a thing?! Those with a good memory may recall that this was **Nunn-Tasc R30** at Aegon 1994.

The game continued **20.b3 f5**. Now Black can only get two pawns for the bishop. I should mention that it was the program's original intention to play 20...Nb4 here, but now it sees that 21.Kb2 f5 22.c3! is crushing. **21.Bd5+ Kh8 22.Bxc6 Bxb3**. 22...Rxc6 23.Rxc6 bxc6 24.Kb2 Bxb3 25.cxb3+-. **23.cxb3** and Black resigned a few moves later.

The aftermath of John Nunn's study of the computer performances and games at Aegon 1994 was his conclusion that his own estimate that the top programs were playing at around 2400 needed to be revised downward. I believe that events such as Aegon 1996, plus for example Kasparov-Deep Blue, Nigel Short-MChess Pro5 and Shirov-Ferret show that, if the top 4 PC programs (say Genius, Rebel, MChess Pro and Hiarcs) played an 8 round match against 4 G.M and computer-prepared opponents (two games between each computer-human pairing), the programs might indeed be hard-pressed to average much above 2400 on Pentium/100's!

Here's another position which embarrasses quite a few programs!
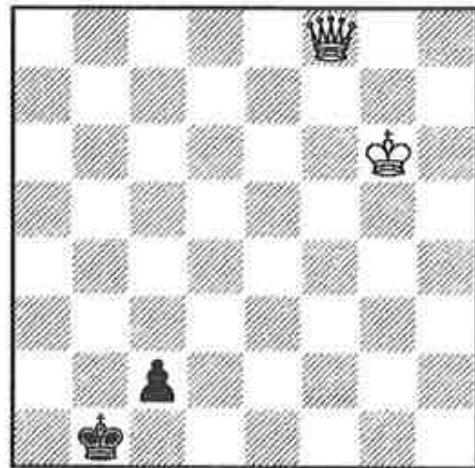
It's White to move and most intermediate players, with some endgame knowledge, will recognise that the position is drawn. Incidentally it is another 'real' position, as it comes from **Petrosian-Fischer**, 1958, which ended ½-½, of course.

Do try your program on it - I'm glad to say that some do know it's a draw, and pretty quickly at that.... but others will still be showing a +6 point advantage for White

after as much as a minute's work!

Chris Whittington shared a position that occured in his auto-testing **CS_tal-Genius3**. The game, played at 1 min per move, reached the following position.
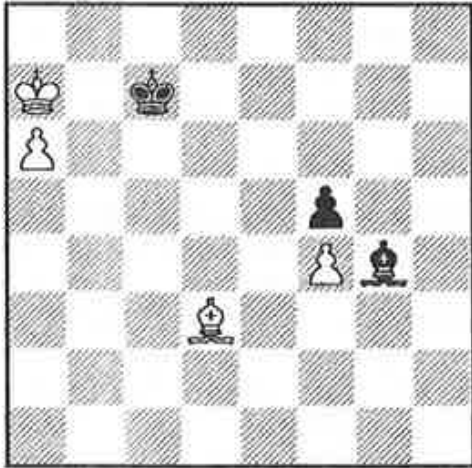
In this example Chris says that, again, neither side knew that it's a total draw. Genius (Black) showed -1.5, CS_tal had +2.0.

Bruce Moreland, Ferret's programmer, chipped in with another involving his program in a game against **W Chess**.
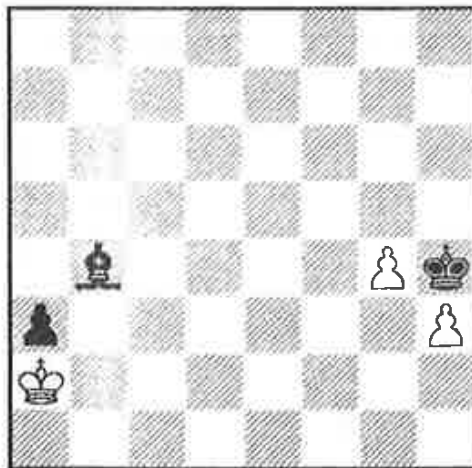
Ferret was Black, and was claiming the win with a +4.5 evaluation. Once again, the game is hopelessly drawn. All White (to move) needs do is hop his king forwards and backwards from a2-b3-a2-b3 etc.

In each of those two, the perfect position of the 'losing' king saves the day. The materially superior side evaluates the position at +2, or +3, or whatever, but it's a static figure that never goes higher, and therefore proves to be a false evaluation. If

it was +.5, then +1, then +1.5 and still getting better, it would be a different story!

Finally here are a couple of mates which the programs handle very differently! Sometimes, in a mate search, one or more quiet moves need to be found, and these can be a real stumbling block for some computers. The other situation is where a series of checks each has only one legal reply, and some programs search these through right to the end (unless a required quiet move stops them!) and consequently can announce amazingly long mates in little or no time at all!
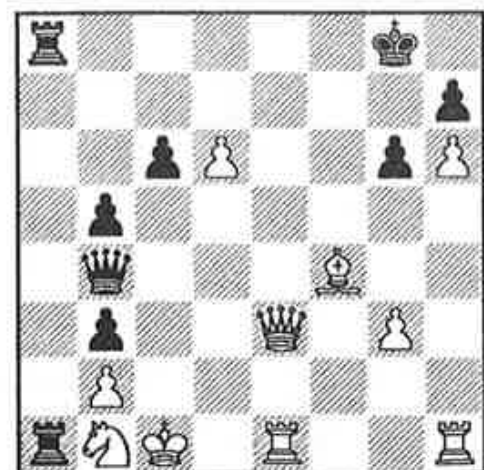
I'll not mention any names, you can have a look for yourself.

[1] Black to mate in 6.

(1...**Rxh3+** 2.gxh3 Bf3+)

[2] Black to mate in 13.

(1...**Rxb1+** 2.Kxb1 Ra1+ 3.Kxa1 Qa4+)

The Report which follows is by Mike, with brief game Notes by Eric.

I have just played a short, 4 game Match between my recently acquired **Novag SAPPHIRE** and Chris Whittington's **Complete Chess SYSTEM** program, which was running on my **486 PC**.

I hope the result will prove useful for grading purposes, and maybe supply a game or two of interest to other Selective Search readers. Here is a brief description of the actual games played.

Game 1 was a sharp variation of the Sicilian Najdorf, and followed analysis in MCO/12 up to move 15. MCO shows 16.Qh5 as ! and =, but the Sapphire's book move as White is 16.Rg1, and this resulted in both programs scoring Black as almost 2 pawns ahead by move 18. However by move 55 the opponents had reached an impasse with neither side able to make any progress.

Novag SAPPHIRE (2150) – CCSYSTEM 486 (2040)
[B99] G/60, Game 1. Sicilian Najdorf.

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♗e7 8.♕f3 ♕c7 9.0–0–0 ♘bd7 10.g4 b5 11.♗xf6 ♘xf6 12.g5 ♘d7 13.f5 ♘c5 14.f6 gxf6 15.gxf6 ♗f8
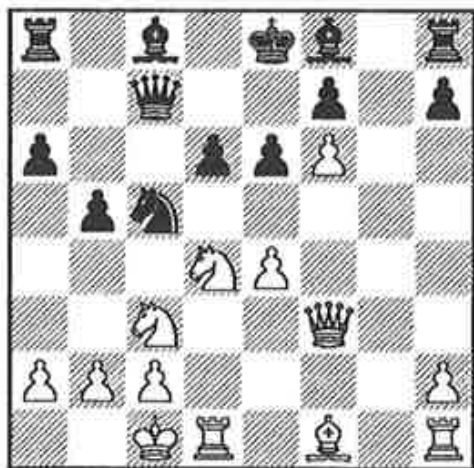
We have reached the position discussed by Mike in his remarks above, and which produces an unexpected book

selection from the Novag machine.
16.♖g1!?

The surprising Sapphire Book move, as opposed to 16.♕h5, the '!' variation given in MCO.
16...b4 17.♘d5?!

CCS of course was 'on its own' with 16...b4. But this was exactly what the Sapphire expected, and it now unwraps this equally surprising follow–up sac'.
17...exd5 18.exd5 ♗h6+

And suddenly the Novag program is also out of Book, and showing itself at −180. "Get out of that!"
19.♔b1 ♗d7 20.♕e2+ ♔d8 21.♕e7+ ♔c8 22.♕xf7 ♗e8 23.♗h3+ ♔b7 24.♕xc7+ ♔xc7 25.♖de1 ♖f8 26.♖e7+ ♔b6 27.♘e6 ♘xe6 28.♖xe6 ♗f4 29.♖g4 ♗xh2 30.♖xb4+ ♔c5 31.♖ee4 a5 32.♖bc4+ ♔b6 33.♖e7 ♖xf6 34.♖xh7 ♗b5 35.♖cc7 ♗f4 36.♖b7+ ♔a6 37.a4!

Neatly finding the move that saves the game! After 20 moves of struggling with an unpleasant − eval, the Sapphire finally equalises.
37...♗c4

Not 37...♗xa4?? 38.♗f1+ ♗b5 39.♗xb5#
38.b3
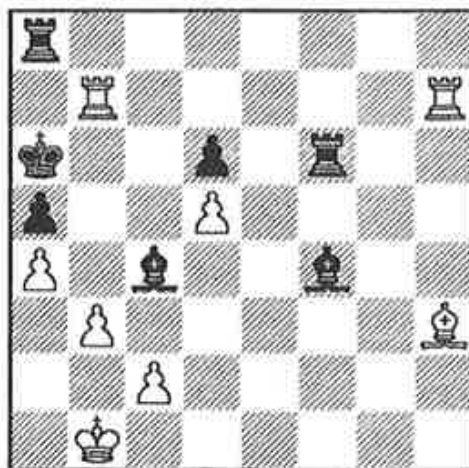
An equal position has been reached, and the game was duly drawn, finishing in an impasse at move 55. ½–½

Game 2 was a pretty sterile positional game until move 38, when CCS offer of its rook was duly accepted by the Sapphire. CCS then forced perpetual check, which

soon resulted in a draw by 3–fold repetition.

By the end of game 2 I was somewhat disappointed in the Sapphire's performance. I had expected to see more pressure applied against CCS, which is 14 BCF/110 Elo lower according to the ratings.

At first **Game 3** did nothing to change this opinion during another positional manouvering slog up to move 26. Then the Sapphire initiated a winning tactical sequence with its fine thrust 26.e5.

The CCS evaluation showed that it knew it was losing, but was always one step behind the Sapphire which announced mate in 8 at move 37!

A worthwhile game to play through, and enjoy the sudden tactical coup de grace as Sapphire wins the game from an even–looking position.

Novag SAPPHIRE (2150) – CCSYSTEM 486 (2040)
E94 G/60. Game 3. Queen's Pawn, Classical System.

1.c4 ♘f6 2.d4 g6 3.♘c3 ♗g7 4.e4 0–0 5.♘f3 d6

CCS is clearly at a 'Book disadvantage' and comes out quite early in this quite popular line. To its credit it finds known theory moves through to move 8.
6.♗e2 e5 7.0–0 exd4 8.♘xd4 ♘bd7 9.♗g5 ♖e8 10.f3 ♘b6 11.♕d2 ♗d7 12.♗h6 ♗xh6 13.♕xh6 ♘a4 14.♘xa4 ♗xa4 15.b3 ♗d7 16.♖ad1 ♖e5 17.♕d2 ♕e7 18.♕b4 b6 19.♕d2 ♔g7

20.♕c3
This proves to be an important

positional, move, as much of the tactics which soon follow will concern the a1–h8 diagonal, and the indirect pin from ♕ to ♔.
20...♖h5 21.♘b5 ♗c6 22.♖fe1 a6 23.♘d4 ♗d7 24.f4 ♖h4 25.♘f3
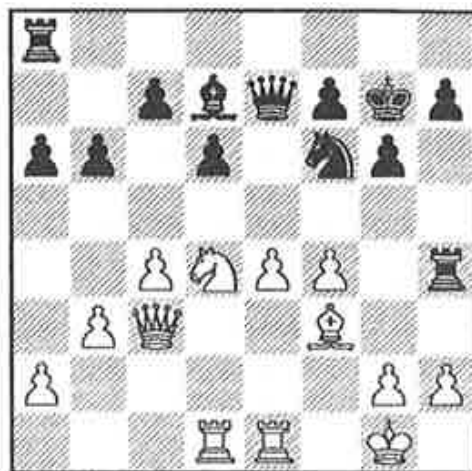
25...♖e8?!
The other ♖ was in urgent need of attention, to avoid serious material loss. If Black had sacced the exchange with it here, by 25...♖xf4 26.g3 ♖xf3 27.♘xf3 ♗g4, White's advantage would have been fairly minimal, and everything still to play for.
26.e5! dxe5 27.fxe5 ♘g4?
27...♘g8 is much better, and if 28.e6 ♕f6. However 29.♖f1! still leaves White well on top.
28.e6 ♘f6 29.♘f5+!
29.exd7 ♕xd7 30.♘f5+ ♕xf5 31.♖xe8 also wins.
29...gxf5 30.exd7 ♕c5+ 31.♔h1 ♖d8 32.♖e8 ♖xd7 33.♖xd7 ♔g6 34.♕e1 ♖xc4!?
The ♖ must fall. Nor does 34...♖e4 35.♗xe4 ♘xe8 36.♕g3+ work out any better.
35.bxc4 ♘xe8 36.h4 ♘d6
36...♘f6 delays the end slightly, but the game is already lost so it hardly matters.
37.♕g3+
The Sapphire announces mate in 8, though I believe it's actually m/5, and that's how the game concludes.
37...♔f6 38.♕g5+ ♔e5 39.♖e7+ ♔d4 40.♕d2+ ♔xc4 41.♗e2# 1–0

Game 4 was another run–of–the–mill affair, but the Sapphire won by eventually pushing home a pawn advantage without anything dramatically good or bad being done by either side that I could see.

Which brings us to the final result, a **3–1** win for the **Sapphire**.

A brief guide to the purpose of each of the HEAD-INGS should prove helpful for everybody.

BCF. These are British Chess Federation ratings. They can be calculated from Elo figures by (Elo - 600) /8, or from USCF figures by (USCF - 720) /8.
Elo. This is the Rating figure which is in popular use Worldwide. The BCF and Elo figures shown in SELECTIVE SEARCH are calculated by combining each Computer's results v computers with its results v humans. This determines the ranking order and, we believe, makes our Rating List the most accurate available anywhere for computers and programs.
+/-. The maximum likely future rating movement, up or down, for that particular machine. The figure is determined from the number of games played and calculated on precise standard deviation principles.
Games. The total number of Games on which the computer or program's rating is based.
Human/Games. The Rating obtained and the total no. of Games played in Tournaments v rated humans.

A guide to PC Program Gradings:
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 between 50-66MHz with 4-8MB RAM.
Pent-PC represents programs on a Pentium at approx. 90-100MHz, with 8-16MB RAM.
PPro-PC represents programs on Pentium Pro/200.
Users will get slightly more (or less!) in each case, if the speed of their PC is significantly different. A doubling or halving in **MHz speed** = approx. **60** Elo; a doubling or halving in **MB RAM** = approx. **10** Elo.

Approx. guide if 486/66 = 0

Pentium Pro/200	+150	Pentium/166	+120
Pentium/90	+75	486DX4/100	+20
486DX2/66	=0	486DX/50	-20
486DX-SX/33	-60	386DX/33	-120

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BCF	Computer	Elo	+/-	Games	Pos	Human	Human/Games
238	CHESS GENIUS3 PENT-PC	2506	16	777	1	2662	6
237	HIARCS4 PENT-PC	2499	17	701	2	2348	6
237	CHESS GENIUS4 PENT-PC	2499	16	825	3	2299	12
236	CHESS GENIUS4 486-PC	2494	16	780	4	2429	19
236	CHESS PRO5 PENT-PC	2494	15	913	5	2242	11
236	REBEL7 PENT-PC	2493	16	554	6	2414	24
236	REBEL6 PENT-PC	2490	18	612	7	2145	12
234	CHESS PRO5 PENT-PC	2477	19	528	8	2394	12
234	NIMZO3 PENT-PC	2472	20	529	9	2376	7
232	HIARCS3 PENT-PC	2463	19	702	10	2187	8
232	CHESS GENIUS4 486-PC	2444	13	1226	11	2323	13
230	M CHESS PRO4 PENT-PC	2441	11	580	12	2359	25
230	CHESS GENIUS3 486-PC	2435	17	591	13	2345	6
229	FRITZ3 PENT-PC	2430	20	504	14	2391	21
229	M CHESS PRO5 486-PC	2427	14	1562	15	2314	44
228	M CHESS PRO5 486-PC	2426	11	562	16	2432	3
228	CHESSMASTER 4000 PENT-PC	2413	16	70	17	2309	23
228	REBEL7 486-PC	2412	17	499	18	2267	13
227	REBEL7 486-PC	2401	20	1010	19	2478	3
226	MEPH GENIUS2 486-PC	2400	19	1039	20	2193	13
226	KALLISTO1.98 PENT-PC	2389	19	688	22	2392	7
225	W CHESS PENT-PC	2381	14	1369	23	2295	20
225	FRITZ4 PENT-PC	2379	17	738	24	2199	6
223	HIARCS3 486-PC	2379	17	2085	24	2239	63
223	M CHESS PRO4 486-PC	2377	12	1254	25	2267	21
222	REBEL6 486-PC	2370	17	1130	27	2226	17
222	M CHESS PRO4 486-PC	2352	10	718	28	2276	28
222	CMACHINE GIDEON3.1/30-PC	2348	13	1254	27	2184	18
222	CMACHINE GIDEON3 486-PC	2340	13	1130	28		
221	W CHESS 486-PC	2338	17	537	30		
221	CMACHINE THE KING2/30-PC	2332	25	718	29		
219	FRITZ3 486-PC	2325	12	1322	31		
218	M CHESS GENIUS1 486-PC	2322	16	1217	37		
217	CHESSMASTER PRO3.5 486-PC	2305	18	1036	36		
217	M CHESS PRO3.5 486-PC	2290	25	753	38		
216	NEPH GIDEON PRO 486-PC	2289	27	289	39		
216	CMACHINE GIDEON3.0/30-PC	2279	14	1036	36		
215	M CHESS PRO3 486-PC	2259	13	1217	37		
215	HIARCS2.1 486-PC	2242	16	753	38	2184	18
215	CHESS GENIUS1 486-PC	2233	12	93	39	2267	21
213	M CHESS GENIUS1 386-PC	2231	14	1228	40	2276	28
213	COMET32 PENT-PC	2223	20	1095	41	2226	17
211	HIARCS2.1 486-PC	2183	25	523	42	2118	12
211	CHESS PRO3.1 486-PC	2180	20	337	43	2238	12
209	KALLISTO1.8 486-PC	2165	58	64	44	2138	153
207	CMACHINE GIDEON2/15-PC	2163	45	1312	45		
205	M CHESS 486-PC	2160	46	206	46		
204	M CHESS 486-PC	2154	47	145	47	1870	1
204	HIARCS2.1 386-PC	2141	48	226	48	2198	24
203	FRITZ 486-PC						
202	CMACHINE THE KING1/15-PC						
197	ZARKOV2 486-PC						
197	SOCRATES3 486-PC						
195	SARGON5 486-PC						
195	M CHESS 386-PC						
195	M CHESS 386-PC						
194	PSION2 486-PC						
192	REX 486-PC						

RATING LIST (c) Eric Hallsworth. SS66 Oct 1996

BCF	Computer	Elo	+/-	Games	Pos	Human	/Games
228	TASC R30-1995	2427	20	513	1	2304	12
221	MEPH LONDON 68030	2425	82	32	2		
221	MEPH LONDON PRO 68020/24	2372	46		3		
221	MEPH GENIUS2 68030	2371	68	614	4		
217	TASC R30-1993	2371			5		
221	MEPH LYON 68030	2342	82	1346	6		
214	MEPH RISC2 1MB	2325	28	275	7		
213	KASP RISC 2500-512K	2317	16	803	8		
213	MEPH BERLIN PRO 68020/24	2309	27	293	9		
213	MEPH PORTOROSE 68030	2304	18	1090	10		
212	MEPH VANCOUVER 68030	2300	20	525	11		
211	MEPH LONDON 68020/12	2294	82	656	12		
211	MEPH LYON-VANC 68020/12	2290	33	196	13		
209	MEPH RISC1 1MB	2290	9	2431	14		
211	MEPH LYON-VANC 68020/20	2277	13	893	15		
207	KASPAROV SPARC/20	2277	14	2232	16		
207	MEPH MONTREUX	2262	9	536	17		
205	FID ELITE 68040-V10	2256	15	2453	18		
202	MEPH VANCOUVER 68020/12	2243	20	75	19		
202	MEPH LYON 68020/12	2221	53	2318	20		
201	MEPH LYON 68020/12	2220	9	3285	21		
198	MEPH PORTOROSE 68020	2213	8	1865	22		
197	FID ELITE 68030-V9	2185	10	1204	23		
197	MEPH BERLIN 68000	2180	53	777	24		
195	MEPH PORTOROSE 68000	2177	80	1682	25		
195	MEPH LYON 68000	2167	11	1280	26		
195	MEPH VANCOUVER 68000	2167	16	1141	27		
195	MEPH ALMERIA 68020	2158	13	1683	28		
194	NOVAG SAPPHIRE-DIAMOND	2150	14	2101	29		
193	MEPH PORTOROSE 68000	2132	10	290	30		
191	FID MACH4-DES2325 68020-V7	2127	13	1074	31		
190	FID ELITE 2*68000-VS	2097	11	2182	32		
187	KASPAROV BRUTE FORCE	2084	27	698	33		
190	MEPH POLGAR/10	2084	10	1083	34		
185	MEPH ROMA 68020	2083	14	996	35		
185	MEPH DALLAS 68020	2072	17	1025	36		
185	MEPH ALMERIA 68000	2068	14	2037	37		
184	MEPH DALLAS 68000	2059	14	104	38		
183	NOVAG SCORPIO-DIABLO	2042	35	248	39		
182	NOVAG JADE2-ZIRCON2	2039	37	698	40		
180	MEPH NIGEL SHORT	2037	10	5736	41		
179	KASP PRESIDENT-TC+GK2100	2028	45	1715	42		
179	FID MACH3-DES2265 68000-V2	2020	29	1593	43		
178	MEPH NMS/5	2020	17	2743	44		
177	MEPH DALLAS 68000	2015	6	1123	45		
177	MEPH POLGAR/5	2015	11	2967	46		
176	MEPH MILANO	2012	11	873	47		
176	NOV SUPER FORTE-EXP C/6	2004	8	2049	48		
175	MEPH MONDIAL 68000XL	2000	15	2000			
174	MEPH MONTREAL-ROMA 68000	1998	9	2625			
173	MEPH ACADEMY/5	1986	9	2361	49	2024	109
172	MEPH AMSTERDAM	1983	9	2373	50	2054	182
171	NOV SUPER FORTE-EXP B/6	1970	12	1464	51	2017	84
170	MEPH MEGA4/5	1968	8	2694	52	2029	169
170	KASPAROV MAESTRO D/10	1965	12	1319	53	1956	109
170	FID MACH2B	1963	26	302	54	1960	25
170	FID MACH2C	1962	8	2706	55	2059	127
169	MEPH MODENA	1961	14	990	56	1862	20
168	MEPH MM5	1952	16	756	57	2006	97
168	FID TRAVELMASTER	1946	8	2928	58	1917	83
167	NOVAG RUBY-EMERALD	1945	18	752	59	1981	48
166	KASP TRAVEL CHAMPION	1936	16	257	60	1862	22
166	MEPH SUPERMOND2-MCARL04	1931	29	287	61	2074	8
166	NOV SUPER FORTE-EXP A/6	1930	27	1453	62	2021	176
165	KASPAROV MAESTRO C/8	1929	12	313	63	1999	98
164	MEPH MONTE CARLO	1921	26	262	64	2046	10
163	CX6 SPHINX/4	1917	28	2426	65	1943	155
163	CONCH PLY-VICTORIA/5.5	1911	9	814	66	1870	15
163	FID MACH2A	1908	16	338	67	1912	35
161	KASP TURBOKING2	1908	25	1055	68	2026	22
159	NOV EXPERT/6	1891	31	222	69	1825	29
159	NOV SUPER FORTE-EXP A/5	1879	11	1548	70	1827	18
159	FID CLUB B	1878	12	1459	71	2017	8
158	NOV EXPERT/5	1875	26	316	72	1824	68
158	FID PAR E-ELITE+DES2100	1868	9	2645	73	1900	18
158	NOV FORTE B	1866	10	1917	74	1923	80
157	FID AVANT GARDE/5	1865	9	2333	75	1863	48
157	KASP STRATOS-CORONA	1863	11	1738	76	1767	69
157	NOV FORTE A	1856	9	2186	77	1990	6
156	MEPH SUPERMONDIAL1	1856	11	2251	78	1921	6
155	FID CLUB A	1849	11	1611	79	1890	134
155	KASPAROV MAESTRO A/6	1847	29	242	80	1852	48
155	CONCH PLYMATE/5.5	1846	14	990	81	1965	208
155	KASP TURBOKING1	1843	9	2353	82	1916	220
155	KASP SIMULTANO	1842	24	364	83	2012	78
154	CONCHESS/6	1841	13	1149	84	1827	18
153	FID EXCELLENCE/4	1839	45	106	85	2072	6
153	NOV EXPERT/4	1827	11	1756	86	2136	55
153	FID EXCELLENCE/4	1827	14	1059	87	2032	123
152	CONCH PLYMATE/4	1825	106	19	88	2132	6
152	SCI TURBO KASP/4	1820	24	372	89	2032	43
151	FID ELEGANCE	1817	20	524	90	2105	230
150	FID ELEGANCE	1814	34	182	91	1902	11
149	SCI TURBOSTAR 432	1804	17	702	92	1988	50
149	MEPHISTO MM2	1797	12	1407	93	2076	17
149	FID EXCELLENCE-DES2000	1797	16	791	94	2063	13
148	KASPAROV MAESTRO A/4	1791	11	1664	95	2000	8
148	FID EXCELLENCE-DES2000	1787	74	39	96	1884	52
146	CONCHESS/4	1775	20	515	97	1875	8